



Final Fantasy X

D20

Version 1.1

Table of Contents

- **Chapter 1: The World of Spira** (page 4)
 - Geography (page 4)
 - Map of Spira (page 5)
 - Fauna (page 6)
 - Technology & Culture (page 6)
 - Timeline (page 7)
- **Chapter 2: Races** (page 8)
 - Hume (page 9)
 - Al Bhed (page 11)
 - Half-Al Bhed (page 13)
 - Ronso (page 15)
 - Guado (page 17)
 - Half-Guado (page 19)
 - Hypello (page 21)
- **Chapter 3: Classes** (page 22)
 - Pugilist (“Tidus”, page 22)
 - Summoner (“Yuna”, page 25)
 - Ronin (“Auron”, page 28)
 - Lancer (“Kimahri Ronso”, page 31)
 - Blitzer (“Wakka”, page 34)
 - Black Mage (“Lulu”, page 36)
 - Bandit (“Rikku”, page 39)
 - NPC Classes (page 42)
 - Crusader (“Elma/Lucil”, page 43)
 - Merchant (“O’aka/Rin”, page 44)
 - Priest (“Jyscal/Kinoc”, page 45)
- **Chapter 4: Status Effects** (page 47)
- **Chapter 5: Aeons** (page 47)
 - Aeon Reborn Ritual (page 48)
 - Aeon Monster Class (page 48)
 - Winged Fayth (“Valefor” Monster PrC, page 50)
 - Burning Fayth (“Ifrit” Monster PrC, page 51)
 - Shocking Fayth (“Ixion” Monster PrC, page 53)
 - Freezing Fayth (“Shiva” Monster PrC, page 54)
 - Dragon Fayth (“Bahamut” Monster PrC, page 55)
 - Samurai Fayth (“Yojimbo” Monster PrC, page 57)
 - Suffering Fayth (“Anima” Monster PrC, page 58)
 - Joined Fayth (“Magus Sisters” Monster PrC, page 60)
- **Chapter 6: Magic** (page 62)
 - Overview (page 62)
 - Elements (page 63)
 - The Spiral of Death (page 63)
 - The Sending Ritual (page 63)
 - The Fiending Ritual (page 64)
 - Universal Spell Feats (page 65)
 - Equipment Abilities (page 69)
 - Weapon Abilities (page 69)
 - Armor Abilities (page 77)
 - Legendary Weapons (page 87)
- **Chapter 7: Items** (page 91)
 - Alchemical Items & How to Make Them (page 91)
 - Restorative Items (page 92)
 - Useful Items (page 92)
 - Event Items (page 95)
 - Other Items (page 95)
- **Chapter 8: Overdrives** (page 96)
 - Conditions (page 96)
 - Acquiring Overdrives (page 97)
- **Chapter 9: Blitzball** (page 102)
 - Concept (page 102)

- Statistics (page 102)
 - Rules (page 103)
 - Techniques (page 104)
 - Besaid Auroch (Blitzball PrC, page 107)
 - Luca Goer (Blitzball PrC, page 108)
 - Guado Glory (Blitzball PrC, page 109)
 - Al Bhed Psyche (Blitzball PrC, page 110)
 - Ronso Fang (Blitzball PrC, page 110)
 - Kilika Beast (Blitzball PrC, page 111)
- **Chapter 10: Locations** (page 113)
- **Chapter 11: Characters** (page 131)
- **Chapter 12: Creatures** (page 183)
 - Subtypes (page 183)
 - Non-Fiend Creatures (page 185)
 - Fiends (201 Total, page 189)
- **Appendix 1: Bonus Material** (page 353)
 - The Arena (& Other Mega-Monsters, page 353)
 - Dark Fayth (“Dark Aeon” Epic Monster PrC, page 392)
 - The Church of Yevon (page 394)
 - The Sphere Grid (page 395)
 - Variant Ranges (page 399)
 - Spiran Equipment (page 400)
 - 120 Adventure Ideas in the World of Spira (page 402)
 - Metamagic in Spira (page 404)
- **Appendix 2: Credits & Copyright** (page 405)
 - Open Game License (page 405)



Chapter 1: The World of Spira



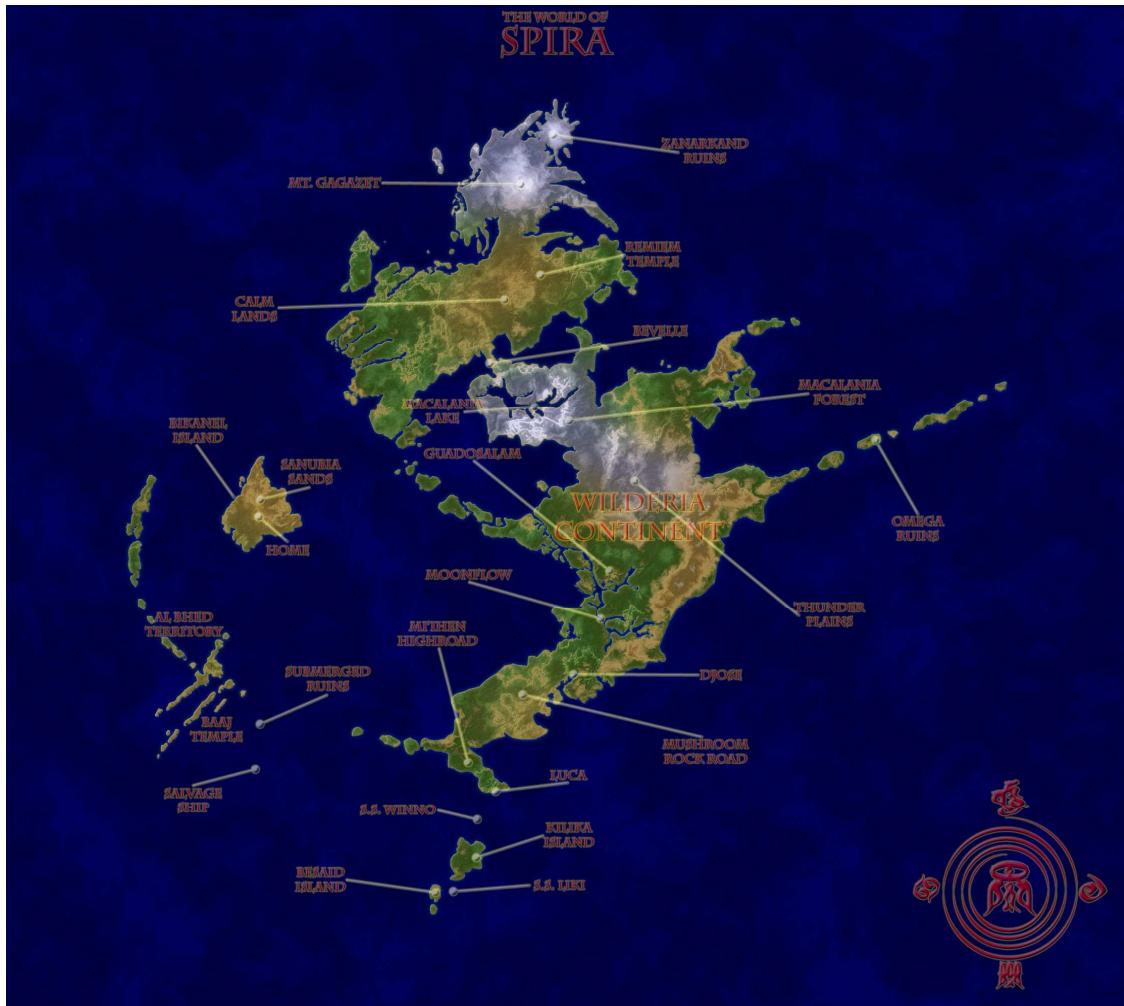
Spira is the name of the world as seen in *Final Fantasy X* (& *Final Fantasy X-2*). As befitting its name, Spira is characterized by cycles & repetition, such as the spiral of death that the world endures under the yoke of Sin, the many spheres found in Spira, the blitzball sphere pools, the prayer to Yevon, the Sphere Grid, & Spira's cycle of life energy emerging from within the planet's core, granting life to all its living inhabitants, & then returning to the core when a life form dies.

Geography

The main landmass of Spira is surrounded by small islands, including Besaid, Kilika, Bikanel, & the ruins of Baaj Temple. The mainland of Spira is where the bulk of *Final Fantasy X* takes place. The southernmost location, Luca, is a large city home to Spira's pastime, Blitzball. North of Luca is the mountainous area of Djose, which features a Yevonite temple. Connecting Luca & Djose are several roads: the Mi'ihen Highroad, a historical path that features Chocobos for transportation; the Mushroom Rock Road, home of the failed operation to defeat Sin; & Djose Highroad, a rocky path that forks north into the Moonflow & east to Djose Temple.

The Moonflow is a large river running through the heart of Spira, featuring shoopuff rides, ancient ruins, & a high density of pyreflies. A path from the Moonflow leads to Guadosalam, home of the Guado race & the gateway to the Farplane. North of Guadosalam are the Thunder Plains, which are the site of a never-ending thunderstorm.

controlled by lighting rods calibrated by the Al Bhed. The Thunder Plains lead into Macalania, a sparkling forest complemented by a frozen lake & a Yevonite temple.



Bevelle, the spiritual center of the Yevon religion, lies on a thin strip of land slightly north of Macalania. The city is built as a series of layers, with the headquarters of Yevon located at the top. The Via Purifico, located beneath Bevelle, serves as a prison for outcasts. Further north are the Calm Lands, a series of cracked, blasted plains that have been the site of numerous battles in Spira's history, mostly with Sin; the Cavern of the Stolen Fayth, an equally historical area; & Mt. Gagazet, home of the Ronso race. Lastly, the sacred city of Zanarkand is on the northern tip of the Spiran mainland, reduced to ruins by the Machina War 1,000 years before the events of *Final Fantasy X*.

Fauna



Spira also features various animal species. Although most of these are analogues of terrestrial animals, such as cats, dogs, birds & butterflies, a few fictional species appear, such as the gigantic shoopuf & the chocobo. Both are used primarily for transport purposes. Most other unusual creatures encountered in Spira are fiends, monsters formed from the spiritual energy of the pyreflies (see **Magic: Pyreflies**, below) & motivated by the anger & fear of an Unsent soul.

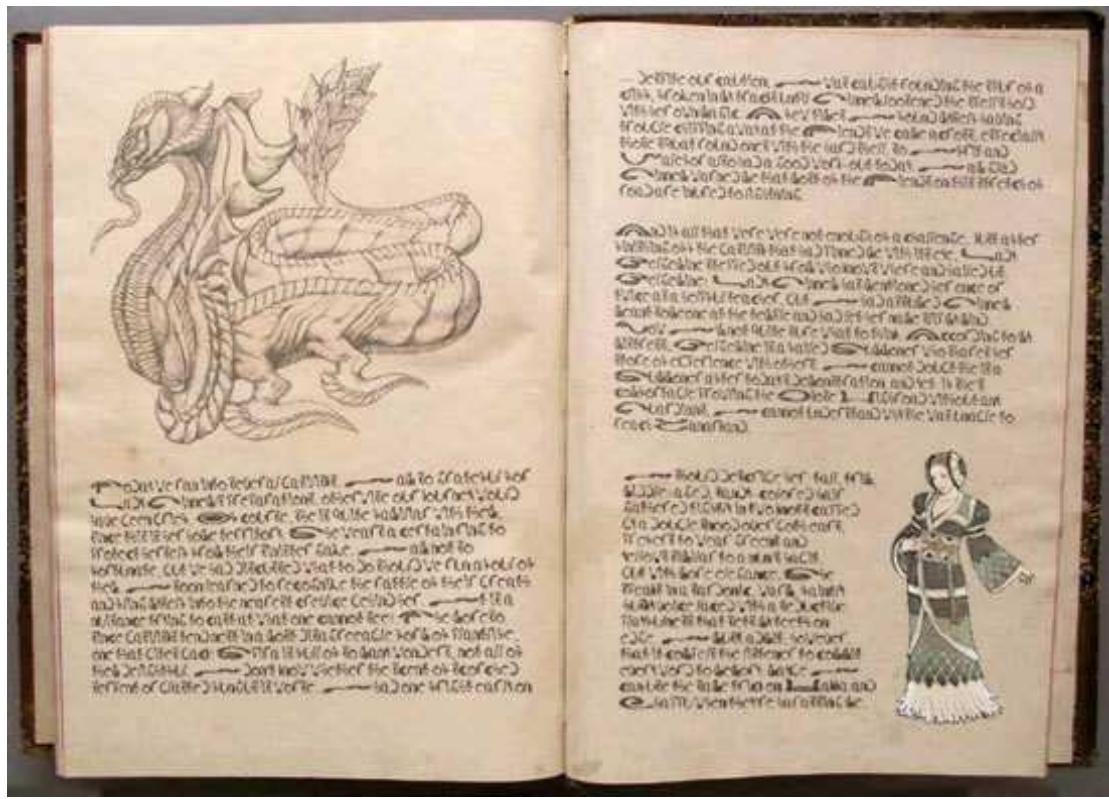
Technology & Culture

This world has been plagued by an unstoppable destructive entity named Sin for the last 1,000 years. Every 10 years or so, Sin rises from the ocean & wreaks havoc on random coastal settlements (which, considering the geography of Spira, this included most of the available land). This destructive rampage continues until a Summoner can destroy it by summoning the Final Aeon, which battles Sin. After Sin is defeated, a time of peace & regrowth known as the Calm occurs, at least until Sin returns, as it always does.

Life in Spira is simple, as technological advancement has come to a halt in the thousand years since Sin's first appearance & the rise of the Yevonite religion. For several hundred years, the population's culture revolved around the temples of Yevon. A strict code of accepted social behaviors (such as distrust towards the Al Bhed & their use of "machina", a perpetual fear of Sin, & atonement for past sins) were common characteristics of devout Yevonites.

Tensions between the various races exist, mainly with regards to the Al Bhed's ostracism from the rest of Spira due to religious beliefs. However, other hostilities exist as well. Tensions exist between the Ronso & the Guado, & the Hypello are rarely seen on land, except around the Moonflow (although this may have more to do with their aquatic nature than any dislike of other Spiran races).

Blitzball, a worldwide sporting pastime in Spira, is one of the few ways that all the races in Spira can come together & find temporary escape from the hardships of the world.



Timeline

1,050 Years Ago

The Bevelle-Zanarkand War is fought.

The area now known as the Calm Lands is devastated by a machina battle.

The Bevellians create Vegnagun, the ultimate machina.

Shuyin & Lenne are killed by soldiers of Bevelle.

The Summoner Yevon, with his daughter Yunalesca, summons the doomed Zanarkandites to form Sin, the ultimate Aeon.

The dream-Zanarkand is formed from the fayth of the Zanarkandites.

1,017 YA

Tidus is born in the dream-Zanarkand.

1,010 YA

Jecht disappears from the dream-Zanarkand.

1,000 YA

Sin destroys the dream-Zanarkand, taking Tidus & Auron forward in time.

800 YA

Summoner Mi'ihen forms the Crimson Blades.

The Yevonites accuse the Crimson Blades of heresy.

Mi'ihen convinces the Yevonites that the Crimson Blades are a good group.

The Crimson Blades become the Crusaders, an arm of Yevon.

700 YA

A monk from Bevelle named Omega was exiled to the caverns later known as the Omega Ruins for defying the teachings of Yevon, eventually becoming a fiend.

??? YA

Bilghen, an Al Bhed man, built the lightning towers across the Thunder Plains in order to protect travelers from the frequent lightning strikes.

400 YA

Summoner Gandof defeated Sin in the Calm Lands, rending a great chasm in the earth (known later as the Scar) with their last clash.

35 YA

Auron is born (most likely in Bevelle).

28 YA Seymour Guado is born (most likely in Guadosalam).

25 YA Kimahri Ronso is born on Mt. Gagazet.

23 YA Wakka is born in Besaid.

22 YA Lulu is born in Besaid.

20 YA Jyscal has his wife & son exiled to the island of Baaj.
Seymour's mother becomes the fayth of the aeon Anima.
Seymour rejects Anima, living alone in Baaj.

17 YA Yuna is born in Bevelle to Braska.

15 YA Rikku is born (most likely in Home, on Bikanel Island).

13 YA Braska's wife (an Al Bhed woman, sister of Cid) is killed by Sin, prompting him to become a summoner.

10 YA Seymour is summoned back to Guadosalam by his father, Lord Jyscal.
Summoner Braska, with his guardians Auron & Jecht, defeat Sin.
Jecht becomes the next Sin, killing Braska.
Auron confronts Yunalesca, who kills him.
Yuna moves to Besaid with Kimahri.

2 YA Seymour returns to Zanarkand to accept Anima.
Summoner Ginnem, while with her guardian Lulu, dies in the Cavern of the Stolen Fayth while attempting to reach the aeon Yojimbo.

1 YA Summoner Zuke begins his pilgrimage, with Lulu & Wakka as his guardians.

6 Months Ago Summoner Zuke gives up his pilgrimage at the Calm Lands.

PRESENT Tidus arrives in Spira.
Yuna becomes a summoner & begins her pilgrimage.
Yuna & her guardians destroy Yu Yevon, beginning the Eternal Calm.
Jecht, Auron & Tidus are sent to the Farplane.

2 Years Later Yuna begins her journey to combat Vegnagun.

Chapter 2: Races

NOTE: this section replaces the races found within the Player's Handbook (pages 12-20).

Table 3-1: Random Starting Ages

Race	Adulthood	Summoner / Blitzer / Bandit	Pugilist / Lancer	Ronin / Black Mage
Hume	15 years	+1d4	+1d6	+2d6
Al Bhed	13 years	+1d3	+1d4	+2d4
Half-Al Bhed	14 years	+1d4	+1d6	+2d6
Ronso	10 years	+1d3	+1d4	+1d6
Guado	20 years	+1d6	+2d6	+3d6
Half-Guado	17 years	+1d6	+2d4	+2d6
Hypello	25 years	+2d4	+3d6	+5d6

Table 3-2: Aging Effects

Race	Middle Age*	Old**	Venerable***	Maximum Age
Hume	35 years	53 years	70 years	+2d20 years
Al Bhed	30 years	45 years	60 years	+2d10 years
Half-Al Bhed	32 years	48 years	64 years	+3d10 years
Ronso	30 years	45 years	60 years	+1d20 years
Guado	50 years	75 years	100 years	+3d20 years
Half-Guado	40 years	60 years	80 years	+5d10 years
Hypello	60 years	90 years	120 years	+4d20 years

* = @ Middle Age, -1 to Str, Dex, & Con; +1 to Int, Wis, & Cha

** = @ Old Age, -2 to Str, Dex, & Con; +1 to Int, Wis, & Cha

*** = @ Venerable Age, -3 to Str, Dex, & Con; +1 to Int, Wis, & Cha

Table 3-3: Random Height & Weight

Race	Base Height	Height Modifier	Base Weight	Height Modifier
Hume, Male	4'10"	+2d10	120 lbs.	×(2d4) lbs.
Hume, Female	4'5"	+2d10	85 lbs.	×(2d4) lbs.
Al Bhed, Male	4'10"	+2d10	120 lbs.	×(2d4) lbs.
Al Bhed, Female	4'5"	+2d10	85 lbs.	×(2d4) lbs.
Half-Al Bhed, Male	4'10"	+2d10	120 lbs.	×(2d4) lbs.
Half-Al Bhed, Female	4'5"	+2d10	85 lbs.	×(2d4) lbs.
Ronso, Male	6'6"	+3d10	250 lbs.	×(2d6) lbs.
Ronso, Female	5'6"	+3d10	200 lbs.	×(2d6) lbs.
Guado, Male	4'5"	+2d6	85 lbs.	×(1d6) lbs.
Guado, Female	4'5"	+2d6	80 lbs.	×(1d6) lbs.
Half-Guado, Male	4'8"	+2d8	100 lbs.	×(2d4) lbs.
Half-Guado, Female	4'5"	+2d8	80 lbs.	×(2d4) lbs.
Hypello, Male	3'7"	+2d4	50 lbs.	×(1d4) lbs.
Hypello, Female	3'7"	+2d4	50 lbs.	×(1d4) lbs.

Hume

Humes are by far the most common race among the peoples of Spira. They make up most of the population of Besaid, Kilika, Luca & Bevelle. Their lack of distinguishing physical features makes them highly adaptable, & possibly fuels their desire to augment their abilities with magic or technology.

Personality

There is no single trait that defines the Hume. They run the gamut of personas: warm & cold, manic & morose, serious & silly. If one were to nail down the most common traits of the Humes, though, they would probably settle upon curiosity, versatility, & ambition. Humes are naturally inquisitive, seeking to know & understand even that which they fear most. They are also quite adaptable, able to adjust to almost any situation. Lastly, Humes as a whole are ambitious, always seeking to bigger & better things.

Physical Description

Humes are a race of diverse & varying appearances. They average 5½'-6' tall & typically weigh around 130-180 pounds, with the females being significantly shorter & lighter. Their hair can be black, brown, blonde, white, gray, or even red. Their skin can be blackish-brown, pale cream, or anything in between, although a light tannish hue is the most common tone. Their eyes also vary highly, with brown green & blue being the primary iris colors.

Relations

As the most widespread & numerous peoples of Spira, Humes have a competitive relationship with most other races, sometimes souring into outright conflict. The Al Bhed are frequently persecuted by Humes for religious reasons. The Ronso are believed to have fought the Humes in the years before the coming of Sin. The Humes have trade relations with the reclusive Guado, but are never fully trusted, as their motivations are largely unknown. Only the

Hypello enjoy a relaxed affiliation with the Humes, but this is mostly due to the fact that they occupy incompatible territory & do not compete for resources.



Alignment

Humes can be of any alignment. They can be a righteous Lawful Good priest of Yevon, a practically-minded True Neutral merchant, or a demonic Chaotic Evil black mage. If there is a philosophy, creed, or belief in Spira, chances are that a Hume is a devoted proponent of it.

Hume Lands

Even though Sin has repeatedly scoured the land over the last thousand years, Humes have still found many places to call home. In fact, they have more cities, towns & villages on Spira than all other races combined. Major Hume settlements include Besaid, Bevelle, Kilika, & Luca. They also are present on the Mi'ihen Highroad, Mushroom Rock Road, the Djose Highroad, the Moonflow, the Thunder Plains & even the Calm Lands.

Religion

Most Humes are members of the Church of Yevon. This is the faith that sprang up a thousand years ago in response to the rise of Sin. Ever since, it has dominated Spiran beliefs, as well as its politics. The masters of Yevon effectively rule Hume society, & nearly all other creeds are denounced as heretical & sacrilegious. Although there are Yevonites of nearly all other races, Humes make up the bulk of the church's ranks.

Language

The predominant language of the Humes (as well as Spira at large) is the Common Speech. Originally a racial tongue of the Humes, it has spread to all corners of Spira, so that most races in most places speak at least some Common. It is a language as versatile as the Humes themselves, able to be used well for a wide range of topics, although some claim that it isn't as elegant as Guado or as technically-oriented as Al Bhed.

Male Names

Abus (Luca), Auron (Bevelle), Datto (Besaid), Jassu (Besaid), Kyou, Mep, Nizarut (Kılıka), Vuroja (Kılıka), Wakka (Besaid), Zalitz (Luca)

Female Names

Balgerda (Luca), Deim (Kılıka), Donna (Kılıka), Doram (Luca), Kulukan (Kılıka), Lulu (Besaid), Mifurey, Shaami, Svanda, Vilucha (Besaid)

Adventurers

There are many reasons for a Hume to choose the life of an adventurer, but the most pressing is the desire to bring about the Calm. To do this, many Hume have become summoners in order to attain the Final Aeon, or become guardians escorting those who became summoners. These pilgrimages to defeat Sin provide the most opportunity for adventure, but expeditions to ruined settlements are also common. Many surviving peoples wish to hire those who are willing to risk encountering fiends in order to salvage valuables from the ruins.

Racial Traits

- **Medium:** As Medium creatures, Humes have no special bonuses or penalties due to their size
- Humanoid traits; [Human] subtype
- Hume base land speed is 30'
- 1 extra feat at 1st level
- 4 extra skill points at 1st level & 1 extra skill point at each additional level
- **Automatic Language:** Common
- **Bonus Languages:** Any (other than secret languages, such as Druidic)
- **Favored Class:** Any; when determining whether a multiclass Hume takes an experience point penalty, his or her highest-level class does not count

Al Bhed

Of all the races of Spira, the Al Bhed are most like the Hume. Characterized by their distinctive swirling green eyes & their affinity for mechanical devices, the Al Bhed the victims of a centuries-old discrimination campaign by the Church of Yevon.

Personality

Ruled by their passions, Al Bhed often have upbeat personalities, usually seeing the bright side of a situation, no matter how bleak. They also tend to be a bit mischievous, playing pranks or stealing minor effects from others for fun. They become grave, though, when they are seriously threatened, swiftly turning stern in the face of danger. Once the menace has passed, they are just as quick to cheer, returning to their sunny disposition. Even persecution from the Yevonites cannot repress the Al Bhed spirit.

Physical Description

Like Humes, the Al Bhed average 5½'-6' tall & typically weigh around 130-180 pounds, with the females being significantly shorter & lighter. They almost always have blonde hair & green eyes, which have a strangely swirling iris, as if their pupils were in the shape of little spirals. Other than that, they can easily pass for Humes, & so they commonly disguise themselves as such by wearing goggles or some other device to cover their eyes.

Relations

The Al Bhed have poor relations with the other races of Spira, although it not through a lack of trying. Because of their affinity for machina, the Church of Yevon has singled out the Al Bhed as a heretical people, & so most others do not receive them well (50% chance for viewer's attitude to be 1 step more hostile). Despite this, the Al Bhed have traveled the world, traded with others to fund their expeditious uncovering ancient machina, & even participated in Blitzball tournaments.

Alignment

Although they can be of any alignment, their positive attitudes grant the Al Bhed a slightly Good bent. They also strongly favor Chaos over Law by a ratio of about 2:1. Being an adaptable people, though, there are Al Bhed of all alignments, much like their more numerous cousins, the Humes.

Al Bhed Lands

For most of their history, the Al Bhed have not had a place to call their own. They had spread to every corner of Spira, plying the seas in their motorized ships & forming enclaves in Humes cities such as Luca & Kılıka (but not Bevelle). A couple of decades ago, though, an Al Bhed man named Cid founded the city of Home on Bikanel Island, on

the edge of the Sanubia Desert. This place was so named because it was designed to be a refuge for all Al Bhed, in response to escalating harassment from the Yevonites.



Religion

Although the Al Bhed believe in the afterlife, they reject the doctrine of the Church of Yevon. They are the only group in Spira that openly opposes the ban on machina & the use of the Final Summoning to combat Sin. They also believe that the Farplane is not a place where the living should enter, & that the images of the deceased that people

see there are just memories & not communicable spirits. Because of these vast theological differences, the Yevonites have declared that all Al Bhed are heretics & have actively ostracized them.

Language

The Al Bhed language is distantly related to the Common speech, sharing the same alphabet, grammar & syntax, but the words themselves are very different. Because of this, as well as the social divides between the Al Bhed & the other Spiran races, the Al Bhed tongue is used almost exclusively among the Al Bhed, & many Al Bhed also speak Common. Their language is very useful when discussing technical topics, though, such as mechanics, engineering, & architecture.

Male Names

Berrik, Eigaar, Nimrook, Rin, Ropp

Female Names

Judda, Lakkam, Linna, Naida, Rikku

Adventurers

As the Al Bhed oppose the use of the Final Summoning, they almost never act as guardians for summoners on a pilgrimage. In fact, they often embark on missions to sabotage a summoner's efforts to summon the Final Aeon, even up to kidnapping a summoner. They do this because they see the Final Summoning as a needless sacrifice of the summoner's life. They also travel far across Spira many vast seas, seeking either to meet & trade with far-flung friends & relatives, or to search Sin-scorched ruins for broken machina to collect & repair.

Racial Traits

- **Medium:** As Medium creatures, Al Bhed have no special bonuses or penalties due to their size
- Humanoid traits; [Al Bhed] subtype
- Al Bhed base land speed is 30'
- -2 Strength, +2 Dexterity
- +2 racial bonus on attack rolls against Constructs
- +2 racial bonus on Craft & Disable Device checks
- +4 racial bonus on Disguise checks when masquerading as a Hume
- +2 racial bonus on all saving throws versus mechanical traps
- **Automatic Language:** Al Bhed
- **Bonus Languages:** Common
- **Favored Class:** Bandit

Half-Al Bhed

The product of a union between an Al Bhed & a Hume, a Half-Al Bhed is a rare hybrid due to the animosity felt between the Al Bhed & the Yevonites. Forever caught between two worlds, they must often forge their own path in life, & as such tend to be independent, possessing a quiet inner strength.

Personality

Much like their Hume & Al Bhed parents, Half-Al Bhed are mostly flexible & optimistic, despite the pressures of being sired by two races that have such poor relations. They do tend to grow quiet & reserved, though, preferring to wait until the right moment to speak their mind. This diplomatic streak affords them well, as does their gift for the medicinal arts, for they often make excellent healers, able to cure the ill & hopefully earn the respect of Hume & Al Bhed alike.

Physical Description

Like Humes & Al Bhed, the Half-Al Bhed average 5½'-6' tall & typically weigh around 130-180 pounds, with the females being significantly shorter & lighter. They appear almost entirely like a Hume, usually only distinguished by their differently-colored eyes (a condition known as *heterochromia*), one of which is always green. Other than that, they have the same wide range of skin tone as Humes, although they often (but not always) have the blonde hair of the Al Bhed.

Relations

As the dealings between the Humes & the Al Bhed are tense at best, their combined offspring are often rejected by both parents as resembling the other's race. Most other races would mistake them for Humes anyway, so a Half-Al Bhed is rarely inclined to correct them on the point. Masquerading as a full-blooded Hume can be seen as offending both parents, so some half-breeds go to lengths to cover their tracks or avoid the issue entirely.



Alignment

The few Half-Al Bhed on Spira are just as diverse in their disposition as their parent races, & so may be of any alignment. In fact, they have even less a leaning toward Chaos than the Al Bhed, although they do retain the slight inclination to Good. As they often wish to be apart of a group, they commonly adopt the average alignment of their peer group.

Half-Al Bhed Lands

These half-breed have even less of a homeland than the full-blooded Al Bhed, & so Home is no real home for them. With no place of their own, Half-Al Bhed fit into Spirian society where they can, mostly living in the Hume settlements, including Besaid & Bevelle. Because of this, as well as their extremely low numbers, they almost never meet another like themselves, & thus have no racial identity.

Religion

The beliefs of a Half-Al Bhed usually reflect the people among which they were raised. If they were reared in the midst of Humes, then they almost always end up being Yevonites. If they instead grow up with Al Bhed, then they tend heavily toward rejecting Yevon. As many of them wish to belong to some group or another, they only rarely (if ever) deny the religion of their peers.

Language

Half-Al Bhed almost invariably speak Common, although many of them also speak Al Bhed. Some of them use Al Bhed as their primary language, but they will almost always know Common, as well. Because of this propensity for languages, some of the wittiest half-breeds speak Guado, Ronso, or even Hypello, too.

Names

Half-Al Bhed children are either given Hume names (if raised among Hume) or Al Bhed names (if raised among Al Bhed).

Adventurers

A Half-Al Bhed would go on an adventure for all the same reasons that a Hume or an Al Bhed would. They could join (or even start) a pilgrimage, they could work to oppose the Church of Yevon, or they could travel across Spira seeking ancient machina. Half-breeds seem to be drawn to adventure as a means of gaining the respect & independence that commonly elude them due to their heritage.

Racial Traits

- **Medium:** As Medium creatures, Half-Al Bhed have no special bonuses or penalties due to their size
- Humanoid traits
- **Al Bhed Blood:** For all effects related to race, a Half-Al Bhed is considered an Al Bhed
- Half-Al Bhed base land speed is 30'
- -2 Strength, +2 Dexterity
- 4 extra skill points at 1st level & 1 extra skill point at each additional level
- +2 racial bonus on Heal & Use Magic Device checks
- +8 racial bonus on Disguise checks when masquerading as a Hume
- **Automatic Language:** Al Bhed
- **Bonus Languages:** Common
- **Favored Class:** Summoner

Ronso

The mighty Ronso are a hardy race of massive tribal feline humanoids. Their monstrous appearance & great strength make them formidable warriors, as well as ardent defenders of their territory & their faith. They mostly live around the base of the sacred Mt. Gagazet, in the frozen north of the main Spirian continent. The mountain affords them some protection from Sin, & so they are averse to leave it, despite their reputation for bravery & honor.

Personality

“Gruff.” “Terse.” “Stoic.” “Stern.” These are the most commonly heard words used to describe the Ronso, & they are largely based in fact. Ronso are not known for their subtlety or patience, & they have a reputation for settling disputes violently. This is not to say that they are evil or cruel; they simply have a culture oriented around honor, duty & combative rivalry, & so they tend to be curiously militant.

Physical Description

Ronso males average 7'-9' tall & typically weigh 260-430 pounds. The females are shorter & lighter; they are only about 6'-8' tall, weighing 210-380 pounds. They are imposing figures, with muscular builds, thick body fur (which is generally a dark grayish-blue, although other colors are possible), & most importantly, a foot-long horn growing from the center of their foreheads. They also sport a thick mane of silvery-gray hair on their heads, as well as tufts of the same hair on their shoulders & at the end of their tails. Their eyes are slit like a cat's, & are usually yellow or green, although orange, brown, & blue are also sometimes seen. These features, along with their digitigrade feet, long black claws, long tail, & prominent fang-like teeth add to their feline appearance.



Relations

The Ronso have rather peaceful relations with the Humes & the Guado, as they are largely supportive of the Church of Yevon. Despite this, few Ronso ever stray far from the frigid base of Mt. Gagazet, so their dealings with other races are amicably limited. They have almost no contact with the Al Bhed or the Hypello, as they are divided by theology & climate, respectively.

Alignment

Due to their strict warrior ethic & their religion, Ronso are often Lawful in some respect. They have no bias towards good or evil, but regardless of their place on the morality axis, they tend to follow a rigid code of conduct. Those few chaotic individuals typically find themselves cast out of the tribal society of the Ronso, left to fend for themselves once they have left the relative safety of the sacred mountain.

Ronso Lands

Nearly all Ronso reside somewhere near their hallowed homeland, the great Mt. Gagazet. This lonely mountain rises high above the frozen wastelands of northernmost Spira; only the haunted ruins of Zanarkand are farther north than the holy mountain. Ronso are rarely found anywhere else than on Gagazet; these are usually Yevonite priests working for the church or exiles scratching out a life while dreaming of a return to their sacred home.

Religion

Hundreds of years ago, the Ronso were almost completely converted to the Church of Yevon, becoming devout followers & staunch opponents of Sin. Their old religion, now nearly forgotten, is believed to have been a pagan nature-worshipping cult, of which the only existing remnant is the reverence for Mt. Gagazet (which may have been a god in the old faith). Now mostly members of the Yevonite creed, the Ronso have become stalwart defenders of the pilgrimages, believe them to be the only way to achieve the Calm.

Language

The Ronso tongue is a harsh, guttural language, not nearly as lyrical as Guado, as mechanically-inclined as Al Bhed, or as versatile. It is also difficult for non-Ronso to pronounce, & so it is rarely heard by the other Spiran races, as the Ronso are perfectly capable of speaking the languages of the smaller peoples. Used among themselves though, the Ronso speech is well-suited for religious discourse, hunting topics, & ritual incantations.

Male Names

Argai, Basik, Gazna, Kimarhi, Yenke, Zev

Female Names

Irga, Nuvy

Adventurers

Despite their great size & power, Ronso do not often partake of the adventuring lifestyle, preferring instead to work for the Church of Yevon or merely remain on their sacred Mt. Gagazet. Sometimes though, adventures find them. Exiles are prone to embarking on quests to regain their honor. Young Ronso sometimes seek glory by leaving home to

participate in some conflict, putting their aggression & ferocity to use. Even members of the Yevonite clergy sometimes join a pilgrimage, either as a summoner, or more often in the role of a guardian.

Racial Traits

- **Large:** As a Large creature, a Ronso gains a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, & a -4 size penalty on Hide checks, but he or she uses Medium-size weapons, gains a +4 size bonus on Grapple checks, & his or her lifting & carrying limits are 2× of those of a Medium character.
- Monstrous Humanoid traits (in name only; characters progress by class, as if Humanoid)
- Ronso base land speed is 40'
- +4 Strength, -2 Dexterity, -2 Charisma
- **Natural Weapon (Ex):** Gore (1d4 + Str); Charge Attack (1d4 + Str) × 2
- **Automatic Language:** Ronso
- **Bonus Languages:** Common
- **Favored Class:** Lancer
- **Level Adjustment:** +1

Guado

A race of arboreal recluses from the crystalline forest of Macalania, the Guado people are mysterious & exotic. They differ significantly from Humes in appearance, with their bizarre hair & gangly frame. Their capital city, Guadosalam, holds within it a portal to the Farplane, & as such, they hold a great deal of political power in their alliance with the Yevonites.

Personality

The Guado have a reputation for being aloof & distant, & this is well-deserved. They often seem to be distracted or lost in thought, sometimes even oblivious to their surroundings. They are also serene & placid, though, as well as centered & in control of their emotions, so most non-Guado don't mind their preoccupied state.

Physical Description

Guado average about 5' tall & typically weigh 100-140 pounds; this applies to both genders, which are similar in stature (although the females may be a tad lighter). They have long lanky arms, even longer claw-tipped fingers, tangled twisted hair, & prominent veins on their faces. Their hair can be of any shade that a Hume has, as well as blue or green. Their hazy eyes & languid stance make them look as if they were always walking through a dream.

Relations

The Guado generally get along well with most other races, & they would for the most part like to believe that they are above the petty concerns that tend to strain racial relations. However, as staunch supporters of the Church of Yevon, they participate in the discrimination against the Al Bhed, which usually includes any known Half-Al Bhed. They also take issue with Half-Guado, as full-blooded Guado believe in a strict division between the races & abhor the idea of diluting their race by including Hume blood.

Alignment

Like the Ronso, Guado are most often Lawful in some regard, as they have a conformist society, but they can be of any moral persuasion (Good, Neutral, or Evil). This is due to their ties to the Church of Yevon, as well as their emphasis on discipline & conformity. Chaotic Guado are often viewed as heretical aberrations, & are treated much the same as Al Bhed or half-breeds.

Guado Lands

The Guado occupy a city in central Spira called Guadosalam, nestled between the Moonflow & the Thunder Plains. This underground citadel has been the home of the Guado since time immemorial, & is highly valued by the Yevonites for its gate to the Farplane. This gate allows the living to see (& seemingly communicate with) spectral images of the deceased, which the Church of Yevon views as direct contact with those who have been Sent. Guado also are seen, albeit less frequently, in Luca, Bevelle, & the crystalline forests of Macalania.

Religion

The Guado are vocal followers of the Church of Yevon, & have been instrumental in spreading the faith across Spira. Nearly all Guado worship Yevon in some capacity, & is unknown what (if any) spiritual beliefs they may have held before the rise of the Yevonites, although it probably revolved around the Farplane Gate, as that has existed for well over a thousand years. Those few Guado who do not follow Yevon are considered heretics & are typically exiled from Guado society.

グアト族



Language

The poetic language of the Guado is one of grace & poise, a delicate & complex tongue full of flowery details & embellishments. It is meant to be spoken in a fast & flowing manner; that fact, combined with its many intricacies, make it a difficult speech for non-Guado to master. Therefore, most Guado speak Common in the presence of other races, & few non-Guado bother to learn it. It is complementary, though, to poetry, singing, & chanting.

Male Names

Giera, Jyscal, Navara, Zazi

Female Names

Auda, Pah, Yuma

Adventurers

Most Guado see little need to venture out of their regimented lives to explore the deadly unknown, so full of fiends & far from the perceived safety of their cloistered existences. For those who do have a streak of curiosity & daring (or those who have been exiled & therefore have no choice), Spira is full of opportunities to find adventure. There exist many ruins from Sin's past rampages, as well as haunted regions overrun with fiends. There are also frequent pilgrimages to defeat Sin itself, & these appeal even to the normally detached Yevonites.

Racial Traits

- **Medium:** As Medium creatures, Guado have no special bonuses or penalties due to their size
- Monstrous Humanoid traits (in name only; characters progress by class, as if Humanoid)
- Guado base land speed is 40'
- +2 Dexterity, -2 Wisdom, +2 Charisma
- +2 racial bonus on Climb & Survival checks
- +2 racial bonus on Reflex saves
- **Natural Weapon (Ex):** Claw (1d4 + Str); Full Attack 2 Claws (1d4 + Str)
- **Detect Undead (Su):** a Guado can sense when undead are within 30' (although they cannot pinpoint individual undead, merely noting the direction & number of undead within their radius) & can tell if a person is secretly an unsent, a fiend or an Aeon; sensing undead is a swift action that does not provoke attacks of opportunity
- **Automatic Language:** Guado
- **Bonus Languages:** Common
- **Favored Class:** Ronin
- **Level Adjustment:** +1

Half-Guado

The result of a rare union of Hume & Guado, a Half-Guado is caught between two very different worlds. Both parent races see the other as strange & incomprehensible, so they tend to view the crossbred offspring as either equivalent to the other parent or an unnatural abomination. This usually causes a crisis of identity in the Half-Guado that can lead to a dangerous instability if left unchecked.



Personality

Half-Guado are forever torn by their disparate heritages. On one hand, they are pulled by the ambition & diversity of the Hume world. On the other, they feel the call of impersonal spiritualism found in the world of the Guado. This leads many such half-breeds to suffer under the pressure of these two seemingly incompatible lives. To make things worse, both Humes & full-blooded Guado largely reject them, so they often wind up feeling bitter, depressed, & isolated.

Physical Description

Unsurprisingly, Half-Guado are a blended mix of Hume & Guado traits, attributes, & features. They average almost 5½' tall & typically weigh 110-200 pounds; this applies to both genders, which are similar in stature (although the females may be a little lighter). Appearance wise, they are mostly like Humes, with only toned-down Guado features: longish arms, long fingers, wildly thick hair, & subtle-yet-visible facial veins. Their hair has the same range of color as the Guado, so blue or green hair is not unheard of.

Relations

The one thing that the Humes & the Guado may have in common, besides their religion, is their mutual dislike of the Half-Guado. Neither people are fully willing to accept them (despite statements to the contrary of unity & symbolic brotherhood), so the half-breeds are often left to fend for themselves in the dangerous world of Spira, a harrowing experience for even a seasoned warrior. Other races of Spira offer little better treatment, as they are even more alien to a Half-Guado looking for acceptance & solace.

Alignment

The variety of Hume ideologies affects their half-breed kin, so that Half-Guado can be of any alignment. They are as likely to reject the Guado's condemnation & rigid conformity as they are to try & work with it, so they are not particularly biased toward either Law or Chaos. & like both of their parent races, they may lean towards Good, Neutrality, or Evil, depending on their disposition & upbringing.

Half-Guado Lands

More than perhaps any other Spiran race (except possibly the Half-Al Bhed), Half-Guado have no place to call their own. Guadosalam is not a tolerant or nurturing place for a half-breed to live, so most of them live within Hume settlements. Even there, though, they may find no real comfort, so some of Half-Guado are forced to find refuge in the unsettled parts of Spira, often within Sin-blasted ruins or fiend-infested wilds. As a result, Half-Guado are an even more rare people; they almost never meet another like themselves, & thus have no racial identity.

Religion

Because of the dominance of the Yevon church & its place of importance in the hearts & minds of both Humes & Guado alike, even Half-Guado are sometimes called into its service. Many half-breeds seek to gain the approval of their parent races by joining the Yevonite clergy. Others, though, reject the Church of Yevon as a means of getting back at those that persecuted them.

Language

The primary language of a Half-Guado is largely dependent on where they were raised. A half-breed that grew up in Guadosalam would speak the Guado tongue, whereas if they lived apart from the Guado, they would likely use the Hume speech. They sometimes know the other parent's language, but not often, as they likely never got the proper experience to learn it.

Names

Half-Guado children are either given Hume names (if raised among Humes) or Guado names (if raised among Guado).

Adventurers

Half-Guado usually have a need to prove themselves to their peers. As they are not usually welcome by either Humes or Guado, & therefore are unlikely to be Yevonites, they do not often participate in pilgrimages. However, as common exiles, adventure often finds them, usually in the form of ruined settlements, haunted battlegrounds, or fiend-infested hinterlands.

Racial Traits

- **Medium:** As Medium creatures, Half-Guado have no special bonuses or penalties due to their size
- Humanoid traits
- **Guado Blood:** For all effects related to race, a Half-Guado is considered a Guado
- Half-Guado base land speed is 30'
- -2 Wisdom, +2 Charisma
- 1 extra feat at 1st level
- +2 racial bonus on Diplomacy & Spellcraft checks
- +2 racial bonus on Disguise checks when masquerading as a Hume
- +2 racial bonus on Reflex saves
- **Automatic Language:** Guado
- **Bonus Languages:** Common
- **Favored Class:** Black Mage

Hypello

The least common of the races of Spira (not counting the half-breed races), the Hypello are seldom seen above the surface of the water. Extremely even-tempered & lackadaisical, they tend to “go with the flow” & only rarely involve themselves with other people’s problems. Ironically, they are the only major race that has no professional blitzball team.



Personality

Hypello are rarely taken seriously, & for good reason. They are short, eccentric, & outlandish. However, they are very adaptable & optimistic, as well hard-working & creative. In large numbers, they are a force to be reckoned with, due to their propensity for cooperation & collaboration.

Physical Description

Hypello are small in stature, averaging about 4' tall & typically weigh around 60-75 pounds. As amphibian creatures, the Hypello have smooth bluish-green skin, large yellow eyes, & webbed fingers & toes. They have no hair of any sort. They walk in a slow, languid waddle, swinging their arms & bobbing their heads in a disarming fashion.

Relations

The Hypello generally get along well with all other Spiran races, as they are easy-going & non-territorial. They have the most dealings with the Humes & the Guado, although they also have contact with the Al Bhed & the Ronso, albeit to a lesser extent. These transactions are usually mercantile in nature, although less formal connections are not unknown, even though they mostly keep to themselves.

Alignment

The Hypello have a loosely organized culture that promotes individualism & free will, so they are most often Chaotic to some extent. Lawful Hypello are a rare breed, although they suffer no real stigma from their community; it is, after all, their choice to do so. This social drive towards independence & freedom tends to make most Hypello either Good or Neutral, as there is no real incentive in their culture to act in an Evil manner, except in extraordinary circumstances.

Hypello Lands

The Hypello have almost real lands of their own; they mostly live underwater, & so they have no need for surface territory. They mainly live in ocean grottos or shallow trenches, although they can live in freshwater as well. The only surface region that they really occupy in any numbers is the Moonflow, where they run a ferry service across the wide river with shoopufs as transport, catering to travelers going between Guadosalam & Luca.

Religion

The religion of the Hypello is a well-kept secret, as they do not speak much on the topic of theology. Few of them are declared Yevonites, but they do not speak out against Yevon’s teachings either, as the Al Bhed do. It is assumed that they worship a god or pantheon of their own, but that they have reason not to share their beliefs with other peoples. Whatever the reason, the Hypello jovially plead ignorance or change the subject when asked about their faith.

Language

The Hypello tongue is a complex blend of gurgles, whistles, squeaks & clicks, some of which can only be uttered properly while underwater. For this reason, most Hypello use Common exclusively when on dry land, & few non-Hypello bother to learn their speech, let alone use it often. Hypello have a hard time pronouncing Common & other air-based languages, as they use many phonemes that are meant for vocal apparatuses of a different design than theirs.

Names

Hypello have names in their own language, but these are very difficult for non-Hypello to pronounce correctly. Because of this, they tend to adopt descriptive titles as their names when interacting with other races. Such designations include: Barkeep, Captain, Cook, Diver, Gurgler, Matron, Nurse, Rider, Surfer, Trader, Waddler, & Zipper. Most of these monikers can be applied to either sex, as few of them carry a gender bias to a Hypello.

Adventurers

The Hypello are a peaceful people, preferring to get along with everyone & offend no one. However, even this amiable nature & a relaxed attitude cannot keep adventure opportunities from arising from time to time. Sin is ever-present, rampaging randomly, & it travels most often via the oceans, so the Hypello often know where it is & where it is heading. They usually attempt to warn settlements when Sin is approaching, but sometimes there isn't enough time to save people from its wrath. Hypello rarely participate in pilgrimages, but they do explore the oceans & report to the Al Bhed any machina wrecks that they encounter.

Racial Traits

- **Small:** As a Small creature, a Hypello gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, & a +4 size bonus on Hide checks, but he or she uses smaller weapons than Humans use, gains a -4 size penalty on Grapple checks, & his or her lifting & carrying limits are $\frac{3}{4}$ × of those of a Medium character.
- Monstrous Humanoid traits (in name only; characters progress by class, as if Humanoid)
- Aquatic subtype traits
- Hypello base land speed is 20'
- Hypello base swim speed is 40'
- -2 Strength, +2 Constitution
- Low-Light Vision
- **Amphibious (Ex):** Although aquatic, Hypello can survive indefinitely on land
- **Natural Swimmer (Ex):** A Hypello 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.
- **Slurred Speech (Ex):** A Hypello speaks with an impediment when out of water, taking a 10% chance of spell failure as a racial penalty, & a -2 racial penalty on Intimidate rolls
- Underwater, a Hypello has a +4 racial bonus on Hide, Listen, & Spot checks
- **Automatic Language:** Hypello
- **Bonus Languages:** Common
- **Favored Class:** Any; when determining whether a multiclass Hypello takes an experience point penalty, his or her highest-level class does not count

Chapter 3: Classes

NOTE: this section replaces the classes found within the Player's Handbook (pages 24-58).

Pugilist (“Tidus”)

Natural fighters, Pugilists are masters of melee & hand-to-hand combat, specializing in hastening the actions of their allies while delaying the attacks of their enemies. Coming from a wide variety of backgrounds, Pugilists often serve as guardians for a Summoner, protecting them so that they may accomplish their mission of defeating Sin. Those that don't become guardians usually become either soldiers, Crusaders (see below), or thugs.

Alignment: Any.

Hit Die: d8.

Class Skills: The Pugilist's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), & Tumble (Dex).

Skill Points at 1st Level: (4 + Intelligence modifier) × 4.

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

MP per Level: 1d6+4.

Hume Pugilist Starting Package

- **Armor:** chain shirt (+4AC, max. dex. +4, armor check penalty -2, 20% ASFC, 25lbs), 100gp; buckler (+1AC, armor check penalty -1, 5% ASFC, 5lbs), 15gp
- **Weapons:** long sword (1d8, 19-20/×2, 4lbs, slashing), 15gp
- **Skill Selection:** pick a number of skills equal to 5 + Intelligence modifier
- **Feat:** Dodge

- **Bonus Feat:** Mobility
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, flint & steel kit
- **Gold:** 4d4gp (10gp)



Table 1-1: The Pugilist

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+0	+0	+2	+0	Cheer	7.5
2nd	+1	+0	+3	+0	Uncanny Dodge	15
3rd	+2	+1	+3	+1	Flee	22.5
4th	+3	+1	+4	+1	Evasion	30
5th	+3	+1	+4	+1	Haste	37.5
6th	+4	+2	+5	+2	Bonus Feat	45
7th	+5	+2	+5	+2	Provokate	52.5
8th	+6/+1	+2	+6	+2	Improved Uncanny Dodge	60
9th	+6/+1	+3	+6	+3	Delay Attack	67.5
10th	+7/+2	+3	+7	+3	Improved Evasion	75
11th	+8/+3	+3	+7	+3	Slow	82.5
12th	+9/+4	+4	+8	+4	Bonus Feat	90
13th	+9/+4	+4	+8	+4	Slowga	97.5
14th	+10/+5	+4	+9	+4	Crippling Strike	105
15th	+11/+6/+1	+5	+9	+5	Delay Buster	112.5
16th	+12/+7/+2	+5	+10	+5	Defensive Roll	120
17th	+12/+7/+2	+5	+10	+5	Hastega	127.5
18th	+13/+8/+3	+6	+11	+6	Bonus Feat	135
19th	+14/+9/+4	+6	+11	+6	Slippery Mind	142.5
20th	+15/+10/+5	+6	+12	+6	Quick Hit	150

Class Features

All of the following are class features of the pugilist. See level progression on **Table 1-1: The Pugilist** for more information.

Weapon & Armor Proficiency: you are proficient with all simple & martial weapons, & with light armor & shields (except tower shields)

Cheer (Su): at 1st level, you can bolster the fighting spirit of your party; this ability grants all allies within 30' (including yourself) a +2 morale bonus to Strength & Dexterity for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *cursed* effect, or die (even if they are revived during the same encounter); this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP

Uncanny Dodge (Ex): at 2nd level, you retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker; however, you still lose your Dexterity bonus to AC if immobilized; if you already have Uncanny Dodge from a different class, you automatically gain Improved Uncanny Dodge instead

Flee (Su): at 3rd level, you can grant all allies within 30' (including yourself) an increase to their base land speed or swim speed of +30', similar to an *expeditious retreat* spell; this increase is treated as an enhancement bonus; there is no effect on other modes of movement, such as burrow, climb, or fly speeds; as with any speed increase, this ability affects jumping distances; this can only be used to escape from the current encounter, & the entire party must travel in the same direction; this is a move action that does not provoke attacks of opportunity; against a group of opponents with an ECL higher than your party's average level + 1, this ability will not work; this ability does not consume any MP to use

Evasion (Ex): at 4th level, you can avoid even magical & unusual attacks with great agility; if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you take no damage instead; Evasion can be used only if you are wearing light armor or no armor; you gain no benefit of Evasion while you are helpless

Haste (Sp): at 5th level, you can accelerate any 1 ally within 30' (including yourself); anyone affected gains a +10 bonus to their Initiative for the rest of the encounter; in addition, those affected can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *slow* effect, a *cursed* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *haste* effects do not stack; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use

Bonus Feat: at 6th, 12th & 18th level, you gain a bonus feat; this feat must be a fighter feat; you must still meet all prerequisites for a bonus feat; these bonus feats are in addition to the feats that a character of any class gets from advancing levels

Provokate (Sp): at 7th level, you can aggravate your enemies, causing them to attack you instead; this affects all opponents within 30', so for the next 3 rounds those enemies will attack you, to the exclusion of other viable targets,

including your allies; affected creatures must make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use

Improved Uncanny Dodge (Ex): at 8th level, you can no longer be flanked; this defense denies an attacked the ability to sneak attack you by flanking you, unless the attacker has at least 4 more rogue or bandit levels than you have pugilist levels; if you already have Uncanny Dodge from another class, you automatically gain Improved Uncanny Dodge instead, & the levels from the classes that grant Uncanny Dodge stack to determine the minimum rogue level required to flank you

Delay Attack (Sp): at 9th level, upon a successful melee attack, you can give your opponent a -5 Initiative penalty for the next round; affected creatures must make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that does not provoke attacks of opportunity; this ability costs 8MP to use

Improved Evasion (Ex): at 10th level, this ability works like Evasion, except that while you still take no damage on a successful Reflex saving throw against attacks, henceforth you take only half damage on a *failed* save; you gain no benefit of Improved Evasion while you are helpless

Slow (Sp): at 11th level, you can decelerate any 1 opponent within 30'; the creature gains a -10 penalty to their Initiative for 1d4+1 rounds; in addition, those affected can only move at $\frac{1}{2}$ speed, & can only perform partial actions each round for the same amount of time; these effects are negated for an opponent if they are successfully hit with a *haste* effect or the effect expires; multiple *slow* effects do not stack, but overlap; affected creatures must make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Wisdom modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

Slowga (Sp): at 13th level, you can spend an extra 8MP (20MP total) in order to increase the decelerating power of *Slow* so that it affects all opponents within 30'; the creatures gain a -10 penalty to their Initiative for 1d4+1 rounds; in addition, those affected can only move at $\frac{1}{2}$ speed, & can only perform partial actions each round for the same amount of time; these effects are negated for an opponent if they are successfully hit with a *haste* effect or the effect expires; multiple *slowga* effects do not stack, but overlap; affected creatures must make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Wisdom modifier) to resist; this is a standard action that provokes attacks of opportunity

Crippling Strike (Ex): at 14th level, you can attack opponents with such precision that your blows weaken & hamper them; an opponent damaged by one of your critical hits also takes 2 points of damage to any 1 ability score (your choice); ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability; affected creatures must make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Wisdom modifier) to resist

Delay Buster (Ex): at 15th level, you can spend an extra 10MP (18MP total) in order to increase the delaying power of *Delay Attack* so that is confers a -20 Initiative penalty for the next round upon an opponent struck by a successful melee attack; affected creatures must make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that does not provoke attacks of opportunity

Defensive Roll (Ex): at 16th level, you can roll with a potentially lethal blow to take less damage from it than you otherwise would; once per day, when you would be reduced to 0 or fewer HP by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to roll with the damage; to use this ability, you must attempt a Reflex saving throw (DC = the damage dealt); if the save succeeds, you take only half damage from the blow; if it fails, you take full damage; you must be aware of the attack & be able to react to it in order to execute your defensive roll; if you are denied her Dexterity bonus to AC, you cannot use this ability; since this effect would not normally allow you to make a Reflex save for half damage, your Evasion ability does not apply to the Defensive Roll.

Hastega (Sp): at 17th level, you can spend an extra 22MP (30MP total) in order to increase the accelerating power of *Haste* so that it affects all allies within 30' (including yourself); anyone affected gains a +10 bonus to their Initiative for the rest of the encounter; in addition, those affected can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *slow* effect, a *cursed* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *hastega* effects do not stack; this is a standard action that provokes attacks of opportunity

Slippery Mind (Ex): this ability represents your ability to wriggle free from magical effects that would otherwise control or compel you; at 19th level, if you are affected by an enchantment spell or effect & fail your saving throw, you can attempt it again 1 round later at the same DC; you get only this 1 extra chance to succeed on your saving throw

Quick Hit (Sp): at 20th level, upon a successful melee attack against an opponent, you can give yourself a +20 Initiative bonus for the next round & perform an extra attack action, move action, or swift action during the next round as well; this is a standard action that does not provoke attacks of opportunity; this ability costs 12MP to use

Summoner (“Yuna”)

The Summoners are the key to defeating Sin. Every ten years or so, a Summoner will successfully complete a worldwide pilgrimage, obtaining the Final Aeon & using it to destroy Sin, bringing about the Calm. Although temporary, the Calm is a time of peace & regrowth, much cherished by the people of Spira. Therefore, these masters of the healing arts are almost universally respected & admired.

Alignment: Any.

Hit Die: d4.

Class Skills: The Summoner's class skills (& the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Knowledge (the planes) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), & Use Magical Device (Cha).

Skill Points at 1st Level: (4 + Intelligence modifier) × 4.

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

MP per Level: 2d6+8.

Half-Al Bhed Summoner Starting Package

- **Armor:** ring, protective (+0AC, 0lbs), 17gp
- **Weapons:** quarterstaff (1d6/1d6, 20/x2, 4lbs, large size, two-handed, bludgeoning), 0gp
- **Skill Selection:** pick a number of skills equal to 5 + Intelligence modifier
- **Feat:** Toughness
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, flint & steel kit, hooded lantern, pints of oil
- **Gold:** 3d4gp (7gp)

Table 1-2: The Summoner

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+0	+0	+0	+2	Summon 1/day	15
2nd	+1	+0	+0	+3	Cure	30
3rd	+1	+1	+1	+3	Esuna	45
4th	+2	+1	+1	+4	Nul	60
5th	+2	+1	+1	+4	Summon 2/day	75
6th	+3	+2	+2	+5	Bonus Feat	90
7th	+3	+2	+2	+5	Life	105
8th	+4	+2	+2	+6	Pray	120
9th	+4	+3	+3	+6	Cura	135
10th	+5	+3	+3	+7	Summon 3/day	150
11th	+5	+3	+3	+7	Bonus Feat	165
12th	+6/+1	+4	+4	+8	Shell	180
13th	+6/+1	+4	+4	+8	Protect	195
14th	+7/+2	+4	+4	+9	Reflect	210
15th	+7/+2	+5	+5	+9	Summon 4/day	225
16th	+8/+3	+5	+5	+10	Bonus Feat	240
17th	+8/+3	+5	+5	+10	Dispel	255
18th	+9/+4	+6	+6	+11	Curaga	270
19th	+9/+4	+6	+6	+11	Regen	285
20th	+10/+5	+6	+6	+12	Holy, Summon 5/day	300

Class Features

All of the following are class features of the summoner. See level progression on **Table 1-2: The Summoner** for more information.

Weapon & Armor Proficiency: you are proficient with all simple weapons; you are not proficient with any type of armor or shield; armor of any type interferes with a summoner's gestures, which can cause your class features to fail (treat all spell-like class features as spells with somatic components for the purposes of spell failure rates); the only armor that a summoner can safely use are protective rings

Summon (Su): once per day, at 1st level, you can call upon an Outsider with the [Aeon] subtype (see **Aeons**, below) to battle your enemies for you; the Aeon is instantly transported from the transdimensional pocket in which it normally resides to the nearest clear space within 30' of you (if no such space exists, the summoning fails); you can (usually) command Aeons that you have summoned, but you must remain within 30' of the Aeon at all times, & you must spend a standard action each round to maintain control of the Aeon (this does not provoke attacks of opportunity); an Aeon will remain on the battlefield until either the encounter ends, you dismiss it, you fail to maintain control, or it is reduced to 0HP; you can only summon Aeons that you have unlocked & that have at least 1HP; a summoned Aeon gets a fair share of the XP for encounters in which it participates; summoning is a full-round action that provokes attacks of opportunity; while your Aeon battles in your stead, all opponents must make a Will save (DC10 + ½ your

class level + your Wisdom modifier) to target you for an attack; this ability does not consume any MP to use; at 5th level, you can summon an Aeon 2 times per day; at 10th level, you can summon an Aeon 3 times per day; at 15th level, you can summon an Aeon 4 times per day; at 20th level, you can summon an Aeon 5 times per day

Cure (Sp): at 2nd level, you can channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5) of any 1 ally within 30' (including yourself); since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save ($DC10 + \frac{1}{2}$ your class level + your Wisdom modifier) to take half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use

Esuna (Sp): at 3rd level you can remove most negative conditions from any 1 ally within 30' (including yourself); negative conditions include: Berserk, Blind, Confused, Mute, Petrified, Poison, Sleep, Slowed; this cannot remove Cursed, Doomed, Hasted, KO, or Zombie (see **Status Effects**, below); this is a standard action that provokes attacks of opportunity; this ability costs 5MP to use

Nul (Sp): at 4th level, you can cast an aura of protection over of any 1 ally within 30' (including yourself) from one energy type (either acid, cold, electricity, fire, sonic, or water (force); choose 1 at the time of casting); this aura blocks the next energy-based attack of the chosen type that hits that ally, be it from a spell or a physical attack; the aura disappears after absorbing 1 attack, or after 1 minute per class level, whichever comes first; this is a standard action that provokes attacks of opportunity; this ability costs 2MP to use

Bonus Feat: at 6th, 11th & 16th level, you gain a bonus feat; at each such opportunity, you can choose a spell feat (including a **Universal Spell Feat**, see below) or an item creation feat; you must still meet all prerequisites for a bonus feat, including caster level minimums; these bonus feats are in addition to the feats that a character of any class gets from advancing levels



Life (Sp): at 7th level, you can raise one of your allies from the dead, as well as removing KO status; you can raise an ally that has been dead for no longer than one minute per caster level; in addition, the subject's soul must be free & 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; a raised creature has a number of hit points equal to its current HD; any ability scores damaged to 0 are raised to 1; status effects are not undone by this (except of course Doom, KO, or

Zombie); while the spell closes mortal wounds & 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; Constructs, Elementals, Outsiders, & Undead creatures cannot be raised; this ability cannot bring back a creature that has died of old age; you must touch the ally's body to raise it; this is a full-round action that provokes attacks of opportunity; this ability costs 18MP to use

Pray (Su): at 8th level, you can make a divine request for the health of your party; this ability cures 1 point of damage per caster level to all allies within 30' (including yourself); this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Cura (Sp): at 9th level, you can spend an extra 6MP (10MP total) in order to increase the healing power of *Cure* so that it restores 3d8 points of damage + 1 point per caster level (maximum +10); since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC10 + ½ your class level + your Wisdom modifier) to take half damage; this is a standard action that provokes attacks of opportunity

Shell (Sp): at 12th level, you can strengthen your allies' magic defense; this ability grants any 1 ally within 30' (including yourself) Spell Resistance equal to 10 + your class level for the rest of the encounter; multiple *shell* effects do not stack, but overlap, although this effect does overlap with SR from other sources; this effect is negated for an ally if they are successfully hit with a *cursed* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use

Protect (Sp): at 13th level, you can strengthen your allies' defense; this ability grants any 1 ally within 30' (including yourself) Damage Reduction/- equal to 2 + ½ your class level for the rest of the encounter; multiple *protect* effects do not stack, but overlap; this effect is negated for an ally if they are successfully hit with a *cursed* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

Reflect (Sp): at 14th level, you can cast a magical reflecting aura on any 1 creature within 30' (including yourself); this aura reflects all spells (both helpful & harmful) that target that creature, causing the spell to bounce off & hit another random creature within 30'; area-effect spells still function properly on that creature, as do any spells that have already been reflected off of another creature; multiple *reflect* effects do not stack, but overlap; this effect lasts for the rest of the encounter; this effect is negated for an ally if they are successfully hit with a *cursed* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 14MP to use

Dispel (Sp): at 17th level, you can remove any positive conditions from 1 opponent within 30' (no saving throw); positive conditions include ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

Curaga (Sp): at 18th level, you can spend an extra 10MP (20MP total) in order to increase the healing power of *Cura* so that it restores 6d8 points of damage + 1 point per caster level (maximum +20); since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC10 + ½ your class level + your Wisdom modifier) to take half damage; this is a standard action that provokes attacks of opportunity

Regen (Sp): at 19th level, you can gradually heal your allies; this ability grants Fast Healing to any 1 ally within 30' (including yourself); like the Regen status effect, the ally regains HP equal to ½ its HD; multiple *regen* effects do not stack, but overlap; this effect lasts for the rest of the encounter; this effect is negated for an ally if they are successfully hit with a *cursed* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this effect does not restore HP in excess of the creature's maximum HP; this is a standard action that provokes attacks of opportunity; this ability costs 40MP to use

Holy (Sp): at 20th level, you can attack an enemy within 30' with potent divine energy; this attack inflicts 20d6+80 points of non-specified damage to 1 opponent; Fortitude save (DC10 + ½ your class level + your Wisdom modifier) for half damage; this is a full-round action that provokes attacks of opportunity; this ability costs 85MP to use

Ronin ("Auron")

Skilled warriors, dedicated to their beliefs & the art of the blade, the Ronin are a force to be reckoned with. A person may become a Ronin for a number of reasons: they may be a monk dissatisfied with their temple's practices, or a swordsman with a desire to work magic with their weapons, or even a former priest who takes up a sword. Due to their form of piety, they tend to make dedicated guardians, & some Summoners seek Ronin out for just such a reason.

Alignment: Any non-chaotic.

Hit Die: d10.

Class Skills: The Ronin's class skills (& the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), & Survival (Wis).

Skill Points at 1st Level: (2 + Intelligence modifier) × 4.

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

MP per Level: 1d6+4.

Hume Ronin Starting Package

- **Armor:** scale mail (+4AC, max. dex. +3, armor check penalty -4, 25 ASFC, 30lbs), 50gp; bracer (+1AC, armor check penalty -1, 5% ASFC, 3lbs), 12gp
- **Weapons:** greatsword (2d6, 19-20/x2, 8lbs, slashing), 50gp
- **Skill Selection:** pick a number of skills equal to 3 + Intelligence modifier
- **Feat:** Combat Expertise
- **Bonus Feat:** Dodge
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, flint & steel kit, hooded lantern, pints of oil
- **Gold:** 2d4gp (5gp)

Table 1-3: The Ronin

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+0	Power Break	7.5
2nd	+2	+3	+0	+0	Bonus Feat	15
3rd	+3	+3	+1	+1	Guard	22.5
4th	+4	+4	+1	+1	Damage Reduction 1/-	30
5th	+5	+4	+1	+1	Magic Break	37.5
6th	+6/+1	+5	+2	+2	Bonus Feat	45
7th	+7/+2	+5	+2	+2	Threaten	52.5
8th	+8/+3	+6	+2	+2	Damage Reduction 2/-	60
9th	+9/+4	+6	+3	+3	Armor Break	67.5
10th	+10/+5	+7	+3	+3	Bonus Feat	75
11th	+11/+6/+1	+7	+3	+3	Aura of Courage	82.5
12th	+12/+7/+2	+8	+4	+4	Damage Reduction 3/-	90
13th	+13/+8/+3	+8	+4	+4	Mental Break	97.5
14th	+14/+9/+4	+9	+4	+4	Bonus Feat	105
15th	+15/+10/+5	+9	+5	+5	Zombie Attack	112.5
16th	+16/+11/+6/+1	+10	+5	+5	Damage Reduction 4/-	120
17th	+17/+12/+7/+2	+10	+5	+5	Entrust	127.5
18th	+18/+13/+8/+3	+11	+6	+6	Bonus Feat	135
19th	+19/+14/+9/+4	+11	+6	+6	Sentinel	142.5
20th	+20/+15/+10/+5	+12	+6	+6	Damage Reduction 5/-	150

Class Features

All of the following are class features of the ronin. See level progression on **Table 1-3: The Ronin** for more information.

Weapon & Armor Proficiency: you are proficient with all simple & martial weapons, & with all armor (heavy, medium, & light) & shields (including tower shields)

Power Break (Sp): at 1st level, you can weaken your opponent's power with a melee attack; if your melee attack hits, then the opponent's Strength bonus to attacks (if any) is negated for the rest of the encounter; your opponent must make a Fortitude save (DC10 + ½ your class level + your Wisdom modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 5MP to use

Bonus Feat: at 2nd, 6th, 10th, 14th & 18th level, you gain a bonus feat; this feat must be a fighter feat; you must still meet all prerequisites for a bonus feat; these bonus feats are in addition to the feats that a character of any class gets from advancing levels

Guard (Su): at 3rd level, you can block attacks aimed at other party members; you must designate an ally within 30' of you, in line of sight (no cover or concealment between the 2 of you); you may then intercept any physical attacks intended for them for the next 3 rounds; intercepting attacks means that the attack must overcome your AC &/or DR instead of your ally's, & that you take any damage that the attack would normally deal; such interceptions are considered free actions; you also gain a +2 circumstance bonus to prevent your ally from being grappled; this does not work for spells targeting your ally, nor does this protect against area effect damage; you must not be pinned, disabled,

or otherwise unable to act for this ability to work, & you must remain within 30' of your chosen ally; this ability does not consume any MP to use



Damage Reduction (Ex): at 4th level, you gain Damage Reduction/-; subtract 1 from the damage you take each time you are dealt damage from a weapon or a natural attack; at 8th, 12th, 16th, & 20th level, this Damage Reduction rises by 1 point; Damage Reduction can reduce damage to 0, but not below 0

Magic Break (Sp): at 5th level, you can weaken your opponent's magic with a melee attack; if your melee attack hits, then all damage dealt by that opponent's spells is reduced by $\frac{1}{2}$ for the rest of the encounter; the opponent's healing magic is only $\frac{1}{2}$ as effective, as well; multiple *break* effects do not stack; your opponent must make a Will save

(DC10 + $\frac{1}{2}$ your class level + your Wisdom modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use

Threaten (Sp): at 7th level, you can paralyze an enemy with fear; this causes 1 opponent within 30' to become *dazed* for 3 rounds; creatures that are immune to fear are also immune to this effect; your opponent must make a Will save (DC10 + $\frac{1}{2}$ your class level + your Charisma/Strength modifier (whichever is higher)) to resist; this is a standard action that does not provoke attacks of opportunity; this ability costs 12MP to use

Armor Break (Sp): at 9th level, you can weaken your opponent's defense with a melee attack; if your melee attack hits, then the opponent's armor bonus for natural or worn armor is negated for the rest of the encounter; your opponent must make a Fortitude save (DC10 + $\frac{1}{2}$ your class level + your Wisdom modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

Aura of Courage (Ex): at 11th level, you are immune to fear (magical or otherwise); in addition, each ally within 30' of you gains a +4 morale bonus on saving throws against fear effects; this ability functions while you are conscious, but not if you are incapacitated (via Petrified, Sleep, or KO) or dead

Mental Break (Sp): at 13th level, you can weaken your opponent's magic defense with a melee attack; if your melee attack hits, then the opponent's SR is negated for the rest of the encounter; your opponent must make a Will save (DC10 + $\frac{1}{2}$ your class level + your Wisdom modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

Zombie Attack (Sp): at 15th level, you can charge 1 melee attack with a zombifying magic; if this melee attack hits, then you inflict your opponent with Zombie status (see **Status Effects: Zombie**, below); your opponent must make a Fortitude save (DC10 + $\frac{1}{2}$ your class level + your Wisdom modifier) to resist; charging your melee weapon is a swift action that does not provoke attacks of opportunity (although the melee attack does provoke as normal); a melee weapon remains charged for 1 round; this ability costs 10MP to use

Entrust (Sp): at 17th level, you can transfer all of your Overdrive Points (OP's) to the OP pool of any 1 ally within 30'; your ally still cannot accrue more than 100 OP's total, & you cannot transfer less than your full OP pool; this is a standard action that does not provoke attacks of opportunity; this ability costs 8MP to use

Sentinel (Su): at 19th level, you can increase your ability to use *Guard* to the point that your protection extends to 5 rounds at a time, & you only take $\frac{1}{2}$ of the damage that the attack would normally deal; you also gain a +5 circumstance bonus to prevent your ally from being grappled, as well as a +5 circumstance bonus to both your AC & your DR; this does not work for spells or spell-like abilities targeting your ally, nor does this protect against area effect damage; you must not be pinned, disabled, or otherwise unable to act for this ability to work, & you must remain within 30' of your chosen ally; this ability does not consume any MP to use

Lancer (“Kimahri Ronso”)

Masters of pole arm-based combat, Lancers are powerful & versatile warriors. Known for adopting the techniques of both enemies & allies alike, a Lancer often has a wide variety of maneuvers that they rely on. Named for the most common pole arm that they use, Lancers also employ glaives, halberds, naginata & spears with deadly accuracy.

Alignment: Any non-lawful.

Hit Die: d12.

Class Skills: The Lancer's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at 1st Level: (4 + Intelligence modifier) × 4.

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

MP per Level: 1d6+4.

Ronso Lancer Starting Package

- **Armor:** studded leather (+3AC, max. dex. +5, armor check penalty -1, 15% ASFC, 20lbs), 25gp; armlet (+1AC, armor check penalty -1, 5% ASFC, 3lbs), 12gp
- **Weapons:** longspear (1d8, 20×3, reach weapon (15'), 9lbs, piercing), 5gp
- **Skill Selection:** pick a number of skills equal to 4 + Intelligence modifier
- **Feat:** Power Attack
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, flint & steel kit
- **Gold:** 2d4gp (5gp)

Class Features

All of the following are class features of the lancer. See level progression on **Table 1-4: The Lancer** for more information.

Weapon & Armor Proficiency: you are proficient with all simple & martial weapons, light armor, medium armor, & shields (except tower shields)

Weapon Focus: at 1st level, you get Weapon Focus as a bonus feat; this must be used for a polearm of some sort, such as a glaive, a guisarme, a halberd, a lance, a naginata, a poleaxe, a ranseur, or a long spear

Table 1-4: The Lancer

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+0	Weapon Focus, Lancet	7.5
2nd	+2	+3	+0	+0	Rage 1/day	15
3rd	+3	+3	+1	+1	Class Feature 1	22.5
4th	+4	+4	+1	+1	Rage 2/day	30
5th	+5	+4	+1	+1	Scan	37.5
6th	+6/+1	+5	+2	+2	Rage 3/day	45
7th	+7/+2	+5	+2	+2	Class Feature 2	52.5
8th	+8/+3	+6	+2	+2	Greater Rage	60
9th	+9/+4	+6	+3	+3	Class Feature 3	67.5
10th	+10/+5	+7	+3	+3	Rage 4/day	75
11th	+11/+6/+1	+7	+3	+3	Jinx	82.5
12th	+12/+7/+2	+8	+4	+4	Rage 5/day	90
13th	+13/+8/+3	+8	+4	+4	Class Feature 4	97.5
14th	+14/+9/+4	+9	+4	+4	Tireless Rage	105
15th	+15/+10/+5	+9	+5	+5	Class Feature 5	112.5
16th	+16/+11/+6/+1	+10	+5	+5	Rage 6/day	120
17th	+17/+12/+7/+2	+10	+5	+5	Class Feature 6	127.5
18th	+18/+13/+8/+3	+11	+6	+6	Mighty Rage	135
19th	+19/+14/+9/+4	+11	+6	+6	Class Feature 7	142.5
20th	+20/+15/+10/+5	+12	+6	+6	Rage 7/day	150

Lancet (Su): at 1st level, you can sap health & magic from your enemies; if you successfully hit an opponent with your pole arm, you transfer 10% of their current HP (minimum 1HP) & 10% of their current MP (minimum 1MP) to own respective pools; in addition, this attack allows you to make an Intelligence check (DC = 10 + opponent's CR) to learn one of your Ronso Rage abilities (if you don't have Ronso Rage as your overdrive, then this merely adds 1OP to your overdrive pool); you cannot sap HP or MP in excess of your current maximum with this ability; your opponent must make a Fortitude save (DC10 + ½ your class level + your Wisdom modifier) for half damage; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Rage (Ex): at 2nd level, you can fly into a rage once per day; in a rage, you temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, & a +2 morale bonus on Will saves, but you take a -2 penalty to Armor Class; the increase in Constitution increases your HP by 2 points per level, but this HP goes away at the end of the rage when your Constitution score drops back to normal (this extra HP is not lost first the way temporary hit points are); while raging, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, & Ride), the Concentration skill, or any abilities that require patience or concentration, nor can you 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; you can use any feat you have except Combat Expertise, item creation feats, & spell feats; a fit of rage lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier; you may prematurely end your rage; at the end of the rage, you lose the rage modifiers & restrictions, & become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless you have Tireless Rage, at which point this limitation no longer applies); you can fly into a rage only once per encounter; at 4th level you can use your rage ability twice per day; at 6th level you can use your rage ability 3 times per day; at 10th level, you can use your rage ability 4 times per day; at 12th level, you can use your rage ability 5 times per day; at 16th level, you can use your rage ability 6 times per day; at 20th level, you can use your rage ability 7 times per day; entering a rage is a swift action

Class Feature: at 3rd, 7th, 9th, 13th, 15th, 17th & 19th level, you gain 1 class feature from another class; this feature must already be accessible to an ally who has been in your party (defined as creatures that you willingly adventure with, & that willingly adventure with you) ever since the last time you gained a bonus class feature (or 1st level, in the case of your first feature); you must have seen this feature performed at least once & made a successful Intelligence check afterward (DC10 + the HD of the ally performing the feature); this feature cannot be used if it depends on knowing another class feature first (such as *Mug* being dependent on *Steal*, or *Firaga* being dependent on *Fire & Fira*); an ability must be one that is normally gained at a class level equal to your own + 1 or lower; extraordinary, supernatural, & spell-like abilities can be acquired & used; this feature has the same restrictions & costs

as the original class feature, & operates in all respects identically; spells, summoning abilities, skill ranks, feats, maneuvers, maneuvers readied & overdrives cannot be gained in this manner

Scan (Sp): at 5th level, you can scan a single opponent within 30', learning its various strengths & weaknesses; this ability allows you to view 1 opponent's full current statistics; this is a swift action that does not provoke attacks of opportunity; this ability costs 1MP to use

Greater Rage (Ex): at 8th level, your bonuses to Strength & Constitution during your rage each increase to +6, & your morale bonus on Will saves increases to +3; the penalty to AC remains at -2

Jinx (Su): at 11th level, you can decrease the fortune of your enemies; this ability affects all opponents within 30', inflicting a -2 luck penalty on all attack rolls, damage rolls, saving throws, & AC for 3 rounds; these effects are negated for an opponent if a *luck* effect is successfully used on them or the effect expires; multiple *jinx* effects do not stack; your opponent must make a Will save (DC10 + ½ your class level + your Wisdom modifier) to resist; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Tireless Rage (Ex): at 14th level, you no longer become fatigued at the end of your rage

Mighty Rage (Ex): at 18th level, your bonuses to Strength & Constitution during your rage each increase to +8, & your morale bonus on Will saves increases to +4; the penalty to AC remains at -2



Blitzer (“Wakka”)

The game of blitzball is a graceful ballet of underwater maneuvers. It is also a sometimes brutal full-contact sport with ruthless players vying for any advantage. This has led to Blitzers becoming adept at ranged combat, using blitzballs as deadly weapons. They have even been known to use magic to enhance their balls, giving them spell-like properties that will affect their opponents.

Alignment: Any.

Hit Die: d8.

Class Skills: The Blitzer’s class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), & Tumble (Dex).

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

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

MP per Level: 1d6+4.

Hume Blitzer Starting Package

- **Armor:** leather (+2AC, max. dex. +6, 10% ASFC, 15lbs), 10gp; armguard (+1AC, armor check penalty -1, 5% ASFC, 3lbs), 12gp
- **Weapons:** blitzball (1d6, ×2, 10' range increment, 2lbs, bouncing, bludgeoning), 40gp
- **Skill Selection:** pick a number of skills equal to 5 + Intelligence modifier
- **Feat:** Point Blank Shot
- **Bonus Feat:** Far Shot
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, flint & steel kit
- **Gold:** 3d4gp (7gp)

Table 1-5: The Blitzer

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+0	+2	+2	+0	Dark Attack	7.5
2nd	+1	+3	+3	+0	Keen Blitzing +1	15
3rd	+2	+3	+3	+1	Silence Attack	22.5
4th	+3	+4	+4	+1	Fast Movement +5'	30
5th	+3	+4	+4	+1	Aim	37.5
6th	+4	+5	+5	+2	Keen Blitzing +2	45
7th	+5	+5	+5	+2	Sleep Attack	52.5
8th	+6/+1	+6	+6	+2	Fast Movement +10'	60
9th	+6/+1	+6	+6	+3	Dark Buster	67.5
10th	+7/+2	+7	+7	+3	Keen Blitzing +4	75
11th	+8/+3	+7	+7	+3	Drain	82.5
12th	+9/+4	+8	+8	+4	Fast Movement +20'	90
13th	+9/+4	+8	+8	+4	Silence Buster	97.5
14th	+10/+5	+9	+9	+4	Keen Blitzing +6	105
15th	+11/+6/+1	+9	+9	+5	Sleep Buster	112.5
16th	+12/+7/+2	+10	+10	+5	Fast Movement +30'	120
17th	+12/+7/+2	+10	+10	+5	Osmose	127.5
18th	+13/+8/+3	+11	+11	+6	Keen Blitzing +8	135
19th	+14/+9/+4	+11	+11	+6	Triple Foul	142.5
20th	+15/+10/+5	+12	+12	+6	Fast Movement +40'	150

Class Features

All of the following are class features of the blitzer. See level progression on **Table 1-5: The Blitzer** for more information.

Weapon & Armor Proficiency: you are proficient with all simple & martial weapons, & with light armor & shields (except tower shields); you are also automatically proficient with blitzballs

Dark Attack (Sp): at 1st level, you can charge 1 ranged attack with a blinding magic; if this ranged attack hits, then your opponent is rendered Blind (see **Status Effects: Blind**, below) for the next 3 rounds; your opponent

must make a Fortitude save (DC10 + $\frac{1}{2}$ your class level + your Charisma modifier) to resist; charging your ranged weapon is a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round; this ability costs 5MP to use



Keen Blitzing (Ex): at 2nd level, your dedication to the sport of Blitzball affords you a +1 insight bonus to all Blitzball-related statistics (except HP & SP, see **Blitzball**, below); at 6th level, this bonus increases to +2; at 10th level, this bonus increases to +4; at 14th level, this bonus increases to +6; at 18th level, this bonus increases to +8

Silence Attack (Sp): at 3rd level, you can charge 1 ranged attack with a silencing magic; if this ranged attack hits, then your opponent is rendered Mute (see **Status Effects: Mute**, below) for the next 3 rounds; your opponent must make a Fortitude save (DC10 + $\frac{1}{2}$ your class level + your Charisma modifier) to resist; charging your ranged weapon is

a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round; this ability costs 5MP to use

Fast Movement (Ex): at 4th level, you gain an enhancement bonus to your speed equal to +5' per round; you lose this extra speed while in armor or carrying a medium or heavy load; this enhancement refers only to land movement & swim speed (which applies to the SP statistic, see **Blitzball**, below); any ability to ride, fly, or burrow is not enhanced by this bonus; at 8th level, this bonus increases to +10' per round; at 12th level, this bonus increases to +20' per round; at 16th level, this bonus increases to +30' per round; at 20th level, this bonus increases to +40' per round

Aim (Su): at 5th level, you can boost the accuracy of your party's attacks; this ability grants all allies within 30' (including yourself) a +2 competence bonus to attack rolls for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *cursed* effect, or die (even if they are revived during the same encounter); this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Sleep Attack (Sp): at 7th level, you can charge 1 ranged attack with a sleeping magic; if this ranged attack hits, then your opponent is rendered unconscious (see **Status Effects: Sleep**, below) for the next 3 rounds; your opponent must make a Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist; charging your ranged weapon is a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round

Dark Buster (Sp): at 9th level, you can spend an extra 5MP (10MP total) in order to increase the blinding power of *Dark Attack* so that your opponent is rendered Blind (see **Status Effects: Blind**, below) for the next round, & does not get a saving throw to resist; charging your ranged weapon is a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round

Drain (Sp): at 11th level, you can sap an enemy's health & give it to yourself; on a successful touch attack, you transfer 1d4HP per HD from your opponent's HP pool to your own; your opponent can make a Fortitude save (DC10 + ½ your class level + your Charisma modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

Silence Buster (Sp): at 13th level, you can spend an extra 5MP (10MP total) in order to increase the muting power of *Silence Attack* so that your opponent is rendered Mute (see **Status Effects: Mute**, below) for the next round, & does not get a saving throw to resist; charging your ranged weapon is a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round

Sleep Buster (Sp): at 15th level, you can spend an extra 5MP (10MP total) in order to increase the narcotic power of *Sleep Attack* so that your opponent is rendered unconscious (see **Status Effects: Sleep**, below) for the next round, & does not get a saving throw to resist; charging your ranged weapon is a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round

Osmose (Su): at 17th level, you can sap an enemy's magic & give it to yourself; on a successful touch attack, you transfer 2d4MP per HD (theirs) from your opponent's MP pool to your own; your opponent can make a Will save (DC10 + ½ your class level + your Charisma modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use

Triple Foul (Sp): at 19th level, you can spend 24MP in order to combine *Dark Attack*, *Silence Attack*, & *Sleep Attack* all into a single crippling strike; if this ranged attack hits, then your opponent is rendered Blind, Mute & unconscious (see **Status Effects**, below) for the next 3 rounds; your opponent must make a Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist each effect individually; charging your ranged weapon is a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round

Black Mage ("Lulu")

Practitioners of the eldritch arts don't always become Summoners. Those who seek to harness magical power sometimes want to cast more destructive spells. For those who desire this kind of sorcery, there is the path of the Black Mage. Able to wield potent magics, Black Mages are greatly feared on the battlefield, blasting their enemies with elemental & concussive spells. Summoners have grown to respect the Black Mage's talents, to the point where they sometimes employ Black Mages as guardians for a pilgrimage.

Alignment: Any.

Hit Die: d4.

Class Skills: The Black Mage's class skills (& the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), & Use Magical Device (Cha).

Skill Points at 1st Level: (2 + Intelligence modifier) × 4.

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

MP per Level: 2d6+8.

Hume Black Mage Starting Package

- **Armor:** bangle (+0AC, armor check penalty -1, 0lbs), 18gp
- **Weapons:** battle doll (1d4, 19-20/x2, 20' range increment, 4lbs, slashing & piercing), 500gp
- **Skill Selection:** pick a number of skills equal to 3 + Intelligence modifier
- **Feat:** Toughness
- **Bonus Feat:** Empower Spell
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, flint & steel kit, candles, map case, parchment, ink, inkpen
- **Gold:** 3d4gp (7gp)

Table 1-6: The Black Mage

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+0	+0	+0	+2	Thunder	15
2nd	+1	+0	+0	+3	Water	30
3rd	+1	+1	+1	+3	Blizzard	45
4th	+2	+1	+1	+4	Fire	60
5th	+2	+1	+1	+4	Focus	75
6th	+3	+2	+2	+5	Bonus Feat	90
7th	+3	+2	+2	+5	Thundara	105
8th	+4	+2	+2	+6	Waterra	120
9th	+4	+3	+3	+6	Blizzara	135
10th	+5	+3	+3	+7	Fira	150
11th	+5	+3	+3	+7	Reflex	165
12th	+6/+1	+4	+4	+8	Bonus Feat	180
13th	+6/+1	+4	+4	+8	Bio	195
14th	+7/+2	+4	+4	+9	Demi	210
15th	+7/+2	+5	+5	+9	Death	225
16th	+8/+3	+5	+5	+10	Thundaga	240
17th	+8/+3	+5	+5	+10	Waterga	255
18th	+9/+4	+6	+6	+11	Blizzaga	270
19th	+9/+4	+6	+6	+11	Firaga	285
20th	+10/+5	+6	+6	+12	Flare	300

Class Features

All of the following are class features of the black mage. See level progression on **Table 1-6: The Black Mage** for more information.

Weapon & Armor Proficiency: you are proficient with the club, dagger, heavy crossbow, light crossbow, & quarterstaff, but not with any type of armor or shield; armor of any type interferes with a black mage's gestures, which can cause your class features to fail (treat all spell-like class features as spells with somatic components for the purposes of spell failure rates); the only armor that a black mage can safely use are protective bangles

Thunder (Sp): at 1st level, you can attack an enemy with electrical energy; this is a ranged touch attack that deals 1d4 points of electricity damage per class level to 1 opponent within 30' on a successful hit; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use

Water (Sp): at 2nd level, you can attack an enemy with watery energy; this is a ranged touch attack that deals 1d4 points of water (force) damage per class level to 1 opponent within 30' on a successful hit; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use

Blizzard (Sp): at 3rd level, you can attack an enemy with freezing energy; this is a ranged touch attack that deals 1d4 points of cold damage per class level to 1 opponent within 30' on a successful hit; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use

Fire (Sp): at 4th level, you can attack an enemy with flaming energy; this is a ranged touch attack that deals 1d4 points of fire damage per class level to 1 opponent within 30' on a successful hit; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Focus (Su): at 5th level, you can augment the magical power & defenses of your party; this ability grants all allies within 30' (including yourself) +25% on all damaging & healing spells &/or spell-like abilities for the rest of the encounter; in addition, those party members affected by this gain Spell Resistance +2 for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *cursed* effect, or die (even if they are revived during the same encounter); multiple *focus* effects do not stack; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Bonus Feat: at 6th & 12th level, you gain a bonus feat; at each such opportunity, you can choose a spell feat (including a **Universal Spell Feat**, see below) or an item creation feat; you must still meet all prerequisites for a bonus

feat, including caster level minimums; these bonus feats are in addition to the feats that a character of any class gets from advancing levels

Thundara (Sp): at 7th level, you can spend an extra 4MP (8MP total) in order to increase the damage of *Thunder* to 1d6+1 points of electricity damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Watera (Sp): at 8th level, you can spend an extra 4MP (8MP total) in order to increase the damage of *Water* to 1d6+1 points of water (force) damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Blizzara (Sp): at 9th level, you can spend an extra 4MP (8MP total) in order to increase the damage of *Blizzard* to 1d6+1 points of cold damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Fira (Sp): at 10th level, you can spend an extra 4MP (8MP total) in order to increase the damage of *Fire* to 1d6+1 points of fire damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Reflex (Su): at 11th level, you can increase the evasion prowess of your party; this ability grants all allies within 30' (including yourself) a +4 dodge bonus to AC for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *cursed* effect, or die (even if they are revived during the same encounter); even though it is a dodge bonus, multiple *reflex* effects do not stack; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Bio (Sp): at 13th level, you can attack an enemy with toxic energy; this is a ranged touch attack that inflicts 1 opponent within 30' with Poison (see **Status Effects: Poison**, below); your opponent remains poisoned for the rest of the encounter, unless it is negated; your opponent must make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use

Demi (Sp): at 14th level, you can attack your enemies with deadly energy; this ability reduces the current HP of all opponents within 30' by 25%; your opponents can each make a Reflex save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use

Death (Sp): at 15th level, you can magically slay an enemy; this is a ranged touch attack that kills 1 opponent within 30' (0HP or less, see **Status Effects: KO**, below); your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) to resist; this attack has no effect on the undead, such as creatures with Zombie status; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use

Thundaga (Sp): at 16th level, you can spend an extra 8MP (16MP total) in order to increase the damage of *Thundara* to 1d8+2 points of electricity damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Waterga (Sp): at 17th level, you can spend an extra 8MP (16MP total) in order to increase the damage of *Watera* to 1d8+2 points of water (force) damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Blizzaga (Sp): at 18th level, you can spend an extra 8MP (16MP total) in order to increase the damage of *Blizzara* to 1d8+2 points of cold damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Firaga (Sp): at 19th level, you can spend an extra 8MP (16MP total) in order to increase the damage of *Fira* to 1d8+2 points of fire damage per class level; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

Flare (Sp): at 20th level, you can attack an enemy with devastating energy; this is a ranged touch attack that deals 1d10+3 points of non-specified damage per class level to 1 opponent within 30'; your opponent can make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use

Bandit (“Rikku”)

Avid seekers of wealth & fortune, Bandits are usually either gleeful rogues who commit their larceny with style & panache or cut-throat scoundrels who won't hesitate to add murder to their litany of sins. Rarely accepted in civilized society for what they are, Bandits are often disguised as other classes, such as Pugilists, Blitzers, or Merchants. This has become so common that they are known for their talent at emulating other classes' abilities.

Alignment: Any.

Hit Die: d6.

Class Skills: The Bandit's class skills (& the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Forgery (Int),

Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (architecture) (Int), Knowledge (dungeoneering) (Int), 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), Survival (Wis), Swim (Str), Tumble (Dex), & Use Rope (Dex).

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

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

MP per Level: $1d6+4$.

Al Bhed Bandit Starting Package

- **Armor:** leather (+2AC, max. dex. +6, 10% ASFC, 15lbs), 10gp; targe (AKA buckler; +1AC, armor check penalty -1, 5% ASFC, 5lbs), 15gp
- **Weapons:** claw (1d6, ×3, 3lbs, slashing), 14gp
- **Skill Selection:** pick a number of skills equal to $8 + \text{Intelligence modifier}$
- **Feat:** Improved Initiative
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, flint & steel kit, thieves' tools
- **Gold:** 4d4gp (10gp)

Table 1-7: The Bandit

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+0	+0	+2	+0	Steal	7.5
2nd	+1	+0	+3	+0	Sneak Attack +1d6	15
3rd	+2	+1	+3	+1	Trap Sense +2	22.5
4th	+3	+1	+4	+1	Sneak Attack +2d6	30
5th	+3	+1	+4	+1	Use	37.5
6th	+4	+2	+5	+2	Sneak Attack +3d6	45
7th	+5	+2	+5	+2	Class Feature 1	52.5
8th	+6/+1	+2	+6	+2	Sneak Attack +4d6	60
9th	+6/+1	+3	+6	+3	Luck	67.5
10th	+7/+2	+3	+7	+3	Sneak Attack +5d6	75
11th	+8/+3	+3	+7	+3	Spare Change	82.5
12th	+9/+4	+4	+8	+4	Sneak Attack +6d6	90
13th	+9/+4	+4	+8	+4	Trap Sense +5	97.5
14th	+10/+5	+4	+9	+4	Sneak Attack +7d6	105
15th	+11/+6/+1	+5	+9	+5	Mug	112.5
16th	+12/+7/+2	+5	+10	+5	Sneak Attack +8d6	120
17th	+12/+7/+2	+5	+10	+5	Class Feature 2	127.5
18th	+13/+8/+3	+6	+11	+6	Sneak Attack +9d6	135
19th	+14/+9/+4	+6	+11	+6	Bribe	142.5
20th	+15/+10/+5	+6	+12	+6	Skilled Saboteur	150

Class Features

All of the following are class features of the bandit. See level progression on **Table 1-7: The Bandit** for more information.

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

Steal (Su): at 1st level, you can rob your enemies while you fight them; during battle, you may make a touch attack upon an opponent; if you connect, you may attempt a Sleight of Hand check (DC10 + the opponent's CR) to steal 1 item worn or carried by the opponent; you suffer no penalties for thievery performed in plain sight of your target; you cannot attack an opponent in the same round that you perform this maneuver; this is a swift action that does not provoke attacks of opportunity; this ability does not consume any MP to use

NOTE: Some creatures carry rare items in addition to normal items; whenever a Bandit makes a successful steal attempt, roll d%; the rate for a rare steal is $1\% \times \text{the stealer's ECL}$, while the rest of the time they will take a normal item (see [Creature entries](#), below, for normal/rare steals).

Sneak Attack: at 2nd level, if you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage, just like a rogue; your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or

when you flank your target; this extra damage is 1d6 at 2nd level, & it increases by 1d6 every two bandit levels thereafter (up to 9d6, at 18th level); should you 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'; with a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage; you cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty; you can sneak attack only living creatures with discernible anatomies; Undead, Constructs, Oozes, Plants, & incorporeal creatures lack vital areas to attack; any creature that is immune to critical hits is not vulnerable to sneak attacks; you must be able to see the target well enough to pick out a vital spot & must be able to reach such a spot; you cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach



Trap Sense (Ex): At 3rd level, you gain an intuitive sense that alerts you to danger from traps, giving you a +2 bonus on Reflex saves made to avoid traps & a +2 dodge bonus to AC against attacks made by traps; these bonuses rise to +5 when you reach 13th level; trap sense bonuses gained from multiple classes stack

Use (Su): at 5th level, you can use any item that you can lift over your head (weight \leq maximum heavy load) as an improvised weapon; any item that you hold is considered a weapon that you have proficiency with, & can be used as a melee or thrown ranged weapon (range increment 5' minimum); improvised weapons deal damage appropriate to their size (1 point of damage minimum on a successful hit, minus hardness &/or DR); this ability does not consume any MP to use

Class Feature: at 7th & 17th level, you gain 1 class feature from another class; this feature must already be accessible to an ally who has been in your party (defined as creatures that you willingly adventure with, & that willingly adventure with you) ever since the last time you gained a bonus class feature (or 1st level, in the case of your first feature); you must have seen this feature performed at least once & made a successful Intelligence check afterward (DC10 + the HD of the ally performing the feature); this feature cannot be used if it depends on knowing another class feature first (such as *Mug* being dependent on *Steal*, or *Firaga* being dependent on *Fire & Fira*); an ability must be one that is normally gained at a class level equal to your own + 1 or lower; extraordinary, supernatural, & spell-like abilities can be acquired & used; this feature has the same restrictions & costs as the original class feature, & operates in all respects identically; spells, summoning abilities, skill ranks, feats, maneuvers, maneuvers readied & overdrives cannot be gained in this manner

Luck (Su): at 9th level, you can increase the fortune of your party; this ability grants all allies within 30' (including yourself) a +2 luck bonus on all attack rolls, damage rolls, saving throws, & AC for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *cursed* effect, a *jinx* effect, or die (even if they are revived during the same encounter); multiple *luck* effects do not stack; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Spare Change (Su): at 11th level, you can throw your coinage at your enemies; this attack is a ranged attack (10' range increment) that can hit 1 opponent, dealing points of damage equal to 5% of the value of the GP you throw; the money you throw must have been in your possession for more than 24 hours for you to damage enemies with it, & all coins thrown magically disintegrate after dealing damage; your opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ your class level + your Charisma modifier) for half damage; no more than 1,000GP can be thrown in a single round; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use

Mug (Sp): at 15th level, you can spend an extra 10MP (10MP total) in order to make a melee attack upon an opponent during a *Steal* attempt (instead of the normal touch attack required for *Steal* attempts); if you connect, you may attempt a Sleight of Hand check (DC10 + the opponent's CR) to steal 1 item worn or carried by the opponent; you suffer no penalties for thievery performed in plain sight of your target; this is a swift action that does not provoke attacks of opportunity

NOTE: Some creatures carry rare items in addition to normal items; whenever a Bandit makes a successful steal attempt, roll d%; the rate for a rare steal is 1% \times the stealer's ECL, while the rest of the time they will take a normal item (see Creature entries, below, for normal/rare steals).

Bribe (Su): at 19th level, you can pay enemies not to fight you; if you offer an opponent money, jewels, art, or other goods equal to 5,000gp \times the opponent's CR, then they will give you their single most valuable item & promptly flee, preventing further conflict; opponents need not be intelligent or value currency for this ability to function, but cannot be asleep, disabled, petrified, dead, or otherwise unable to act; your opponent can make a Will save (DC10 + $\frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a full-round action that does not provoke attacks of opportunity; this ability does not consume any MP to use

Skilled Saboteur (Ex): at 20th level, you make quick work out of mechanisms & traps, disabling devices in $\frac{1}{2}$ the normal time (see **Disable Device**, *Player's Handbook*, page 72); a device that normally takes 1 round to disable now takes 1 standard action, allowing you to make a move action afterward

NOTE: Skilled Saboteur was not designed by me; it was featured in an article about dead class levels on the D&D website, as a 20th-level rogue's class feature.

NPC Classes

Although the Aristocrat, the Commoner, & the Expert are essentially the same as in the *Dungeon Master's Guide*, the world of Spira has a few fundamental differences from most campaign settings, even in its NPC classes. The Warrior & the Adept classes are not present in their standard forms. Instead, the world of Spira has the Crusader, the Merchant, & the Priest NPC classes, as detailed below.

NOTE: Some of the material presented in this section is non-canonical, but is extrapolated from canonical information, & is designed to hopefully clarify the abilities of characters such as Lucil, O'aka, & Kinoc for use in the game.



Crusader (“Elma/Lucil”)

The Crusaders as an organization began as the Crimson Blades, a militia founded & organized by Summoner Mi’ihen centuries ago. Originally separate from the Church of Yevon, they were brought under Yevon’s banner as the Crusaders within a few years of their creation. Although the Crusaders as a group have Pugilists, Ronin, Lancers & even a few Bandits as members, the majority of their forces are comprised of the Crusader class. A member of the Crusader class is a warrior dedicated to the defeat of Sin, & will usually serve in the role of infantry, command, or something akin to being a guardian for a Summoner.

Alignment: Any lawful.

Hit Die: d8.

Class Skills: The Crusader’s class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), & Use Rope (Dex).

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

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

MP per Level: 2d4.

Hume Crusader Starting Package

- **Armor:** chain shirt (+4AC, max. dex. +4, armor check penalty -2, 20% ASFC, 25lbs), 100gp
- **Weapons:** short sword (1d6, 19-20/×2, 2lbs, piercing), 10gp
- **Skill Selection:** pick a number of skills equal to 3 + Intelligence modifier
- **Feat:** Power Attack
- **Bonus Feat:** Cleave
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, crossbow bolt case, flint & steel kit, spell component pouch
- **Gold:** 3d4gp (7gp)

Table 1-8: The Crusader

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+0	Mounted Combat	5
2nd	+2	+3	+0	+0	--	10
3rd	+3	+3	+1	+1	--	15
4th	+4	+4	+1	+1	--	20
5th	+5	+4	+1	+1	Mi’ihen’s Resolve 1/day	25
6th	+6/+1	+5	+2	+2	--	30
7th	+7/+2	+5	+2	+2	--	35
8th	+8/+3	+6	+2	+2	--	40
9th	+9/+4	+6	+3	+3	--	45
10th	+10/+5	+7	+3	+3	Mi’ihen’s Resolve 2/day	50
11th	+11/+6/+1	+7	+3	+3	--	55
12th	+12/+7/+2	+8	+4	+4	--	60
13th	+13/+8/+3	+8	+4	+4	--	65
14th	+14/+9/+4	+9	+4	+4	--	70
15th	+15/+10/+5	+9	+5	+5	Mi’ihen’s Resolve 3/day	75
16th	+16/+11/+6/+1	+10	+5	+5	--	80
17th	+17/+12/+7/+2	+10	+5	+5	--	85
18th	+18/+13/+8/+3	+11	+6	+6	--	90
19th	+19/+14/+9/+4	+11	+6	+6	--	95
20th	+20/+15/+10/+5	+12	+6	+6	Mi’ihen’s Resolve 4/day	100

Class Features

All of the following are class features of the crusader NPC class. See level progression on **Table 1-8: The Crusader** for more information.

Weapon & Armor Proficiency: you are proficient with all simple & martial weapons, light armor, medium armor, & shields (except tower shields)

Mounted Combat: at 1st level, you get Mounted Combat as a bonus feat

Mi’ihen’s Resolve (Ex): at 5th level, you gain a +2 morale bonus to any 1 saving throw, usable once a day; at 10th level, you can use your Resolve bonus twice per day; at 15th level, you can use your Resolve bonus 3 times per day; at 20th level, you can use your Resolve bonus 4 times per day

Merchant (“O’aka/Rin”)

Traders, dealers, & salesmen, these people are the linchpin of Spira’s economy. Since permanent stores are regularly destroyed by Sin’s rampages, the people of Spira often rely on travelling Merchants to sell supplies to them. Merchants make their living buying & selling goods, so they are usually sharp appraisers & shrewd negotiators. These skilled traders travel the world, plying their wares & searching for the next big score.

Alignment: Any.

Hit Die: d6.

Class Skills: The Merchant’s class skills (& the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (local) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex).

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

Skill Points at Each Additional Level: 6 + Intelligence modifier.

MP per Level: 2d4.

Al Bhed Merchant Starting Package

- **Armor:** padded (+1AC, max. dex. +8, 5% ASFC, 10lbs), 5gp
- **Weapons:** dagger (1d4, 19-20/x2, 1lb, piercing or slashing), 2gp
- **Skill Selection:** pick a number of skills equal to 6 + Intelligence modifier
- **Feat:** Negotiator
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, crossbow bolt case, flint & steel kit, spell component pouch

- **Gold:** 3d4gp (7gp)

Table 1-9: The Merchant

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+0	+0	+0	+2	Silver Tongue	5
2nd	+1	+0	+0	+3	--	10
3rd	+2	+1	+1	+3	--	15
4th	+3	+1	+1	+4	Master Haggler	20
5th	+3	+1	+1	+4	--	25
6th	+4	+2	+2	+5	--	30
7th	+5	+2	+2	+5	--	35
8th	+6/+1	+2	+2	+6	--	40
9th	+6/+1	+3	+3	+6	--	45
10th	+7/+2	+3	+3	+7	--	50
11th	+8/+3	+3	+3	+7	--	55
12th	+9/+4	+4	+4	+8	--	60
13th	+9/+4	+4	+4	+8	--	65
14th	+10/+5	+4	+4	+9	--	70
15th	+11/+6/+1	+5	+5	+9	--	75
16th	+12/+7/+2	+5	+5	+10	--	80
17th	+12/+7/+2	+5	+5	+10	--	85
18th	+13/+8/+3	+6	+6	+11	--	90
19th	+14/+9/+4	+6	+6	+11	--	95
20th	+15/+10/+5	+6	+6	+12	--	100

Class Features

All of the following are class features of the merchant NPC class. See level progression on **Table 1-9: The Merchant** for more information.

Weapon & Armor Proficiency: you are proficient with all simple & martial weapons, but not with any type of armor or shield

Silver Tongue (Ex): at 1st level, you can haggle with people to get a better deal on goods & services; on a successful Diplomacy Check (DC10 + the seller's ranks in Sense Motive + the seller's Wisdom modifier), you can deduct up to 2% per class level (maximum 40% deduction) from the price of any weapon, armor, item or service (be it mundane or magical); if the maximum initial cost exceeds 500gp × your class level, then you cannot apply your deduction

Master Haggler (Ex): at 4th level, your experience with negotiations has granted you a certain shrewdness when making deals with others; you can apply ½ your class level (maximum +10) as a competence bonus to Diplomacy checks that pertain directly to your business, such as when buying or selling goods &/or services

Priest (“Jyscal/Kinoc”)

The clergy of Yevon are a diverse group, as all-encompassing as the religion itself. Operating temples all over Spira, these Priests are novices in the magical arts, but have some talents at healing, protection & enchantment.

Alignment: Any non-evil.

Hit Die: d4.

Class Skills: The Priest's class skills (& the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), & Spot (Wis).

Skill Points at 1st Level: (4 + Intelligence modifier) × 4.

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

MP per Level: 1d6+4.

Guado Priest Starting Package

- **Armor:** ring (+0AC, 0lbs), 17gp
- **Weapons:** light mace (1d6, 20/x2, 5 lbs, medium size, bludgeoning), 5gp
- **Skill Selection:** pick a number of skills equal to 4 + Intelligence modifier

- **Feat:** Toughness
- **Gear:** backpack, waterskin, trail rations, bedroll, sack, hempen rope, crossbow bolt case, flint & steel kit, spell component pouch
- **Gold:** 3d4gp (7gp)

Table 1-10: The Priest

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+0	+0	+0	+2	Aura	7.5
2nd	+1	+0	+0	+3	--	15
3rd	+1	+1	+1	+3	--	22.5
4th	+2	+1	+1	+4	Turn/Rebuke Undead	30
5th	+2	+1	+1	+4	--	37.5
6th	+3	+2	+2	+5	--	45
7th	+3	+2	+2	+5	Lay on Hands	52.5
8th	+4	+2	+2	+6	--	60
9th	+4	+3	+3	+6	--	67.5
10th	+5	+3	+3	+7	Remove Disease 1/week	75
11th	+5	+3	+3	+7	--	82.5
12th	+6/+1	+4	+4	+8	--	90
13th	+6/+1	+4	+4	+8	Smite Evil 1/day	97.5
14th	+7/+2	+4	+4	+9	--	105
15th	+7/+2	+5	+5	+9	--	112.5
16th	+8/+3	+5	+5	+10	Remove Disease 2/week	120
17th	+8/+3	+5	+5	+10	--	127.5
18th	+9/+4	+6	+6	+11	--	135
19th	+9/+4	+6	+6	+11	--	142.5
20th	+10/+5	+6	+6	+12	Smite Evil 2/day	150

Class Features

All of the following are class features of the priest NPC class. See level progression on **Table 1-10: The Priest** for more information.

Weapon & Armor Proficiency: you are proficient with the club, dagger, heavy crossbow, light crossbow, & quarterstaff, but not with any type of armor or shield; armor of any type interferes with a priest's gestures, which can cause your class features to fail (treat all spell-like class features as spells with somatic components for the purposes of spell failure rates)

Aura (Ex): at 1st level, a priest 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); priests who don't worship a specific deity but choose the Chaos, Evil, Good, or Law domain have a similarly powerful aura of the corresponding alignment

Turn/Rebuke Undead (Sp): at 4th level, regardless of alignment, you can affect undead creatures by channeling the power of your faith through your holy (or unholy) symbol (see Turn or Rebuke Undead); a good priest (or a neutral priest who worships a good deity) can turn or destroy undead creatures; an evil priest (or a neutral priest who worships an evil deity) instead rebukes or commands such creatures; a neutral priest of a neutral deity must choose whether his turning ability turns or rebukes undead; once this choice is made, it cannot be reversed; you may attempt to turn undead a number of times per day equal to 3 + your Wisdom modifier; a priest with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead; this ability costs 5MP to use

Lay on Hands (Sp): at 7th level, you can heal wounds (your own or those of others) by touch, if you have a Wisdom score of 12 or higher; each day you can heal a total number of HP equal to your priest level × your Wisdom bonus; you may choose to divide your healing among multiple recipients, & you do not have to use it all at once; using Lay on Hands is a standard action that provokes attacks of opportunity; alternatively, you 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 & does not provoke attacks of opportunity; you decide how many of your daily allotment of points to use as damage after successfully touching an undead creature; this ability costs 9MP to use

Remove Disease (Sp): at 10th level, you can produce a *remove disease* effect, as the spell, once per week; at 16th level, you can use this twice per week; this ability costs 14MP to use

Smite Evil (Sp): at 13th level, once per day, you may attempt to smite evil with one normal melee attack; you add your Wisdom bonus (if any) to your attack roll & deal 1 extra point of damage per priest level; if you accidentally

smite a creature that is not evil, the smite has no effect, but the ability is still used up for that day; at 19th level, you can use this twice per day; this ability costs 18MP to use

Chapter 4: Status Effects

These are special notes on the various conditions that can affect PCs & NPCs in a *Final Fantasy X*-based game. Some of these conditions replace the standard D&D definitions for status conditions.

Berserk: a creature with this attacks with their current weapon in hand (or unarmed) the nearest opponent in an encounter once each round, with a +2 morale bonus to each attack; the creature performs full attacks whenever possible; they cannot cast spells, use items, or use class features; they will not become lucid if hit by a physical or magical attack

Blind: a creature with this takes a -2 penalty to AC, loses Dexterity bonus to AC (if any), moves at ½ speed, takes a -4 penalty on Search checks & on most Strength- & Dexterity-based skill checks; all checks & activities that rely on vision (such as reading & Spot checks) automatically fail; 50% miss chance on all attacks

Confused: a creature with this has a 90% chance to attack any 1 random character in an encounter once each round with their current weapon in hand (or unarmed), including himself; the creature performs full attacks whenever possible; they will not cast spells or use class features, but may (remaining 10% chance) use a random item; they will become lucid if hit by a physical (but not magical) attack, even by themselves

Cursed: a creature with this cannot accrue or spend OP's, & thus cannot perform overdrives; this also dispels most positive effects

Doomed: a creature with this must make a Fortitude save (DC10 + 1 for each previous successful save) each round or become automatically KOed (0HP or less)

Hasted: a creature with this has a +10 bonus to their Initiative, & can perform an extra attack action, move action or swift action each round

KO: AKA knock-out; creature's health at 0HP; a creature with this cannot act in any way, & cannot be targeted by an attack or spell, but can be revived with a Phoenix Down or similar reviving magic, provided that they are not actually dead (-10HP)

Mute: a creature with this cannot speak or otherwise verbally communicate, & therefore cannot cast spells or use spell-like abilities that require a verbal component; unless it specifically states otherwise, all spell-like abilities for the classes above do require verbal components to cast

Petrified: a creature with this is turned to stone & cannot act in any way; a petrified creature resembles a statue, which has a hardness of 8 & HP dependent on its size (Fine 16, Diminutive 32, Tiny 64, Small 125, Medium 250, Large 500, Huge 1,000, Gargantuan 2,000, Colossal 4,000)

Poison: a creature with this takes damage equal to $1d3 \times$ its own HD each round

Regen: a creature with this gains Fast Healing; it regains HP equal to ½ its HD; this effect does not restore HP in excess of the creature's maximum HP

Sleep: a creature with this is helpless & prone, but will awaken if hit by a physical (but not magical) attack

Slowed: a creature with this has a -10 penalty to their Initiative, can only move at ½ speed, & can only perform partial actions each round for the same amount of time

Zombie: a creature with this has their type changed to [Undead], but without any of the benefits of that type; is now damaged by healing spells & items, but is now immune to effects which render the creature KOed, such as *death* attacks

Chapter 5: Aeons

NOTE: Some of the material presented in this section is non-canonical, but is extrapolated from canonical information, & is designed to hopefully clarify the nature of Aeons for use in the game.

In the struggle to defeat Sin, desperate measures have often been entertained. Over the last thousand years, summoners have regularly given up their lives to bring about just a brief respite from the deadly chaos & destruction of Sin's frequent rampages. But the most harrowing decision made by a person on Spira is volunteering to become an Aeon.

A person who wishes to become an Aeon is dedicating their very souls to combat the depredations of Sin. They give up everything that they are & submit to the will of the summoners so that they may aid in bringing about the Calm.

Aeons usually have no free will of their own, & spend much of their existence within a timeless transdimensional pocket, waiting to be unleashed as a living weapon in the war against Sin. While in this pocket dimension, an Aeon cannot be harmed, & can be contacted only by summoning it into the real world. Aeons are not normally capable of true speech, although an Aeon can choose to communicate with others by manifesting its spirit into the world as an incorporeal fayth (Concentration check once per minute to manifest; DC10); this can only be done when an Aeon is not being summoned.

Any summoner who has unlocked a particular Aeon can call upon it at any time to fight for them (see **Summoner: Summon**, above). To unlock an Aeon, a summoner must find its sarcophagus & pray over it for 1 hour & then make a Spellcraft check (DC = 10 + the Aeon's HD). This deals 1d6 Constitution damage to the summoner, & renders them fatigued. A summoner can only unlock an Aeon with HD < the summoner's class level + 10. Only 1 Aeon can be unlocked per class level.

Aeon Reborn (ritual)

Requirements

- **Class:** Summoner 11th level or Priest 15th level
- **Skills:** 15 ranks in Concentration, Knowledge (religion), & Spellcraft

Ritual Benefits

During this ritual, the volunteer must lay still in a specially-prepared sarcophagus (50,000gp) while the ritual's performer chants over it continuously for 8 hours. The chant requires a Concentration check (DC15) after each hour, as well as the expenditure of 20MP after each successful check; if a check is unsuccessful, then the ritual must continue for 1 additional hour to succeed; if 2 consecutive checks are unsuccessful, then the ritual fails. This ritual provokes attacks of opportunity.

Once the ritual is successfully completed (160MP total spent), the performer takes 2d6 Constitution damage & is exhausted. The volunteer is transformed into an Aeon, a bizarre creature that can be called to fight for a summoner. It loses nearly all aspects of its former life; its alignment becomes True Neutral, & it loses all class levels, hit dice, save bonuses, magic points, class abilities, skill ranks, feats, spells, & experience points; only the most basic memories remain. It even re-rolls its ability scores (or uses the elite array). For all intents & purposes, the volunteer is reborn into a 1st level character (Aeon monster class), only this time as an Outsider.

Aeon (Monster Class)

Table 1-11: The Aeon (Monster Class)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+2	+2	Aeon Form	15
2nd	+2	+3	+3	+3	--	30
3rd	+3	+3	+3	+3	Natural Armor	45
4th	+4	+4	+4	+4	--	60
5th	+5	+4	+4	+4	Aeon Boost	75
6th	+6/+1	+5	+5	+5	--	90
7th	+7/+2	+5	+5	+5	--	105
8th	+8/+3	+6	+6	+6	Natural Weapon	120
9th	+9/+4	+6	+6	+6	--	135
10th	+10/+5	+7	+7	+7	--	150
11th	+11/+6/+1	+7	+7	+7	Aeon Shield	165
12th	+12/+7/+2	+8	+8	+8	--	180
13th	+13/+8/+3	+8	+8	+8	--	195
14th	+14/+9/+4	+9	+9	+9	Size Increase	210
15th	+15/+10/+5	+9	+9	+9	--	225
16th	+16/+11/+6/+1	+10	+10	+10	--	240
17th	+17/+12/+7/+2	+10	+10	+10	Immortality	255
18th	+18/+13/+8/+3	+11	+11	+11	--	270
19th	+19/+14/+9/+4	+11	+11	+11	--	285
20th	+20/+15/+10/+5	+12	+12	+12	Lost Opportunities	300

Race: Aeon only.

Alignment: True Neutral only.

Hit Die: d8.

Class Skills: The Aeon's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at 1st Level: (8 + Intelligence modifier) × 4.

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

MP per Level: 2d6+8.

Aeon Starting Package

- **Armor:** N/A
- **Weapons:** heavy mace (1d8, 20/x2, 8lbs, bludgeoning)
- **Skill Selection:** pick a number of skills equal to 8 + Intelligence modifier
- **Feat:** Power Attack
- **Gear:** N/A
- **Gold:** 0gp

Class Features

All of the following are class features of the Aeon. See level progression on **Table 1-11: The Aeon (Monster Class)** for more information.

NOTE: The Aeon monster class allows for Aeons to take Aeon prestige classes at any time once they are eligible to do so. Aeons may freely multi-class between the Aeon monster class & the Aeon prestige class of their choice. They cannot multi-class into any other base class, prestige class, monster class, paragon class, or any other type of class. Aeons cannot choose to take more than 1 Aeon prestige class. Once they have completed the Aeon prestige classes of their choice, the Aeon can only progress by advancing in the Aeon monster class.

Weapon & Armor Proficiency: you are proficient with all simple & martial weapons, but not with any type of armor or shield

Aeon Form: at 1st level, you become an Aeon; your type becomes [Outsider] & your subtype becomes [Aeon]; as such, you gain Darkvision out to 60'; in addition, you do not need to eat or sleep (although they can do so if they wish); lastly, your body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead, reincarnate, & resurrection*, don't work on you; it takes a different magical effect, such as *limited wish, wish, miracle, or true resurrection* to restore you to life

Natural Armor: at 3rd level, you gain a natural armor bonus to your AC equal to ½ your HD; in addition, you can add your Constitution bonus (if any) to this natural armor bonus; these bonuses do not apply against touch attacks, & you lose the bonuses when you wear any armor, or when you carry a shield

Aeon Boost (Ex): at 5th level, you can choose, as a swift action, to lower your defenses for 1 round; during that round, all damage sustained by you is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3

Natural Weapon: at 8th level, you gain a natural weapon; you may choose either a claw attack (slashing), stab attack (piercing), or slam attack (bludgeoning) upon gaining this feature; once your choice has been made, it cannot be changed; this natural weapon deals damage based on your size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical 20/x2); once you gain this natural weapon, you can no longer use manufactured weapons with your hands, as they have become unsuitable for the purpose of wielding them

Aeon Shield (Ex): at 11th level, you can choose, as a swift action, to raise your defenses for 1 round; during that round, all damage sustained by you is reduced by 75%; because of this, you cannot accrue Overdrive Points (OP's) during that round

Table 4-1a: New Size Statistics

Base Size	New Size	Strength*	Dexterity*	Constitution*	Hit Dice	Natural Armor*	AC & Attack Bonuses*
Fine	Diminutive	+1 (+½)	-2 (-1)	same	+½	same	-4 (size)
Diminutive	Tiny	+2 (+1)	-2 (-1)	same	+1	same	-2 (size)
Tiny	Small	+4 (+2)	-2 (-1)	+1 (+½)	+1	same	-1 (size)
Small	Medium	+6 (+3)	-2 (-1)	+2 (+1)	+2	+1	-1 (size)
Medium	Large	+8 (+4)	-2 (-1)	+4 (+2)	+2	+2	-1 (size)
Large	Huge	+8 (+4)	-2 (-1)	+4 (+2)	+2	+3	-1 (size)
Huge	Gargantuan	+8 (+4)	same	+4 (+2)	+2	+4	-2 (size)
Gargantuan	Colossal	+8 (+4)	same	+4 (+2)	+2	+5	-4 (size)
Colossal	Colossal	same	same	same	same	same	same

*-These values are primarily taken from the SRD, & are used to increase the size by 1 category to the best of my ability.

Size Increase: at 14th level, your size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical effects that increase size stack with this ability, so the use of spells to increase size further are effective

Table 4-1b: New Size Statistics

Base Size	New Size	Space*	Reach (Tall/Long)*	Ave. Size Incr.	Ave. Weight Incr.	Grapple Mod.	Hide Mod.
Fine	Diminutive	+½'	+0'/+0'	+6"	+1/2 lb.	+4 (size)	-4 (size)
Diminutive	Tiny	+1½'	+0'/+0'	+9"	+5 lbs.	+4 (size)	-4 (size)
Tiny	Small	+2½'	+5'/+5'	+18"	+36 lbs.	+4 (size)	-4 (size)
Small	Medium	+0'	+0'/+0'	+3'	+240 lbs.	+4 (size)	-4 (size)
Medium	Large	+5'	+5'/+0'	+6'	+2000 lbs.	+4 (size)	-4 (size)
Large	Huge	+5'	+5'/+5'	+12'	+8 tons	+4 (size)	-4 (size)
Huge	Gargantuan	+5'	+5'/+5'	+24'	+80 tons	+4 (size)	-4 (size)
Gargantuan	Colossal	+10'	+10'/+5'	+48'	+200 tons	+4 (size)	-4 (size)
Colossal	Colossal	same	same	same	same	same	same

Immortality: at 17th level, you no longer take penalties to your ability scores for aging & cannot be magically aged; any such penalties that you have already taken, however, remain in place; bonuses no longer accrue either, but you do not die of old age when your time is up, & in fact your maximum age no longer exists as a meaningful statistic

Lost Opportunities: at 20th level, opponents can no longer make attacks of opportunity against you; even if you are flat-footed or otherwise denied your Dexterity bonus to your AC, all attacks of opportunity made against you automatically fail; the only time that an attack of opportunity can be made successfully against you is when you are immobilized, helpless, or when you lose your natural armor bonus by wearing armor or using a shield

NOTE: I purposefully designed the Aeon Monster Class to have a number of dead levels. This mostly offsets the many other benefits of the class (mainly from being an Outsider): full BAB, all good saves, high skill points, & maximum MP/level. This lack of class features should (in theory) balance with their high numerical advantages, so that an Aeon should only be about as powerful as a PC of equal HD.

Winged Fayth (“Valefor” Monster PrC)



Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.

- **Skill:** Climb 8 ranks.
- **Feat:** Mobility.

Fastest Route: Aeon 5.

Table 1-12: The Winged Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+0	+2	+0	Flight	7.5
2nd	+2	+0	+3	+0	Elemental Mage	15
3rd	+3	+1	+3	+1	Hover	22.5
4th	+4	+1	+4	+1	Mark of Status	30
5th	+5	+1	+4	+1	Sonic Wings	37.5

Class Information

Hit Die: d8.

Class Skills: The Winged Fayth's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 1d6+4.

Class Features

All of the following are class features of the Winged Fayth. See level progression on **Table 1-12: The Winged Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Flight (Ex): at 1st level, your arms permanently transform into wings, granting you the power of flight; you gain a fly speed equal to your base land speed + 60' (average maneuverability); as your wings cannot be used as arms, you lose the ability to use manufactured weapons; you also take a -10 penalty to some skills (Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand, & Use Rope) or any other activity that uses your hands; any claw or slam attack natural weapon is also lost, but is replaced with a bite attack natural weapon with the same damage as your previous one

Elemental Mage (Sp): at 2nd level, you gain some element-related spell-like abilities; you can now cast Blizzard (4MP), Fire (4MP), Thunder (4MP), & Water (4MP); you cast these like a Black Mage with a class level equal to your HD; you do not need any somatic components to cast these, but you must spend the MP cost to cast such abilities

Hover (Ex): at 3rd level, you gain Hover as a bonus monster feat

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Sonic Wings (Ex): at 5th level, you can beat your wings with deadly force while hovering; all creatures within 30' take sonic damage equal to 1d8 + your Strength modifier & a -5 Initiative penalty for the next round; if a creature makes a Reflex save (DC 10 + ½ your class level + your Wisdom modifier), then they only take half damage & negate the Initiative penalty; this is a standard action that does not provoke attacks of opportunity

Burning Fayth (“Ifrit” Monster PrC)

Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.
- **Skill:** Jump 11 ranks.
- **Feat:** Improved Bull Rush.

Fastest Route: Aeon 8.

Class Information

Hit Die: d8.

Class Skills: The Burning Fayth's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at Each Level: 2 + Intelligence modifier.

MP per Level: 2d6+8.



Table 1-13: The Burning Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+0	Form of Flames	15
2nd	+2	+3	+0	+0	Fire Mage	30
3rd	+3	+3	+1	+1	Size Increase	45
4th	+4	+4	+1	+1	Mark of Status	60
5th	+5	+4	+1	+1	Meteor Strike	75

Class Features

All of the following are class features of the Burning Fayth. See level progression on **Table 1-13: The Burning Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Form of Flames (Ex): at 1st level, you become a fiery being; you gain the [Fire] subtype, meaning that you have immunity to fire damage & vulnerability to cold damage, which means it takes half again as much (+50%) damage as normal from cold-based attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure; also, any fire-based damage actually restores HP equal to the amount of damage that it would normally inflict

Fire Mage (Sp): at 2nd level, you gain some fire-related spell-like abilities; you can now cast Fire (4MP), NulBlaze (2MP), & NulFrost (2MP); you cast these like a Black Mage with a class level equal to your HD; you do not need any somatic components to cast these, but you must spend the MP cost to cast such abilities

Size Increase: at 3rd level, your size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical effects that increase size stack with this ability, so the use of spells to increase size further are effective

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Meteor Strike (Ex): at 5th level, you can blast your enemies with concussive flames; this is a special ranged attack (your BAB + your Dexterity modifier + 5; no size modifier) on a single opponent within 30' that deals 1d8 bludgeoning damage + 2d6 fire damage; Fortitude save (DC10 + ½ your class level + your Wisdom modifier) for half damage; this is a standard action that does not provoke attacks of opportunity

Shocking Fayth (“Ixion” Monster PrC)



Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.
- **Skill:** Balance 14 ranks.
- **Feats:** Endurance, Run.

Fastest Route: Aeon 11.

Class Information

Hit Die: d8.

Class Skills: The Shocking Fayth’s class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at Each Level: 2 + Intelligence modifier.

MP per Level: 1d6+4.

Table 1-14: The Shocking Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+0	+2	+0	Form of Thunder	7.5
2nd	+2	+0	+3	+0	Lightning Mage	15
3rd	+3	+1	+3	+1	Size Increase	22.5
4th	+4	+1	+4	+1	Mark of Status	30
5th	+5	+1	+4	+1	Aerospark	37.5

Class Features

All of the following are class features of the Shocking Fayth. See level progression on **Table 1-14: The Shocking Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Form of Thunder (Ex): at 1st level, you become an electric being; you gain the [Lightning] subtype, meaning that you have immunity to electricity damage & vulnerability to water (force) damage, which means it takes

half again as much (+50%) damage as normal from water-based attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure; also, any electricity-based damage actually restores HP equal to the amount of damage that it would normally inflict

Lightning Mage (Sp): at 2nd level, you gain some lightning-related spell-like abilities; you can now cast Thunder (4MP), Thundara (8MP), NulShock (2MP), & NulTide (2MP); you cast these like a Black Mage with a class level equal to your HD; you do not need any somatic components to cast these, but you must spend the MP cost to cast such abilities

Size Increase: at 3rd level, your size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical effects that increase size stack with this ability, so the use of spells to increase size further are effective

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Aerospark (Ex): at 5th level, you can blast your enemies with shocking energy; this is a special ranged attack (your BAB + your Dexterity modifier + 5; no size modifier) on a single opponent within 30' that deals 2d6 electricity damage & suffer a *dispel* effect (opponent loses all positive conditions such as ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects); if a creature makes a Fortitude save (DC10 + ½ your class level + your Wisdom modifier), then they only take half damage & negate the *dispel* effect; this is a standard action that does not provoke attacks of opportunity

Freezing Fayth (“Shiva” Monster PrC)



Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.
- **Skill:** Sense Motive 17 ranks.
- **Feats:** Combat Reflexes, Improved Initiative.

Fastest Route: Aeon 14.

Class Information

Hit Die: d8.

Class Skills: The Freezing Fayth's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d6+8.

Table 1-15: The Freezing Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+0	+0	+2	Form of Ice	15
2nd	+2	+0	+0	+3	Cold Mage	30
3rd	+3	+1	+1	+3	Frozen Flesh	45
4th	+4	+1	+1	+4	Mark of Status	60
5th	+5	+1	+1	+4	Heavenly Strike	75

Class Features

All of the following are class features of the Freezing Fayth. See level progression on **Table 1-15: The Freezing Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Form of Ice (Ex): at 1st level, you become an icy being; you gain the [Cold] subtype, meaning that you have immunity to cold damage & vulnerability to fire damage, which means it takes half again as much (+50%) damage as normal from fire-based attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure; also, any cold-based damage actually restores HP equal to the amount of damage that it would normally inflict

Cold Mage (Sp): at 2nd level, you gain some cold-related spell-like abilities; you can now cast Blizzard (4MP), Blizzara (4MP), NulBlaze (2MP), & NulFrost (2MP); you cast these like a Black Mage with a class level equal to your HD; you do not need any somatic components to cast these, but you must spend the MP cost to cast such abilities

Frozen Flesh (Ex): at 3rd level, your flesh becomes rimed with frost, granting you a natural armor bonus equal to 1/4th of your HD; this bonus does not apply against touch attacks; in addition, any creature that touches you (either through an unarmed melee attack, a touch attack, a grapple, or some other direct physical contact) suffers 1d4 cold damage per round (no saving throw); you lose these bonuses when you wear any armor

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Heavenly Strike (Ex): at 5th level, you can blast your enemies with a frozen touch; this is a special melee attack (your BAB + your Strength modifier + 5; no size modifier) on a single opponent within 30' that deals 2d6 cold damage + your Strength modifier & a -5 Initiative penalty for the next round; if a creature makes a Fortitude save (DC10 + 1/2 your class level + your Wisdom modifier), then they only take half damage & negate the Initiative penalty; this is a standard action that does not provoke attacks of opportunity

Dragon Fayth (“Bahamut” Monster PrC)

Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.
- **Skill:** Survival 20 ranks.
- **Feats:** Great Cleave, Improved Bull Rush.

Fastest Route: Aeon 17.

Table 1-16: The Dragon Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+2	+0	Flight	15
2nd	+2	+3	+3	+0	Elemental Archmage	30
3rd	+3	+3	+3	+1	Size Increase	45
4th	+4	+4	+4	+1	Mark of Status	60
5th	+5	+4	+4	+1	Impulse	75

Class Information

Hit Die: d8.

Class Skills: The Dragon Fayth's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d6+8.



Class Features

All of the following are class features of the Dragon Fayth. See level progression on **Table 1-16: The Dragon Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Flight (Ex): at 1st level, you grow a pair of wings, granting you the power of flight; you gain a fly speed equal to your base land speed + 30' (poor maneuverability); you retain the use of your arms, which you may still use as normal

Elemental Archmage (Sp): at 2nd level, you gain some element-related spell-like abilities; you can now cast Blizzard (4MP), Blizzara (8MP), Blizzaga (16MP), Fire (4MP), Fira (8MP), Firaga (16MP), Scan (1MP), Thunder (4MP), Thundara (8MP), Thundaga (16MP), Water (4MP), Watera (8MP), & Waterga (16MP); you cast these like a Lancer or a Black Mage with a class level equal to your HD; you do not need any somatic components to cast these, but you must spend the MP cost to cast such abilities

Size Increase: at 3rd level, your size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is

available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical effects that increase size stack with this ability, so the use of spells to increase size further are effective

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Impulse (Ex): at 5th level, you can blast your enemies with a potent magical pulse; all opponents within 40' take force damage equal to 3d8 + your Strength modifier (no saving throw); this is a standard action that does not provoke attacks of opportunity

Samurai Fayth (“Yojimbo” Monster PrC)

Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.
- **Skill:** Listen 23 ranks.
- **Feats:** Power Attack, Quick Draw, Self-Sufficient.

Fastest Route: Aeon 20.

Class Information

Hit Die: d8.

Class Skills: The Samurai Fayth's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 1d6+4.

Table 1-17: The Samurai Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+0	+2	+2	Armed & Dangerous, Daigoro	7.5
2nd	+2	+0	+3	+3	Kozuka	15
3rd	+3	+1	+3	+3	Size Increase	22.5
4th	+4	+1	+4	+4	Mark of Status	30
5th	+5	+1	+4	+4	Wakizashi, Free Summons	37.5



Class Features

All of the following are class features of the Samurai Fayth. See level progression on **Table 1-17: The Samurai Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain proficiency with all simple & martial weapons, & with all armor (heavy, medium, & light), but not shields

Armed & Dangerous (Ex): at 1st level, you regain the ability to use manufactured weapons, as well as wear armor without losing your natural armor bonus; you still cannot use shields, though

Daigoro (Ex): at 1st level, you gain an animal companion in the form of Daigoro (dire wolf statistics); up to once per round, you can command Daigoro to make a special slam attack (+11 melee; 1d8+10 bludgeoning damage) to 1 opponent within 50' of your companion; this is a standard action that does not provoke attacks of opportunity for either you or Daigoro

Kozuka (Ex): at 2nd level, you can conjure daggers of magical energy to throw at your enemies; throwing a magical knife is a special ranged attack (your BAB + your Dexterity modifier + 10; no size modifier) on a single opponent that deals 2d8 force damage; this is a standard action that does not provoke attacks of opportunity

Size Increase: at 3rd level, your size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical effects that increase size stack with this ability, so the use of spells to increase size further are effective

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Wakizashi (Ex): at 5th level, you can slice your enemies with stunning speed; you can make melee attacks against 1d4-1 opponents (minimum 1) within 30', using your full BAB & dealing maximized damage to all; this is a standard action that does not provoke attacks of opportunity

Free Summons (Ex): at 5th level, you are free to act as you will when you are called by a summoner to battle; you are no longer compelled to act as your summoner wishes, although you must make a Will save (DC20 + the summoner's class level) each round that you refuse to attack your summoner's enemies at all; you can even negotiate the price of your services with your summoner; you still cannot dismiss yourself however, so you must wait for an encounter to end or for your summoner to dismiss you to return to your transdimensional pocket

Suffering Fayth (“Anima” Monster PrC)

Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.
- **Skill:** Intimidate 23 ranks.
- **Feats:** Improved Toughness, Iron Will, Skill Focus (Intimidate).

Fastest Route: Aeon 20.

Class Information

Hit Die: d8.

Class Skills: The Suffering Fayth's class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Use Rope (Dex).

Skill Points at Each Level: 2 + Intelligence modifier.

MP per Level: 2d6+8.

Table 1-18: The Suffering Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+2	Size Increase	15
2nd	+2	+3	+0	+3	Elemental Ubermage	30
3rd	+3	+3	+1	+3	Size Increase	45
4th	+4	+4	+1	+4	Mark of Status	60
5th	+5	+4	+1	+4	Pain	75

Class Features

All of the following are class features of the Suffering Fayth. See level progression on **Table 1-18: The Suffering Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Size Increase: at 1st level, your size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical

effects that increase size stack with this ability, so the use of spells to increase size further are effective; at 3rd level, your size permanently increases by an additional size category

Elemental Ubermage (Sp): at 2nd level, you gain some element-related spell-like abilities; you can now cast Bio (10MP), Blizzard (4MP), Blizzara (8MP), Blizzaga (16MP), Dark Attack (5MP), Dark Buster (10MP), Death (20MP), Fire (4MP), Fira (8MP), Firaga (16MP), Scan (1MP), Silence Attack (5MP), Silence Buster (10MP), Sleep Attack (5MP), Sleep Buster (10MP), Thunder (4MP), Thundara (8MP), Thundaga (16MP), Water (4MP), Watera (8MP), Waterga (16MP), & Zombie Attack (10MP); you cast these like a Ronin, a Lancer, a Blitzer, or a Black Mage with a class level equal to your HD; you do not need any somatic components to cast these, but you must spend the MP cost to cast such abilities

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Pain (Ex): at 5th level, you can slaughter your enemies with entropic force; this is a special ranged attack (your BAB + your Dexterity modifier + 5; no size modifier) on a single opponent that deals unspecified damage equal to 4d8 + your Strength modifier (no saving throw); in addition, your opponent must make a Fortitude save (DC10 + 1/2 your class level + your Wisdom modifier) or immediate die; any time you use this ability, you suffer damage equal to your Constitution modifier (minimum 1); 30' range; this is a standard action that does not provoke attacks of opportunity





Joined Fayth (“The Magus Sisters” Monster PrC)

Requirements

- **Race:** Aeon only.
- **Alignment:** True Neutral only.
- **Skills:** Spot 23 ranks, Tumble 23 ranks.
- **Feats:** Great Cleave, Lightning Reflexes, Spring Attack.
- **Special:** you must enter this class together with 1-3 other Aeons who are willing to be joined with you (hereinafter referred to as your siblings, although they need not be related to you geneologically).

Fastest Route: Aeon 20.

Table 1-19: The Joined Fayth (Monster PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+2	+2	Initial Options	15
2nd	+2	+3	+3	+3	Mage's Alternatives	30
3rd	+3	+3	+3	+3	Freedom of Choice	45
4th	+4	+4	+4	+4	Mark of Status	60
5th	+5	+4	+4	+4	Final Decisions	75

Class Information

Hit Die: d8.

Class Skills: The Joined Fayth’s class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d6+8.

Class Features

All of the following are class features of the Joined Fayth. See level progression on **Table 1-19: The Joined Fayth (Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Initial Options: at 1st level, you gain a unique trait to distinguish you from your siblings; once you have chosen a trait, your choice cannot be changed; this trait can be chosen from the options below:

- **Size Increase:** your size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical effects that increase size stack with this ability, so the use of spells to increase size further are effective
- **Synergy:** you can rely on the support of your sisters to bolster your attacks; you gain a morale bonus to your attack rolls equal to the Strength modifier of all siblings within 30'; this bonus can be used for a number of rounds per day equal to your Wisdom modifier (minimum 1 round)
- **Awesome Blow:** you gain Awesome Blow as a bonus monster feat, even if you do not meet the prerequisites to qualify for it

Mage's Alternatives (Sp): at 2nd level, you gain some spell-like abilities; you can now cast a number of "spells", selected from one of 3 Mage Packages; once you have chosen a package, your choice cannot be changed; you cast these like a PC with a class level equal to your HD; you do not need any somatic components to cast these, but you must spend the MP cost to cast such abilities; the packages are listed below:

- **Mage Package #1:** Auto-Life (97MP), Blizzaga (16MP), Cure (4MP), Cura (10MP), Curaga (20MP), Drain (12MP), Firaga (16MP), Flare (54MP), Full-Life (60MP), Life (18MP), Osmose (0MP), Thundaga (16MP), Ultima (90MP), & Waterga (16MP)
- **Mage Package #2:** Cure (4MP), Cura (10MP), Curaga (20MP), Haste (8MP), Nul (2MP), Protect (10MP), Shell (12MP), & Reflect (14MP)
- **Mage Package #3:** Bio (10MP), Blizzara (8MP), Blizzaga (16MP), Death (20MP), Doublecast (0MP), Drain (12MP), Fira (8MP), Firaga (16MP), Flare (54MP), Lancet (0MP), Osmose (0MP), Thundara (8MP), Thundaga (16MP), Watera (8MP), & Waterga (16MP)

Freedom of Choice (Ex): at 3rd level, you gain some leeway when you are called by a summoner to battle; each round, you may take an action that your summoner chooses, or you can make a Will save (DC10 + the summoner's class level) to act as you desire; you cannot refuse your summoner, however, if they request that you perform your overdrive, if any (as long as you & your siblings each have 100 OP); you also cannot dismiss yourself, so you must wait for an encounter to end or for your summoner to dismiss you to return to your transdimensional pocket

Mark of Status (Ex): at 4th level, you gain a resistance bonus equal to your HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

Final Decisions (Ex): at 5th level, you gain a special attack; this is a standard action that does not provoke attacks of opportunity; once you have chosen an attack, your choice cannot be changed; this attack can be chosen from the options below:

- **Camisade:** you can leap high into the air & strike a single opponent within 30' from above; this is a special melee attack (your BAB + your Strength modifier + 5; no size modifier) that deals bludgeoning damage based on your size (Diminutive 1d3+1, Tiny 1d4+2, Small 1d6+3, Medium 1d8+4, Large 2d6+6, Huge 2d8+8, Gargantuan 4d6+12, Colossal 6d6+16); if a creature makes a Reflex save (DC10 + ½ your class level + your Wisdom modifier), then they only take half damage
- **Razzia:** you can slash 1 opponent with blades that grow from your arms; this is 2 standard melee attacks, both using your full BAB; each blade that hits deals maximized slashing damage (2d8 + your Strength modifier); if a creature makes a Fortitude save (DC10 + ½ your class level + your Wisdom modifier), then they only take half damage
- **Passado:** you can pelt 1 opponent with a barrage of stingers; this is 2d6+8 special ranged attacks, all using your full BAB; each stinger that hits deals maximized piercing damage (2d8); if a creature makes a Reflex save (DC10 + ½ your class level + your Wisdom modifier), then they only take half damage

Chapter 6: Magic

Overview

Magic in Spira is not like the magic found in a normal D&D world. For one, almost all creatures have some magical ability, even if they may have no real talent for wielding it. Each creature in Spira receives a certain number of MP as they gain HD, depending on the class or creature type with which they are gaining the HD; see **Table 5-1: MP per HD by Creature Type**, as well as **Table 5-2: MP per HD by Class Level**. A creature can spend their MP on any class features or abilities that require them. Creatures are not limited to the number of times that they may use MP-consuming class features or abilities, but they must spend the full MP cost each time that they want to use a feature with an MP cost. A creature cannot use a feature if they do not have enough MP to cover its cost. MP is restored to a creature by gaining a level (full restoration), getting a full night's rest (full restoration), or using MP-restoring items.

Another major difference between magic in Spira & the magic systems of other campaign settings is the acquisition & use of spells. Unlike other campaign worlds, individual modular spells do not exist in the traditional sense. Instead, creatures in Spira acquire special abilities (extraordinary, supernatural, & spell-like) as they advance in class levels, most often as unique class features. Monsters tend to gain special abilities as they gain Hit Die.

Table 5-1: MP per HD by Creature Type

Creature Type	MP per HD	Average MP
Aberration	1d6+4	7.5
Animal	2d4	5
Construct	1d4	2.5
Dragon	2d6+8	15
Elemental	2d4	5
Fey	2d6+8	15
Giant	1d6+4	7.5
Humanoid	1d6+4	7.5
Magical Beast	1d6+4	7.5
Monstrous Humanoid	1d6+4	7.5
Ooze	1d4	2.5
Outsider	1d6+4	7.5
Plant	2d4	5
Undead	1d4	2.5
Vermin	2d4	5

Table 5-2: MP per HD by Class Level

Class	MP per HD	Average MP
Pugilist	1d6+4	7.5
Summoner	2d6+8	15
Ronin	1d6+4	7.5
Lancer	1d6+4	7.5
Blitzer	1d6+4	7.5
Black Mage	2d6+8	15
Bandit	1d6+4	7.5
Crusader	2d4	5
Merchant	2d4	5
Priest	1d6+4	7.5
Aristocrat	1d6+4	7.5
Commoner	1d4	2.5
Expert	2d4	5
Aeon	2d6+8	15

Elements

The world of Spira has four opposing elements: **Fire**, **Ice**, **Lightning**, & **Water**. These elements shape the world of Spira & power most magic in some form or another. Many creatures have an innate affinity for one element or another. An attack (either from a magic item, a spell, or some other offensive ability) of one element does 50% more damage to a creature of the opposing element. A creature of a particular element is usually immune to damage caused by energy of the same element, & sometimes even absorb energy of their same element, healing HP equal to the amount of damage that the attack would normally deal (up to the creature's normal maximum HP).

Fire (Red) ↔ **Ice (White)**
Lightning (Yellow) ↔ **Water (Blue)**

The Spiral of Death

The world of Spira is caught in a never-ending cycle of death & destruction, made all the more poignant by the brief periods of Calm in between the waves of havoc wreaked by Sin. This continuing cycle of life & death is made worse by the nature of death in Spira.

When an intelligent creature (Intelligence 3+) in Spira dies, its soul continues to exist on the Material Plane, powered by the pyreflies (see **Creatures: Pyrefly**, below). This spirit forms a physical shell much like the body it once had. In order for a being to rest in the afterlife of the Farplane (see **Locations: Farplane**, below), it must find its way there (Wisdom check, DC12) & make the choice to cross over. Some souls have a hard time gaining access to the Farplane, or feel that they have unfinished business, or they may even get lost along the way. If this happens, the spirit remains on Spira as an Unsent, & may over time become a fiend.

Unsent appear as they did in life, & those who encounter them may not know that they are actually dead. Perceiving an Unsent as such requires a successful Spot check (DC25) or a successful Knowledge: Religion check (DC25). Full-blooded Guado can use their Detect Undead ability to tell whether a person is alive or not.

Once per year, an Unsent must make a successful Will save or become Chaotic Evil. The Difficulty Class for this check equals the number of years spent as an Unsent divided by their Charisma bonus (minimum +1). Those that become Chaotic Evil immediately transform into fiends. A fiended undead is a creature with an equal Challenge Rating to the originals Unsent, but can be of nearly any type/subtype (no Construct, Fey, Giant, or Humanoid fiends have ever been reported, however). The specific creature is determined by the environment of where it was turned into a fiend; only fiends native to that environment will be created there (Cold subtype fiends created only in arctic areas, for instance).

The Sending

To prevent the souls of the dead from becoming fiends, those who work for the forces of goodness & light developed a ritual to help these souls find their way. This ritual is called the Sending, & it is commonly used by the Church of Yevon anytime a person dies as part of their last rites. Only those undead with the [Unsent] subtype (see **Creatures: Subtypes**, below) can be sent to the Farplane.

The Sending (ritual)

Requirements

- **Class:** Summoner 1st level or Priest 5th level
- **Alignment:** any non-evil
- **Skills:** 4 ranks in Knowledge (religion), Perform, & Spellcraft

Ritual Benefits

During the Sending, the sender must perform a ritual dance for 10 minutes within 60' of the Unsent spirit (or spirits), sending the closest sendable undead first. The dance requires a single Perform check (DC14); if the check is unsuccessful, then the sending fails. The Sending is a supernatural ability that provokes attacks of opportunity. A sender can perform the Sending ritual a number of times per day equal to their Wisdom modifier (minimum 1).

The Sending is similar to a Turn Undead attempt, & so it follows similar rules to a turning check. After the ritual, the sender rolls a sending check to see how powerful an undead creature they can send. This is a Wisdom check (1d20 + the sender's Wisdom modifier). Consult **Table 4-2: Sending or Fiending Undead** to find the Hit Dice of the most powerful undead the sender can affect, relative to their level. On a given sending attempt, the sender can send no undead creature whose Hit Dice exceed the result on this table. If their roll on **Table 4-2** is high enough to let them send at least some of the undead within 60', roll 2d6 + the sender's total class level + their Wisdom modifier; this result is how many total Hit Dice of undead they can send. If the sender's Wisdom score is average or low, it's possible to roll fewer Hit Dice of undead sent than indicated on **Table 4-2**. A sent undead is instantly teleported to the Farplane, as if by a *banishment* spell. The Sending ritual costs the sender 1MP per undead sent.



The Fiending

NOTE: This ritual is not based on anything found within FFX or FFX-2. It is an apocryphal addition, written by the author for balance reasons. It was thought that it would only be fair if evil-aligned characters had the option to do something with the Unsent; sort of an anti-Sending. As with anything else presented here, if you don't think that this is appropriate for your campaign, then by all means, do not use it.

Some evil beings do not want Spira to be free of Sin. Some creatures desire only destruction, & so revel in the spiral of death that Spira is caught in. Those that choose this path of darkness can perform a ritual that transforms an Unsent undead into a monster known as a fiend.

To do this, those who work for the forces of darkness & sin developed a ritual to force these souls to become Chaotic Evil. This ritual is called the Fiending, & it is commonly used by those who want Sin to destroy the world, leaving nothing but the undead & the fiends. Only those undead with the [Unsent] subtype (see **Creatures: Subtypes**, below) can be transformed to fiends.

The Fiending (ritual)

Requirements

- **Class:** Black Mage 1st level or Priest 5th level
- **Alignment:** any non-good
- **Skills:** 4 ranks in Knowledge (religion), Perform, & Spellcraft

Ritual Benefits

During the Fiending, the fiender must perform a ritual dance for 10 minutes within 60' of the Unsent spirit (or spirits), sending the closest fiendable undead first. The dance requires a single Perform check (DC14); if the check is unsuccessful, then the fiending fails. The Fiending is a supernatural ability that provokes attacks of opportunity. A fiender can perform the Fiending ritual a number of times per day equal to their Wisdom modifier (minimum 1).

The Fiending is similar to a Turn Undead attempt, & so it follows similar rules to a turning check. After the ritual, the fiender rolls a fiending check to see how powerful an undead creature they can fiend. This is a Wisdom check (1d20 + the sender's Wisdom modifier). Consult **Table 4-2: Sending or Fiending Undead** to find the Hit Dice of the most powerful undead the fiender can affect, relative to their level. On a given fiending attempt, the fiender can fiend no undead creature whose Hit Dice exceed the result on this table. If their roll on **Table 4-2** is high enough to let them fiend at least some of the undead within 60', roll 2d6 + the fiender's total class level + their Wisdom modifier; this result is how many total Hit Dice of undead they can fiend. If the sender's Wisdom score is average or low, it's possible to roll fewer Hit Dice of undead fiended than indicated on **Table 4-2**. The Fiending ritual costs the fiender 1MP per undead fiended.

Table 4-2: Sending or Fiending Undead

Check Result	Most Powerful Undead Affected (Maximum HD)
0 or lower	sender's level -4
1-3	sender's level -3
4-6	sender's level -2
7-9	sender's level -1
10-12	sender's level
13-15	sender's level +1
16-18	sender's level +2
19-21	sender's level +3
22 or higher	sender's level +4

Universal Spell Feats

Characters acquire special abilities as they gain class levels. Another means of getting special abilities is to take Universal Spell Feats. Universal Spell Feats are a means of adding special abilities to one's spellcasting repertoire, using powers that would be inaccessible any other way. They are considered metamagic feats, & are treated as such for the purpose of earning them.

Universal Spell Feats help to customize a spellcaster, differentiating them from their peers. They also help to replace the many feats that do not apply to classes who do not use spells in the conventional manner (such as most metamagic feats, Spell Focus, etc.), giving them an opportunity to harness a bit of magic for themselves.

NOTE: Only a few of the Universal Spell Feats listed below (Auto-Life, Copycat, Doublecast, Full-Life, & Ultima) could be normally acquired in Final Fantasy X. All of the others are non-canonical, & have been added as way of expanding the options available to the characters. However, they are all based on abilities used by monsters within the game, & so they have a certain logic for existing. This is not a comprehensive monster abilities list by any means; this merely lists spell-like abilities that can be acquired by characters.

Absorb [Spell]

Your magical prowess has grown to the point that you can cast Absorb as a spell-like ability.

Prerequisites: Black Mage 1 or Summoner 1, base Reflex Save bonus +10

Benefit: You can use the Absorb spell-like ability. Below is the rule set for how to use this ability:

- **Absorb (Sp):** with a successful ranged touch attack, you can reduce the current HP of 1 opponent within 30' by 50%, transferring $\frac{1}{2}$ of those hit points from your opponent's HP pool to your own (the remaining 25% is lost); your opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ your class level + your Charisma modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 128MP to use

Auto-Life [Spell]

Your magical prowess has grown to the point that you can cast Auto-Life as a spell-like ability.

Prerequisites: Life class feature, base Will Save bonus +9

Benefit: You can use the Auto-Life spell-like ability. Below is the rule set for how to use this ability:

- **Auto-Life (Sp):** you can cast a vibrant aura on 1 of your allies that will automatically raise them from the dead the next time that they are killed; this also negates KO status; the subject's soul must be free & 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; a raised creature has a number of hit points equal to its current HD; any ability scores damaged to 0 are raised to 1; normal poisons & diseases are cured in the process of raising the subject, but magical diseases & curses are not undone; while the spell closes mortal wounds & 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; Constructs, Elementals, Outsiders, & Undead creatures cannot be raised; this ability cannot bring back a creature that has died of old age; this is a full-round action that does not provoke attacks of opportunity; this ability costs 97MP to use

Banish [Spell]

Your magical prowess has grown to the point that you can cast Banish as a spell-like ability.

Prerequisites: Summon class feature (3/day), base Will Save bonus +9

Benefit: You can use the Banish spell-like ability. Below is the rule set for how to use this ability:

- **Banish (Sp):** with a successful ranged touch attack, you can banish 1 Aeon within 30' back to its transdimensional pocket for the rest of the encounter (it can only be called back out afterward); your opponent's Aeon can make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 75MP to use

Berserk [Spell]

Your magical prowess has grown to the point that you can cast Berserk as a spell-like ability.

Prerequisites: Black Mage 1 or Summoner 1, base Will Save bonus +5

Benefit: You can use the Berserk spell-like ability. Below is the rule set for how to use this ability:

- **Berserk (Sp):** with a successful ranged touch attack, you can inflict Berserk status (see **Status Conditions: Berserk**, above) on 1 opponent within 30'; your opponent can make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 17MP to use

Blind [Spell]

Your magical prowess has grown to the point that you can cast Blind as a spell-like ability.

Prerequisites: Blitzer 1, base Reflex Save bonus +4

Benefit: You can use the Blind spell-like ability. Below is the rule set for how to use this ability:

- **Blind (Sp):** with a successful ranged touch attack, you can inflict Blind status (see **Status Conditions: Blind**, above) on 1 opponent within 30'; your opponent can make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use

Confuse [Spell]

Your magical prowess has grown to the point that you can cast Confuse as a spell-like ability.

Prerequisites: Black Mage 1 or Summoner 1, base Will Save bonus +5

Benefit: You can use the Confuse spell-like ability. Below is the rule set for how to use this ability:

- **Confuse (Sp):** with a successful ranged touch attack, you can inflict Confused status (see **Status Conditions: Confused**, above) on 1 opponent within 30'; your opponent can make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 17MP to use

Copycat [Spell]

Your magical prowess has grown to the point that you can cast Copycat as a spell-like ability.

Prerequisites: 120+ maximum MP, base Will Save bonus +6

Benefit: You can use the Copycat spell-like ability. Below is the rule set for how to use this ability:

- **Copycat (Sp):** you can mimic 1 action of the last ally within 30' to take a turn in the current encounter, even if you do not know how to perform that particular action; this ability cannot mimic summoning or overdrives; this is an action of equal duration to the one being mimicked, & it provokes attacks of opportunity (or not) in the same manner; this ability costs 28MP to use

Curse [Spell]

Your magical prowess has grown to the point that you can cast Curse as a spell-like ability.

Prerequisites: Black Mage 1 or Summoner 1, base Will Save bonus +7

Benefit: You can use the Curse spell-like ability. Below is the rule set for how to use this ability:

- **Curse (Sp):** with a successful ranged touch attack, you can inflict Cursed status (see **Status Conditions: Cursed**, above) on 1 opponent within 30'; your opponent can make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 42MP to use

Dispel-All [Spell]

Your magical prowess has grown to the point that you can cast Dispel-All as a spell-like ability.

Prerequisites: Dispel class feature, base Will Save bonus +11

Benefit: You can use the Dispel-All spell-like ability. Below is the rule set for how to use this ability:

- **Dispel-All (Sp):** you can remove any positive status conditions (see **Status Effects**, above) from all opponents within 30' (no saving throw); positive conditions include ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects; this is a standard action that provokes attacks of opportunity; this ability costs 84MP to use

Doublecast [Spell]

Your magical prowess has grown to the point that you can cast Doublecast as a spell-like ability.

Prerequisites: Black Mage 1 or Summoner 1, base Will Save bonus +6

Benefit: You can use the Doublecast spell-like ability. Below is the rule set for how to use this ability:

- **Doublecast (Sp):** you can cast 2 spell-like abilities in the same round from the Black Mage's or Summoner's class feature list; this is a full-round action that does not provoke attacks of opportunity; you must be able to cast the abilities normally to double-cast them; this ability does not consume any MP to use by itself, but each ability's MP cost must be paid

Full-Life [Spell]

Your magical prowess has grown to the point that you can cast Full-Life as a spell-like ability.

Prerequisites: Life class feature, base Will Save bonus +9

Benefit: You can use the Full-Life spell-like ability. Below is the rule set for how to use this ability:

- **Full-Life (Sp):** you can raise 1 of your allies from the dead; this also negates KO status; you can raise an ally that has been dead for no longer than one minute per caster level; in addition, the subject's soul must be free & 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; a raised creature has a number of hit points equal to its maximum HP; any ability scores damaged to 0 are raised to their normal maximum amount; normal poisons & diseases are cured in the process of raising the subject, but magical diseases & curses are not undone; while the spell closes mortal wounds & 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; Constructs, Elementals, Outsiders, & Undead creatures cannot be raised; this ability cannot bring back a creature that has died of old age; this is a full-round action that does not provoke attacks of opportunity; this ability costs 60MP to use

Giga-Graviton [Spell, Epic]

Your magical prowess has grown to the point that you can cast Giga-Graviton as a spell-like ability.

Prerequisites: Aeon Prestige Class 1, 300+ maximum MP

Benefit: You can use the Giga-Graviton spell-like ability. Below is the rule set for how to use this ability:

- **Giga-Graviton (Sp):** you can unleash a 100' ray that instantly disintegrates all creatures within it (-20HP; no saving throw); this takes 1 minute (10 rounds) to activate, with 1 standard action that provokes attacks of opportunity each round to prepare the activation (although attacks of opportunity do not disrupt the preparations); this ability can be done once per day; this ability costs 300MP to use

Gravija [Spell, Epic]

Your magical prowess has grown to the point that you can cast Gravija as a spell-like ability.

Prerequisites: Gravity universal spell feat, base Will Save bonus +13

Benefit: You can use the Gravija spell-like ability. Below is the rule set for how to use this ability:

- **Gravija (Sp):** you can attack your enemies with deadly energy; this ability reduces the current HP of all opponents within 30' by 75%; your opponents can each make a Reflex save ($DC10 + \frac{1}{2}$ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 256MP to use

Gravity [Spell]

Your magical prowess has grown to the point that you can cast Gravity as a spell-like ability.

Prerequisites: Demi class feature, base Will Save bonus +11

Benefit: You can use the Gravity spell-like ability. Below is the rule set for how to use this ability:

- **Gravity (Sp):** you can attack your enemies with deadly energy; this ability reduces the current HP of all opponents within 30' by 50%; your opponents can each make a Reflex save ($DC10 + \frac{1}{2}$ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 128MP to use

Mega Death [Spell, Epic]

Your magical prowess has grown to the point that you can cast Mega Death as a spell-like ability.

Prerequisites: Death class feature, base Will Save bonus +12

Benefit: You can use the Mega Death spell-like ability. Below is the rule set for how to use this ability:

- **Mega Death (Sp):** you can magically slay your enemies; this is a ranged touch attack that kills all opponent within 30' (OHP or less, see **Status Effects: KO**, below); your opponents can each make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) to resist; this attack has no effect on the undead, such as creatures with Zombie status; this is a full-round action that provokes attacks of opportunity; this ability costs 160MP to use

Mortibsortion [Spell]

Your magical prowess has grown to the point that you can cast Mortibsortion as a spell-like ability.

Prerequisites: Lancet class feature, base Will Save bonus +4

Benefit: You can use the Mortibsortion spell-like ability. Below is the rule set for how to use this ability:

- **Mortibsortion (Sp):** you can draw health from allies to sustain yourself; on a successful touch attack, you can transfer 1HP per HD from your ally's HP pool to your own; your ally can make a Fortitude save (DC10 + ½ your class level + your Wisdom modifier) for half damage, if they wish, which reduces the amount of HP you gain accordingly; this is a standard action that provokes attacks of opportunity; this can only be used on allies within your party; this ability costs 10MP to use

Multi-Blizzara [Spell]

Your magical prowess has grown to the point that you can cast Multi-Blizzara as a spell-like ability.

Prerequisites: Blizzara class feature, base Will Save bonus +8

Benefit: You can use the Multi-Blizzara spell-like ability. Below is the rule set for how to use this ability:

- **Multi-Blizzara (Sp):** you can attack your enemies with freezing energy; this is a ranged touch attack that deals 1d6+1 points of cold damage per class level to 2 opponents within 30' on a successful hit; your opponents can each make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use

Multi-Fira [Spell]

Your magical prowess has grown to the point that you can cast Multi-Fira as a spell-like ability.

Prerequisites: Fira class feature, base Will Save bonus +8

Benefit: You can use the Multi-Fira spell-like ability. Below is the rule set for how to use this ability:

- **Multi-Fira (Sp):** you can attack an enemy with flaming energy; this is a ranged touch attack that deals 1d6+1 points of cold damage per class level to 2 opponents within 30' on a successful hit; your opponents can each make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use

Multi-Thundara [Spell]

Your magical prowess has grown to the point that you can cast Multi-Thundaga as a spell-like ability.

Prerequisites: Thundara class feature, base Will Save bonus +8

Benefit: You can use the Multi-Thundaga spell-like ability. Below is the rule set for how to use this ability:

- **Multi-Thundara (Sp):** you can attack an enemy with electrical energy; this is a ranged touch attack that deals 1d6+1 points of cold damage per class level to 2 opponents within 30' on a successful hit; your opponents can each make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use

Multi-Watera [Spell]

Your magical prowess has grown to the point that you can cast Multi-Watera as a spell-like ability.

Prerequisites: Watera class feature, base Will Save bonus +8

Benefit: You can use the Multi-Watera spell-like ability. Below is the rule set for how to use this ability:

- **Multi-Watera (Sp):** you can attack an enemy with watery energy; this is a ranged touch attack that deals 1d6+1 points of cold damage per class level to 2 opponents within 30' on a successful hit; your opponents can each make a Fortitude save (DC10 + ½ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use

Mute [Spell]

Your magical prowess has grown to the point that you can cast Mute as a spell-like ability.

Prerequisites: Blitzer 1, base Reflex Save bonus +5

Benefit: You can use the Mute spell-like ability. Below is the rule set for how to use this ability:

- **Mute (Sp):** with a successful ranged touch attack, you can inflict Mute status (see **Status Conditions: Mute**, above) on 1 opponent within 30' for 3 rounds; your opponent can make a Will save (DC10 + ½ your class

level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 17MP to use

Petrify [Spell]

Your magical prowess has grown to the point that you can cast Petrify as a spell-like ability.

Prerequisites: Black Mage 1 or Summoner 1, base Reflex Save bonus +7

Benefit: You can use the Petrify spell-like ability. Below is the rule set for how to use this ability:

- **Petrify (Sp):** with a successful ranged touch attack, you can inflict Petrified status (see **Status Conditions: Petrified**, above) on 1 opponent within 30'; your opponent can make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 42MP to use

Shimmering Rain [Spell]

Your magical prowess has grown to the point that you can cast Shimmering Rain as a spell-like ability.

Prerequisites: Black Mage 1 or Summoner 1, base Will Save bonus +7

Benefit: You can use the Shimmering Rain spell-like ability. Below is the rule set for how to use this ability:

- **Shimmering Rain (Sp):** you can pelt your opponents with searing rain; this attack inflicts $1d6+1$ points of acid damage per class level to all opponents within 30'; your opponent can each make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 42MP to use

Sleep [Spell]

Your magical prowess has grown to the point that you can cast Sleep as a spell-like ability.

Prerequisites: Blitzer 1, base Reflex Save bonus +6

Benefit: You can use the Sleep spell-like ability. Below is the rule set for how to use this ability:

- **Sleep (Sp):** with a successful ranged touch attack, you can inflict Sleep status (see **Status Conditions: Sleep**, above) on 1 opponent within 30'; your opponent can make a Will save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 28MP to use

Ultima [Spell, Epic]

Your magical prowess has grown to the point that you can cast Ultima as a spell-like ability.

Prerequisites: 600+ maximum MP, base Will Save bonus +10

Benefit: You can use the Ultima spell-like ability. Below is the rule set for how to use this ability:

- **Ultima (Sp):** you can attack your enemies with ultimate destructive energy; this attack inflicts $20d6+80$ points of non-specified damage to all opponents within 30'; your opponents can each make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Intelligence modifier) for half damage; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use

White Wind [Spell]

Your magical prowess has grown to the point that you can cast White Wind as a spell-like ability.

Prerequisites: Summoner 1, base Reflex Save bonus +12

Benefit: You can use the White Wind spell-like ability. Below is the rule set for how to use this ability:

- **White Wind (Sp):** you can fully restore HP to all allies within 30' (including yourself); you cannot heal an ally so that they have more HP than their maximum; this is a standard action that provokes attacks of opportunity; this ability costs 90MP to use

Zombie [Spell]

Your magical prowess has grown to the point that you can cast Zombie as a spell-like ability.

Prerequisites: Blitzer 1, base Reflex Save bonus +3

Benefit: You can use the Zombie spell-like ability. Below is the rule set for how to use this ability:

- **Zombie (Sp):** with a successful ranged touch attack, you can inflict Zombie status (see **Status Conditions: Zombie**, above) on 1 opponent within 30'; your opponent can make a Fortitude save ($DC10 + \frac{1}{2}$ your class level + your Charisma modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 5MP to use

Equipment Abilities: Weapon Abilities

These equipment abilities can be grafted onto a weapon. The "wielder" refers to the character currently using or possessing the weapon. Abilities are only active while the wielder actually wields the weapon; sheathing a weapon,

putting it down, or otherwise ceasing to brandish it negates its abilities until it is wielded again. Weapons can only hold 1-4 special abilities (these are known as ability “slots”).

NOTE: Under each weapon ability is 3 means to add such the ability to a weapon (designated #1, #2, & #3, respectively).

- *Method #1 refers to the standard D&D way of adding abilities to magic item; IE the feats & spells needed to graft the ability, along with the required caster level.*
- *Method #2 refers to the typical way on Spira (a setting in which there are no spells, per se) of doing the same; IE the feats & class features needed to graft the ability.*
- *Method #3 refers to another Spiran way of doing the same; IE using a Spellcraft check (DC10 + (price bonus ×5)) to fuse the specific listed objects into the magic item, imbuing it with the desired property; failing the check by less than 5 allows the caster to reuse the objects in a later fusion attempt, while failing the check by more than 5 ruins the objects).*

Any of the 3 methods is acceptable for accomplishing this, but it is recommended that only one these means be used within a particular campaign setting.



- **Alchemy:** doubles the HP restored by healing items, spells or spell-like abilities used by the wielder; strong abjuration; price +4 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *cure moderate wounds*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Pray class feature
 - Method #3: DC30, Healing Water (×4)
- **Break Damage Limit:** maximizes damage rolls for attacks made with the weapon; adds wielder's class level to damage rolls; strong transmutation; price +6 bonus
 - Method #1: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *greater magic weapon*
 - Method #2: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Death class feature
 - Method #3: DC40, Dark Matter (×60)
- **Capture:** records the opponents defeated by the wielder on the weapon, as well as where they were defeated; faint divination; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *arcane mark*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Arena Ticket (×1)
- **Counterattack:** grants the wielder 1 extra attack of opportunity against an opponent that successfully hit them with a physical attack; moderate transmutation; price +3 bonus
 - Method #1: CL 16th; Craft Magic Arms & Armor, *haste*
 - Method #2: CL 16th; Craft Magic Arms & Armor, Reflex class feature
 - Method #3: DC30, Friend Sphere (×1)

- **Darkstrike:** upon a successful hit with the weapon that deals damage, inflicts Blind status (see **Status Conditions: Blind**, above) on the struck opponent for 3 rounds; Fortitude save (DC20 + ½ wielder's class level + wielder's Charisma modifier) to resist; moderate evocation; price +2 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *blindness/deafness*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Dark Attack class feature
 - Method #3: DC20, Smoke Bomb (×20)



- **Darktouch:** upon a successful hit with the weapon that deals damage, inflicts Blind status (see **Status Conditions: Blind**, above) on the struck opponent for 3 rounds; Fortitude save (DC10 + ½ wielder's class level + wielder's Charisma modifier) to resist; faint evocation; price +1 bonus

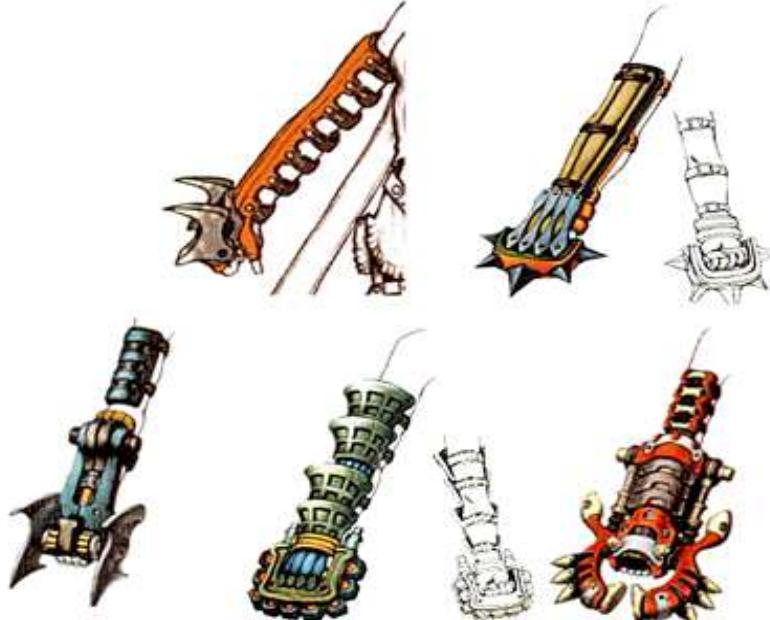
- Method #1: CL 4th; Craft Magic Arms & Armor, *darkness*
 - Method #2: CL 4th; Craft Magic Arms & Armor, Dark Attack class feature
 - Method #3: DC15, Eye Drops ($\times 60$)
- **Deathstrike:** upon a successful hit with the weapon that deals damage, inflicts KO status (see **Status Conditions: KO**, above) on the struck opponent; Fortitude save (DC20 + $\frac{1}{2}$ wielder's class level + wielder's Charisma modifier) to resist; moderate necromancy; price +6 bonus
 - Method #1: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *slay living*
 - Method #2: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Death class feature
 - Method #3: DC40, Farplane Wind ($\times 60$)
- **Deathtouch:** upon a successful hit with the weapon that deals damage, inflicts KO status (see **Status Conditions: KO**, above) on the struck opponent; Fortitude save (DC10 + $\frac{1}{2}$ wielder's class level + wielder's Charisma modifier) to resist; faint necromancy; price +5 bonus
 - Method #1: CL 10th; Craft Magic Arms & Armor, *death knell*
 - Method #2: CL 10th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC35, Farplane Shadow ($\times 30$)
- **Double Overdrive:** doubles the amount of OP that the wielder accrues; this does not stack with Triple Overdrive, but is overlapped by it; strong transmutation; price +4 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *heroism*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Demi class feature
 - Method #3: DC30, Underdog's Secret ($\times 30$)
- **Double XP:** doubles the amount of XP that the wielder accrues from defeating opponents; this does not double the XP accrued via any other means; this does not stack with Triple XP, but is overlapped by it; strong transmutation; price +6 bonus
 - Method #1: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *moment of prescience*
 - Method #2: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Life class feature
 - Method #3: DC40, Megalixir ($\times 20$)
- **Evade & Counter:** grants the wielder an opportunity to use a Reflex save (DC = the opponent's attack roll) to dodge a physical attack that would normally be successful, & 1 extra attack of opportunity against the opponent that attempted the attack; this ability can only be used once per round; strong transmutation; price +4 bonus
 - Method #1: CL 18th; Craft Magic Arms & Armor, *haste*
 - Method #2: CL 18th; Craft Magic Arms & Armor, Reflex class feature
 - Method #3: DC35, Teleport Sphere ($\times 1$)
- **Firestrike:** deals an extra 1d6+1 points of fire damage on a successful hit; moderate evocation; price +1 bonus
 - Method #1: CL 10th; Craft Magic Arms & Armor, *flame strike* or *fireball*
 - Method #2: CL 10th; Craft Magic Arms & Armor, Fire class feature
 - Method #3: DC15, Bomb Fragment ($\times 4$)
- **First Strike:** adds +20 to the wielder's Initiative; moderate transmutation; price +3 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *haste*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Haste class feature
 - Method #3: DC25, Return Sphere ($\times 1$)
- **Gillionaire:** magically doubles the wielder's share of treasure that they receive for defeating opponents; this does not double any allies' shares, nor does this ability double treasure received via other means; only coins can be doubled in this fashion (no other treasure can be magically doubled in this manner); magically doubling the treasure is a full-round action that provokes attacks of opportunity, & requires that you touch the treasure with your weapon; moderate conjuration; price +7 bonus
 - Method #1: CL 22nd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *greater shadow conjuration*
 - Method #2: CL 22nd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Steal class feature
 - Method #3: DC45, Designer Wallet ($\times 30$)
- **Half MP Cost:** reduces the MP cost of using spells or spell-like abilities by $\frac{1}{2}$; strong transmutation; price +6 bonus
 - Method #1: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, any metamagic feat, *contingency*
 - Method #2: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, any spell feat, Shell class feature
 - Method #3: DC40, Twin Stars ($\times 20$)

- **Icestrike:** deals an extra 1d6+1 points of cold damage on a successful hit; moderate evocation; price +1 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *ice storm*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Blizzard class feature
 - Method #3: DC15, Antarctic Wind ($\times 4$)
- **Initiative:** adds +10 to the Initiative of the wielder & up to 2 allies within 30'; moderate transmutation; price +2 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *haste*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Haste class feature
 - Method #3: DC20, Chocobo Feather ($\times 6$)
- **Lightningstrike:** deals an extra 1d6+1 points of electricity damage on a successful hit; moderate evocation; price +1 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *call lightning* or *lightning bolt*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Thunder class feature
 - Method #3: DC15, Electro Marble ($\times 4$)



- **Magic +3%:** increases the wielder's damage power with spells & spell-like abilities by 3% (minimum 1); this does not increase any other factor of magic, including MP cost; faint transmutation; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *fox's cunning*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Mana Sphere ($\times 3$)
- **Magic +5%:** increases the wielder's damage power with spells & spell-like abilities by 5% (minimum 1) ; this does not increase any other factor of magic, including MP cost; faint transmutation; price +1 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *fox's cunning*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Mana Spring ($\times 2$)
- **Magic +10%:** increases the wielder's damage power with spells & spell-like abilities by 10% (minimum 1) ; this does not increase any other factor of magic, including MP cost; moderate transmutation; price +2 bonus
 - Method #1: CL 13th; Craft Magic Arms & Armor, *fox's cunning*, *mass*
 - Method #2: CL 13th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC20, Black Magic Sphere ($\times 1$)

- **Magic +20%:** increases the wielder's damage power with spells & spell-like abilities by 20% (minimum 1); this does not increase any other factor of magic, including MP cost; strong transmutation; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *fox's cunning, mass*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC25, Supreme Gem ($\times 4$)
- **Magic Booster:** increases the wielder's damage power with spells & spell-like abilities by 20% (minimum 1); also increases the cost of using spells & spell-like abilities by 20% (minimum +1MP); this does not increase any other factor of magic; moderate transmutation; price +2 bonus
 - Method #1: CL 7th; Craft Magic Arms & Armor, any metamagic feat, *read magic*
 - Method #2: CL 7th; Craft Magic Arms & Armor, any spell feat, Focus class feature
 - Method #3: DC20, Turbo Ether ($\times 30$)
- **Magic Counter:** grants the wielder 1 extra attack of opportunity against an opponent that damaged them with a spell or spell-like ability; moderate transmutation; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *spell turning*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Reflect class feature
 - Method #3: DC30, Shining Gem ($\times 16$)
- **No XP:** reduces the XP normally earned by the wielder to 0XP; strong transmutation; price +1 bonus
 - Method #1: CL 11th; Craft Magic Arms & Armor, *modify memory*
 - Method #2: CL 11th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC15, Memory Loss ($\times 1$)
- **One MP Cost:** reduces the MP cost of using spells or spell-like abilities to 1MP; strong transmutation; price +8 bonus
 - Method #1: CL 23rd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, any metamagic feat, *mordenkainen's disjunction*
 - Method #2: CL 23rd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, any spell feat, Regen class feature
 - Method #3: DC50, Three Stars ($\times 20$)



- **Overdrive ► XP:** converts all of the wielder's OP to XP; 1OP is worth XP equal to the wielder's Intelligence modifier (minimum 1) $\times 5$; strong transmutation; price +5 bonus
 - Method #1: CL 19th; Craft Magic Arms & Armor, *legend lore*
 - Method #2: CL 19th; Craft Magic Arms & Armor, Pray class feature
 - Method #3: DC35, Door to Tomorrow ($\times 10$)
- **Piercing:** allows weapon to ignore armor, natural armor, damage reduction & hardness; cannot be added to weapons that deal bludgeoning damage; moderate transmutation; price +2 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, Spell Penetration, *keen edge*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Power Break class feature
 - Method #3: DC20, Level 2 Key Sphere ($\times 1$)

- **Poisonstrike:** upon a successful hit with the weapon that deals damage, inflicts Poison status (see **Status Conditions: Poison**, above) on the struck opponent; Fortitude save (DC20 + ½ wielder's class level + wielder's Charisma modifier) to resist; moderate evocation; price +2 bonus
 - Method #1: CL 14th; Craft Magic Arms & Armor, *unholy blight*
 - Method #2: CL 14th; Craft Magic Arms & Armor, Bio class feature
 - Method #3: DC20, Poison Fang (×24)
- **Poisontouch:** upon a successful hit with the weapon that deals damage, inflicts Poison status (see **Status Conditions: Poison**, above) on the struck opponent; Fortitude save (DC10 + ½ wielder's class level + wielder's Charisma modifier) to resist; faint evocation; price +1 bonus
 - Method #1: CL 7th; Craft Magic Arms & Armor, *stinking cloud*
 - Method #2: CL 7th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Antidote (×99)
- **Sensor:** allows wielder to know an opponent's current HP, MP, AC, BAB, CR, special abilities, & special attacks; faint divination; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *identify*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Ability Sphere (×2)
- **Silencestrike:** upon a successful hit with the weapon that deals damage, inflicts Mute status (see **Status Conditions: Mute**, above) on the struck opponent for 3 rounds; Fortitude save (DC20 + ½ wielder's class level + wielder's Charisma modifier) to resist; moderate illusion; price +2 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *sculpt sound*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Silence Attack class feature
 - Method #3: DC20, Silence Grenade (×20)
- **Silencetouch:** upon a successful hit with the weapon that deals damage, inflicts Mute status (see **Status Conditions: Mute**, above) on the struck opponent for 3 rounds; Fortitude save (DC10 + ½ wielder's class level + wielder's Charisma modifier) to resist; faint illusion; price +1 bonus
 - Method #1: CL 4th; Craft Magic Arms & Armor, *silence*
 - Method #2: CL 4th; Craft Magic Arms & Armor, Silence Attack class feature
 - Method #3: DC15, Echo Screen (×60)
- **Sleepstrike:** upon a successful hit with the weapon that deals damage, inflicts Sleep status (see **Status Conditions: Sleep**, above) on the struck opponent for 3 rounds; Fortitude save (DC20 + ½ wielder's class level + wielder's Charisma modifier) to resist; moderate enchantment; price +2 bonus
 - Method #1: CL 14th; Craft Magic Arms & Armor, *symbol of sleep*
 - Method #2: CL 14th; Craft Magic Arms & Armor, Sleep Attack class feature
 - Method #3: DC20, Dream Powder (×16)
- **Sleeptouch:** upon a successful hit with the weapon that deals damage, inflicts Sleep status (see **Status Conditions: Sleep**, above) on the struck opponent for 3 rounds; Fortitude save (DC10 + ½ wielder's class level + wielder's Charisma modifier) to resist; faint enchantment; price +1 bonus
 - Method #1: CL 7th; Craft Magic Arms & Armor, *deep slumber*
 - Method #2: CL 7th; Craft Magic Arms & Armor, Sleep Attack class feature
 - Method #3: DC15, Sleeping Powder (×10)
- **Slowstrike:** upon a successful hit with the weapon that deals damage, inflicts Slowed status (see **Status Conditions: Slowed**, above) on the struck opponent for 3 rounds; Fortitude save (DC20 + ½ wielder's class level + wielder's Charisma modifier) to resist; moderate transmutation; price +2 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *solid fog*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Slow class feature
 - Method #3: DC20, Gold Hourglass (×30)
- **Slowtouch:** upon a successful hit with the weapon that deals damage, inflicts Slowed status (see **Status Conditions: Slowed**, above) on the struck opponent for 3 rounds; Fortitude save (DC10 + ½ wielder's class level + wielder's Charisma modifier) to resist; faint transmutation; price +1 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *slow*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Haste class feature
 - Method #3: DC15, Silver Hourglass (×16)
- **SOS Overdrive:** the wielder gains 100OP while their current HP is 10% or less than their maximum HP; only usable once each time their HP is low; injuries dealt by the wielder or their allies do not count; strong transmutation; price +3 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *contingency, greater heroism*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Reflex class feature
 - Method #3: DC25, Gambler's Spirit (×20)

- **Stonestrike:** upon a successful hit with the weapon that deals damage, inflicts Petrified status (see **Status Conditions: Petrified**, above) on the struck opponent for 3 rounds; Fortitude save (DC20 + ½ wielder's class level + wielder's Charisma modifier) to resist; moderate transmutation; price +4 bonus
 - Method #1: CL 16th; Craft Magic Arms & Armor, *flesh to stone*
 - Method #2: CL 16th; Craft Magic Arms & Armor, Death class feature
 - Method #3: DC30, Petrify Grenade ($\times 60$)
- **Stonetouch:** upon a successful hit with the weapon that deals damage, inflicts Petrified status (see **Status Conditions: Petrified**, above) on the struck opponent for 3 rounds; Fortitude save (DC10 + ½ wielder's class level + wielder's Charisma modifier) to resist; faint transmutation; price +2 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *stone shape*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC20, Petrify Grenade ($\times 10$)



- **Strength +3%:** increases the wielder's attack & damage bonuses by 3% (minimum 1); faint transmutation; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *bull's strength*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Power Sphere ($\times 3$)
- **Strength +5%:** increases the wielder's attack & damage bonuses by 5% (minimum 1); faint transmutation; price +1 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *bull's strength*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Stamina Spring ($\times 2$)
- **Strength +10%:** increases the wielder's attack & damage bonuses by 10% (minimum 1); moderate transmutation; price +2 bonus
 - Method #1: CL 13th; Craft Magic Arms & Armor, *bull's strength, mass*
 - Method #2: CL 13th; Craft Magic Arms & Armor, Focus class feature

- Method #3: DC20, Skill Sphere ($\times 1$)
- **Strength +20%:** increases the wielder's attack & damage bonuses by 20% (minimum 1) ; strong transmutation; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *bull's strength, mass*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC25, Supreme Gem ($\times 4$)
- **Triple Overdrive:** triples the amount of OP that the wielder accrues; this does not stack with Double Overdrive, but overlaps it; strong transmutation; price +5 bonus
 - Method #1: CL 20th; Craft Magic Arms & Armor, *greater heroism*
 - Method #2: CL 20th; Craft Magic Arms & Armor, Gravity class feature
 - Method #3: DC35, Winning Formula ($\times 30$)
- **Triple XP:** triples the amount of XP that the wielder accrues from defeating opponents; this does not double the XP accrued via any other means; this does not stack with Double XP, but overlaps it; strong transmutation; price +9 bonus
 - Method #1: CL 24th; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *foresight*
 - Method #2: CL 24th; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Full-Life class feature
 - Method #3: DC55, Wings to Discovery ($\times 50$)
- **Waterstrike:** deals an extra 1d6+1 points of water (force) damage on a successful hit; moderate evocation; price +1 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *water breathing*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Water class feature
 - Method #3: DC15, Fish Scale ($\times 4$)
- **Zombiestrike:** upon a successful hit with the weapon that deals damage, inflicts Zombie status (see **Status Conditions: Zombie**, above) on the struck opponent for 3 rounds; Fortitude save (DC20 + $\frac{1}{2}$ wielder's class level + wielder's Charisma modifier) to resist; moderate transmutation; price +2 bonus
 - Method #1: CL 16th; Craft Magic Arms & Armor, *create undead*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Death class feature
 - Method #3: DC20, Candle of Life ($\times 30$)
- **Zombietouch:** upon a successful hit with the weapon that deals damage, inflicts Zombie status (see **Status Conditions: Zombie**, above) on the struck opponent for 3 rounds; Fortitude save (DC10 + $\frac{1}{2}$ wielder's class level + wielder's Charisma modifier) to resist; faint transmutation; price +1 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *animate dead*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Life class feature
 - Method #3: DC15, Holy Water ($\times 70$)

Equipment Abilities: Armor Abilities

These equipment abilities can be grafted onto a piece of armor. The “wearer” refers to the character currently using or possessing the armor. Abilities are only active while the wearer actually wears the armor; taking off an armor negates its abilities until it is worn again. Armors can only hold 1-4 special abilities (these are known as ability “slots”).

NOTE: Under each armor ability is 3 means to add such the ability to a armor (designated #1, #2, & #3, respectively).

- *Method #1 refers to the standard D&D way of adding abilities to magic item; IE the feats & spells needed to graft the ability, along with the required caster level.*
- *Method #2 refers to the typical way on Spira (a setting in which there are no spells, per se) of doing the same; IE the feats & class features needed to graft the ability.*
- *Method #3 refers to another Spiran way of doing the same; IE using a Spellcraft check (DC10 + (price bonus $\times 5$)) to fuse the specific listed objects into the magic item, imbuing it with the desired property; failing the check by less than 5 allows the caster to reuse the objects in a later fusion attempt, while failing the check by more than 5 ruins the objects.*

Any of the 3 methods is acceptable for accomplishing this, but it is recommended that only one these means be used within a particular campaign setting.

- **Auto-Haste:** the wearer has Hasted status (see **Status Conditions: Hasted**, above) at all times; strong transmutation; price +6 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *haste*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Haste class feature
 - Method #3: DC35, Chocobo Wing ($\times 80$)



- **Auto-Med:** wearer automatically uses a Remedy or other status-restorative item (if one is available & in their possession) as an immediate action whenever they are affected by a negative status effect (any except Hasted &/or Regen); moderate enchantment; price +2 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *heal*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Remedy ($\times 20$)
- **Auto-Phoenix:** wearer automatically uses a Phoenix Down or other life-restorative item (if one is available & in their possession) as an immediate action whenever an ally is killed; moderate enchantment; price +4 bonus
 - Method #1: CL 18th; Craft Magic Arms & Armor, *resurrection*
 - Method #2: CL 18th; Craft Magic Arms & Armor, Life class feature
 - Method #3: DC30, Mega Phoenix ($\times 20$)
- **Auto-Potion:** wearer automatically uses a potion or other HP-restorative item (if one is available & in their possession) as an immediate action whenever they are wounded; moderate enchantment; price +1 bonus
 - Method #1: CL 10th; Craft Magic Arms & Armor, *cure critical wounds*
 - Method #2: CL 10th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC15, Stamina Tablet ($\times 4$)
- **Auto-Protect:** wearer gains Damage Reduction 7/- at all times; multiple protect effects do not stack, but overlap; strong abjuration; price +5 bonus
 - Method #1: CL 19th; Craft Magic Arms & Armor, *stoneskin*
 - Method #2: CL 19th; Craft Magic Arms & Armor, Protect class feature
 - Method #3: DC35, Light Curtain ($\times 70$)
- **Auto-Reflect:** reflects all spells (both helpful & harmful) that target the wearer, causing the spell to bounce off & hit another random creature within 30'; area-effect spells still function properly on the wearer, as do any spells that have already been reflected off of another creature; multiple reflect effects do not stack, but overlap; works at all times; strong abjuration; price +6 bonus

- Method #1: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *spell turning*
 - Method #2: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Reflect class feature
 - Method #3: DC40, Star Curtain ($\times 40$)
- **Auto-Regen:** wearer gains Fast Healing 5; multiple regen effects do not stack, but overlap; does not restore HP in excess of the wearer's maximum HP; strong conjuration; price +7 bonus
 - Method #1: CL 22nd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *regenerate*
 - Method #2: CL 22nd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Regen class feature
 - Method #3: DC45, Healing Spring ($\times 80$)
- **Auto-Shell:** wearer gains Spell Resistance 20; multiple shell effects do not stack, but overlap, although this effect does overlap with SR from other sources; strong abjuration; price +5 bonus
 - Method #1: CL 18th; Craft Magic Arms & Armor, *spell resistance*
 - Method #2: CL 18th; Craft Magic Arms & Armor, Shell class feature
 - Method #3: DC35, Lunar Curtain ($\times 80$)
- **Berserkproof:** 90% chance to prevent Berserk status (see **Status Conditions: Berserk**, above); moderate abjuration; price +2 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *calm emotions*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Hypello Potion ($\times 32$)
- **Berserk Ward:** 40% chance to prevent Berserk status (see **Status Conditions: Berserk**, above); faint abjuration; price +1 bonus
 - Method #1: CL 4th; Craft Magic Arms & Armor, *calm emotions*
 - Method #2: CL 4th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC15, Hypello Potion ($\times 8$)
- **Break HP Limit:** maximizes HP rolls for class level gains while wearing the armor; adds wielder's class level to HP rolls; strong transmutation; price +3 bonus
 - Method #1: CL 15th; Craft Magic Arms & Armor, *aid*
 - Method #2: CL 15th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC25, Wings to Discovery ($\times 30$)
- **Break MP Limit:** maximizes MP rolls for class level gains while wearing the armor; adds wielder's class level to MP rolls; strong transmutation; price +3 bonus
 - Method #1: CL 15th; Craft Magic Arms & Armor, *imbue with spell ability*
 - Method #2: CL 15th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC25, Three Stars ($\times 30$)
- **Confuseproof:** 90% chance to prevent Confused status (see **Status Conditions: Confused**, above); moderate abjuration; price +2 bonus
 - Method #1: CL 16th; Craft Magic Arms & Armor, *heal*
 - Method #2: CL 16th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Musk ($\times 48$)
- **Confuse Ward:** 40% chance to prevent Confused status (see **Status Conditions: Confused**, above); faint abjuration; price +1 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *remove curse*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC15, Musk ($\times 16$)
- **Curseproof:** 90% chance to prevent Cursed status (see **Status Conditions: Cursed**, above); moderate abjuration; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *remove curse*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC25, Tetra Elemental ($\times 12$)
- **Darkproof:** 90% chance to prevent Blind status (see **Status Conditions: Blind**, above); moderate abjuration; price +3 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *heal*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC25, Smoke Bomb ($\times 10$)
- **Dark Ward:** 40% chance to prevent Blind status (see **Status Conditions: Blind**, above); faint abjuration; price +2 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *remove blindness/deafness*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Eye Drops ($\times 40$)



- **Deathproof:** 90% chance to prevent KO status (see **Status Conditions: KO**, above) caused by death magic; does not protect against dying from other means; moderate abjuration; price +4 bonus
 - Method #1: CL 18th; Craft Magic Arms & Armor, *miracle*

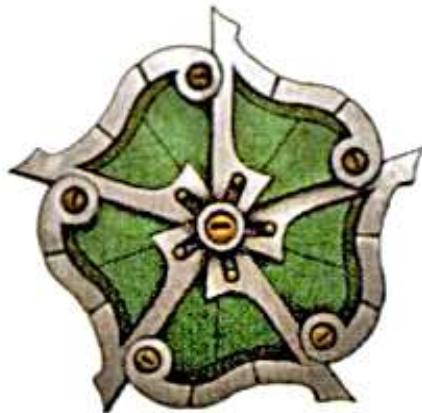
- Method #2: CL 18th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC30, Farplane Wind ($\times 60$)
- **Death Ward:** 40% chance to prevent KO status (see **Status Conditions: KO**, above) caused by death magic; does not protect against dying from other means; faint abjuration; price +3 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *death ward*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC25, Farplane Shadow ($\times 15$)
- **Defense +3%:** increases the wielder's AC by 3% (minimum 1); faint abjuration; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *mage armor*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Power Sphere ($\times 3$)
- **Defense +5%:** increases the wielder's AC by 5% (minimum 1); faint abjuration; price +1 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *mage armor*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC15, Stamina Spring ($\times 2$)
- **Defense +10%:** increases the wielder's AC by 10% (minimum 1); moderate abjuration; price +2 bonus
 - Method #1: CL 13th; Craft Magic Arms & Armor, *mage armor, shield*
 - Method #2: CL 13th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC20, Special Sphere ($\times 1$)
- **Defense +20%:** increases the wielder's AC by 20% (minimum 1); strong abjuration; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *mage armor, shield*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Focus class feature
 - Method #3: DC25, Blessed Gem ($\times 4$)
- **Fireproof:** negates all fire damage the wearer receives; strong abjuration; price +4 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *protection from energy*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC30, Bomb Core ($\times 8$)
- **Fire Eater:** converts all fire damage the wearer receives to positive HP; strong abjuration; price +5 bonus
 - Method #1: CL 20th; Craft Magic Arms & Armor, *spell immunity, greater*
 - Method #2: CL 20th; Craft Magic Arms & Armor, Protect class feature
 - Method #3: DC35, Fire Gem ($\times 20$)
- **Fire Ward:** reduces all fire damage the wearer receives by $\frac{1}{2}$; moderate abjuration; price +3 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *resist energy*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC25, Bomb Fragment ($\times 4$)
- **HP +5%:** increases the wielder's HP by 5% (minimum 1); faint transmutation; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *cure light wounds*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Cure class feature
 - Method #3: DC15, X-Potion ($\times 1$)
- **HP +10%:** increases the wielder's HP by 10% (minimum 1); moderate transmutation; price +1 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *cure moderate wounds*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Cure class feature
 - Method #3: DC15, Soul Spring ($\times 3$)
- **HP +20%:** increases the wielder's HP by 20% (minimum 1); strong transmutation; price +2 bonus
 - Method #1: CL 13th; Craft Magic Arms & Armor, *cure serious wounds*
 - Method #2: CL 13th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC20, Elixir ($\times 5$)
- **HP +30%:** increases the wielder's HP by 30% (minimum 1); strong transmutation; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *cure critical wounds*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC25, Stamina Tonic ($\times 1$)
- **HP Stroll:** restores HP equal to the wielder's Constitution modifier for each hour of continued movement; also gives a +4 bonus on Constitution checks to continue a forced march; only works when wearer is walking, running, or other personal over-land travel; no other travel means (such as riding, swimming, climbing, falling, flight, etc.) activate this effect; does not restore HP in excess of the wearer's maximum HP; strong conjuration; price +6 bonus
 - Method #1: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *regenerate*
 - Method #2: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Regen class feature
 - Method #3: DC40, Stamina Tablet ($\times 2$)
- **Iceproof:** negates all cold damage the wearer receives; strong abjuration; price +4 bonus

- Method #1: CL 12th; Craft Magic Arms & Armor, *protection from energy*
- Method #2: CL 12th; Craft Magic Arms & Armor, Nul class feature
- Method #3: DC30, Arctic Wind ($\times 8$)
- **Ice Eater:** converts all cold damage the wearer receives to positive HP; strong abjuration; price +5 bonus
 - Method #1: CL 20th; Craft Magic Arms & Armor, *spell immunity, greater*
 - Method #2: CL 20th; Craft Magic Arms & Armor, Protect class feature
 - Method #3: DC35, Ice Gem ($\times 8$)
- **Ice Ward:** reduces all cold damage the wearer receives by $\frac{1}{2}$; moderate abjuration; price +3 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *resist energy*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC25, Antarctic Wind ($\times 4$)



- **Lightningproof:** negates all electricity damage the wearer receives; strong abjuration; price +4 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *protection from energy*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC30, Lightning Marble ($\times 8$)
- **Lightning Eater:** converts all electricity damage the wearer receives to positive HP; strong abjuration; price +5 bonus
 - Method #1: CL 20th; Craft Magic Arms & Armor, *spell immunity, greater*
 - Method #2: CL 20th; Craft Magic Arms & Armor, Protect class feature
 - Method #3: DC35, Lightning Gem ($\times 20$)
- **Lightning Ward:** reduces all electricity damage the wearer receives by $\frac{1}{2}$; moderate abjuration; price +3 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *resist energy*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC25, Electro Marble ($\times 4$)
- **Magic Defense +3%:** increases the wielder's SR by 3% (minimum 1); faint abjuration; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *cure moderate wounds*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Cure class feature
 - Method #3: DC15, Mana Sphere ($\times 3$)
- **Magic Defense +5%:** increases the wielder's SR by 5% (minimum 1); faint abjuration; price +1 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *cure critical wounds*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC15, Mana Spring ($\times 2$)
- **Magic Defense +10%:** increases the wielder's SR by 10% (minimum 1); moderate abjuration; price +2 bonus
 - Method #1: CL 13th; Craft Magic Arms & Armor, *spell resistance*
 - Method #2: CL 13th; Craft Magic Arms & Armor, Shell class feature

- Method #3: DC20, White Magic Sphere ($\times 1$)
- **Magic Defense +20%:** increases the wielder's SR by 20% (minimum 2); strong abjuration; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *spell resistance*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Shell class feature
 - Method #3: DC25, Blessed Gem ($\times 4$)
- **Master Thief:** guarantees that the wearer will acquire a rare item from a successful steal or mug attempt (normal rate for a rare steal is $1\% \times$ the stealer's ECL); strong conjuration; price +3 bonus
 - Method #1: CL 11th; Craft Magic Arms & Armor, *enthral*
 - Method #2: CL 11th; Craft Magic Arms & Armor, Steal class feature
 - Method #3: DC25, Pendulum ($\times 30$)
- **MP +5%:** increases the wielder's MP by 5% (minimum 1); faint transmutation; price +1 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *read magic*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC15, Ether ($\times 1$)
- **MP +10%:** increases the wielder's MP by 10% (minimum 1); moderate transmutation; price +1 bonus
 - Method #1: CL 9th; Craft Magic Arms & Armor, *imbue with spell ability*
 - Method #2: CL 9th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC15, Soul Spring ($\times 3$)
- **MP +20%:** increases the wielder's MP by 20% (minimum 1); strong transmutation; price +2 bonus
 - Method #1: CL 13th; Craft Magic Arms & Armor, *imbue with spell ability*
 - Method #2: CL 13th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC20, Elixir ($\times 5$)
- **MP +30%:** increases the wielder's MP by 30% (minimum 1); strong transmutation; price +3 bonus
 - Method #1: CL 17th; Craft Magic Arms & Armor, *imbue with spell ability*
 - Method #2: CL 17th; Craft Magic Arms & Armor, Cura class feature
 - Method #3: DC25, Mana Tonic ($\times 1$)



- **MP Stroll:** restores HP equal to the wielder's Constitution modifier for each hour of continued movement; also gives a +4 bonus on Constitution checks to continue a forced march; only works when wearer is walking, running, or other personal over-land travel; no other travel means (such as riding, swimming, climbing, falling, flight, etc.) activate this effect; does not restore MP in excess of the wearer's maximum MP; strong conjuration; price +6 bonus
 - Method #1: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *regenerate*
 - Method #2: CL 21st; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Regen class feature
 - Method #3: DC40, Mana Tablet (×2)
- **No Encounters:** eliminates all random encounters (DM must choose all encounters; which should not exceed ~1 per day); eliminates all encounters with a CR or EL lower than the party's EL + 2; strong abjuration; price +5 bonus
 - Method #1: CL 18th; Craft Magic Arms & Armor, *veil*
 - Method #2: CL 18th; Craft Magic Arms & Armor, Protect class feature
 - Method #3: DC35, Purifying Salt (×30)
- **Pickpocket:** multiplies the % odds of acquiring a rare item from a successful steal or mug attempt by 4; moderate conjuration; price +2 bonus
 - Method #1: CL 7th; Craft Magic Arms & Armor, *daze monster*
 - Method #2: CL 7th; Craft Magic Arms & Armor, Steal class feature
 - Method #3: DC20, Amulet (×30)
- **Poisonproof:** 90% chance to prevent Poison status (see **Status Conditions: Poison**, above); moderate abjuration; price +3 bonus
 - Method #1: CL 10th; Craft Magic Arms & Armor, *neutralize poison*
 - Method #2: CL 10th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC25, Poison Fang (×12)
- **Poison Ward:** 40% chance to prevent Poison status (see **Status Conditions: Poison**, above); faint abjuration; price +2 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *delay poison*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Antidote (×40)
- **Ribbon:** 90% chance to prevent any negative status effect (except Cursed & KO; see **Status Conditions**, above); strong abjuration; price +7 bonus
 - Method #1: CL 22nd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *spell immunity, greater*
 - Method #2: CL 22nd; Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, Esuna class feature
 - Method #3: DC45, Dark Matter (×99)
- **Silenceproof:** 90% chance to prevent Mute status (see **Status Conditions: Mute**, above); moderate abjuration; price +2 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *heal*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Silence Grenade (×10)
- **Silence Ward:** 40% chance to prevent Mute status (see **Status Conditions: Mute**, above); faint abjuration; price +1 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *remove paralysis*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC15, Echo Screen (×30)
- **Sleepproof:** 90% chance to prevent Sleep status (see **Status Conditions: Sleep**, above); does not protect against falling asleep from non-magical means; moderate abjuration; price +3 bonus
 - Method #1: CL 10th; Craft Magic Arms & Armor, *deep slumber*
 - Method #2: CL 10th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC25, Dream Powder (×8)
- **Sleep Ward:** 40% chance to prevent Sleep status (see **Status Conditions: Sleep**, above); does not protect against falling asleep from non-magical means; faint abjuration; price +2 bonus
 - Method #1: CL 5th; Craft Magic Arms & Armor, *sleep*
 - Method #2: CL 5th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Sleeping Powder (×6)
- **Slowproof:** 90% chance to prevent Slowed status (see **Status Conditions: Slowed**, above); moderate abjuration; price +2 bonus
 - Method #1: CL 14th; Craft Magic Arms & Armor, *solid fog*
 - Method #2: CL 14th; Craft Magic Arms & Armor, Esuna class feature

- Method #3: DC20, Gold Hourglass ($\times 20$)
- **Slow Ward:** 40% chance to prevent Slowed status (see **Status Conditions: Slowed**, above); faint abjuration; price +1 bonus
 - Method #1: CL 7th; Craft Magic Arms & Armor, *slow*
 - Method #2: CL 7th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC15, Silver Hourglass ($\times 10$)



- **SOS Haste:** the wearer has Hasted status (see **Status Conditions: Hasted**, above) while their current HP is 10% or less than their maximum HP; moderate transmutation; price +3 bonus
 - Method #1: CL 10th; Craft Magic Arms & Armor, *contingency, haste*
 - Method #2: CL 10th; Craft Magic Arms & Armor, Haste class feature
 - Method #3: DC25, Chocobo Feather ($\times 20$)
- **SOS NulBlaze:** negates all fire damage the wearer receives while their current HP is 10% or less than their maximum HP; moderate abjuration; price +2 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *contingency, resist energy*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Nul class feature

- Method #3: DC20, Bomb Core ($\times 1$)
- **SOS NulFrost:** negates all cold damage the wearer receives while their current HP is 10% or less than their maximum HP; moderate abjuration; price +2 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *contingency, resist energy*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC20, Arctic Wind ($\times 1$)
- **SOS NulShock:** negates all electricity damage the wearer receives while their current HP is 10% or less than their maximum HP; moderate abjuration; price +2 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *contingency, resist energy*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC20, Lightning Marble ($\times 1$)
- **SOS NulTide:** negates all water (force) damage the wearer receives while their current HP is 10% or less than their maximum HP; moderate abjuration; price +2 bonus
 - Method #1: CL 6th; Craft Magic Arms & Armor, *contingency, resist energy*
 - Method #2: CL 6th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC20, Dragon Scale ($\times 1$)
- **SOS Protect:** wearer gains Damage Reduction 7/- while their current HP is 10% or less than their maximum HP; multiple protect effects do not stack, but overlap; moderate abjuration; price +3 bonus
 - Method #1: CL 13th; Craft Magic Arms & Armor, *contingency, stoneskin*
 - Method #2: CL 13th; Craft Magic Arms & Armor, Protect class feature
 - Method #3: DC25, Light Curtain ($\times 8$)
- **SOS Reflect:** reflects all spells (both helpful & harmful) that target the wearer, causing the spell to bounce off & hit another random creature within 30'; area-effect spells still function properly on the wearer, as do any spells that have already been reflected off of another creature; multiple reflect effects do not stack, but overlap; only works while their current HP is 10% or less than their maximum HP; moderate abjuration; price +2 bonus
 - Method #1: CL 14th; Craft Magic Arms & Armor, *contingency, spell turning*
 - Method #2: CL 14th; Craft Magic Arms & Armor, Reflect class feature
 - Method #3: DC20, Star Curtain ($\times 8$)



- **SOS Regen:** wearer gains Fast Healing 5 while their current HP is 10% or less than their maximum HP; multiple regen effects do not stack, but overlap; does not restore HP in excess of the wearer's maximum HP; moderate conjuration; price +3 bonus

- Method #1: CL 19th; Craft Magic Arms & Armor, *contingency, regenerate*
 - Method #2: CL 19th; Craft Magic Arms & Armor, Regen class feature
 - Method #3: DC25, Healing Spring ($\times 12$)
- **SOS Shell:** wearer gains Spell Resistance 20 while their current HP is 10% or less than their maximum HP; multiple shell effects do not stack, but overlap, although this effect does overlap with SR from other sources; moderate abjuration; price +3 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *contingency, spell resistance*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Shell class feature
 - Method #3: DC25, Lunar Curtain ($\times 8$)
- **Stoneproof:** 90% chance to prevent Petrified status (see **Status Conditions: Petrified**, above); moderate abjuration; price +4 bonus
 - Method #1: CL 20th; Craft Magic Arms & Armor, *stone to flesh*
 - Method #2: CL 20th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC30, Petrify Grenade ($\times 20$)
- **Stone Ward:** 40% chance to prevent Petrified status (see **Status Conditions: Petrified**, above); faint abjuration; price +3 bonus
 - Method #1: CL 10th; Craft Magic Arms & Armor, *break enchantment*
 - Method #2: CL 10th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC25, Soft ($\times 30$)
- **Waterproof:** negates all water (force) damage the wearer receives; strong abjuration; price +4 bonus
 - Method #1: CL 12th; Craft Magic Arms & Armor, *protection from energy*
 - Method #2: CL 12th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC30, Dragonscale ($\times 8$)
- **Water Eater:** converts all water (force) damage the wearer receives to positive HP; strong abjuration; price +5 bonus
 - Method #1: CL 20th; Craft Magic Arms & Armor, *spell immunity, greater*
 - Method #2: CL 20th; Craft Magic Arms & Armor, Protect class feature
 - Method #3: DC35, Water Gem ($\times 20$)
- **Water Ward:** reduces all water (force) damage the wearer receives by $\frac{1}{2}$; moderate abjuration; price +3 bonus
 - Method #1: CL 8th; Craft Magic Arms & Armor, *resist energy*
 - Method #2: CL 8th; Craft Magic Arms & Armor, Nul class feature
 - Method #3: DC25, Fish Scale ($\times 4$)
- **Zombieproof:** 90% chance to prevent Zombie status (see **Status Conditions: Zombie**, above); moderate abjuration; price +3 bonus
 - Method #1: CL 14th; Craft Magic Arms & Armor, *undeath to death*
 - Method #2: CL 14th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC25, Candle of Life ($\times 10$)
- **Zombie Ward:** 40% chance to prevent Zombie status (see **Status Conditions: Zombie**, above); faint abjuration; price +2 bonus
 - Method #1: CL 7th; Craft Magic Arms & Armor, *consecrate*
 - Method #2: CL 7th; Craft Magic Arms & Armor, Esuna class feature
 - Method #3: DC20, Holy Water ($\times 30$)

Legendary Weapons

Caladbolg

- The legendary weapon of the Pugilists
- When initially acquired, it will be a +1 long sword, & have the following abilities:
 - No XP (+1 bonus)
 - 3 empty slots
- When partially unlocked with the Sun Crest, it will have the following abilities:
 - No XP (+1 bonus)
 - Double Overdrive (+4 bonus)
 - 2 empty slots
- When completely unlocked with the Sun Crest & the Sun Sigil, it will have the following abilities:
 - Break Damage Limit (+5 bonus)
 - Triple Overdrive (+5 bonus)
 - Evade & Counter (+3 bonus)
 - Magic Counter (+2 bonus)



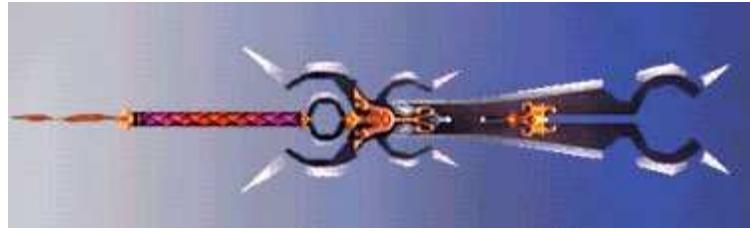
Godhand

- The legendary weapon of the Bandits
- When initially acquired, it will be a +1 claw, & have the following abilities:
 - No XP (+1 bonus)
 - 3 empty slots
- When partially unlocked with the Mercury Crest, it will have the following abilities:
 - No XP (+1 bonus)
 - Double Overdrive (+4 bonus)
 - 2 empty slots
- When completely unlocked with the Mercury Crest & the Mercury Sigil, it will have the following abilities:
 - Break Damage Limit (+5 bonus)
 - Triple Overdrive (+5 bonus)
 - Double XP (+3 bonus)
 - Gillionaire (+4 bonus)



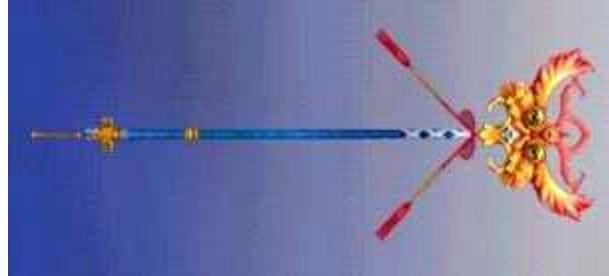
Masamune

- The legendary weapon of the Ronins
- When initially acquired, it will be a +1 great sword, & have the following abilities:
 - No XP (+1 bonus)
 - 3 empty slots
- When partially unlocked with the Mars Crest, it will have the following abilities:
 - No XP (+1 bonus)
 - Double Overdrive (+4 bonus)
 - 2 empty slots
- When completely unlocked with the Mars Crest & the Mars Sigil, it will have the following abilities:
 - Break Damage Limit (+5 bonus)
 - Triple Overdrive (+5 bonus)
 - First Strike (+3 bonus)
 - Counterattack (+2 bonus)



Nirvana

- The legendary weapon of the Summoners
- When initially acquired, it will be a +1 quarterstaff, & have the following abilities:
 - No XP (+1 bonus)
 - 3 empty slots
- When partially unlocked with the Moon Crest, it will have the following abilities:
 - No XP (+1 bonus)
 - Double Overdrive (+4 bonus)
 - 2 empty slots
- When completely unlocked with the Moon Crest & the Moon Sigil, it will have the following abilities:
 - Break Damage Limit (+5 bonus)
 - Triple Overdrive (+5 bonus)
 - Double XP (+3 bonus)
 - One MP Cost (+5 bonus)



Onion Knight

- The legendary weapon of the Black Mages
- When initially acquired, it will be a +1 battle doll, & have the following abilities:
 - No XP (+1 bonus)
 - 3 empty slots
- When partially unlocked with the Venus Crest, it will have the following abilities:
 - No XP (+1 bonus)
 - Double Overdrive (+4 bonus)
 - 2 empty slots
- When completely unlocked with the Venus Crest & the Venus Sigil, it will have the following abilities:
 - Break Damage Limit (+5 bonus)
 - Triple Overdrive (+5 bonus)
 - Magic Booster (+2 bonus)
 - One MP Cost (+5 bonus)



Spirit Lance

- The legendary weapon of the Lancers
- When initially acquired, it will be a +1 long spear, & have the following abilities:
 - No XP (+1 bonus)
 - 3 empty slots
- When partially unlocked with the Saturn Crest, it will have the following abilities:
 - No XP (+1 bonus)
 - Double Overdrive (+4 bonus)
 - 2 empty slots
- When completely unlocked with the Saturn Crest & the Saturn Sigil, it will have the following abilities:
 - Break Damage Limit (+5 bonus)
 - Triple Overdrive (+5 bonus)
 - Double XP (+3 bonus)
 - Evade & Counter (+3 bonus)



World Champion

- The legendary weapon of the Blitzers
- When initially acquired, it will be a +1 blitzball, & have the following abilities:
 - No XP (+1 bonus)
 - 3 empty slots
- When partially unlocked with the Jupiter Crest, it will have the following abilities:
 - No XP (+1 bonus)
 - Double Overdrive (+4 bonus)
 - 2 empty slots
- When completely unlocked with the Jupiter Crest & the Jupiter Sigil, it will have the following abilities:
 - Break Damage Limit (+5 bonus)
 - Triple Overdrive (+5 bonus)
 - Double XP (+3 bonus)
 - Evade & Counter (+3 bonus)



Chapter 7: Items

Alchemical Items & How to Make Them

Alchemical items are one-time-use magical substances, meant to confer a spell-like effect when used; this makes them similar to potions. The primary difference between the two is that potions are liquids which can only be ingested, whereas alchemical items are usually solids which can be ingested, inhaled or applied to the skin, depending on the nature of the item itself.

Another major difference is that alchemical items require a central ingredient to function, regardless of the spells involved; without this key ingredient, an alchemical item cannot be made. This ingredient does not always have any monetary value, but costly ingredients are factored into the price of the item. Although some ingredients are extremely rare &/or difficult to obtain, only ingredients with a well-defined market value are factored into the price of the item.

The creator of an alchemical item needs a level working surface & at least a few containers in which to mix substances, as well as a source of heat to cook the concoction. In addition, he needs ingredients. The costs for materials & ingredients are subsumed in the cost for crafting the item: $(25GP \times \text{the level of the spell} \times \text{the level of the caster}) + \text{the cost of the key ingredient}$, if any.

All ingredients & materials used to craft an alchemical item must be fresh & unused. The character must pay the full cost for crafting each item (economies of scale do not apply).

The user of the item is both the caster & 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 item (or must know the spell, in the case of a sorcerer or bard) & must provide any material component or focus the spell requires.

If casting the spell would reduce the caster's XP total, the creator pays the XP cost upon beginning the crafting in addition to the XP cost for making the item itself. Material components are consumed when he begins working, but a focus is not (a focus used in crafting an alchemical item can be reused). The act of crafting triggers the prepared spell, making it unavailable for casting until the character has rested & regained spells (that is, that spell slot is expended from his currently prepared spells, just as if it had been cast). Crafting an alchemical item requires 1 day.

Item Creation Feat Required: Craft Alchemical Item.

Craft Alchemical Item [Item Creation]

Prerequisite: Caster level 3rd.

Benefit: You can create an alchemical item of any 9th level or lower spell that you know & that targets 1 or more creatures. Crafting an alchemical item takes 1 day. When you craft an alchemical item, you set the caster level, which must be sufficient to cast the spell in question & no higher than your own level. The base price of an alchemical item is $50GP \times \text{the level of the spell} \times \text{the level of the caster}$. To craft an alchemical item, you must spend 1/25th of this base price in XP & use up raw materials costing ½ this base price.

When you craft an alchemical item, you make any choices that you would normally make when casting the spell. Whoever uses an alchemical item is the target of the spell. Any alchemical item 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 crafting the alchemical item.

Craft Epic Alchemical Item [Item Creation][Epic]

Prerequisites: Craft Alchemical Item, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: You can craft alchemical items that exceed the normal limits for such items.

Restorative Items

These alchemical items can be used at any time, as a swift action. Items that cure status ailments or restore HP will not work on dead characters, or characters with the KO status. Each item can be used one time only; they are completely consumed by one use. For the following entries, “user” refers to the character that uses the item.

- **Antidote:** ingested; cures the poison status of 1 creature; faint conjuration; CL 5th; Craft Alchemical Item, a vial of antitoxin (50gp), *neutralize poison*; price 800gp
- **Echo Screen:** inhaled; cures the mute status of 1 creature within 10'; faint conjuration; CL 3rd; Craft Alchemical Item, 50' of silk rope (10gp), *remove paralysis*; price 310gp
- **Elixir:** ingested; fully restores HP & MP to 1 living creature; or automatically kills 1 undead creature, unless they make a Fortitude save (DC30); strong conjuration; CL 15th; Craft Alchemical Item, a flask of ethyl alcohol, *mass cure critical wounds*; price 6,000gp
- **Ether:** inhaled; restores 100 MP to 1 creature within 10'; moderate conjuration; CL 9th; Craft Alchemical Item, a vial of noxious fumes, *mass cure light wounds*; price 2,250gp
- **Eye Drops:** contact; cures the blind status of 1 creature; faint conjuration; CL 5th; Craft Alchemical Item, a flask of salt water, *remove blindness/deafness*; price 750gp
- **Hi-Potion:** ingested; restores 4d8+5 HP to 1 living creature; or deals 4d8+5 damage to 1 undead creature (Fortitude save (DC25) for half damage); moderate conjuration; CL 7th; Craft Alchemical Item, a vial of blood, *cure critical wounds*; price 1,400gp
- **Holy Water:** contact; cures the Cursed or Zombie status of 1 creature; faint abjuration; CL 5th; Craft Alchemical Item, a flask of holy water (25gp), *remove curse*; price 775gp
- **Megalixir:** inhaled; fully restores HP & MP to user & up to 2 allies within 30'; or automatically kills up to 3 undead creatures within 30', unless they make a Fortitude save (DC30); strong conjuration; CL 21st; Craft Alchemical Item, Craft Epic Alchemical Item, a flask of ethyl alcohol, *Seed: Heal* (DC45+); price 10,500gp
- **Mega Phoenix:** contact; revives 2 dead or KO’ed allies; creatures must have been dead no less than 1 hour, & cannot be below -20HP; or automatically kills up to 3 undead creatures within 30', unless they make a Fortitude save (DC25); strong conjuration; CL 23rd; Craft Alchemical Item, Craft Epic Alchemical Item, 1 pound of ground phoenix feathers, *Seed: Life* (DC47+); price 11,500gp
- **Mega-Potion:** ingested; restores 10d8+10 HP to user & up to 2 allies within 30'; or deals 10d8+10 damage to 3 undead creatures within 30' (Fortitude save (DC25) for half damage); strong conjuration; CL 17th; Craft Alchemical Item, a flask of blood, *mass heal*; price 7,650gp
- **Phoenix Down:** contact; revives 1 dead or KO’ed ally; creature must have been dead no less than 1 hour, & cannot be below -20HP; or automatically kills up to 1 undead creature, unless they make a Fortitude save (DC25); moderate conjuration; CL 9th; Craft Alchemical Item, the feather of a phoenix, *raise dead*; price 2,250gp
- **Potion:** ingested; restores 1d8+1 HP to 1 living creature; or deals 1d8+1 damage to 1 undead creature (Fortitude save (DC25) for half damage); faint conjuration; CL 3rd; Craft Alchemical Item, a vial of blood, *cure light wounds*; price 150gp
- **Remedy:** ingested; cures most negative status conditions (Berserk, Blind, Confused, Mute, Petrified, Poison, Sleep, & Slowed) of 1 creature; strong conjuration; CL 13th; Craft Alchemical Item, a large chunk of alchemical silver (50gp), *greater restoration*; price 4,600gp
- **Soft:** contact; cures the petrified status of 1 creature; moderate transmutation; CL 11th; Craft Alchemical Item, a thunderstone (30gp), *stone to flesh*; price 3,330gp
- **Turbo Ether:** inhaled; restores 500 MP to 1 creature; moderate conjuration; CL 15th; Craft Alchemical Item, a flask of noxious fumes, *mass cure critical wounds*; price 6,000gp
- **X-Potion:** ingested; fully restores HP to 1 living creature; or automatically kills 1 undead creature, unless they make a Fortitude save (DC30); moderate conjuration; CL 19th; Craft Alchemical Item, a flask of blood, *regenerate*; price 6,650gp

Useful Items

These alchemical items can be used at any time, as a standard action. Most of these items are activated by throwing them on the ground at one’s feet (or otherwise breaking them, only 1 point of damage necessary). Items that cure status ailments or restore HP will not work on dead characters. Each item can be used one time only; they are destroyed after use. All damage from these items is subject to damage reduction, but not saving throws unless otherwise specified. For the following entries, “user” refers to the character that used the item.

- **Al Bhed Potion:** ingested; restores 5d8+5 HP to user & up to 2 allies within 30'; also cures the poison, mute, & petrified status of all affected characters; or deals 5d8+5 damage to 3 undead; moderate conjuration; CL 11th; Craft Alchemical Item, a vial of wine, *heal*; price 3,300gp
- **Antarctic Wind:** deals 2d8+2 cold damage to 1 opponent within 30'; moderate evocation; CL 9th; Craft Alchemical Item, a small block of dry ice, *ice storm*; price 1,800gp

- **Arctic Wind:** deals 1d8+1 cold damage to 1 opponent within 30'; faint evocation; CL 5th; Craft Alchemical Item, a small block of ice, *winter's embrace*; price 750gp
- **Blessed Gem:** deals 5d8+5 non-specified damage to 1 opponent within 30'; strong necromancy; CL 20th; Craft Alchemical Item, a large gemstone (100gp), *inflict critical wounds*; price 4,100gp
- **Bomb Core:** deals 2d8+2 fire damage to 1 opponent within 30'; moderate evocation; CL 7th; Craft Alchemical Item, a flask of alchemist's fire (20gp), *wall of fire*; price 1,420gp
- **Bomb Fragment:** deals 1d8+1 fire damage to 1 opponent within 30'; faint evocation; CL 3rd; Craft Alchemical Item, a flask of alchemist's fire (20gp), *produce flame*; price 320gp
- **Candle of Life:** inflicts Doomed status on 1 opponent within 30'; moderate necromancy; CL 9th; Craft Alchemical Item, a black candle (2cp), *slay living*; price 2,250gp
- **Chocobo Feather:** user is Hasted for 3 rounds; moderate transmutation; CL 8th; Craft Alchemical Item, the feather of a chocobo, *haste*; price 1,200gp
- **Chocobo Wing:** user & 2 allies within 30' are Hasted for 3 rounds; strong transmutation; CL 16th; Craft Alchemical Item, 1 pound of ground chocobo feathers, *haste*; price 2,400gp
- **Dark Matter:** deals 10d8+10 non-specified damage to 1d3 opponents within 30'; strong necromancy; CL 21st; Craft Alchemical Item, Craft Epic Alchemical Item, a small chunk of adamantine (100gp), *Seed: Destroy* (DC49+); price 10,600gp
- **Dragon Scale:** deals 2d8+2 water (force) damage to 1 opponent within 30'; moderate transmutation; CL 7th; Craft Alchemical Item, a single scale of a dragon, *control water*; price 1,400gp
- **Dream Powder:** deals 3d8+3 acid damage to 1d3 opponents within 30'; also, all opponents affected must make a Fortitude save (DC30) or gain Sleep status for 3 rounds; strong conjuration; CL 14th; Craft Alchemical Item, a pound of sand, *deep slumber*; price 2,100gp
- **Electro Marble:** deals 1d8+1 electricity damage to 1 opponent within 30'; faint evocation; CL 3rd; Craft Alchemical Item, a small glass marble, *shocking grasp*; price 150gp
- **Farplane Shadow:** 1 opponent within 30' must make a Fortitude save (DC20) or die; strong necromancy; CL 13th; Craft Alchemical Item, a single flower from the Farplane, *destruction*; price 4,550gp
- **Farplane Wind:** 1d3 opponents within 30' must make a Fortitude save (DC25) or die; strong necromancy; CL 17th; Craft Alchemical Item, 3 flowers from the Farplane, *wail of the banshee*; price 7,650gp
- **Fire Gem:** deals 3d8+3 fire damage to 1d3 opponents within 30'; strong evocation; CL 14th; Craft Alchemical Item, a large gemstone (100gp), *fire storm*; price 5,000gp
- **Fish Scale:** deals 1d8+1 water (force) damage to 1 opponent within 30'; faint conjuration; CL 3rd; Craft Alchemical Item, a single scale of a large fish, *fog cloud*; price 300gp
- **Frag Grenade:** deals 3d8+3 slashing damage to 1d3 opponents within 30'; also, all opponents affected have their AC & DR reduced by ½ for the rest of the encounter (multiple uses do not stack); moderate evocation; CL 12th; Craft Alchemical Item, a flask of alchemist's fire (20gp), *blade barrier*; price 3,620gp
- **Gold Hourglass:** deals 3d8+3 non-specified damage to 1d3 opponents within 30'; in addition, all opponents affected are dazed for 1 round; moderate evocation; CL 10th; Craft Alchemical Item, a water clock (1,000gp), *fireball*; price 2,500gp
- **Grenade:** deals 2d8+2 slashing damage to 1d3 opponents within 30'; faint necromancy; CL 3rd; Craft Alchemical Item, a flask of alchemist's fire (20gp), *inflict moderate wounds*; price 320gp
- **Healing Spring:** user restores 1d8 HP each round for 10 rounds; strong conjuration; CL 14th; Craft Alchemical Item, a flask of holy water (25gp), *regenerate*; price 4,925gp
- **Healing Water:** fully restores HP to user & up to 2 allies within 30'; or automatically kills 3 undead, unless they make a Fortitude save (DC30); strong conjuration; CL 18th; Craft Alchemical Item, a flask of holy water (25gp), *mass heal*; price 8,125gp
- **Ice Gem:** deals 3d8+3 cold damage to 1d3 opponents within 30'; strong evocation; CL 12th; Craft Alchemical Item, a large gemstone (100gp), *cone of cold*; price 3,100gp
- **Lightning Gem:** deals 3d8+3 electricity damage to 1d3 opponents within 30'; strong evocation; CL 14th; Craft Alchemical Item, a large gemstone (100gp), *chain lightning*; price 4,100gp
- **Lightning Marble:** deals 2d8+2 electricity damage to 1 opponent within 30'; moderate evocation; CL 7th; Craft Alchemical Item, a large glass marble, *lightning bolt*; price 1,050gp
- **Light Curtain:** user gains Damage Reduction 7/- for 3 rounds; moderate abjuration; CL 8th; Craft Alchemical Item, 50' of silk rope (10gp), *stoneskin*; price 1,610gp
- **Lunar Curtain:** user gains Spell Resistance 20 for 3 rounds; moderate abjuration; CL 10th; Craft Alchemical Item, 50' of silk rope (10gp), *spell resistance*; price 2,510gp
- **Mana Spring:** saps 10% of 1 opponent's MP (within 30'), transferring it to user; moderate necromancy; CL 7th; Craft Alchemical Item, a flask of holy water (25gp), *enervation*; price 1,425gp
- **Mana Tablet:** maximum MP is doubled for user for 10 rounds; all MP gained is in the form of temporary magic points & are lost first; moderate evocation; CL 8th; Craft Alchemical Item, a flask of holy water (25gp), *imbue with spell ability*; price 1,625gp

- **Mana Tonic:** maximum MP is doubled for user & up to 2 allies within 30' for 10 rounds; all MP gained is in the form of temporary magic points & are lost first; strong evocation; CL 16th; Craft Alchemical Item, a flask of holy water (25gp), *imbue with spell ability*; price 3,225gp
- **Petrify Grenade:** 1d3 opponents within 30' must make a Fortitude save (DC25) or become Petrified; moderate transmutation; CL 12th; Craft Alchemical Item, a thunderstone (30gp), *flesh to stone*; price 3,630gp
- **Poison Fang:** deals 2d8+2 piercing damage to 1 opponent within 30'; also, any opponent affected must make a Fortitude save (DC25) or gain Poison status; moderate necromancy; CL 7th; Craft Alchemical Item, a vial of black adder venom (120gp), *poison*; price 1,520gp
- **Purifying Salt:** deals 2d8+2 acid damage to 1 opponent within 30'; also, all protective spell-like abilities (such as *Shell*, *Protect*, *Reflect*, & *Regen*) are cancelled; moderate abjuration; CL 12th; Craft Alchemical Item, a pound of salt (5sp), *dispel magic, greater*; price 3,600gp
- **Shadow Gem:** 1d3 opponents within 30' have their current HP reduced by ½; strong necromancy; CL 18th; Craft Alchemical Item, a large gemstone (150gp), *energy drain*; price 8,250gp
- **Shining Gem:** deals 3d8+3 non-specified damage to 1 opponent within 30'; strong necromancy; CL 15th; Craft Alchemical Item, a large gemstone (250gp), *inflict serious wounds*; price 2,500gp
- **Silence Grenade:** deals 2d8+2 acid damage to 1d3 opponents within 30'; also, all opponents affected must make a Fortitude save (DC25) or become Mute for 3 rounds; moderate transmutation; CL 8th; Craft Alchemical Item, a thunderstone (30gp), *slow*; price 1,230gp
- **Silver Hourglass:** 1d3 opponents within 30' are dazed for 1 round; faint enchantment; CL 4th; Craft Alchemical Item, a water clock (1,000gp), *daze monster*; price 1,400gp
- **Sleeping Powder:** deals 1d8+1 acid damage to 1d3 opponents within 30'; also, all opponents affected must make a Fortitude save (DC25) or gain Sleep status for 3 rounds; moderate enchantment; CL 8th; Craft Alchemical Item, a pound of sand, *deep slumber*; price 1,200gp
- **Smoke Bomb:** deals 1d8+1 acid damage to 1d3 opponents within 30'; also, all opponents affected must make a Fortitude save (DC25) or become Blind for 3 rounds; moderate necromancy; CL 9th; Craft Alchemical Item, a smokestick (20gp), *blindness/deafness*; price 920gp
- **Soul Spring:** saps 10% of 1 opponent's HP & MP (within 30'), transferring it to user; strong necromancy; CL 13th; Craft Alchemical Item, a flask of holy water (25gp), *enervation*; price 2,625gp
- **Stamina Spring:** saps 10% of 1 opponent's HP (within 30'), transferring it to user; moderate necromancy; CL 7th; Craft Alchemical Item, a flask of holy water (25gp), *enervation*; price 1,425gp
- **Stamina Tablet:** maximum HP is doubled for user for 10 rounds; all HP gained is in the form of temporary hit points & are lost first; moderate evocation; CL 8th; Craft Alchemical Item, a flask of holy water (25gp), *imbue with spell ability*; price 1,625gp
- **Stamina Tonic:** maximum HP is doubled for user & up to 2 allies within 30' for 10 rounds; all HP gained is in the form of temporary hit points & are lost first; strong evocation; CL 16th; Craft Alchemical Item, a flask of holy water (25gp), *imbue with spell ability*; price 3,225gp
- **Star Curtain:** user reflects all spells (both helpful & harmful) that target it for 3 rounds, causing the spell to bounce off & hit another random creature within 30'; area-effect spells still function properly on that creature, as do any spells that have already been reflected off of another creature; strong abjuration; CL 14th; Craft Alchemical Item, 50' of silk rope (10gp), *spell turning*; price 4,910gp
- **Supreme Gem:** deals 4d8+4 non-specified damage to 1d3 opponents within 30'; strong necromancy; CL 21st; Craft Alchemical Item, Craft Epic Alchemical Item, a large gemstone (600gp), *mass inflict critical wounds*; price 9,000gp
- **Tetra Elemental:** fully restores HP to user & up to 2 allies within 30'; also casts *protection from energy (cold)*, *protection from energy (electricity)*, & *protection from energy (fire)* on all affected characters; or automatically kills 3 undead, unless they make a Fortitude save (DC30); strong abjuration; CL 22nd; Craft Alchemical Item, Craft Epic Alchemical Item, the contents of an alchemist's lab (500gp), *Seed: Heal* (DC45+); price 11,500gp
- **Three Stars:** MP costs for spells & class features for user & up to 2 allies within 30' are reduced to 0MP for 10 rounds; strong abjuration; CL 28th; Craft Alchemical Item, Craft Epic Alchemical Item, a silver holy symbol (25gp), *Seed: Dispel* (DC39+); price 14,025gp
- **Twin Stars:** MP costs for spells & class features for user are reduced to 0MP for 10 rounds; strong abjuration; CL 21st; Craft Alchemical Item, Craft Epic Alchemical Item, a silver holy symbol (25gp), *mordenkainen's disjunction*; price 10,525gp
- **Water Gem:** deals 3d8+3 water (force) damage to 1d3 opponents within 30'; moderate conjuration; CL 11th; Craft Alchemical Item, a large gemstone (100gp), *acid fog*; price 3,400gp

Event Items

These extremely rare minor artifacts can never be bought in stores. They are usually one-of-a-kind relics with a specific purpose, often unlocking an extraordinary weapon of legendary power (which is in itself a major artifact). Other than that, most of these have little practical use.

- **Al Bhed Primer:** each of these 25 tomes is a guide to the Al Bhed language; each one found adds a cumulative 4% chance to understand a word in Al Bhed; the check must be made for each word; strong divination; CL 18th; 2 lbs
- **Blossom Crown:** combined with the Flower Scepter to unlock a powerful set of Aeons; has no real use on its own; strong transmutation; CL 19th; 1 lb
- **Celestial Mirror:** used in the ritual which unlocks the power of legendary weapons; has no other real use; strong transmutation; CL 21st; 3 lbs
- **Flower Scepter:** combined with the Blossom Crown to unlock a powerful set of Aeons; has no real use on its own; strong transmutation; CL 19th; 5 lbs
- **Jupiter Crest:** the Celestial Token used to partially unlock the abilities of the World Champion, the legendary weapon of the Blitzers (adds Double Overdrive to the weapon); the Jupiter Sigil is needed to completely unlock its power; strong transmutation; CL 20th
- **Jupiter Sigil:** the Celestial Token used to completely unlock the abilities of the World Champion, the legendary weapon of the Blitzers; the Jupiter Crest is needed to partially unlock its power first; strong transmutation; CL 20th
- **Mars Crest:** the Celestial Token used to partially unlock the abilities of the Masamune, the legendary weapon of the Ronins (adds Double Overdrive to the weapon); the Mars Sigil is needed to completely unlock its power; strong transmutation; CL 20th
- **Mars Sigil:** the Celestial Token used to completely unlock the abilities of the Masamune, the legendary weapon of the Ronins; the Mars Crest is needed to partially unlock its power first; strong transmutation; CL 20th
- **Mercury Crest:** the Celestial Token used to partially unlock the abilities of the Godhand, the legendary weapon of the Bandits (adds Double Overdrive to the weapon); the Mercury Sigil is needed to completely unlock its power; strong transmutation; CL 20th
- **Mercury Sigil:** the Celestial Token used to completely unlock the abilities of the Godhand, the legendary weapon of the Bandits; the Mercury Crest is needed to partially unlock its power first; strong transmutation; CL 20th
- **Moon Crest:** the Celestial Token used to partially unlock the abilities of the Nirvana, the legendary weapon of the Summoners (adds Double Overdrive to the weapon); the Moon Sigil is needed to completely unlock its power; strong transmutation; CL 20th
- **Moon Sigil:** the Celestial Token used to completely unlock the abilities of the Nirvana, the legendary weapon of the Summoners; the Moon Crest is needed to partially unlock its power first; strong transmutation; CL 20th
- **Saturn Crest:** the Celestial Token used to partially unlock the abilities of the Spirit Lance, the legendary weapon of the Lancers (adds Double Overdrive to the weapon); the Saturn Sigil is needed to completely unlock its power; strong transmutation; CL 20th
- **Saturn Sigil:** the Celestial Token used to completely unlock the abilities of the Spirit Lance, the legendary weapon of the Lancers; the Saturn Crest is needed to partially unlock its power first; strong transmutation; CL 20th
- **Sun Crest:** the Celestial Token used to partially unlock the abilities of the Caladbolg, the legendary weapon of the Pugilists (adds Double Overdrive to the weapon); the Sun Sigil is needed to completely unlock its power; strong transmutation; CL 20th
- **Sun Sigil:** the Celestial Token used to completely unlock the abilities of the Caladbolg, the legendary weapon of the Pugilists; the Sun Crest is needed to partially unlock its power first; strong transmutation; CL 20th
- **Venus Crest:** the Celestial Token used to partially unlock the abilities of the Onion Knight, the legendary weapon of the Black Mage (adds Double Overdrive to the weapon); the Venus Sigil is needed to completely unlock its power; strong transmutation; CL 20th
- **Venus Sigil:** the Celestial Token used to completely unlock the abilities of the Onion Knight, the legendary weapon of the Black Mage; the Venus Crest is needed to partially unlock its power first; strong transmutation; CL 20th

Other Items

These extremely rare alchemical items can never be bought in stores, & their means of construction are as mysterious as their creators. The purpose for most of these items is unknown, but for those who pass a successful

Knowledge: Arcana check (DC30, must be made for each item individually), their use is clear. All known examples of these items emit a strong aura of evocation

- Amulet
- Arena Ticket*
- Designer Wallet
- Door to Tomorrow
- Gambler's Spirit
- Hypello Potion
- Memory Loss*
- Musk
- Pendulum
- Shining Thorn
- Underdog's Secret
- Wings to Discovery
- Winning Formula

* = This item is non-canonical, & was added for game-balance reasons.

Chapter 8: Overdrives

NOTE: The following section is an updated & revised version of the information presented in Final Fantasy Limit Breaks. It is recommended that you use the rules presented here as opposed to the older version, as significant improvements & clarifications have been made.

Rules Overview

Each PC (& select few eligible NPC's) accrues Overdrive Points (OP's) under certain conditions. Once they have accrued 100 OP's, they can then spend them to power an Overdrive, which is a special ability (usually an attack) of amazing power. Unless otherwise noted, all Overdrives take 1 full-round action to execute, they ignore damage reduction (DR), they never provoke attacks of opportunity (AoO), & only allow saving throws if specifically noted. All such Overdrives cost 100 OP's to use, & a PC cannot accrue more than 100 OP's.

Conditions

Initially for PC's, the default condition for accruing OP's is **Stoic** (Gain 2 OP each round in which you are successfully dealt damage by an opponent; physical, magical, & psionic injuries count, while wounds received from traps, environments, etc. do not). Accrual conditions can only be changed when a character gains a level. The conditions under which one can accrue OP's can be chosen from the following list:

- **Warrior:** Gain 2 OP each round in which you successfully deal damage to an opponent
- **Healer:** Gain 2 OP each round in which you successfully heal damage of an ally; healing oneself does not count
- **Comrade:** Gain 1 OP each round in which one of your allies are successfully dealt damage by an opponent; physical, magical, & psionic injuries count, while wounds received from traps, environments, etc. do not; you must designate no more than 5 allies that this applies toward; all other allies do not count; this list can only be changed if a designated ally leaves the party (no communication) for more than 24 hours
- **Slayer:** Gain 5 OP each round in which you successfully kill an opponent
- **Victor:** Gain 3 OP each round in which your party successfully kills an opponent; you must designate no more than 5 allies that this applies toward; all other allies do not count; this list can only be changed if a designated ally leaves the party (no communication) for more than 24 hours
- **Tactician:** Gain 4 OP each round in which you successfully bestow a negative condition on an opponent; negative conditions include the standard D&D set (blinded, *confused*, cowering, dazed, dazzled, deafened, energy drained, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, stunned, turned or unconsciousness resulting from a sleep effect) & the FFX Status Effects set; no other conditions count
- **Hero:** Gain 5 OP each round in which you successfully kill an opponent using a *coup de grace* maneuver, or whenever you kill an opponent by dealing damage that is 5× (or more) your opponent's current HP
- **Ally:** Gain 1 OP each time it is your turn in combat
- **Daredevil:** Gain 4 OP each time it is your turn in combat & your current HP is 10% or less than your maximum HP
- **Solo:** Gain 4 OP each time it is your turn in combat & you are the only active combatant on your side; all allies are either not present, dead, disabled, dying, petrified, sleeping, staggered, unconscious or otherwise helpless

- **Coward:** Gain 3 OP each time you successfully run from a combat situation; initiative must be rolled, your opponents must have made at least 1 attempt to attack, & you must succeed in completely evading the opponent; opponents who succeed in catching up with you & engaging you in combat later negate this
- **Dancer:** Gain 4 OP each round in which you successfully evade an attack from an opponent; attacks that would normally hit you if your armor bonus were lower do not count toward this, nor do attacks that hit but fail to deal any damage (due to DR, SR, & the like)
- **Rook:** Gain 2 OP each round in which you successfully counteract a negative condition on yourself or an ally, or your negate damage from an element-based attack; negative conditions include the standard D&D set (blinded, *confused*, cowering, dazed, dazzled, deafened, energy drained, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, stunned, turned or unconsciousness resulting from a sleep effect) & the *FFX* Status Effects set; no other conditions count
- **Sufferer:** Gain 2 OP each round in which you acquire a negative condition dealt by an opponent; negative conditions include the standard D&D set (blinded, *confused*, cowering, dazed, dazzled, deafened, energy drained, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, stunned, turned or unconsciousness resulting from a sleep effect) & the *FFX* Status Effects set; no other conditions count
- **Victim:** Gain 4 OP each time it is your turn in combat & you possess a negative condition dealt by an opponent; negative conditions include the standard D&D set (blinded, *confused*, cowering, dazed, dazzled, deafened, energy drained, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, stunned, turned or unconsciousness resulting from a sleep effect) & the *FFX* Status Effects set; no other conditions count
- **Avenger:** Gain 6 OP each round in which an opponent successfully kills a member of your party; you must designate no more than 5 allies that this applies toward; all other allies do not count; this list can only be changed if a designated ally leaves the party (no communication) for more than 24 hours

Acquiring Overdrives

You may choose 1 Overdrive during initial character creation; additional Overdrives may be gained each time you gain a level in which you also gain a feat (3rd, 6th, 9th, 12th, 15th, 18th, etc), provided you have achieved all of the prerequisites. Your chosen Overdrives cannot be changed later (except when becoming an Aeon). Overdrives may be selected from among the following:

Attack Reels (Su)

You can randomly strike your enemies with extra attacks. Roll 3d4, then re-roll any 1 or 2 die, if you wish; if none of the numbers match, then you deal an automatic hit to 1 opponent within 30' with a ranged weapon. If 2 of the numbers match, you deal a number of automatic hits to 1 opponent within 30' equal to the matching number, all with the same ranged weapon. If all 3 of the numbers match, you deal a number of automatic hits to all opponents within 30' equal to the matching number, all with the same ranged weapon

Prerequisites: Blitzer 4; must be able to perform *Element Reels*.

Auroch Reels (Su)

You can randomly strike your enemies with various effects. Roll 3d10, then re-roll any 1 or 2 die, if you wish; if none of the numbers match, then you deal an automatic critical to 1 opponent within 30' with a ranged weapon. If 2 of the numbers match, you deal an automatic critical to 1 opponent within 30' with a ranged weapon & consult the following list for the value that corresponds with the matching numbers:

- 1 = **Fire** (deal an additional 2d8 fire damage)
- 2 = **Ice** (deal an additional 2d8 cold damage)
- 3 = **Lightning** (deal an additional 2d8 electricity damage)
- 4 = **Water** (deal an additional 2d8 force damage)
- 5 = **Poison** (inflicts Poisoned status; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist)
- 6 = **Blind** (inflicts Blind status; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist)
- 7 = **Confusion** (inflicts Confused status; Will save (DC10 + ½ your class level + your Charisma modifier) to resist)
- 8 = **Petrify** (inflicts Petrified status; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist)
- 9 or 10 = **Auroch** (deal an additional 10d8 damage)

If all 3 of the numbers match, you deal an automatic critical to all opponents within 30' with the same ranged weapon, & consult the above list for the value that corresponds with the matching numbers.

Prerequisites: Blitzer 15; must be able to perform *Element Reels*, *Attack Reels* & *Status Reels*; cannot gain additional Overdrives after acquiring this one.

Banishing Blade (Ex)

You can deal an automatic critical to 1 opponent with your blade. In addition, if you make a successful Dexterity check (DC18), & pour a bottle of liquor or wine onto the blade (a move-equivalent action), your opponent takes an automatic penalty on all attacks, AC, skill checks & saving throws for the rest of the encounter equal to $\frac{1}{2}$ your class level.

Prerequisites: Ronin 9; must use a slashing weapon, & must have a bottle of liquor or wine on hand; must be able to perform *Dragon Fang* & *Shooting Star*.

Blitz Ace (Su)

You can perform up to 8 melee attacks in 1 round, followed by a ranged kick attack with the ball (1d8 + Strength bonus), with no penalty for multiple attacks; these must all be against 1 opponent within 30'. Each attack is an automatic hit.

Prerequisites: Pugilist 9; must have performed at least 80 Overdrives; must be able to perform *Spiral Cut*, *Slice & Dice*, & *Energy Rain*; cannot gain additional Overdrives after acquiring this one.

Delta Attack (Su)

You can combine your Overdrive with the Overdrives of 2 siblings to automatically hit all opponents within 50' with the ultimate arcane attack, dealing 20d12 points of damage to each. In addition, any opponent hit by this attack must make a successful Fortitude save (DC40) or die.

Prerequisites: Joined Fayth 1; must have 2 siblings who have fully charged OP pools (100 OP's); cannot have any other Overdrive.

Diamond Dust (Su)

You can automatically hit all opponents within 30' with freezing ice shards, dealing 5d8 points of cold damage to each.

Prerequisites: Freezing Fayth 1; must have the ability to inflict cold damage via other special abilities; cannot have any other Overdrive.

Dragon Fang (Ex)

You can attack up to 4 opponents within 30' with your sword in 1 round, with no penalty for multiple attacks; you cannot attack any 1 opponent more than once. Each attack is an automatic hit; in addition, each opponent struck with these attacks is dazed for 1 round (no saving throw allowed).

Prerequisites: Ronin 1.

Element Reels (Su)

You can randomly strike your enemies with elemental damage. Roll 3d4, then re-roll any 1 or 2 die, if you wish; if none of the numbers match, then you deal an automatic critical to 1 opponent within 30' with a ranged weapon. If 2 of the numbers match, you deal an automatic critical to 1 opponent within 30' with a ranged weapon & consult the following list for the value that corresponds with the matching numbers:

- 1 = **Fire** (deal an additional 2d8 fire damage)
- 2 = **Ice** (deal an additional 2d8 cold damage)
- 3 = **Lightning** (deal an additional 2d8 electricity damage)
- 4 = **Water** (deal an additional 2d8 force damage)

If all 3 of the numbers match, you deal an automatic critical to all opponents within 30' with the same ranged weapon, & consult the above list for the value that corresponds with the matching numbers.

Prerequisites: Blitzer 1.

Energy Blast (Su)

You can automatically hit all opponents within 30' with a blast of fierce energy, dealing 8d8 points of damage to each.

Prerequisites: Winged Fayth 5; must be able to perform *Energy Ray* (& no other Overdrives); BAB +14.

Energy Rain (Su)

You can unleash a torrent of destructive energy at your opponents; all opponents within 30' take 1d8 fire damage & 1d8 electricity damage per level (Reflex DC25 for half damage).

Prerequisites: Pugilist 6; must have performed at least 30 Overdrives; must be able to perform *Spiral Cut*, as well as *Slice & Dice*.

Energy Ray (Su)

You can automatically hit all opponents within 30' with a ray of fierce energy, dealing 4d8 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity.

Prerequisites: Winged Fayth 1.

Fury (Su)

You can hurl a storm of violent spells at your enemies. Choose one Evocation spell or spell-like ability that you know & roll a Spellcraft check (DC20); you can cast that spell once for every point that you beat the check by (minimum 1). All spells are cast in the same round, & do not have to be prepared beforehand; they also do not count against your number of spells per day. However, these spells all do half damage against opponents.

Prerequisites: Black Mage 1; cannot have any other Overdrive.

Grand Summon (Su)

You can summon 1 creature, either via a *summon monster* spell, a *summon nature's ally* spell, or a summoning spell-like ability, & the summoned creature will have the following enhancements: +4 to all ability scores (hence a +2 to all ability-based bonuses), & a +4 natural armor bonus. These enhancements last for as long as the creature is summoned. If the summoned creature has a Overdrive of its own, it gains a 100 OP's (on top of their current OP pool, up to 200 OP's maximum) instead of receiving any of the above enhancements.

Prerequisites: Summoner 1; cannot have any other Overdrive.

Hellfire (Su)

You can automatically hit all opponents within 30' with a catastrophic inferno that lifts them high into the air, dealing 4d6 points of fire damage & 3d6 points of falling damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity.

Prerequisites: Blazing Fayth 1; cannot have any other Overdrive.

Mega Flare (Su)

You can automatically hit all opponents within 30' with a devastating blast of magical power, dealing 10d8 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity.

Prerequisites: Dragon Fayth 1; cannot have any other Overdrive.

Mix (Su)

You can combine any 2 items (weapons, armor, coins, food, clothing, etc.) that you possess into a magical object. The effect of this object is determined at random, & the 2 constituent items are destroyed in the process. Roll 1d20 & consult the following list for possible effects:

- 1 = deals 1d4 damage to all opponents within 30'
- 2 = deals 1d8 damage to all opponents within 30'
- 3 = deals 1d12 damage to all opponents within 30'
- 4 = deals 1d20 damage to all opponents within 30'
- 5 = deals 1d% damage to all opponents within 30'
- 6 = deals 2d6 fire damage to all opponents within 30'
- 7 = deals 2d6 cold damage to all opponents within 30'
- 8 = deals 2d6 electricity damage to all opponents within 30'
- 9 = deals 2d6 acid damage to all opponents within 30'
- 10 = inflicts Poisoned status on all opponents within 30'; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist
- 11 = inflicts Blind status on all opponents within 30'; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist
- 12 = inflicts Confused status on all opponents within 30'; Will save (DC10 + ½ your class level + your Charisma modifier) to resist
- 13 = inflicts Petrified status on all opponents within 30'; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist
- 14 = inflicts KO status on all opponents within 30'; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist
- 15 = heal 1d8 points of damage to multiple allies within 30' (up to 4, including yourself)
- 16 = heal 1d20 points of damage to multiple allies within 30' (up to 4, including yourself)
- 17 = grants multiple allies within 30' (up to 4, including yourself) 1d12 temporary hit points
- 18 = grants multiple allies within 30' (up to 4, including yourself) a +4 natural armor bonus, which lasts for 24 hours
- 19 = grants multiple allies within 30' (up to 4, including yourself) a +2 luck bonus to all saving throws for 24 hours

- 20 = deals 20d12 damage to all opponents within 30' & multiple allies within 30' (up to 4, including yourself)

Once you have determined the effect of combining 2 particular items, combining 2 identical items will always yield the same result (no rolling required). Combining items without spending 100 OP yield no such results.

Prerequisites: Bandit 1; cannot have any other Overdrive.

Oblivion (Su)

You can automatically hit all opponents within 30' with an apocalyptic flurry of blows & explosive force, dealing 20d6 points of force damage to each (no saving throw). In addition, any opponent hit by this attack must make a successful Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Charisma modifier}$) or die; this is a full-round action that provokes attacks of opportunity.

Prerequisites: Suffering Fayth 1; cannot have any other Overdrive.

Requiem (Su)

You can unleash an utter apocalypse of magical energy; automatically hits all opponents within 30', dealing 10d12 points of force damage. In addition, all creatures damaged by this attack must make a Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Charisma modifier}$) or die; any creature with a CR more than (your party's average level +2) is unaffected.

Prerequisites: Summoner 5 or Black Mage 5; cannot have any other Overdrive.

Ronso Rage (Ex or Su)

You can perform a number of special abilities that you have successfully learned from studying an opponent. You can learn an ability from an enemy by taking a full-round action & making a successful Intelligence check ($DC = 10 + \text{opponent's CR}$). Each time you fill up your OP pool, you can perform one of the abilities that you have learned, chosen from the list below:

- **Jump (Ex):** can leap high into the air & strike from above 1 opponent within 30', dealing an automatic critical with your reach weapon; this is a standard action that does not provoke attacks of opportunity; already acquired
- **Flame Breath (Su):** you spew forth a jet of fire from your mouth; automatically hits all opponents within 30', dealing 2d6 points of fire damage; Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Wisdom modifier}$) for half damage; acquired from Fire subtype monsters, CR2 or above
- **Seed Cannon (Su):** you spew forth a barrage of seed pellets from your mouth, automatically hitting 1 opponent within 30'; this attack deals 3d6 points of piercing damage; Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Wisdom modifier}$) for half damage; acquired from Plant type monsters, CR3 or above
- **Self Destruct (Su):** you explode in a powerful blast; automatically hits all opponents within 30', dealing 4d6 points of slashing damage (no saving throw); you are reduced to 0HP; acquired from Elemental type monsters, CR4 or above
- **Thrust Kick (Ex):** you kick an enemy with devastating force; automatically hits 1 opponent within 30', dealing critical damage; Fortitude save ($DC10 + \text{your class level}$) for half damage; in addition, if you make a successful Dexterity check ($DC12 + \text{your opponent's Dexterity modifier}$), your opponent is knocked $(1d6+4) \times 10'$ away in a random direction; an opponent that has been knocked away in this manner must make a successful Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Wisdom modifier}$) or die; acquired from Monstrous Humanoid type monsters, CR6 or above
- **Stone Breath (Su):** you spew forth a jet of chilling gas from your mouth; automatically inflicts Petrified on all opponents within 30'; Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Wisdom modifier}$) to resist; acquired from Magical Beast type monsters, CR8 or above
- **Aqua Breath (Su):** you spew forth a jet of water from your mouth; automatically hits all opponents within 30', dealing $(2d8 + \text{your Strength modifier})$ points of water (force) damage; Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Wisdom modifier}$) for half damage; acquired from Water subtype monsters, CR10 or above
- **Doom (Su):** you cast a dreadful curse on an enemy; 1 opponent within 30' automatically dies (-10HP) in $1d6+4$ rounds (no saving throw); acquired from Undead type monsters, CR12 or above
- **White Wind (Su):** you bathe your party in healing light; you can fully restore all HP to all allies within 30' (including yourself); you cannot heal an ally so that they have more HP than your maximum; cannot be used on opponents (even undead ones); acquired from Celestial subtype monsters, CR14 or above
- **Bad Breath (Su):** you spew forth a jet of strange gas from your mouth; automatically inflicts various negative conditions to all opponents within 30', including the creature emits a 30' cloud of foul gas; this attack is a full-round action that does not provoke attacks of opportunity; all creatures caught with the cloud are affected by the following status effects: Berserk, Blind, Confused, Mute, Poison, & Slowed; Fortitude save ($DC10 + \frac{1}{2} \text{ your class level} + \text{your Wisdom modifier}$) to resist each effect separately; acquired from Plant type monsters, CR16 or above

- **Mighty Guard (Sp):** you create a complex aura of protection on your party; all allies within 30' gain the following benefits: *Nul* (all energy types), *Protect*, & *Shell*; acquired from Dragon type monsters, CR18 or above
- **Nova (Su):** you unleash an apocalyptic explosion; automatically hits all opponents within 30', dealing 20d12 points of non-specified damage (no saving throw); acquired from Outsider type monsters, CR20 or above
Prerequisites: Lancer 1; cannot have any other Overdrive.

Shooting Star (Ex)

You can deal an automatic critical to 1 opponent within 30' with your sword. In addition, if you make a successful Dexterity check (DC18), your opponent is blown away (knocked prone & rolls 1d4×10', taking 1d4 points of non-lethal damage per 10'; flying creatures are blown back 2d6×10' & take 2d6 points of non-lethal damage due to battering & buffeting). An opponent that has been blown away in this manner must make a successful Fortitude save (DC25) or die.

Prerequisites: Ronin 4; must use a slashing weapon; must be able to perform *Dragon Fang*.

Slice & Dice (Ex)

You can perform up to 6 melee attacks in 1 round, with no penalty for multiple attacks; these attacks automatically hit their targets, & may be split among any of your opponents within reach (30' from your initial starting point).

Prerequisites: Pugilist 3; must use a slashing weapon; must have performed at least 10 Overdrives; must be able to perform *Spiral Cut*.

Spiral Cut (Ex)

You can perform 1 charge attack with no AC penalty that automatically deals maximized damage.

Prerequisites: Pugilist 1; must use a slashing weapon.

Status Reels (Su)

You can randomly strike your enemies with status effects. Roll 3d4, then re-roll any 1 or 2 die, if you wish; if none of the numbers match, then you deal an automatic critical to 1 opponent within 30' with a ranged weapon. If 2 of the numbers match, you deal an automatic critical to 1 opponent within 30' with a ranged weapon & consult the following list for the value that corresponds with the matching numbers:

- 1 = **Poison** (inflicts Poisoned status; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist)
- 2 = **Blind** (inflicts Blind status; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist)
- 3 = **Confusion** (inflicts Confused status; Will save (DC10 + ½ your class level + your Charisma modifier) to resist)
- 4 = **Petrify** (inflicts Petrified status; Fortitude save (DC10 + ½ your class level + your Charisma modifier) to resist)

If all 3 of the numbers match, you deal an automatic critical to all opponents within 30' with the same ranged weapon, & consult the above list for the value that corresponds with the matching numbers.

Prerequisites: Blitzer 9; must be able to perform *Element Reels & Attack Reels*.

Thor's Hammer (Su)

You can automatically hit all opponents within 30' with a deadly lightning bolt, dealing 5d8 points of electricity damage to each.

Prerequisites: Shocking Fayth 1; cannot have any other Overdrive.

Tornado (Su)

You can summon a tornado with your blade, which lasts for 1d6+4 rounds. Tornado-force winds produce the following effects: 175-300mph winds; all ranged attacks are impossible (even with siege weapons), as are Listen checks; Large or smaller creatures are Blown Away, Huge creatures are Knocked Down, & Gargantuan or Colossal creatures are checked; Fortitude save DC30; all flames are extinguished; instead of being blown away, 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 & 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 300mph, the funnel itself moves forward at an average of 30mph (roughly 250' per round); a tornado uproots trees, destroys buildings, & causes other similar forms of major destruction.

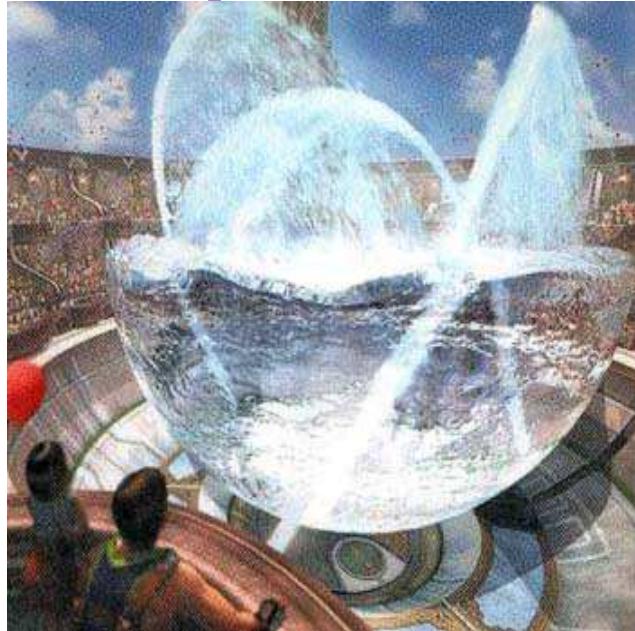
Prerequisites: Ronin 15; must use a slashing weapon; must be able to perform *Dragon Fang*, *Shooting Star* & *Banishing Blade*; cannot gain additional Overdrives after acquiring this one.

Zanmato (Ex)

You can use your chosen weapon to make a single melee attack at your highest attack bonus against any 1 opponent within 30', severing the head of any creature it successfully strikes (no saving throw); some creatures, such as many Aberrations & all Oozes, have no heads; others, such as golems & Undead creatures other than vampires, are not affected by the loss of their heads; most other creatures, however, automatically die (-10HP) when their heads are cut off; this is a full-round action that does not provoke attacks of opportunity.

Prerequisites: Samurai Fayth 1; must use a slashing weapon; cannot have any other Overdrive.

Chapter 9: Blitzball



Concept

The game of Blitzball is set within a sphere of magical water 300'-400' (60-80 squares) in diameter. Any creature gains the [Water] subtype while within the sphere. The sphere has subjective directional gravity, & no tides or currents to speak of, so the players can move freely in all 3 dimensions with no penalties. No spells, spell-like abilities, or supernatural abilities function within the sphere, as if the entire sphere was within an antimagic field; techniques & other extraordinary abilities can function within the sphere, however. There are large triangular goal zones (20' tall) at opposing sides of the sphere. In the center of the sphere is a vertical line marking the division between one team's side & the other's, although this is a somewhat arbitrary designation, as there is no inherent penalty of benefit to crossing the line during play.

The objective of a blitzball game is to score by maneuvering the titular blitzball into the opposing team's goal. The blitzball itself is a stuffed leather & wood sphere with many small bumps on its surface to improve grip by players. Blitzballs are always magically enhanced to ease movement through water & resist injury. The typical blitzball has the following stats: Diminutive size, 1' diameter, 2 pounds, AC12, hardness 10, 120HP, Break DC35; it is considered a ranged weapon with a range increment of 400'. Each game lasts for 10 minutes, divided into 2 periods of 5 minutes (50 rounds) each.

Each team consists of 6 players: a Left Forward (LF), a Right Forward (RF), a Midfielder (MF), a Left Defense (LD), a Right Defense (RD), & a Goalkeeper (GL). The forwards' job is to get the ball into the opposing team's goal. The midfielder's job is to pass the ball from the defense & the forwards. The defenses' job is to hinder the opposing team's scoring by intercepting the ball. The goalkeeper's job is to prevent the ball from entering his goal.

Statistics

Attack Power (AT) is used by the defensive player during an encounter, & determines how much force the player will inflict on the ball-carrier. If the defender's Attack Power is higher than the ball-carrier's Endurance, then there is a very good chance that they will take the ball from the carrier. A high Attack Power is important for midfielders & defenses, who are keen stop carriers who are approaching their goal zone. Attack Power for a blitzball player is their **BAB + Strength modifier + base Fortitude save**.

Blocking Power (BL) is the ability of a player to block shots or passes. The higher the Blocking Power, the greater chance the player has of intercepting the pass/shot. Blocking Power is important for midfielders & especially

defenses, in order to block shots to the goal zone & passes to open players. Blocking Power for a blitzball player is their **BAB + Strength modifier + base Reflex save**.

Catching Power (CA) is only used by the goalkeepers; it is used to determine if the goalkeeper can catch a ball shot by an opposing player into the goal zone, & thereby prevent a goal being scored. A goalkeeper with a high Catching Power has a greater chance of stopping incoming shots. Catching Power is important to goalkeepers, as it is their primary role in the game. Catching Power for a blitzball player is their **AC + Dexterity modifier + base Reflex save**.

Endurance (EN) is the amount of force a player can endure from opposing players when they have the ball. The more Endurance a ball-carrier has the better chance they have of breaking through numerous tackles. Endurance is important in midfielders & forwards, as it is needed to break through tackles in order to shoot on goal. Endurance for a blitzball player is their **AC + Constitution modifier + base Fortitude save**.

Hit Points (HP) are what a player uses to perform an action or special technique. A player loses 1HP each round that they carry the ball, except during blitz rounds (see Rules, below). A player regains 1d4 HP every round that they are not the ball-carrier, up to their maximum HP. If a player's HP ever drops to 0, then they will be unable to carry the ball or participate in the match until it regained.

Passing Power (PA) determines how far a player can pass the ball. The higher the Passing Power, the better chance the ball has of ending up in the receiver's hands. Passes can be blocked by defensive players which have not been broken through. A high Passing Power is important to all players, but especially in Midfield players, as it is their primary role to move the ball around. Passing Power for a blitzball player is their **BAB + Dexterity modifier + base Reflex save**.

Shooting Power (SH) is the power & accuracy of a shot toward the goal zone. The higher the Shooting Power, the greater chance the ball-carrier has of scoring a goal. Shooting is the most important attribute of forwards, as scoring is their primary role in the game. Shooting Power for a blitzball player is their **BAB + Dexterity modifier + base Fortitude save**.

Speed (SP) is how quickly a player moves during the game (with & without the ball). Faster players will be better able to get into good positions than slower players. Speed is moderately important for every player, with the exception of the Goalkeeper. Speed for a blitzball player is **30' + 5' for every 10 ranks in Swim**.



Rules

Play begins when the launched from the exact center of the sphere straight up along the center line. A designated forward from each team attempts to get control of the ball; this is an opposed Initiative check, with the highest roll gaining control.

While holding the ball, a player can pass to a teammate or shoot the ball toward the goal at any time. Passing the ball to a teammate is a passing roll (**PA + 1d10**). As the ball travels to its intended recipient, it deducts 1 from the passing roll for each 5' that it travels to the teammate. Any eligible defenders can make a block attempt, which deducts from the passing roll (see Blocking, below). If the result is still above 0 when the ball reaches the recipient's square, then the recipient catches the ball; if it is 0 or below, then the ball is fumbled, & is recovered by the nearest player to the intended recipient, be they of either team.

Shooting the ball works rather similarly, using a shooting roll (**SH + 1d10**). As the ball travels to the goal zone, it deducts 1 from the shooting roll for each 5' that it travels to the goal. Any eligible defenders can make a block attempt, which deducts from the passing roll (see Blocking, below); in addition, the goalkeeper can also make a block attempt, which deducts from the shooting roll (see Catching, below). If the result is still above 0, then the ball enters the goal, scoring a point for the team; if it is 0 or below, then the ball is caught by the goalkeeper, & is passed to the nearest player of his team.

While a player has the ball, the players of the opposing team (with the exception of the goalkeeper) must try to intercept the ball. This is done by entering into a “blitz” with the ball-carrier. A blitz is a 1-round combat-like encounter. Players must get within 15' of the ball-carrier to initiate a blitz, which occurs during the following round. All opposing players within 15' of the ball-carrier by the beginning of the blitz round may take part in the encounter. After a blitz, there is a 1d4 round period of time in which another blitz cannot take place.

While in a blitz, confronted by the opposing team, the ball-carrier can attempt to break through the opponents to continue “dribbling”, to pass to a teammate, or to shoot for the goal. When breaking through opposing players during a blitz, a ball-carrier makes an endurance roll (**EN + 1d10**), & the result is then depleted by their attacks (see attacking roll, below). If the Endurance is still above 0 after an attack, then the ball remains with the ball-carrier & the attacker is eliminated from the blitz; if it is 0 or below, then the ball is taken by the attacker that reduced it to 0. A ball-carrier can choose to break through as many or as few of their opponent as they wish, but they cannot choose the order in which they face them; the closest opponents must be dealt with before the ones that are further away.

Defending players must try to stop the other team from scoring, & this is done by entering a blitz with the ball-carrier & attempting to intercept the ball, becoming ball-carriers themselves. While in a blitz, if the ball-carrier opts to break through a defender, that player can attempt to tackle the ball-carrier by making an attacking roll (**AT + 1d10**); this result is deducted from the results of the ball-carrier's endurance roll.

If the ball-carrier decides instead to pass or shoot, the opposing players can attempt to intercept the ball. All opposing players in a blitz are allowed a block attempt, so long as they have sufficient HP, & were not already eliminated from the blitz in some way; they do not have to be actually positioned between the ball-carrier & their chosen target. A defender can attempt to intercept by making a blocking roll (**BL + 1d10**); this result is deducted from the results of the ball-carrier's passing or shooting roll, as appropriate. If a defender reduces the ball-carrier's roll to 0 or below, then that player successfully intercepts the ball, becoming the new ball-carrier.

When a ball is shot toward the goal zone, the goalkeeper must try to prevent a goal being scored. Instead of a block attempt, they can attempt to catch an incoming ball by making a catching roll (**CA + 1d10**); this result is deducted from the results of the ball-carrier's shooting roll.



Techniques

Players can improve their skills in Blitzball by gaining levels (especially levels of Blitzer), but they can also learn special techniques that they can use during the game. To learn a technique, a player must select a player on another team to observe. While playing against that team, if the chosen opponent performs a technique that the player doesn't already know, then the player can perform a special Profession check (DC varies, see below) as an immediate action. If the check is successful, then the technique is learned, & can be used as soon as the next period.

A player can use any technique that they know, although not all at the same time. Before a game, a player can “equip” a number of techniques equal to the number of feats they possess, up to a maximum of 5. Bonus feats gained by racial or class features do not count towards this total. A player can change the techniques that they have “equipped” during half-time, if they so choose, but techniques cannot be switched out while the player is in game-play.

Below is a complete list of techniques & their effects. Unless it is otherwise noted, using a technique is an immediate action that does not provoke an attack of opportunity, & lasts 1 round. All techniques are considered extraordinary abilities (Ex).

- **Anti-Drain:** 50% chance to automatically prevent a Drain effect; DC25 to learn; 1HP cost to use
- **Anti-Drain 2:** 100% chance to automatically prevent a Drain effect; DC30 to learn; 5HP cost to use
- **Anti-Nap:** 50% chance to automatically prevent a Nap effect; DC25 to learn; 4HP cost to use
- **Anti-Nap 2:** 100% chance to automatically prevent a Nap effect; DC30 to learn; 21HP cost to use
- **Anti-Venom:** 50% chance to automatically prevent a Venom effect; DC25 to learn; 1HP cost to use
- **Anti-Venom 2:** 100% chance to automatically prevent a Venom effect; DC30 to learn; 5HP cost to use
- **Anti-Wither:** 50% chance to automatically prevent a Wither effect; DC25 to learn; 3HP cost to use
- **Anti-Wither 2:** 100% chance to automatically prevent a Drain effect; DC30 to learn; 20HP cost to use
- **Auroch's Spirit:** +10 to SH; also adds total combined SH of all original teammates still on player's team to player's SH; earned only as a prize in a high-level tournament after 75% of all other techniques are learned; 60HP cost to use
- **Brawler:** 60% chance to enter a blitz from 45' away; learned only as a prize in a mid-level tournament after 50% of all other techniques are learned; 1HP cost to use
- **Drain Tackle:** during an attack roll, 40% chance to drain 3HP; DC25 to learn; no HP cost to use, but player must have 3HP or more
- **Drain Tackle 2:** during an attack roll, 70% chance to drain 15HP; DC30 to learn; no HP cost to use, but player must have 15HP or more
- **Drain Tackle 3:** during an attack roll, 100% chance to drain 50HP; DC35 to learn; no HP cost to use, but player must have 50HP or more
- **Elite Defense:** player can enter a blitz from 30' away; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 1HP cost to use
- **Gamble:** after waking up from a Nap effect, 50% chance to randomize one of the player's stats (stat -10 + 1d20); statistic chosen by rolling 1d8 & consulting **Table 2-1: Blitzball Statistics**; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 30HP cost to use
- **Golden Arm:** reduces deduction from PA & SH rolls by $\frac{1}{2}$, so that it deducts 1 from the roll for each 10' that it travels; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 3HP cost to use
- **Good Morning!:** after waking up from a Nap effect, 50% chance to gain a +2 morale bonus to all stats for 1 minute; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 8HP cost to use
- **Grip Gloves:** player gains +5 to CA for 1 minute; DC25 to learn; 3HP cost to use
- **Hi-Risk:** 6 of the player's statistics are reduced by $\frac{1}{2}$, but the other 2 are increased by 2x; statistics chosen by rolling 1d8 & consulting **Table 2-1: Blitzball Statistics**; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 30HP cost to use
- **Invisible Shot:** +3 to SH; 60% chance to make the ball invisible (total concealment = 50% miss chance for goalkeeper); DC35 to learn; 22HP cost to use
- **Jecht Shot:** +5 to SH; also automatically eliminates up to 2 opponents in a blitz; learned only by acquiring the **Jecht Ball** (earned in a one-time DC25 Dexterity check, aboard the **S.S. Winno**); 12HP cost to use
- **Jecht Shot 2:** +10 to SH; also makes the ball invisible (total concealment = 50% miss chance for goalkeeper); also automatically eliminates up to 3 opponents in a blitz; learned only as a prize in a high-level tournament after 75% of all other techniques are learned; 100HP cost to use
- **Nap Pass:** +3 to PA; 30% chance to put blocking defender to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC25 to learn; 4HP cost to use
- **Nap Pass 2:** +5 to PA; 60% chance to put blocking defender to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC30 to learn; 20HP cost to use
- **Nap Pass 3:** +7 to PA; 100% chance to put blocking defender to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC35 to learn; 51HP cost to use
- **Nap Shot:** +3 to SH; 40% chance to put blocking defender to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC25 to learn; 4HP cost to use
- **Nap Shot 2:** +5 to SH; 70% chance to put blocking defender to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC30 to learn; 8HP cost to use
- **Nap Shot 3:** +7 to SH; 100% chance to put blocking defender to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC35 to learn; 35HP cost to use

- **Nap Tackle:** +3 to AT; 100% chance to put ball-carrier to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds if EN is reduced to 0 by tackle; DC25 to learn; 4HP cost to use
- **Nap Tackle 2:** +5 to AT; 100% chance to put ball-carrier to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds if EN is reduced to 0 by tackle; DC30 to learn; 9HP cost to use
- **Nap Tackle 3:** +7 to AT; 100% chance to put ball-carrier to sleep (immobile & helpless; can be awoken by being passed the ball) for 1d6+4 rounds if EN is reduced to 0 by tackle; DC35 to learn; 18HP cost to use
- **Pile Venom:** allows player to add additional Venom effects to an opponent already affected by a Venom effect; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 3HP cost to use
- **Pile Wither:** allows player to add additional Wither effects to an opponent already affected by a Wither effect; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 7HP cost to use
- **Regen:** player regains 2d4 HP every round that they are not the ball-carrier, up to their maximum HP; 1 use lasts for 1 period; learned only as a prize in a mid-level tournament after 50% of all other techniques are learned; 5HP cost to use
- **Sphere Shot:** +3 to SH; also adds +1d10 to SH; DC35 to learn; 9HP cost to use
- **Spin Ball:** puts a rapid spin on the ball (-3 to goalkeeper's CA); 1 use lasts for 1 period; DC25 to learn; 3HP cost to use
- **Super Goalie:** 60% chance to add +1d10 to CA; DC25 to learn; 3HP cost to use
- **Tackle Slip:** 40% chance to automatically dodge a tackle, eliminating the defender from the blitz without deducting from EN; 20% to be disoriented after slipping the tackle (-5 to PA & SH for 1 round); DC25 to learn; 4HP cost to use
- **Tackle Slip 2:** 80% chance to automatically dodge a tackle, eliminating the defender from the blitz without deducting from EN; 20% to be disoriented after slipping the tackle (-5 to PA & SH for 1 round); DC30 to learn; 17HP cost to use
- **Tech Find:** teaches any one random technique (except Auroch's Spirit or Jecht Shots); never teaches a technique that has already been learned; learned only as a prize in tournaments; 0HP cost to use
- **Venom Pass:** +3 to PA; 30% chance to poison blocking defender (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC25 to learn; 4HP cost to use
- **Venom Pass 2:** +5 to PA; 60% chance to poison blocking defender (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC30 to learn; 12HP cost to use
- **Venom Pass 3:** +7 to PA; 100% chance to poison blocking defender (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC35 to learn; 25HP cost to use
- **Venom Shot:** +3 to SH; 30% chance to poison blocking defender (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC25 to learn; 2HP cost to use
- **Venom Shot 2:** +5 to SH; 70% chance to poison blocking defender (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC30 to learn; 4HP cost to use
- **Venom Shot 3:** +7 to SH; 100% chance to poison blocking defender (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC35 to learn; 10HP cost to use
- **Venom Tackle:** +3 to AT; 40% chance to poison ball-carrier (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC25 to learn; 3HP cost to use
- **Venom Tackle 2:** +5 to AT; 70% chance to poison ball-carrier (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC30 to learn; 7HP cost to use
- **Venom Tackle 3:** +7 to AT; 100% chance to poison ball-carrier (loses 1d4HP each round that they carry the ball, except during blitz rounds, & does not regain HP while they are not the ball-carrier) for 1d6+4 rounds; DC35 to learn; 16HP cost to use
- **Volley Shot:** 50% chance to ignore all BL deductions from the shooting roll; DC25 to learn; 1HP cost to use
- **Volley Shot 2:** 75% chance to ignore all BL deductions from the shooting roll; DC30 to learn; 4HP cost to use
- **Volley Shot 3:** 100% chance to ignore all BL deductions from the shooting roll; DC35 to learn; 25HP cost to use
- **Wither Pass:** +3 to PA; 30% chance to wither blocking defender (AT, BL, & EN reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC25 to learn; 4HP cost to use

- **Wither Pass 2:** +5 to PA; 60% chance to wither blocking defender (AT, BL, & EN reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC30 to learn; 18HP cost to use
- **Wither Pass 3:** +7 to PA; 100% chance to wither blocking defender (AT, BL, & EN reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC35 to learn; 44HP cost to use
- **Wither Shot:** +3 to SH; 40% chance to wither blocking defender (BL & CA reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC25 to learn; 3HP cost to use
- **Wither Shot 2:** +5 to SH; 70% chance to wither blocking defender (BL & CA reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC30 to learn; 18HP cost to use
- **Wither Shot 3:** +7 to SH; 100% chance to wither blocking defender (BL & CA reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC35 to learn; 39HP cost to use
- **Wither Tackle:** +3 to AT; 40% chance to wither ball-carrier (EN, PA, & SH reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC25 to learn; 1HP cost to use
- **Wither Tackle 2:** +5 to AT; 70% chance to wither ball-carrier (EN, PA, & SH reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC30 to learn; 8HP cost to use
- **Wither Tackle 3:** +7 to AT; 100% chance to wither ball-carrier (EN, PA, & SH reduced by $\frac{1}{2}$) for 1d6+4 rounds; DC35 to learn; 25HP cost to use

Table 2-1: Blitzball Statistics

d8	Statistic
01	Attack Power (AT)
02	Blocking Power (BL)
03	Catching Power (CA)
04	Endurance (EN)
05	Hit Points (HP)
06	Passing Power (PA)
07	Shooting Power (SH)
08	Speed (SP)

Besaid Auroch (Blitzball PrC)



Requirements

- **BAB:** +4 or higher
- **Skill:** Swim 9 ranks
- **Special:** You must play for the Besaid Aurochs blitzball team.

Fastest Route: Blitzer 6

Table 2-2: The Besaid Auroch (Blitzball PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+0	+2	+0	Ball Handler	5
2nd	+2	+0	+3	+0	--	10
3rd	+3	+1	+3	+1	Athletic Vigor	15
4th	+4	+1	+4	+1	--	20
5th	+5	+1	+4	+1	Team Spirit	25

Class Information

Hit Die: d8.

Class Skills: The Besaid Auroch's class skills (& the key ability for each skill) are Escape Artist (Dex), Profession (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d4.

Class Features

All of the following are class features of the Besaid Auroch. See level progression on **Table 2-2: The Besaid Auroch (Blitzball PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any armor, although you do gain proficiency with blitzballs if you did not have it before entering this class.

Ball Handler (Ex): at 1st level, your focus on Blitzball earns you a +2 insight bonus to Passing Power (PA) & Blocking Power (BL) for each Besaid Auroch level that you possess

Athletic Vigor (Ex): at 3rd level, your training grants you a temporary HP bonus while you are in a blitzball game equal to your Besaid Auroch level times your base Will save

Team Spirit (Ex): at 5th level, you gain a +2 morale bonus to all Blitzball-related statistics (except HP & SP) for every member of your team (not including you) that has at least one level of Besaid Auroch

Luca Goer (Blitzball PrC)



Requirements

- **BAB:** +4 or higher
- **Skill:** Swim 9 ranks
- **Special:** You must play for the Luca Goers blitzball team.

Fastest Route: Blitzer 6

Table 2-3: The Luca Goer (Blitzball PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+0	+2	+0	Skilled Defender	5
2nd	+2	+0	+3	+0	--	10
3rd	+3	+1	+3	+1	Technical Aptitude	15
4th	+4	+1	+4	+1	--	20
5th	+5	+1	+4	+1	Reallocation	25

Class Information

Hit Die: d8.

Class Skills: The Luca Goer's class skills (& the key ability for each skill) are Intimidate (Cha), Profession (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d4.

Class Features

All of the following are class features of the Luca Goer. See level progression on **Table 2-3: The Luca Goer (Blitzball PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any armor, although you do gain proficiency with blitzballs if you did not have it before entering this class.

Skilled Defender (Ex): at 1st level, your focus on Blitzball earns you a +2 insight bonus to Catching Power (CA) & Endurance (EN) for each Luca Goer level that you possess.

Technical Aptitude (Ex): at 3rd level, you are able pick up Techniques more easily. You gain a +2 insight bonus to any Profession check used to learn a technique for each Luca Goer level that you possess.

Reallocation (Ex): at 5th level, you can focus your talents, taking points from one statistic & moving it to another. At the beginning of a period, you can remove a number of points from any one statistic (except HP & SP) equal to your Intelligence modifier (minimum 1). You can add these points to any other single statistic (except HP & SP). You can only reallocate points at the beginning of a period, not during one.

Guado Glory (Blitzball PrC)



Requirements

- **Race:** Guado or Half-Guado
- **BAB:** +3 or higher
- **Skill:** Swim 9 ranks
- **Special:** You must play for the Guado Glories blitzball team.

Fastest Route: Blitzer 6

Table 2-4: The Guado Glory (Blitzball PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+0	Repeat Offender	5
2nd	+2	+3	+0	+0	--	10
3rd	+3	+3	+1	+1	Burst of Speed	15
4th	+4	+4	+1	+1	--	20
5th	+5	+4	+1	+1	Technical Knockout	25

Class Information

Hit Die: d8.

Class Skills: The Guado Glory's class skills (& the key ability for each skill) are Escape Artist (Dex), Intimidate (Cha), Sleight of Hand (Dex), Spot (Wis), Swim (Str), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d4.

Class Features

All of the following are class features of the Guado Glory. See level progression on **Table 2-4: The Guado Glory (Blitzball PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any armor, although you do gain proficiency with blitzballs if you did not have it before entering this class.

Repeat Offender (Ex): at 1st level, your focus on Blitzball earns you a +2 insight bonus to Attack Power (AT) & Shooting Power (SH) for each Guado Glory level that you possess.

Burst of Speed (Ex): at 3rd level, you can gain a boost to your speed for short periods. You can a 5' to your Speed (SP) for each Guado Glory level that you possess. This boost lasts for only 1 round, & it costs 20HP per use, but it can be used as often as you wish.

Technical Knockout (Ex): at 5th level, you can use more of your learned techniques in-game. At the beginning of each period, you can choose a number of extra techniques equal to your Wisdom modifier (minimum 1). You can "equip" these in addition to the techniques you can normally "equip" (which are equal to the number of feats that you possess, up to a maximum of 5).

Al Bhed Psyche (Blitzball PrC)



Requirements

- **Race:** Al Bhed or Half-Al Bhed
- **BAB:** +3 or higher
- **Skill:** Swim 9 ranks
- **Special:** You must play for the Al Bhed Psyches blitzball team.

Fastest Route: Blitzer 6

Table 2-5: The Al Bhed Psyche (Blitzball PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+0	+2	+0	Interceptor	5
2nd	+2	+0	+3	+0	--	10
3rd	+3	+1	+3	+1	Quick Recovery	15
4th	+4	+1	+4	+1	--	20
5th	+5	+1	+4	+1	Tech Savvy	25

Class Information

Hit Die: d8.

Class Skills: The Al Bhed Psyche's class skills (& the key ability for each skill) are Escape Artist (Dex), Intimidate (Cha), Profession (Wis), Spot (Wis), Swim (Str), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d4.

Class Features

All of the following are class features of the Al Bhed Psyche. See level progression on **Table 2-5: The Al Bhed Psyche (Blitzball PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any armor, although you do gain proficiency with blitzballs if you did not have it before entering this class.

Interceptor (Ex): at 1st level, your focus on Blitzball earns you a +2 insight bonus to Blocking Power (BL) & Catching Power (CA) for each Al Bhed Psyche level that you possess.

Quick Recovery (Ex): at 3rd level, you are able to bounce back from HP loss more quickly. You now regain an additional 1HP for every round that you are not the ball-carrier for each Al Bhed Psyche level that you possess, up to your maximum HP. This ability only functions while you are participating in a blitzball game.

Tech Savvy (Ex): at 5th level, you can spend less stamina to use techniques. From now on, whenever you use a technique, you only spend 50% of the HP cost (rounded down, minimum 1HP).

Ronso Fang (Blitzball PrC)

Requirements

- **Race:** Ronso
- **BAB:** +3 or higher
- **Skill:** Swim 9 ranks
- **Special:** You must play for the Ronso Fangs blitzball team.

Fastest Route: Blitzer 6



Class Information

Hit Die: d8.

Class Skills: The Ronso Fang's class skills (& the key ability for each skill) are Escape Artist (Dex), Intimidate (Cha), Profession (Wis), Sleight of Hand (Dex), Swim (Str), & Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d4.

Table 2-6: The Ronso Fang (Blitzball PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+0	Tackle Breaker	5
2nd	+2	+3	+0	+0	--	10
3rd	+3	+3	+1	+1	Afterburner	15
4th	+4	+4	+1	+1	--	20
5th	+5	+4	+1	+1	Stunning Blow	25

Class Features

All of the following are class features of the Ronso Fang. See level progression on **Table 2-6: The Ronso Fang (Blitzball PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any armor, although you do gain proficiency with blitzballs if you did not have it before entering this class.

Tackle Breaker (Ex): at 1st level, your focus on Blitzball earns you a +2 insight bonus to Endurance (EN) & Shooting Power (SH) for each Ronso Fang level that you possess.

Afterburner (Ex): at 3rd level, you can exchange your stamina for increased speed. You can double your Speed (SP) if you wish; doing so is a swift action that does not provoke attacks of opportunity. Once active, this ability remains for the rest of the period, & cannot be deactivated until the period ends. While this ability is active, you lose 2HP for every round that you carry the ball, except during blitz rounds.

Stunning Blow (Ex): at 5th level, you can knock your opponents senseless with your tackles. Whenever you successfully strip the ball from an opponent with a tackle, they must make a special Fortitude save (DC5 + your Attack Power) or be dazed for 1 round.

Kilik Beast (Blitzball PrC)



Requirements

- **BAB:** +4 or higher
- **Skill:** Swim 9 ranks
- **Special:** You must play for the Kilika Beasts blitzball team.

Fastest Route: Blitzer 6

Table 2-7: The Kilika Beast (Blitzball PrC)

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Average MP
1st	+1	+2	+0	+0	Balanced Defender	5
2nd	+2	+3	+0	+0	--	10
3rd	+3	+3	+1	+1	Staying Power	15
4th	+4	+4	+1	+1	--	20
5th	+5	+4	+1	+1	Double Mark	25

Class Information

Hit Die: d8.

Class Skills: The Kilika Beast's class skills (& the key ability for each skill) are Escape Artist (Dex), Intimidate (Cha), Profession (Wis), Sleight of Hand (Dex), Spot (Wis), & Swim (Str).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d4.

Class Features

All of the following are class features of the Kilika Beast. See level progression on **Table 2-7: The Kilika Beast (Blitzball PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any armor, although you do gain proficiency with blitzballs if you did not have it before entering this class.

Balanced Defender (Ex): at 1st level, your focus on Blitzball earns you a +2 insight bonus to Attack Power (AT) & Passing Power (PA) for each Kilika Beast level that you possess.

Staying Power (Ex): at 3rd level, you are able to carry the ball longer. You now only lose 1HP for every other round that you carry the ball, except during blitz rounds.

Double Mark (Ex): at 5th level, you can mark 2 of your opponents at the same time, learning techniques from each. Whenever either of your chosen opponents performs a technique that you don't already know, then you can perform a special Profession check (DC varies) as an immediate action to learn it.

Chapter 10: Locations

Zanarkand (ECL 1)



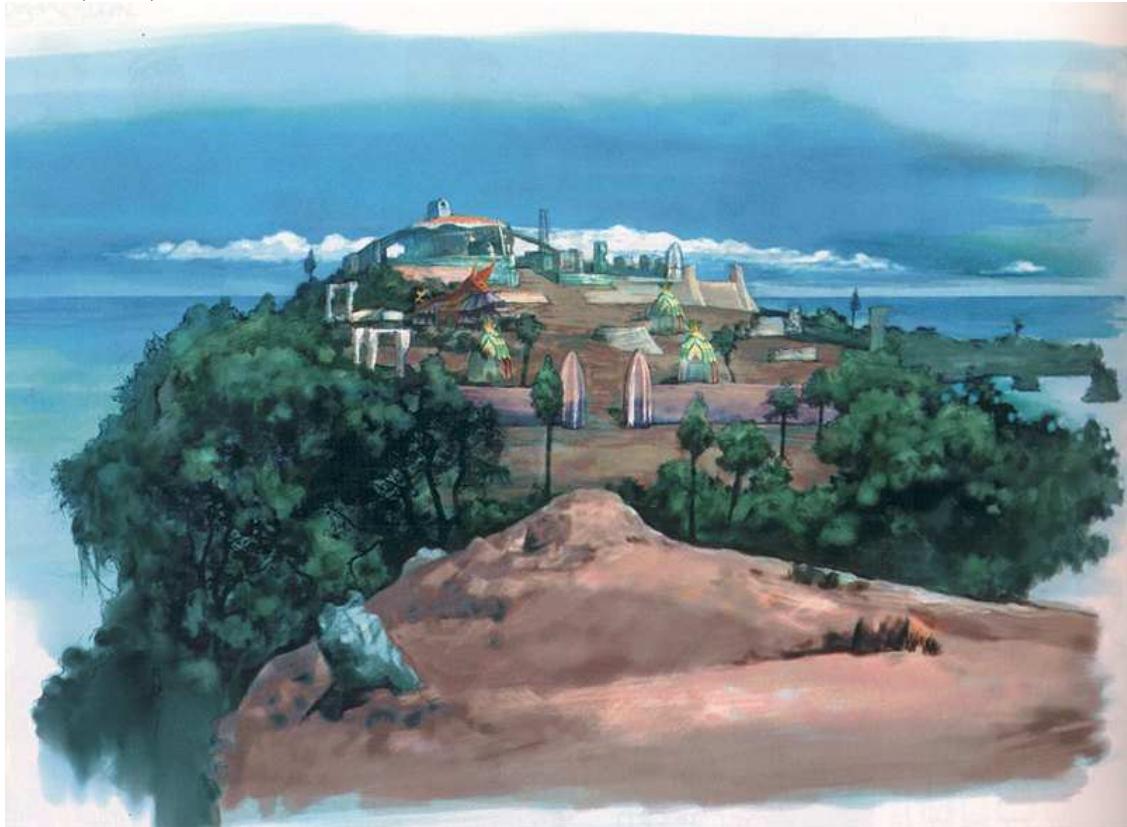
- Population: 3,200,000 (Metropolis)
- GP Limit: 60,000,000GP
- Alignment: N
- Notable Locales
 - The Blitzball Stadium (400' (80 squares) in diameter, 175,000 seat capacity)
 - The Skyway (partially-floating highway roads; mainly used for automated traffic)
 - The Water Arc
- Enemies
 - Sinscale #1
 - Sinscale #2
 - Sinspawn: Ammes (boss)

Al Bhed Territory (ECL 2)



- Notable Locales
 - The Pool of Geosgaeno
 - Baaj Temple (contains Anima's sarcophagus, which is magically sealed; only a Summoner who has recovered the hidden items in each of the 6 cloisters can unlock it)
 - The Dome Ruins
- Enemies
 - Geosgaeno #1 (boss)
 - Geosgaeno #2 (boss)
 - Klikk
 - Piranha
 - Sahagin #1
 - Tros (boss)

Besaid (ECL 3)



- Population: 225 (Hamlet)
- GP Limit: 100GP
- Alignment: NG
- Notable Locales
 - The Lagoon
 - The Besaid Aurochs' Tent
 - The Crusaders' Lodge
 - The Textile Shops
 - Besaid Temple (contains Valefor's sarcophagus, which is magically sealed behind a Cloister of Trials)
 - Besaid Falls
 - Besaid Ruins
 - Besaid Pier
- Enemies
 - Condor
 - Dingo
 - Garuda #1
 - Kimahri Ronso (boss)
 - Water Flan

S.S. Liki (ECL 4)

Ship Statistics

- Theurgeme Class propeller ship
- Crew: 6
- Decks: 3 (not counting the crow's nest)
- Size: Colossal
- Seaworthiness: +2
- Ship Handling: +2
- Speed: 35' (3½ mph, good)
- Overall AC: -3

- Hull Sections: 28 (7 sections to sink)
- Section HP: 150 (hardness 6)
- Section AC: 3
- Ramming Damage: 4d6
- Mounts: 4 light, 2 heavy, ram (only 1 ballista & ram in place)
- Dimensions: 70' L × 20' W × 10' H
- Complement: 34
- Minimum Watch: 1
- Cargo Capacity: 50 tons (half speed = 20' (2 mph, poor)), 100 tons maximum
- Price: 80,500GP

Ballista Statistics

- Size: Huge (mount type light)
- Type: Heavy Crossbow (direct fire)
- Firing Penalty: -4 (medium size person), -6 (small size person)
- Dimensions: 5' L × 5' W × 4' H
- Weight: 400 lbs
- Crew: 1 (half reload time for 2)
- Reload
 - Full-round action & DC10 strength check to wind to half-cocked
 - Full-round action & DC10 strength check to wind to fully cocked
 - Full-round action to load the bolt
 - Normal rate of fire is 1 shot every 4 rounds (or 2 rounds with 2 men)
- Damage: 3d8 (19-20 critical)
- Range Increment: 120'
- Price: 500GP

Other Stats

- Enemies
 - Sin (Fin, boss)
 - Sinscale #3
 - Sinspawn: Echilles (boss)

Kılıka (ECL 5)



- Population: 1,350 (Small Town)
- GP Limit: 800GP
- Alignment: CG
- Notable Locales
 - Kilika Harbor
 - The Beast Bar
 - The Kilika Inn
 - The Rubble Piles
 - The Bay of Bodies
 - Kilika Jungle
 - Kilika Temple (contains Ifrit's sarcophagus, which is magically sealed behind a Cloister of Trials)
- Enemies
 - Dinonix
 - Geneaux's Tentacles (boss)
 - Killer Bee
 - Lord Ochu (boss)
 - Ragora
 - Sinspawn: Geneaux (boss)
 - Yellow Element

S.S. Winno (ECL --)

Ship Statistics

- Theurgeme Class propeller ship
- Crew: 4
- Decks: 3 (not counting the crow's nest)
- Size: Colossal
- Seaworthiness: +2
- Ship Handling: +2
- Speed: 35' (3½ mph, good)
- Overall AC: -3
- Hull Sections: 28 (7 sections to sink)
- Section HP: 150 (hardness 6)
- Section AC: 3
- Ramming Damage: 4d6
- Mounts: 4 light, 2 heavy, ram (only ram in place)
- Dimensions: 70' L × 20' W × 10' H
- Complement: 36
- Minimum Watch: 1
- Cargo Capacity: 50 tons (half speed = 20' (2 mph, poor)), 100 tons maximum
- Price: 80,000GP

Luca (ECL 6)



- Population: 9,700 (Small City)
- GP Limit: 15,000GP
- Alignment: LG
- Notable Locales
 - Luca Café & Bar
 - The Blitzball Stadium (300' (60 squares) in diameter, 40,000 seat capacity)
 - The Luca Docks (#1-#5)
 - The Sphere Theater
 - The Marketplace
- Enemies
 - Garuda #2
 - Oblitzerator (boss)
 - Sahagin Chief
 - Sinscale #3
 - Vouivre #1
 - Worker

Mi'ihen Highroad (ECL 7)



- Notable Locales
 - Highroad South
 - Mi'ihen's Statue
 - Mr. Rin's Travel Agency (Mi'ihen Branch)
 - Highroad North
 - The Old Road (also known as Mi'ihen's Gorge)
- Enemies
 - Bomb #1
 - Chocobo
 - Chocobo Eater (boss)
 - Dual Horn #1
 - Floating Eye
 - Mi'ihen Fang
 - Raldo
 - White Element

Mushroom Rock Road (ECL 8)



- Notable Locales
 - Mushroom Rock Beach
 - The Aquevators
 - The Crusader's Command Center (also known as the CCC)
 - Mi'ihen's Statue
 - The Summit Trail (also known as the Ravine Path)
- Enemies
 - Arms of Gui (boss)
 - Funguar
 - Gandarva
 - Garuda #3
 - Head of Gui (boss)
 - Ipiria
 - Lamashtu
 - Raptor
 - Red Element
 - Sinspawn: Gui (boss)
 - Thunder Flan
 - Vouivre #2

Djose Highroad (ECL 9)

- Notable Locales
 - The Cliffs of Djose
 - The Djose Inn
 - Djose Temple (contains Ixion's sarcophagus, which is magically sealed behind a Cloister of Trials)
- Enemies
 - Basilisk
 - Bite Bug
 - Bunyip
 - Funguar

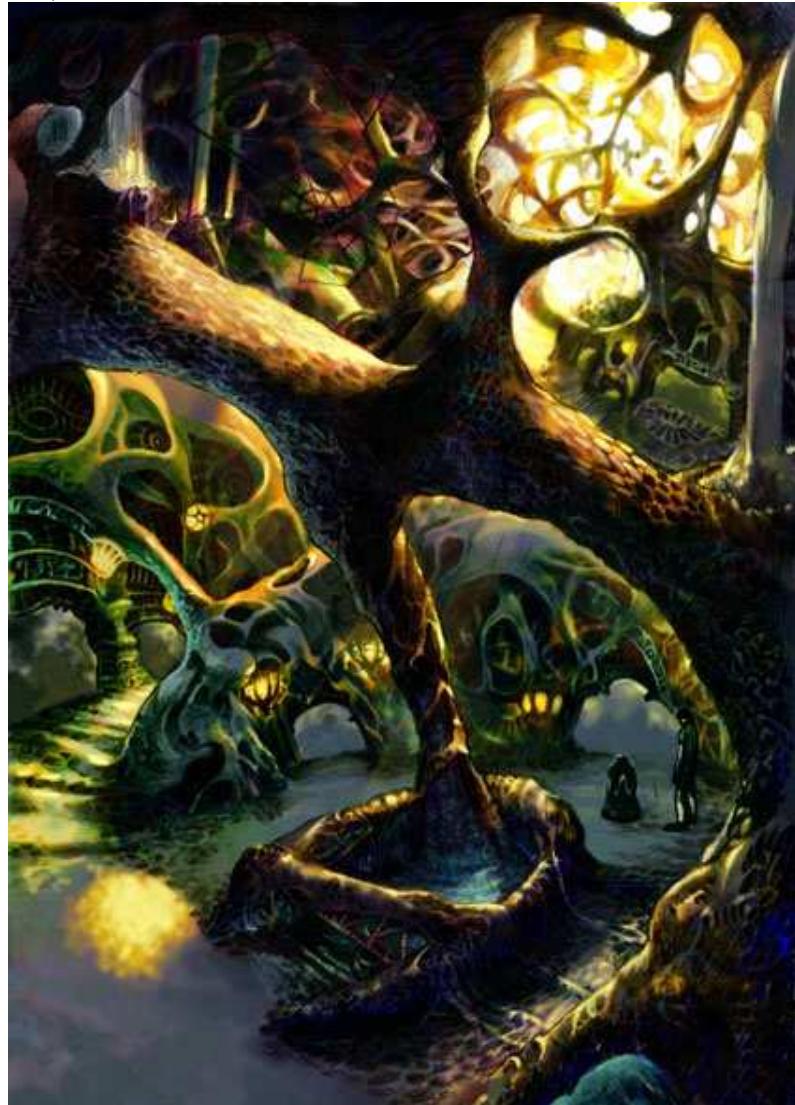
- Gandarva
- Garm
- Monkey
- Simurgh

Moonflow (ECL 10)



- Notable Locales
 - The Pyrefly Throns
 - The South Wharf
 - The North Wharf
 - The Moonflow Marshes
- Enemies
 - Bite Bug
 - Bunyip
 - Extractor (boss)
 - Funguar
 - Gandarva
 - Garm
 - Ochu
 - Shoopuf
 - Snow Flan

Guadosalam (ECL --)



- Population: 4,100 (Large Town)
- GP Limit: 3,000GP
- Alignment: LN
- Notable Locales
 - The Banquet Hall
 - The Guado Inn
 - The Farplane Gate

Thunder Plains (ECL 11)



- Notable Locales
 - The Lightning Towers ($\times 10$)
 - The Qactuar Stones
 - Mr. Rin's Travel Agency (Thunder Plains Branch)
- Enemies
 - Aerouge
 - Buer
 - Gold Element
 - Iron Giant
 - Kusariqqu
 - Larva
 - Melusine
 - Qactuar

Macalania (ECL 12)



- Notable Locales
 - Macalania Woods
 - The Butterfly Chase
 - The Celestial Path (also known as the Sky Trail)
 - Mr. Rin's Travel Agency (Macalania Branch)
 - Lake Macalania
 - The Ice Cliffs
 - Macalania Temple (contains Shiva's sarcophagus, which is magically sealed behind a Cloister of Trials)
- Enemies
 - Anima (boss)
 - Blue Element
 - Chimera #1
 - Crawler (boss)
 - Evil Eye #1
 - Guado Guardian #1
 - Guado Guardian #2
 - Guado Guardian #3
 - Ice Flan
 - Iguion
 - Mafdet
 - Murussu
 - Negator
 - Seymour Guado (boss)
 - Snow Wolf

- Spherimorph (boss)
- Wasp
- Wendigo (boss)
- Xiphos

Sanubia Desert (ECL 13)

- On Bikanel Island
- Notable Locales
 - The Oasis
 - The Sandstorm
 - The Sinkholes
 - The Valley of the Cactuars
 - The Path to Home
- Enemies
 - Alcyone
 - Cactuar
 - Mech Guard
 - Mech Gunner
 - Mushussu
 - Sandragora
 - Sand Wolf
 - Sand Worm
 - Zu #1
 - Zu #2

Home (ECL 14)

- On Bikanel Island
- Population: 9,700 (Small City)
- GP Limit: 15,000GP
- Alignment: NG
- Notable Locales
 - The Living Quarters
 - The Summoner's Sanctum
 - The Airship Hanger
- Enemies
 - Bomb #2
 - Chimera #2
 - Dual Horn #2
 - Evil Eye #2
 - Guado Guardian #3

Fahrenheit (ECL 15)



Ship Statistics

- Airship Class flying ship

- Crew: 3
- Decks: 4
- Size: Colossal
- Airworthiness: +4
- Ship Handling: +4
- Speed: 1200' (120 mph, good maneuverability)
- Overall AC: -3
- Hull Sections: 144 (36 sections to sink)
- Section HP: 180 (hardness 10)
- Section AC: 3
- Ramming Damage: 15d6
- Mounts: 8 light, 2 heavy, ram (only 2 missiles & ram in place)
- Dimensions: 140' L × 30' W × 60' H
- Complement: 200
- Minimum Watch: 1
- Cargo Capacity: 800 tons (half speed = 600' (60 mph, good maneuverability)), 1,600 tons maximum
- Price: 1,230,000GP
- Notable Locales
 - The Bridge
 - The Engine Room
 - The Observation Deck

Missile Statistics

- Size: Large
- Type: Missile (direct fire)
- Dimensions: 12' L × 3' W × 3' H
- Weight: 2 tons
- Damage: 10d20 slashing & 10d20 fire (20 critical)
- Range Increment: 1 mile
- Price: 15,000GP

Other Stats

- Enemies
 - Bomb #2
 - Dual Horn #2
 - Evil Eye #2
 - Evrae (boss)

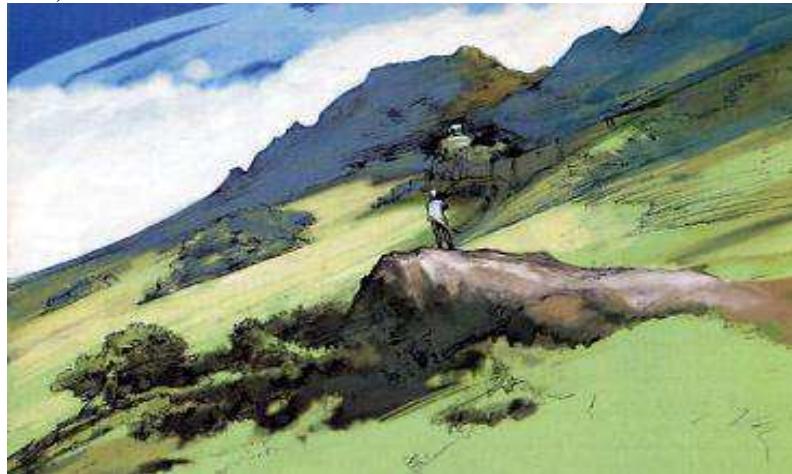
Bevelle (ECL 16)



- Population: 24,000 (Large City)
- GP Limit: 40,000GP
- Alignment: LN
- Notable Locales

- Bevelle Highbridge
- The Cathedral of Yevon
- Bevelle Temple (also known as the Palace of St. Bevelle; contains Bahamut's sarcophagus, which is magically sealed behind a Cloister of Trials)
- The Via Purifico
- Enemies
 - Aqua Flan
 - Bat Eye
 - Cave Iguion
 - Evrae Altana (boss)
 - Grothia (boss)
 - Maze Larva
 - Mortibody (boss)
 - Octopus
 - Phlegyas
 - Ptery (boss)
 - Remora
 - Sahagin #2
 - Sahagin #3
 - Seymour Natus (boss)
 - Spathi (boss)
 - Swamp Mafdet
 - Warrior Monk #1
 - Warrior Monk #2
 - YAT-99
 - YKT-63

Calm Lands (ECL 17)



- Notable Locales
 - The Calm Lands Travel Shop
 - The Cavern of the Stolen Fayth (contains Yojimbo's sarcophagus, which is magically sealed; only a Summoner who successfully negotiates a leasing price & pays that price can unlock it; initial asking price: $1d10+20 \times 10,000GP$; minimum offer: 190,000GP)
 - The Chocobo Ranch (also known as the Monster Arena)
 - Remiem Temple (contains the Magus Sisters' sarcophagus, which is magically sealed; only a Summoner who presents the Blossom Crown & the Flower Scepter can unlock it)
- Enemies
 - Anacondaur
 - Chimera Brain
 - Coeurl
 - Dark Element
 - Defender
 - Defender X (boss)
 - Epaaj

- Flame Flan
- Ghost
- Imp
- Magic Urn
- Malboro
- Mech Hunter
- Mech Scouter
- Nebiros
- Nidhogg
- Ogre
- Shred
- Skoll
- Thorn
- Tonberry
- Valaha
- Yojimbo (boss)
- Yowie

Mt. Gagazet (ECL 18)

- Notable Locales
 - The Sacred Trails
 - The Summit
 - The Caves of Gagazet
 - The Fayth Scar
- Enemies
 - Achelous
 - Ahriman
 - Bandersnatch
 - Bashura
 - Behemoth
 - Biran Ronso (boss)
 - Dark Flan
 - Grat
 - Grenade
 - Grendel
 - Imp
 - Maelspike
 - Mandragora
 - Mech Defender
 - Mech Leader
 - Mortivessel (boss)
 - Nidhogg
 - Sanctuary Keeper (boss)
 - Seymour Flux (boss)
 - Splasher
 - Yenke Ronso (boss)

Zanarkand Ruins (ECL 19)



- Notable Locales
 - The Fallen Skyway
 - Zanarkand Dome (also known as the Cloister of Trials)
- Enemies
 - Ahriman
 - Bashura
 - Behemoth
 - Dark Flan
 - Defender Z (boss)
 - Fallen Monk #1
 - Fallen Monk #2
 - Grendel
 - Mandragora
 - Spectral Keeper (boss)
 - YAT-97
 - YKT-11
 - Yunalesca (1st Form, boss)
 - Yunalesca (2nd Form, boss)
 - Yunalesca (3rd Form, boss)

Sin (ECL 20)



- Notable Locales
 - The Sea of Sorrow
 - The Garden of Pain
 - The City of Dying Dreams
 - The Tower of the Dead
 - The Nucleus
 - Dream's End
- Enemies
 - Adamantoise
 - Ahriman
 - Barbatos
 - Behemoth King
 - Braska's Final Aeon (1st Form, boss)
 - Braska's Final Aeon (2nd Form, boss)
 - Demonolith
 - Exoray
 - Gemini
 - Great Malboro
 - Land Worm
 - Left Fin of Sin (boss)
 - Right Fin of Sin (boss)
 - Seymour Omnis (boss)
 - Sin (Core, boss)
 - Sin (Head, boss)
 - Sinspawn: Genais (boss)
 - Wraith
 - Yu Pagoda
 - Yu Yevon (boss)

Omega Ruins (ECL 21)

- Notable Locales

- Outer Cavern
- Inner Sanctum
- Enemies
 - Black Element
 - Demonolith
 - Floating Death
 - Great Malboro
 - Halma
 - Machea
 - Master Coeurl
 - Master Tonberry
 - Mimic #1
 - Mimic #2
 - Mimic #3
 - Mimic #4
 - Omega Weapon (boss)
 - Puroboros
 - Spirit
 - Ultima Weapon (boss)
 - Varuna
 - Zaurus



Chapter 11: Characters

This section details the statistics of the most prominent & important characters in *Final Fantasy X*. The statistics generated here are determined by the standard character creation rules, in addition to the information provided in the sections above. They are intended to reflect how the characters are first presented in the game, & not how they appear later on, after extensive leveling.



Tidus

CLASS- Pugilist

RACE- Hume

ALIGNMENT- Neutral Good

LEVEL- 1st

SIZE- Medium

AGE- 17 years

GENDER- male

HEIGHT- 5'9"

WEIGHT- 155 lbs

EYES- blue

HAIR- blonde

LANGUAGES

- Common

ABILITIES

- Strength 12 (+1)
- Dexterity 15 (+2)
- Constitution 14 (+2)
- Intelligence 10 (+0)
- Wisdom 8 (-1)
- Charisma 13 (+1)

HIT POINTS- 10 HP

MAGIC POINTS- 22MP

ARMOR CLASS- 17 (+2 Dex, +4 chain shirt, +1 buckler); touch 12; flat-footed 15

SPEED- 30'

INITIATIVE- +2

BASE ATTACK BONUS

- Melee +1 = +0 (Base) +1 (Str)
- Ranged +2 = +0 (Base) +2 (Dex)

CARRYING CAPACITY

- Light Load 0-43 lbs.
- Medium Load 44-86 lbs.
- Heavy Load 87-130 lbs.
- Lift Over Head 130 lbs.
- Lift Off Ground 260 lbs.
- Push or Drag 650 lbs.

SAVING THROWS

- Fortitude +2 = +0 (Base) +2 (Con)
- Reflex +4 = +2 (Base) +2 (Dex)
- Will -1 = +0 (Base) -1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +3=2+3-2)
- Bluff (Cha, +1=1+0)*
- Climb (Str, -1=1+0-2)
- Concentration (Con, +2=2+0)*
- Craft (Int, +0=0+0)
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, +1=1+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, +1=1+0)*
- Escape Artist (Dex, +0=2+0-2)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, +1=1+0)
- Handle Animal (Cha, +1=1+0)
- Heal (Wis, -1=-1+0)*
- Hide (Dex, +0=2+0-2)*
- Intimidate (Cha, +1=1+0)*
- Jump (Str, +3=1+4-2)
- Knowledge (Arcana) (Int, +0=0+0)*
- Listen (Wis, -1=-1+0)
- Move Silently (Dex, +0=2+0-2)*
- Open Locks (Dex, +2=2+0)*
- Perform (Cha, +3=1+2)
- Profession (Wis, +2=-1+3)
- Ride (Dex, +2=2+0)
- Search (Int, +0=0+0)
- Sense Motive (Wis, -1=-1+0)*
- Sleight of Hand (Dex, +0=2+0-2)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, -1=-1+0)
- Survival (Wis, -1=-1+0)*
- Swim (Str, +3=1+4-2)
- Tumble (Dex, +4=2+4-2)
- Use Magical Device (Cha, +1=1+0)*
- Use Rope (Dex, +2=2+0)*

FEATS

- Dodge [General]
- Mobility [General]

WEAPONS

- long sword (1d8, 19-20/×2, 4lbs, slashing)

ARMOR

- chain shirt (+4AC, armor check penalty -2, speed 30', 25lbs)
- buckler (+1AC, armor check penalty -1, 5lbs)

EQUIPMENT

- 10gp (0 lbs)
- Backpack (2gp, 2 lbs)
- Bedroll (1sp, 5 lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Rations, Trail (×3, 1½gp, 3 lbs)
- Rope, Hemp, 50' (1gp, 10 lbs)
- Sack (1sp, ½ lb)
- Waterskin (filled, 1gp, 3 lbs)

ENCUMBERANCE- 57½ lbs (medium load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Tidus is proficient with all simple & martial weapons, & with light armor & shields (except tower shields)
- **Cheer (Su):** Tidus can bolster the fighting spirit of his party; this ability grants all allies within 30' (including yourself) a +2 morale bonus to Strength & Dexterity for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *cursed* effect, or die (even if they are revived during the same encounter); this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP



Yuna

CLASS- Summoner

RACE- Half-Al Bhed

ALIGNMENT- Lawful Good

LEVEL- 1st

SIZE- Medium

AGE- 17 years old

GENDER- female

HEIGHT- 5'3"

WEIGHT- 115 lbs

EYES- heterochromatic (1 blue/1 green)

HAIR- brunette

LANGUAGES

- Al Bhed
- Common

- Guado

ABILITIES

- Strength 8 (-1)
- Dexterity 10 (+0)
- Constitution 12 (+1)
- Intelligence 14 (+2)
- Wisdom 15 (+2)
- Charisma 13 (+1)

HIT POINTS- 8 HP

MAGIC POINTS- 37MP

ARMOR CLASS- 10 (+0 ring); touch 10; flat-footed 10

SPEED- 30'

INITIATIVE- +0

BASE ATTACK BONUS

- Melee -1 = +0 (Base) -1 (Str)
- Ranged +0 = +0 (Base) +0 (Dex)

CARRYING CAPACITY

- Light Load 0-26 lbs.
- Medium Load 27-53 lbs.
- Heavy Load 54-80 lbs.
- Lift Over Head 80 lbs.
- Lift Off Ground 160 lbs.
- Push or Drag 400 lbs.

SAVING THROWS

- Fortitude +1 = +0 (Base) +1 (Con)
- Reflex +0 = +0 (Base) +0 (Dex)
- Will +4 = +2 (Base) +2 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +2=2+0)
- Balance (Dex, +0=0+0)*
- Bluff (Cha, +1=1+0)*
- Climb (Str, -1=-1+0)*
- Concentration (Con, +4=1+3)
- Craft (Int, +2=2+0)
- Decipher Script (Int, +2=2+0)
- Diplomacy (Cha, +5=1+4)
- Disable Device (Int, +2=2+0)*
- Disguise (Cha, +1=1+0) (+9 to masquerade as a Hume)*
- Escape Artist (Dex, +0=0+0)*
- Forgery (Int, +2=2+0)*
- Gather Information (Cha, +1=1+0)
- Handle Animal (Cha, +1=1+0)
- Heal (Wis, 8=2+4+2)
- Hide (Dex, +0=0+0)*
- Intimidate (Cha, +1=1+0)*
- Jump (Str, -1=-1+0)*
- Knowledge (Religion) (Int, +6=2+4)
- Knowledge (The Planes) (Int, +2=2+0)
- Listen (Wis, +2=2+0)*
- Move Silently (Dex, +0=0+0)*
- Open Locks (Dex, +0=0+0)*
- Perform (Cha, +5=1+4)
- Profession (Wis, +5=2+3)
- Ride (Dex, +0=0+0)*
- Search (Int, +2=2+0)*
- Sense Motive (Wis, +2=2+0)*
- Sleight of Hand (Dex, +0=0+0)*
- Speak Language (Int, +2=2+0)*
- Spellcraft (Int, +6=2+4)

- Spot (Wis, +2=2+0)*
- Survival (Wis, +2=2+0)*
- Swim (Str, -1=-1+0)*
- Tumble (Dex, +0=0+0)*
- Use Magical Device (Cha, +5=1+2+2)
- Use Rope (Dex, +0=0+0)*

FEATS

- Toughness [General]

WEAPONS

- quarterstaff (1d6/1d6, 20/x2, 4lbs, large size, two-handed, bludgeoning)

ARMOR

- ring (+0AC, 0lbs)

EQUIPMENT

- 7gp (0 lbs)
- Backpack (2gp, 2 lbs)
- Bedroll (1sp, 5 lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Lantern, Hooded (7gp, 2 lbs)
- Oil, Flask (1sp, 1 lb)
- Rations, Trail ($\times 3$, 1½gp, 3 lbs)
- Rope, Hemp, 50' (1gp, 10 lbs)
- Sack (1sp, ½ lb)
- Waterskin (filled, 1gp, 3 lbs)

ENCUMBERANCE- 30½ lbs (medium load)

AEONS- Valefor (Hume Aeon 5/Winged Fayth 5)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Yuna is proficient with all simple weapons; Yuna is not proficient with any type of armor or shield; armor of any type interferes with a summoner's gestures, which can cause her class features to fail (treat all spell-like class features as spells with somatic components for the purposes of spell failure rates); the only armor that a summoner can safely use are protective rings
- **Summon (Su):** once per day, Yuna can call upon an Outsider with the [Aeon] subtype (see **Aeons**, above) to battle her enemies for her; the Aeon is instantly transported from the transdimensional pocket in which it normally resides to the nearest clear space within 30' of her (if no such space exists, the summoning fails); she can (usually) command Aeons that she has summoned, but she must remain within 30' of the Aeon at all times, & she must spend a standard action each round to maintain control of the Aeon (this does not provoke attacks of opportunity); an Aeon will remain on the battlefield until either the encounter ends, Yuna dismissed it, she fails to maintain control, or it is reduced to 0HP; Yuna can only summon Aeons that she has unlocked & that have at least 1HP; a summoned Aeon gets a fair share of the XP for encounters in which it participates; summoning is a full-round action that provokes attacks of opportunity; while her Aeon battles in her stead, all opponents must make a Will save (DC10 + ½ her class level + her Wisdom modifier) to target her for an attack; this ability does not consume any MP to use



Auron

CLASS- Ronin

RACE- Human (Unsent)

ALIGNMENT- Lawful Good

LEVEL- 1st

SIZE- Medium

AGE- 35 years old

GENDER- male

HEIGHT- 6'0"

WEIGHT- 190 lbs

EYES- brown

HAIR- black, streaked with grey

LANGUAGES

- Common

ABILITIES

- Strength 15 (+2)
- Dexterity 12 (+1)
- Constitution 14 (+2)
- Intelligence 10 (+0)
- Wisdom 13 (+1)
- Charisma 8 (-1)

HIT POINTS- 12 HP

MAGIC POINTS- 22MP

ARMOR CLASS- 16 (+1 Dex, +4 scale mail, +1 bracer); touch 11; flat-footed 15

SPEED- 20'

INITIATIVE- +1

BASE ATTACK BONUS

- Melee +3 = +1 (Base) +2 (Str)
- Ranged +2 = +1 (Base) +1 (Dex)

CARRYING CAPACITY

- Light Load 0-66 lbs.
- Medium Load 67-133 lbs.
- Heavy Load 134-200 lbs.
- Lift Over Head 200 lbs.
- Lift Off Ground 400 lbs.
- Push or Drag 1,000 lbs.

SAVING THROWS

- Fortitude +4 = +2 (Base) +2 (Con)
- Reflex +1 = +0 (Base) +1 (Dex)
- Will +1 = +0 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +1=1+0)*
- Bluff (Cha, -1=-1+0)
- Climb (Str, +2=2+0)*
- Concentration (Con, +2=2+0)*
- Craft (Int, +0=0+0)
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, -1=-1+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, +3=-1+4)
- Escape Artist (Dex, +1=1+0)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, -1=-1+0)*
- Handle Animal (Cha, -1=-1+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, +1=1+0)*
- Intimidate (Cha, +3=-1+4)
- Jump (Str, +1=2+0)
- Knowledge (Dungeoneering) (Int, +0=0+0)
- Knowledge (History) (Int, +4=0+4)
- Knowledge (Nobility) (Int, +0=0+0)
- Listen (Wis, +1=1+0)
- Move Silently (Dex, +1=1+0)
- Open Locks (Dex, +1=1+0)*
- Perform (Cha, -1=-1+0)*
- Profession (Wis, +1=1+0)
- Ride (Dex, +1=1+0)
- Search (Int, +0=0+0)
- Sense Motive (Wis, +1=1+0)
- Sleight of Hand (Dex, +1=1+0)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, +1=1+0)*
- Survival (Wis, +1=1+0)
- Swim (Str, +2=2+0)*
- Tumble (Dex, +1=1+0)*
- Use Magical Device (Cha, -1=-1+0)*
- Use Rope (Dex, +1=1+0)*

FEATS

- Combat Expertise [General]
- Dodge [General]

WEAPONS

- great sword (2d6, 19-20/×2, 8lbs, slashing)

ARMOR

- scale mail (+4AC, armor check penalty -4, speed 20', 30lbs)
- bracer (+1AC, armor check penalty -1, 5lbs)

EQUIPMENT

- 5gp (0 lbs)
- Backpack (2gp, 2 lbs)
- Bedroll (1sp, 5 lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Lantern, Hooded (7gp, 2 lbs)
- Oil, Flask (1sp, 1 lb)
- Rations, Trail (×3, 1½gp, 3 lbs)
- Rope, Hemp, 50' (1gp, 10 lbs)

- Sack (1sp, $\frac{1}{2}$ lb)
- Waterskin (filled, 1gp, 3 lbs)

ENCUMBERANCE- 69 $\frac{1}{2}$ lbs (medium load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Auron is proficient with all simple & martial weapons, & with all armor (heavy, medium, & light) & shields (including tower shields)
- **Power Break (Sp):** Auron can weaken his opponent's power with a melee attack; if his melee attack hits, then the opponent's Strength bonus to attacks (if any) is negated for the rest of the encounter; the opponent must make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Wisdom modifier) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Kimahri Ronso

CLASS- Lancer

RACE- Ronso

ALIGNMENT- Neutral Good

LEVEL- 1st

SIZE- Large

AGE- 25 years old

GENDER- male

HEIGHT- 6'9"

WEIGHT- 270 lbs

EYES- yellow

HAIR- grey (with dark blue fur)

LANGUAGES

- Common
- Ronso

ABILITIES

- Strength 19 (+4)
- Dexterity 12 (+1)
- Constitution 10 (+0)
- Intelligence 12 (+1)
- Wisdom 13 (+1)
- Charisma 6 (-2)

HIT POINTS- 12 HP

MAGIC POINTS- 22MP

ARMOR CLASS- 15 (+1 Dex, +3 studded leather, +1 armlet); touch 11; flat-footed 14

SPEED- 30'

INITIATIVE- +1

BASE ATTACK BONUS

- Melee +5 = +1 (Base) +4 (Str)
- Ranged +2 = +1 (Base) +1 (Dex)

CARRYING CAPACITY

- Light Load 0-166 lbs.

- Medium Load 167-233 lbs.
- Heavy Load 234-350 lbs.
- Lift Over Head 350 lbs.
- Lift Off Ground 700 lbs.
- Push or Drag 1,750 lbs.

SAVING THROWS

- Fortitude +2 = +2 (Base) +0 (Con)
- Reflex +1 = +0 (Base) +1 (Dex)
- Will +1 = +0 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +1=1+0)*
- Balance (Dex, +3=1+2)
- Bluff (Cha, -2=-2+0)*
- Climb (Str, +4=4+0)
- Concentration (Con, +0=0+0)
- Craft (Int, +1=1+0)
- Decipher Script (Int, +1=1+0)*
- Diplomacy (Cha, -2=-2+0)*
- Disable Device (Int, +1=1+0)*
- Disguise (Cha, -2=-2+0)*
- Escape Artist (Dex, +1=1+0)*
- Forgery (Int, +1=1+0)*
- Gather Information (Cha, -2=-2+0)
- Handle Animal (Cha, -2=-2+0)
- Heal (Wis, +1=1+0)
- Hide (Dex, +1=1+0)*
- Intimidate (Cha, +2=-2+4)
- Jump (Str, +8=4+4)
- Knowledge (Dungeoneering) (Int, +1=1+0)*
- Listen (Wis, +4=1+3)
- Move Silently (Dex, +1=1+0)
- Open Locks (Dex, +1=1+0)*
- Perform (Cha, -2=-2+0)*
- Profession (Wis, +1=1+0)
- Ride (Dex, +1=1+0)
- Search (Int, +1=1+0)
- Sense Motive (Wis, +1=1+0)
- Sleight of Hand (Dex, +1=1+0)*
- Speak Language (Int, +1=1+0)*
- Spellcraft (Int, +1=1+0)*
- Spot (Wis, +4=1+3)
- Survival (Wis, +1=1+0)
- Swim (Str, +4=4+0)*
- Tumble (Dex, +1=1+0)
- Use Magical Device (Cha, -2=-2+0)*
- Use Rope (Dex, +1=1+0)*

FEATS

- Power Attack [General]

WEAPONS

- long spear (1d8, 20/x3, reach weapon (15'), 9lbs, piercing)

ARMOR

- studded leather (+3AC, armor check penalty -1, speed 30', 20lbs)
- armlet (+1AC, armor check penalty -1, 5lbs)

EQUIPMENT

- 5gp (0 lbs)
- Backpack (2gp, 2 lbs)
- Bedroll (1sp, 5 lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Rations, Trail ($\times 3$, 1½gp, 3 lbs)

- Sack (1sp, $\frac{1}{2}$ lb)
- Waterskin (filled, 1gp, 3 lbs)

ENCUMBERANCE- 47 $\frac{1}{2}$ lbs (light load)

CLASS FEATURES

- **Natural Weapon (Ex):** Gore (1d4 + Str); Charge Attack (1d4 + Str) \times 2
- **Weapon & Armor Proficiency:** Kimahri is proficient with all simple & martial weapons, light armor, medium armor, & shields (except tower shields)
- **Weapon Focus:** Kimahri gets Weapon Focus as a bonus feat; this must be used for a polearm of some sort, such as a glaive, a guisarme, a halberd, a lance, a naginata, a poleaxe, a ranseur, or a long spear
- **Lancet (Su):** Kimahri can sap health & magic from his enemies; if he successfully hits an opponent with his pole arm, he transfers 10% of their current HP (minimum 1HP) & 10% of their current MP (minimum 1MP) to his own respective pools; in addition, this attack allows Kimahri to make an Intelligence check (DC = 10 + opponent's CR) to learn one of his Ronso Rage abilities (if you don't have Ronso Rage as your overdrive, then this merely adds 1OP to your overdrive pool); he cannot sap HP or MP in excess of his current maximum with this ability; his opponent must make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Wisdom modifier) for half damage; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use



Wakka

CLASS- Blitzer

RACE- Hume

ALIGNMENT- Chaotic Good

LEVEL- 1st

SIZE- Medium

AGE- 23 years old

GENDER- male

HEIGHT- 6'2"

WEIGHT- 200 lbs

EYES- brown

HAIR- reddish-orange

LANGUAGES

- Common

ABILITIES

- Strength 14 (+2)
- Dexterity 15 (+2)
- Constitution 12 (+1)
- Intelligence 10 (-0)
- Wisdom 8 (-1)
- Charisma 13 (+1)

HIT POINTS- 9 HP

MAGIC POINTS- 22MP

ARMOR CLASS- 15 (+2 Dex, +2 leather, +1 armguard); touch 12; flat-footed 13

SPEED- 30'

INITIATIVE- +2

BASE ATTACK BONUS

- Melee +2 = +0 (Base) +2 (Str)
- Ranged +2 = +0 (Base) +2 (Dex)

CARRYING CAPACITY

- Light Load 0-58 lbs.
- Medium Load 59-116 lbs.
- Heavy Load 117-175 lbs.
- Lift Over Head 175 lbs.
- Lift Off Ground 350 lbs.
- Push or Drag 875 lbs.

SAVING THROWS

- Fortitude +3 = +2 (Base) +1 (Con)
- Reflex +4 = +2 (Base) +2 (Dex)
- Will -1 = +0 (Base) -1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +2=2+0)
- Bluff (Cha, +1=1+0)*
- Climb (Str, +6=2+4)
- Concentration (Con, +1=1+0)
- Craft (Int, +0=0+0)
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, +1=1+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, +1=1+0)*
- Escape Artist (Dex, +2=2+0)
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, +1=1+0)*
- Handle Animal (Cha, +1=1+0)*
- Heal (Wis, -1=-1+0)*
- Hide (Dex, +2=2+0)*
- Intimidate (Cha, +1=1+0)
- Jump (Str, +6=2+4)
- Knowledge (Dungeoneering) (Int, +0=0+0)*
- Listen (Wis, -1=-1+0)*
- Move Silently (Dex, +2=2+0)*
- Open Locks (Dex, +2=2+0)*
- Perform (Cha, +1=1+0)*
- Profession (Wis, +3=1+4)
- Ride (Dex, +2=2+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, -1=-1+0)
- Sleight of Hand (Dex, +2=2+0)
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, -1=-1+0)
- Survival (Wis, -1=-1+0)*
- Swim (Str, +6=2+4)

- Tumble (Dex, +**6**=2+4)
- Use Magical Device (Cha, +**1**=1+0)*
- Use Rope (Dex, +**2**=2+0)*

FEATS

- Point Blank Shot [General]
- Far Shot [General]

WEAPONS

- blitzball (1d6, 20/ \times 2, 15' range, 2lbs, bouncing, bludgeoning)

ARMOR

- leather (+2AC, max. dex. +6, speed 30', 15lbs)
- armgard (1AC, armor check penalty -1, 5lbs)

EQUIPMENT

- 7gp (0 lbs)
- Backpack (2gp, 2 lbs)
- Bedroll (1sp, 5 lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Rations, Trail (\times 3, 1½gp, 3 lbs)
- Rope, Hemp, 50' (1gp, 10 lbs)
- Sack (1sp, ½ lb)
- Waterskin (filled, 1gp, 3 lbs)

ENCUMBERANCE- 45½ lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Wakka is proficient with all simple & martial weapons, & with light armor & shields (except tower shields)
- **Dark Attack (Sp):** Wakka can charge 1 ranged attack with a blinding magic; if this ranged attack hits, then his opponent is rendered Blind (see **Status Effects: Blind**, below) for the next 3 rounds; his opponent must make a Fortitude save (DC10 + ½ his class level + his Charisma modifier) to resist; charging his ranged weapon is a swift action that does not provoke attacks of opportunity (although the ranged attack does provoke as normal); a ranged weapon remains charged for 1 round; this ability costs 5MP to use



Lulu

CLASS- Black Mage

RACE- Hume

ALIGNMENT- Chaotic Good

LEVEL- 1st

SIZE- Medium

AGE- 22 years old

GENDER- female

HEIGHT- 5'6"

WEIGHT- 125 lbs

EYES- red

HAIR- black

LANGUAGES

- Common
- Al Bhed
- Ronso

ABILITIES

- Strength 8 (-1)
- Dexterity 13 (+1)
- Constitution 14 (+2)
- Intelligence 15 (+2)
- Wisdom 12 (+1)
- Charisma 10 (+0)

HIT POINTS- 9 HP**MAGIC POINTS-** 37MP**ARMOR CLASS-** 11 (+1 Dex, +0 bangle); touch 11; flat-footed 10**SPEED-** 30'**INITIATIVE-** +1**BASE ATTACK BONUS**

- Melee -1 = +0 (Base) -1 (Str)
- Ranged +1 = +0 (Base) +1 (Dex)

CARRYING CAPACITY

- Light Load 0-26 lbs.
- Medium Load 27-53 lbs.
- Heavy Load 54-80 lbs.
- Lift Over Head 80 lbs.
- Lift Off Ground 160 lbs.
- Push or Drag 400 lbs.

SAVING THROWS

- Fortitude +2 = +0 (Base) +2 (Con)
- Reflex +1 = +0 (Base) +1 (Dex)
- Will +3 = +2 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +2=2+0)
- Balance (Dex, +1=1+0)*
- Bluff (Cha, +0=0+0)*
- Climb (Str, -1=-1+0)*
- Concentration (Con, +6=2+4)
- Craft (Int, +2=2+0)
- Decipher Script (Int, +2=2+0)
- Diplomacy (Cha, +0=0+0)*
- Disable Device (Int, +2=2+0)*
- Disguise (Cha, +0=0+0)*
- Escape Artist (Dex, +1=1+0)*
- Forgery (Int, +2=2+0)
- Gather Information (Cha, +0=0+0)
- Handle Animal (Cha, +0=0+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, +1=1+0)*
- Intimidate (Cha, +0=0+0)
- Jump (Str, -1=-1+0)*
- Knowledge (Arcana) (Int, +6=2+4)
- Listen (Wis, +1=1+0)
- Move Silently (Dex, +1=1+0)
- Open Locks (Dex, +1=1+0)*
- Perform (Cha, +0=0+0)*
- Profession (Wis, +1=1+0)
- Ride (Dex, +1=1+0)*
- Search (Int, +2=2+0)
- Sense Motive (Wis, +1=1+0)
- Sleight of Hand (Dex, +1=1+0)*

- Speak Language (Int, +2=2+0)
- Spellcraft (Int, +6=2+4)
- Spot (Wis, +1=1+0)*
- Survival (Wis, +1=1+0)*
- Swim (Str, -1=-1+0)*
- Tumble (Dex, +1=1+0)*
- Use Magical Device (Cha, +2=0+2)
- Use Rope (Dex, +1=1+0)*

FEATS

- Toughness [General]
- Empower Spell [Metamagic]

WEAPONS

- battle doll (1d4, 20/ \times 2, 1lb, bludgeoning)

ARMOR

- bangle (+0AC, 0lbs)

EQUIPMENT

- 7gp (0 lbs)
- Backpack (2gp, 2 lbs)
- Bedroll (1sp, 5 lbs)
- Candles (\times 5, 5cp, 0 lbs)
- Case, Scroll (1gp, $\frac{1}{2}$ lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Ink (\times 3, 40gp, 0 lbs)
- Inkpen (1sp, 0 lbs)
- Lantern, Hooded (7gp, 2 lbs)
- Oil, Flask (1sp, 1 lb)
- Parchment, Sheet (\times 25, 5gp, 0 lbs)
- Rations, Trail (\times 3, 1 $\frac{1}{2}$ gp, 3 lbs)
- Rope, Hemp, 50' (1gp, 10 lbs)
- Sack (1sp, $\frac{1}{2}$ lb)
- Waterskin (filled, 1gp, 3 lbs)

ENCUMBERANCE- 28 lbs (medium load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Lulu is proficient with the club, dagger, heavy crossbow, light crossbow, & quarterstaff, but not with any type of armor or shield; armor of any type interferes with a black mage's gestures, which can cause her class features to fail (treat all spell-like class features as spells with somatic components for the purposes of spell failure rates); the only armor that a black mage can safely use are protective bangles
- **Thunder (Sp):** Lulu can attack an enemy with electrical energy; this is a ranged touch attack that deals 1d4 points of electricity damage per class level to 1 opponent within 30' on a successful hit; her opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ her class level + her Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Rikku

CLASS- Bandit

RACE- Al Bhed

ALIGNMENT- Chaotic Good

LEVEL- 1st

SIZE- Medium

AGE- 15 years old

GENDER- female

HEIGHT- 5'2"

WEIGHT- 105 lbs

EYES- green (swirled)

HAIR- blonde

LANGUAGES

- Al Bhed
- Common

ABILITIES

- Strength 10 (+0)
- Dexterity 17 (+3)
- Constitution 11 (+0)
- Intelligence 12 (+1)
- Wisdom 8 (-1)
- Charisma 14 (+2)

HIT POINTS- 6 HP

MAGIC POINTS- 22MP

ARMOR CLASS- 16 (+3 Dex, +2 leather, +1 targe); touch 13; flat-footed 13

SPEED- 30'

INITIATIVE- +7

BASE ATTACK BONUS

- Melee +0 = +0 (Base) +0 (Str)
- Ranged +3 = +0 (Base) +3 (Dex)

CARRYING CAPACITY

- Light Load 0-33 lbs.
- Medium Load 34-66 lbs.
- Heavy Load 67-100 lbs.
- Lift Over Head 100 lbs.
- Lift Off Ground 200 lbs.
- Push or Drag 500 lbs.

SAVING THROWS

- Fortitude +0 = +0 (Base) +0 (Con)
- Reflex +5 = +2 (Base) +3 (Dex)
- Will -1 = +0 (Base) -1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +1=1+0)*
- Balance (Dex, +3=3+0)
- Bluff (Cha, +6=2+4)
- Climb (Str, +0=0+0)
- Concentration (Con, +0=0+0)*
- Craft (Int, +3=1+0+2)
- Decipher Script (Int, +1=1+0)
- Diplomacy (Cha, +2=2+0)*
- Disable Device (Int, +7=1+4+2)
- Disguise (Cha, +2=2+0) (+6 to masquerade as a Hume)
- Escape Artist (Dex, +3=3+0)
- Forgery (Int, +1=1+0)
- Gather Information (Cha, +2=2+0)
- Handle Animal (Cha, +2=2+0)*
- Heal (Wis, -1=-1+0)*
- Hide (Dex, +6=3+3)
- Intimidate (Cha, +2=2+0)*
- Jump (Str, +2=0+2)
- Knowledge (Architecture) (Int, +1=1+0)
- Knowledge (Dungeoneering) (Int, +1=1+0)
- Knowledge (Local) (Int, +1=1+0)
- Listen (Wis, -1=-1+0)
- Move Silently (Dex, +6=3+3)
- Open Locks (Dex, +7=3+4)
- Perform (Cha, +2=2+0)
- Profession (Wis, -1=-1+0)
- Ride (Dex, +3=3+0)*
- Search (Int, +1=1+0)
- Sense Motive (Wis, -1=-1+0)
- Sleight of Hand (Dex, +7=3+4)
- Speak Language (Int, +1=1+0)*
- Spellcraft (Int, +1=1+0)*
- Spot (Wis, -1=-1+0)
- Survival (Wis, -1=-1+0)
- Swim (Str, +4=0+4)
- Tumble (Dex, +7=3+4)
- Use Magical Device (Cha, +2=2+0)*
- Use Rope (Dex, +3=3+0)

FEATS

- Improved Initiative [General]

WEAPONS

- claw (1d6, 20/x2, 1lb, slashing)

ARMOR

- leather (+2AC, max. dex. +6, speed 30', 15lbs)
- targe (+1AC, armor check penalty -1, 5lbs)

EQUIPMENT

- 10gp (0 lbs)
- Backpack (2gp, 2 lbs)
- Bedroll (1sp, 5 lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Rations, Trail ($\times 3$, 1½gp, 3 lbs)
- Sack (1sp, ½ lb)
- Thieves Toolkit (50gp, 1 lb)
- Waterskin (filled, 1gp, 3 lbs)

ENCUMBERANCE- 25½ lbs (light load)

CLASS FEATURES

- +2 racial bonus on attack rolls against Constructs
- +2 racial bonus on all saving throws versus mechanical traps
- **Weapon & Armor Proficiency:** Rikku is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, & short sword; she is proficient with light armor, but not with shields
- **Steal (Su):** Rikku can rob her enemies while she fights them; during battle, she may make a touch attack upon an opponent; if she connects, she may attempt a Sleight of Hand check (DC10 + the opponent's CR) to steal 1 item worn or carried by the opponent; she suffers no penalties for thievery performed in plain sight of her target; Rikku cannot attack an opponent in the same round that she performs this maneuver; this is a swift action that does not provoke attacks of opportunity; this ability does not consume any MP to use



Valefor

CLASS- Aeon 5/Winged Fayth 5

RACE- Aeon (Outsider)

ALIGNMENT- True Neutral

LEVEL- 10th

SIZE- Medium (Space 5'/Reach 5')

AGE- 11 years old

GENDER- female

HEIGHT- 6'6"

WEIGHT- 300 lbs

EYES- white (pupil-less)

HAIR- red feathers

LANGUAGES

- Common

ABILITIES

- Strength 14 (+2)
- Dexterity 15 (+2)
- Constitution 15 (+2)
- Intelligence 10 (+0)
- Wisdom 12 (+1)
- Charisma 8 (-1)

HIT POINTS- 68 HP0

MAGIC POINTS- 299 MP

ARMOR CLASS- 19 (+2 Dex, +2 Con, +5 natural armor); touch 12; flat-footed 17

SPEED- 30'; Fly 90' (average maneuverability)

INITIATIVE- +2

BASE ATTACK BONUS

- Melee +12 = +10 (Base) +2 (Str)
- Ranged +12 = +10 (Base) +2 (Dex)

CARRYING CAPACITY

- Light Load 0-58 lbs.
- Medium Load 59-116 lbs.
- Heavy Load 117-175 lbs.
- Lift Over Head 175 lbs.
- Lift Off Ground 350 lbs.
- Push or Drag 875 lbs.

SAVING THROWS

- Fortitude +7 = +5 (Base) +2 (Con)
- Reflex +10 = +8 (Base) +2 (Dex)
- Will +6 = +5 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +12=2+10)
- Bluff (Cha, -1=-1+0)*
- Climb (Str, +15=2+13)
- Concentration (Con, +2=2+0)*
- Craft (Int, -10=0+0-10)*
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, -1=-1+0)*
- Disable Device (Int, -10=0+0-10)*
- Disguise (Cha, -1=-1+0)*
- Escape Artist (Dex, -8=2+0-10)*
- Forgery (Int, +0=0+0-10)*
- Gather Information (Cha, -1=-1+0)*
- Handle Animal (Cha, -1=-1+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, +2=2+0)*
- Intimidate (Cha, +10=-1+11)
- Jump (Str, +14=2+12)
- Knowledge (Int, +0=0+0)*
- Listen (Wis, +11=1+10)
- Move Silently (Dex, +2=2+0)*
- Open Locks (Dex, -8=2+0-10)*
- Perform (Cha, -1=-1+0)*
- Profession (Wis, +1=1+0)*
- Ride (Dex, +2=2+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, +1=1+0)
- Sleight of Hand (Dex, -8=2+0-10)*

- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, +12=1+11)
- Survival (Wis, +10=1+9)
- Swim (Str, +2=2+0)*
- Tumble (Dex, +10=2+8)
- Use Magical Device (Cha, -1=-1+0)*
- Use Rope (Dex, -8=2+0-10)*

FEATS

- Dodge [General]
- Flyby Attack [Monster]
- Hover [Monster]^B
- Mobility [General]
- Wingover [Monster]

WEAPONS

- N/A

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Valefor is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Valefor becomes an Aeon; her type becomes [Outsider] & her subtype becomes [Aeon]; as such, she gains Darkvision out to 60'; in addition, she does not need to eat or sleep (although she can do so if she wishes); lastly, her body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, & *resurrection*, don't work on her; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore her to life
- **Natural Armor:** Valefor gains a natural armor bonus to her AC equal to $\frac{1}{2}$ her HD; in addition, she can add her Constitution bonus (if any) to her AC; these bonuses do not apply against touch attacks, & she loses the bonuses when she wears any armor, or when she carries a shield
- **Aeon Boost (Ex):** Valefor can choose, as a swift action, to lower her defenses for 1 round; during that round, all damage sustained by her is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Flight (Ex):** Valefor's arms permanently transform into wings, granting her the power of flight; she gains a fly speed equal to her base land speed + 60' (average maneuverability); as her wings cannot be used as arms, she loses the ability to use manufactured weapons; she also takes a -10 penalty to some skills (Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand, & Use Rope) or any other activity that uses her hands; any claw or slam attack natural weapon is also lost, but is replaced with a bite attack natural weapon with the same damage as her previous one
- **Elemental Mage (Sp):** Valefor gains some element-related spell-like abilities; she can now cast Blizzard (4MP), Fire (4MP), Thunder (4MP), & Water (4MP); she casts these like a Black Mage with a class level equal to her HD; she does not need any somatic components to cast these, but she must spend the MP cost to cast such abilities
- **Mark of Status (Ex):** Valefor gains a resistance bonus equal to her HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**)
- **Sonic Wings (Ex):** Valefor can beat her wings with deadly force while hovering; all creatures within 30' take sonic damage equal to $1d8 + \text{her Strength modifier} + \text{a } -5 \text{ Initiative penalty for the next round}$; if a creature makes a Reflex save ($DC10 + \frac{1}{2} \text{ your class level} + \text{her Wisdom modifier}$), then they only take half damage & negate the Initiative penalty; this is a standard action that does not provoke attacks of opportunity
- **Energy Ray (Su):** Valefor can automatically hit all opponents within 30' with a ray of fierce energy, dealing 4d8 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100 OP to use



Ifrit

CLASS- Aeon 8/Burning Fayth 5

RACE- Aeon (Outsider [Fire])

ALIGNMENT- True Neutral

LEVEL- 13th

SIZE- Large (Space 10'/Reach 10')

AGE- 26 years old

GENDER- male

HEIGHT- 12'6"

WEIGHT- 2,300 lbs

EYES- yellow (pupil-less)

HAIR- red

LANGUAGES

- Common

ABILITIES

- Strength 24 (+7)
- Dexterity 12 (+1)
- Constitution 19 (+4)
- Intelligence 10 (+0)
- Wisdom 12 (+1)
- Charisma 8 (-1)

HIT POINTS- 101 HP

MAGIC POINTS- 450 MP

ARMOR CLASS- 22 (-1 size, +1 Dex, +4 Con, +8 natural armor); touch 10; flat-footed 21

SPEED- 30'

INITIATIVE- +1**BASE ATTACK BONUS**

- Melee +19 = +13 (Base) +7 (Str) -1 (size)
- Ranged +13 = +13 (Base) +1 (Dex) -1 (size)

CARRYING CAPACITY

- Light Load 0-233 lbs.
- Medium Load 234-466 lbs.
- Heavy Load 467-700 lbs.
- Lift Over Head 700 lbs.
- Lift Off Ground 1,400 lbs.
- Push or Drag 3,500 lbs.

SAVING THROWS

- Fortitude +14 = +10 (Base) +4 (Con)
- Reflex +8 = +7 (Base) +1 (Dex)
- Will +8 = +7 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +13=1+12)
- Bluff (Cha, -1=-1+0)*
- Climb (Str, +20=7+13)
- Concentration (Con, +4=4+0)*
- Craft (Int, +0=0+0)*
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, -1=-1+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, -1=-1+0)*
- Escape Artist (Dex, +1=1+0)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, -1=-1+0)*
- Handle Animal (Cha, -1=-1+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, -3=1+0-4)*
- Intimidate (Cha, +13=-1+14)
- Jump (Str, +26=7+16+3)
- Knowledge (Int, +0=0+0)*
- Listen (Wis, +7=1+10)
- Move Silently (Dex, +1=1+0)*
- Open Locks (Dex, +1=1+0)*
- Perform (Cha, -1=-1+0)*
- Profession (Wis, +1=1+0)*
- Ride (Dex, +1=1+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, +1=1+0)
- Sleight of Hand (Dex, +1=1+0)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, +13=1+12)
- Survival (Wis, +10=1+9)
- Swim (Str, +7=7+0)*
- Tumble (Dex, +13=1+12)
- Use Magical Device (Cha, -1=-1+0)*
- Use Rope (Dex, +1=1+0)*

FEATS

- Cleave [General]
- Improved Bull Rush [General]
- Improved Overrun [General]
- Power Attack [General]
- Skill Focus (Jump) [General]

WEAPONS

- claws (1d8+7, 20/x2, slashing)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Ifrit is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Ifrit becomes an Aeon; his type becomes [Outsider] & his subtype becomes [Aeon]; as such, he gains Darkvision out to 60'; in addition, he does not need to eat or sleep (although he can do so if he wishes); lastly, his body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead, reincarnate, & resurrection*, don't work on him; it takes a different magical effect, such as *limited wish, wish, miracle, or true resurrection* to restore him to life
- **Natural Armor:** Ifrit gains a natural armor bonus to his AC equal to $\frac{1}{2}$ his HD; in addition, he can add his Constitution bonus (if any) to his AC; these bonuses do not apply against touch attacks, & he loses the bonuses when he wears any armor, or when he carries a shield
- **Aeon Boost (Ex):** Ifrit can choose, as a swift action, to lower his defenses for 1 round; during that round, all damage sustained by him is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Ifrit gains a natural weapon; he may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once his choice has been made, it cannot be changed; this natural weapon deals damage based on his size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical 20/x2); once he gains this natural weapon, he can no longer use manufactured weapons with his hands, as they have become unsuitable for the purpose of wielding them
- **Form of Flames (Ex):** Ifrit becomes a fiery being; he gains the [Fire] subtype, meaning that he has immunity to fire damage & vulnerability to cold damage, which means it takes half again as much (+50%) damage as normal from cold-based attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure; also, any fire-based damage actually restores HP equal to the amount of damage that it would normally inflict
- **Fire Mage (Sp):** Ifrit gains some fire-related spell-like abilities; he can now cast Fire (4MP), NulBlaze (2MP), & NulFrost (2MP); he casts these like a Black Mage with a class level equal to his HD; he does not need any somatic components to cast these, but he must spend the MP cost to cast such abilities
- **Mark of Status (Ex):** Ifrit gains a resistance bonus equal to his HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Meteor Strike (Ex):** Ifrit can blast his enemies with concussive flames; this is a special ranged attack (his BAB + his Dexterity modifier + 5; no size modifier) on a single opponent within 30' that deals 1d8 bludgeoning damage + 2d6 fire damage; Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Wisdom modifier) for half damage; this is a standard action that does not provoke attacks of opportunity
- **Hellfire (Su):** Ifrit can automatically hit all opponents within 30' with a catastrophic inferno that lifts them high into the air, dealing 4d6 points of fire damage & 3d6 points of falling damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100 OP to use



Ixion

CLASS- Aeon 11/Shocking Fayth 5

RACE- Aeon (Outsider [Lightning])

ALIGNMENT- True Neutral

LEVEL- 16th

SIZE- Large (Space 10'/Reach 10')

AGE- 34 years old

GENDER- male

LENGTH- 12'6"

WEIGHT- 2,300 lbs

EYES- bluish-white (pupil-less)

HAIR- white

LANGUAGES

- Common

ABILITIES

- Strength 22 (+6)
- Dexterity 14 (+2)
- Constitution 19 (+4)
- Intelligence 8 (-1)
- Wisdom 13 (+1)
- Charisma 10 (+0)

HIT POINTS- 75 HP

MAGIC POINTS- 525 MP

ARMOR CLASS- 26 (-1 size, +2 Dex, +4 Con, +11 natural armor); touch 11; flat-footed 24

SPEED- 30'

INITIATIVE- +2

BASE ATTACK BONUS

- Melee +21 = +16 (Base) +6 (Str) -1 (size)
- Ranged +17 = +16 (Base) +2 (Dex) -1 (size)

CARRYING CAPACITY

- Light Load 0-173 lbs.
- Medium Load 174-346 lbs.
- Heavy Load 347-520 lbs.
- Lift Over Head 520 lbs.
- Lift Off Ground 1,040 lbs.
- Push or Drag 2,600 lbs.

SAVING THROWS

- Fortitude +12 = +8 (Base) +4 (Con)
- Reflex +13 = +11 (Base) +2 (Dex)
- Will +9 = +8 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, -1=-1+0)*
- Balance (Dex, +21=2+19)
- Bluff (Cha, +0=0+0)*
- Climb (Str, +16=6+10)
- Concentration (Con, +4=4+0)*
- Craft (Int, -1=-1+0)*
- Decipher Script (Int, -1=-1+0)*
- Diplomacy (Cha, +0=0+0)*
- Disable Device (Int, -1=-1+0)*
- Disguise (Cha, +0=0+0)*
- Escape Artist (Dex, +2=2+0)*
- Forgery (Int, -1=-1+0)*
- Gather Information (Cha, +0=0+0)*
- Handle Animal (Cha, +0=0+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, -2=2+0-4)*
- Intimidate (Cha, +11=0+11)
- Jump (Str, +18=6+12)

- Knowledge (Int, -1=-1+0)*
- Listen (Wis, +14=1+13)
- Move Silently (Dex, +2=2+0)*
- Open Locks (Dex, +2=2+0)*
- Perform (Cha, +0=0+0)*
- Profession (Wis, +1=1+0)*
- Ride (Dex, +2=2+0)*
- Search (Int, -1=-1+0)*
- Sense Motive (Wis, +1=1+0)
- Sleight of Hand (Dex, +2=2+0)*
- Speak Language (Int, -1=-1+0)*
- Spellcraft (Int, -1=-1+0)*
- Spot (Wis, +10=1+9)
- Survival (Wis, +16=1+15)
- Swim (Str, +6=6+0)*
- Tumble (Dex, +16=2+14)
- Use Magical Device (Cha, +0=0+0)*
- Use Rope (Dex, +2=2+0)*

FEATS

- Alertness [General]
- Diehard [General]
- Endurance [General]
- Improved Overrun [General]
- Power Attack [General]
- Run [General]

WEAPONS

- horn (1d8+6, 20/x2, piercing)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Ixion is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Ixion becomes an Aeon; his type becomes [Outsider] & his subtype becomes [Aeon]; as such, he gains Darkvision out to 60'; in addition, he does not need to eat or sleep (although he can do so if he wishes); lastly, his body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, & *resurrection*, don't work on him; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore him to life
- **Natural Armor:** Ixion gains a natural armor bonus to his AC equal to 1/2 his HD; in addition, he can add his Constitution bonus (if any) to his AC; these bonuses do not apply against touch attacks, & he loses the bonuses when he wears any armor, or when he carries a shield
- **Aeon Boost (Ex):** Ixion can choose, as a swift action, to lower his defenses for 1 round; during that round, all damage sustained by him is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Ixion gains a natural weapon; he may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once his choice has been made, it cannot be changed; this natural weapon deals damage based on his size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical 20/x2); once he gains this natural weapon, he can no longer use manufactured weapons with his hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Ixion can choose, as a swift action, to raise his defenses for 1 round; during that round, all damage sustained by him is reduced by 75%; because of this, he cannot accrue Overdrive Points (OP's) during that round
- **Form of Thunder (Ex):** Ixion becomes an electric being; he gains the [Lightning] subtype, meaning that he has immunity to electricity damage & vulnerability to water (force) damage, which means he takes half again as much (+50%) damage as normal from water-based attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure; also, any electricity-based damage actually restores HP equal to the amount of damage that it would normally inflict

- **Lightning Mage (Sp):** Ixion gains some lightning-related spell-like abilities; he can now cast Thunder (4MP), Thundara (8MP), NulShock (2MP), & NulTide (2MP); he casts these like a Black Mage with a class level equal to his HD; he does not need any somatic components to cast these, but he must spend the MP cost to cast such abilities
- **Mark of Status (Ex):** Ixion gains a resistance bonus equal to his HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Aerospark (Ex):** Ixion can blast his enemies with shocking energy; this is a special ranged attack (his BAB + his Dexterity modifier + 5; no size modifier) on a single opponent within 30' that deals 2d6 electricity damage & suffer a *dispel* effect (opponent loses all positive conditions such as ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects); if a creature makes a Fortitude save (DC10 + ½ his class level + his Wisdom modifier), then they only take half damage & negate the *dispel* effect; this is a standard action that does not provoke attacks of opportunity
- **Thor's Hammer (Su):** Ixion can automatically hit all opponents within 30' with a deadly lightning bolt, dealing 5d8 points of electricity damage to each; this ability costs 100 OP to use



Shiva

CLASS- Aeon 14/Freezing Fayth 5

RACE- Aeon (Outsider [Cold])

ALIGNMENT- True Neutral

LEVEL- 19th

SIZE- Large (Space 10'/Reach 10')

AGE- 18 years old

GENDER- female

HEIGHT - 12'1"

WEIGHT- 2,185 lbs

EYES- ice blue

HAIR- blue

LANGUAGES

- Common

ABILITIES

- Strength 15 (+2)
- Dexterity 16 (+3)
- Constitution 19 (+4)
- Intelligence 10 (+0)
- Wisdom 12 (+1)
- Charisma 14 (+2)

HIT POINTS- 90 HP**MAGIC POINTS**- 675 MP**ARMOR CLASS**- 28 (-1 size, +3 Dex, +4 Con, +12 natural armor); touch 12; flat-footed 25**SPEED**- 30'**INITIATIVE**- +7**BASE ATTACK BONUS**

- Melee +20 = +19 (Base) +2 (Str) -1 (size)
- Ranged +21 = +19 (Base) +3 (Dex) -1 (size)

CARRYING CAPACITY

- Light Load 0-26 lbs.
- Medium Load 27-53 lbs.
- Heavy Load 54-80 lbs.
- Lift Over Head 80 lbs.
- Lift Off Ground 160 lbs.
- Push or Drag 400 lbs.

SAVING THROWS

- Fortitude +14 = +10 (Base) +4 (Con)
- Reflex +18 = +13 (Base) +3 (Dex) +2 (Feat)
- Will +11 = +10 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +20=3+17)
- Bluff (Cha, +2=2+0)*
- Climb (Str, +18=2+16)
- Concentration (Con, +4=4+0)*
- Craft (Int, +0=0+0)*
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, +2=2+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, +2=2+0)*
- Escape Artist (Dex, +3=3+0)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, +2=2+0)*
- Handle Animal (Cha, +2=2+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, -1=3+0-4)*
- Intimidate (Cha, +19=2+17)
- Jump (Str, +19=2+17)
- Knowledge (Int, +0=0+0)*
- Listen (Wis, +18=1+17)
- Move Silently (Dex, +3=3+0)*
- Open Locks (Dex, +3=3+0)*
- Perform (Cha, +2=2+0)*
- Profession (Wis, +1=1+0)*
- Ride (Dex, +3=3+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, +26=1+22+3)
- Sleight of Hand (Dex, +3=3+0)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*

- Spot (Wis, +**18**=1+17)
- Survival (Wis, +**18**=1+17)
- Swim (Str, +**2**=2+0)*
- Tumble (Dex, +**20**=3+17)
- Use Magical Device (Cha, +**2**=2+0)*
- Use Rope (Dex, +**3**=3+0)*

FEATS

- Combat Reflexes [General]
- Dodge [General]
- Improved Initiative [General]
- Lightning Reflexes [General]
- Mobility [General]
- Skill Focus (Sense Motive) [General]
- Spring Attack [General]

WEAPONS

- claws (1d8+2, 20/ $\times 2$, slashing)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Shiva is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Shiva becomes an Aeon; her type becomes [Outsider] & her subtype becomes [Aeon]; as such, she gains Darkvision out to 60'; in addition, she does not need to eat or sleep (although she can do so if she wishes); lastly, her body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, & *resurrection*, don't work on him; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore him to life
- **Natural Armor:** Shiva gains a natural armor bonus to her AC equal to $\frac{1}{2}$ her HD; in addition, she can add her Constitution bonus (if any) to her AC; these bonuses do not apply against touch attacks, & she loses the bonuses when she wears any armor, or when she carries a shield
- **Aeon Boost (Ex):** Shiva can choose, as a swift action, to lower her defenses for 1 round; during that round, all damage sustained by him is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Shiva gains a natural weapon; he may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once his choice has been made, it cannot be changed; this natural weapon deals damage based on his size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical 20/ $\times 2$); once he gains this natural weapon, he can no longer use manufactured weapons with his hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Shiva can choose, as a swift action, to raise his defenses for 1 round; during that round, all damage sustained by him is reduced by 75%; because of this, he cannot accrue Overdrive Points (OP's) during that round
- **Form of Ice (Ex):** Shiva becomes an icy being; she gains the [Cold] subtype, meaning that she has immunity to cold damage & vulnerability to fire damage, which means it takes half again as much (+50%) damage as normal from fire-based attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure; also, any cold-based damage actually restores HP equal to the amount of damage that it would normally inflict
- **Cold Mage (Sp):** Shiva gains some cold-related spell-like abilities; she can now cast Blizzard (4MP), Blizzara (4MP), NulBlaze (2MP), & NulFrost (2MP); she casts these like a Black Mage with a class level equal to her HD; she does not need any somatic components to cast these, but she must spend the MP cost to cast such abilities
- **Frozen Flesh (Ex):** Shiva's flesh becomes rimed with frost, granting her a natural armor bonus equal to $\frac{1}{4}$ th of her HD; this bonus does not apply against touch attacks; in addition, any creature that touches her (either through an unarmed melee attack, a touch attack, a grapple, or some other direct physical contact) suffers 1d4 cold damage per round (no saving throw); she loses these bonuses when she wear any armor
- **Mark of Status (Ex):** Shiva gains a resistance bonus equal to her HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)

- **Heavenly Strike (Ex):** Shiva can blast her enemies with a frozen touch; this is a special melee attack (her BAB + her Strength modifier + 5; no size modifier) on a single opponent within 30' that deals 2d6 cold damage + her Strength modifier & a -5 Initiative penalty for the next round; if a creature makes a Fortitude save (DC10 + ½ her class level + her Wisdom modifier), then they only take half damage & negate the Initiative penalty; this is a standard action that does not provoke attacks of opportunity
- **Diamond Dust (Su):** Shiva can automatically hit all opponents within 30' with freezing ice shards, dealing 5d8 points of cold damage to each; this ability costs 100 OP to use



Bahamut

CLASS- Aeon 17/Dragon Fayth 5

RACE- Aeon (Outsider)

ALIGNMENT- True Neutral

LEVEL- 22nd

SIZE- Huge (Space 15'/Reach 15')

AGE- 8 years old

GENDER- male

HEIGHT - 18'6"

WEIGHT- 18,300 lbs

EYES- white (pupil-less)

HAIR- N/A

LANGUAGES

- Common

ABILITIES

- Strength 30 (+10)
- Dexterity 12 (+1)
- Constitution 24 (+7)
- Intelligence 10 (+0)
- Wisdom 12 (+1)
- Charisma 10 (+0)

HIT POINTS- 275 HP

MAGIC POINTS- 824 MP

ARMOR CLASS- 32 (-2 size, +1 Dex, +7 Con, +16 natural armor); touch 9; flat-footed 31

SPEED- 30'

INITIATIVE- +5

BASE ATTACK BONUS

- Melee +21 = +22 (Base) +10 (Str) -2 (size)
- Ranged +17 = +22 (Base) +1 (Dex) -2 (size)

CARRYING CAPACITY

- Light Load 0-532 lbs.
- Medium Load 533-1,064 lbs.
- Heavy Load 1,065-1,600 lbs.
- Lift Over Head 1,600 lbs.
- Lift Off Ground 3,200 lbs.

- Push or Drag 8,000 lbs.

SAVING THROWS

- Fortitude +23 = +14 (Base) +7 (Con) +2 (Feat)
- Reflex +15 = +14 (Base) +1 (Dex)
- Will +12 = +11 (Base) +1 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +18=1+17)
- Bluff (Cha, +0=0+0)*
- Climb (Str, +27=10+17)
- Concentration (Con, +7=7+0)*
- Craft (Int, +0=0+0)*
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, +0=0+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, +0=0+0)*
- Escape Artist (Dex, +1=1+0)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, +0=0+0)*
- Handle Animal (Cha, +0=0+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, -7=1+0-8)*
- Intimidate (Cha, +18=0+18)
- Jump (Str, +27=10+17)
- Knowledge (Int, +0=0+0)*
- Listen (Wis, +16=1+15)
- Move Silently (Dex, +1=1+0)*
- Open Locks (Dex, +1=1+0)*
- Perform (Cha, +0=0+0)*
- Profession (Wis, +1=1+0)*
- Ride (Dex, +1=1+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, +1=1+17)
- Sleight of Hand (Dex, +1=1+0)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, +17=1+16)
- Survival (Wis, +26=1+25)
- Swim (Str, +10=10+0)*
- Tumble (Dex, +15=1+14)
- Use Magical Device (Cha, +0=0+0)*
- Use Rope (Dex, +1=1+0)*

FEATS

- Awesome Blow [Monster]
- Cleave [General]
- Great Cleave [General]
- Great Fortitude [General]
- Improved Bull Rush [General]
- Improved Initiative [General]
- Improved Toughness [General]
- Power Attack [General]

WEAPONS

- claws (2d6+10, 20/x2, piercing)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Bahamut is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Bahamut becomes an Aeon; his type becomes [Outsider] & his subtype becomes [Aeon]; as such, he gains Darkvision out to 60'; in addition, he does not need to eat or sleep (although he can do so if he wishes); lastly, his body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, & *resurrection*, don't work on him; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore him to life
- **Natural Armor:** Bahamut gains a natural armor bonus to his AC equal to $\frac{1}{2}$ his HD; in addition, he can add his Constitution bonus (if any) to his AC; these bonuses do not apply against touch attacks, & he loses the bonuses when he wears any armor, or when he carries a shield
- **Aeon Boost (Ex):** Bahamut can choose, as a swift action, to lower his defenses for 1 round; during that round, all damage sustained by him is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Bahamut gains a natural weapon; he may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once his choice has been made, it cannot be changed; this natural weapon deals damage based on his size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical 20/ $\times 2$); once he gains this natural weapon, he can no longer use manufactured weapons with his hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Bahamut can choose, as a swift action, to raise his defenses for 1 round; during that round, all damage sustained by him is reduced by 75%; because of this, he cannot accrue Overdrive Points (OP's) during that round
- **Immortality:** Bahamut no longer takes penalties to his ability scores for aging & cannot be magically aged; any such penalties that he has already taken, however, remain in place; bonuses no longer accrue either, but he does not die of old age when his time is up, & in fact his maximum age no longer exists as a meaningful statistic
- **Flight (Ex):** Bahamut grows a pair of wings, granting him the power of flight; he gains a fly speed equal to his base land speed + 30' (poor maneuverability); he retains the use of his arms, which he may still use as normal
- **Elemental Archmage (Sp):** Bahamut gains some element-related spell-like abilities; he can now cast Blizzard (4MP), Blizzara (8MP), Blizzaga (16MP), Fire (4MP), Fira (8MP), Firaga (16MP), Scan (1MP), Thunder (4MP), Thundara (8MP), Thundaga (16MP), Water (4MP), Watera (8MP), & Waterga (16MP); he casts these like a Lancer or a Black Mage with a class level equal to his HD; he does not need any somatic components to cast these, but you must spend the MP cost to cast such abilities
- **Mark of Status (Ex):** Bahamut gains a resistance bonus equal to his HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Impulse (Ex):** Bahamut can blast his enemies with a potent magical pulse; all opponents within 40' take force damage equal to $3d8 +$ his Strength modifier (no saving throw); this is a standard action that does not provoke attacks of opportunity
- **Mega Flare (Su):** Bahamut can automatically hit all opponents within 30' with a devastating blast of magical power, dealing $10d8$ points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100 OP to use



Yojimbo

CLASS- Aeon 20/Samurai Fayth 5

RACE- Aeon (Outsider)

ALIGNMENT- True Neutral

LEVEL- 25th

SIZE- Huge (Space 15'/Reach 15')

AGE- 41 years old

GENDER- male

HEIGHT - 18'6"

WEIGHT- 18,300 lbs

EYES- white (pupil-less)

HAIR- black

LANGUAGES

- Common

ABILITIES

- Strength 28 (+9)
- Dexterity 16 (+3)
- Constitution 23 (+6)
- Intelligence 10 (+0)
- Wisdom 12 (+1)
- Charisma 10 (+0)

HIT POINTS- 300 HP

MAGIC POINTS- 862 MP

ARMOR CLASS- 25 (-2 size, +0 Dex, +6 Con, +11 splintered mail); touch 8; flat-footed 25

SPEED- 20'

INITIATIVE- +3

BASE ATTACK BONUS

- Melee +32 = +25 (Base) +9 (Str) -2 (size)
- Ranged +26 = +25 (Base) +3 (Dex) -2 (size)

CARRYING CAPACITY

- Light Load 0-400 lbs.
- Medium Load 401-800 lbs.
- Heavy Load 801-1,200 lbs.
- Lift Over Head 1,200 lbs.
- Lift Off Ground 2,400 lbs.
- Push or Drag 6,000 lbs.

SAVING THROWS

- Fortitude +19 = +13 (Base) +6 (Con)
- Reflex +19 = +16 (Base) +3 (Dex)
- Will +19 = +16 (Base) +1 (Wis) +2 (Feat)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +18=3+22-7)
- Bluff (Cha, +0=0+0)*
- Climb (Str, +24=9+22-7)
- Concentration (Con, +6=6+0)*
- Craft (Int, +0=0+0)*
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, +0=0+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, +0=0+0)*
- Escape Artist (Dex, -4=3+0-7)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, +0=0+0)*
- Handle Animal (Cha, +0=0+0)*
- Heal (Wis, +3=1+0+2)*
- Hide (Dex, -12=3+0-8-7)*
- Intimidate (Cha, +22=0+22)
- Jump (Str, +24=9+22-7)
- Knowledge (Int, +0=0+0)*
- Listen (Wis, +29=1+28)
- Move Silently (Dex, -4=3+0-7)*
- Open Locks (Dex, +3=3+0)*
- Perform (Cha, +0=0+0)*
- Profession (Wis, +1=1+0)*
- Ride (Dex, +3=3+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, +23=1+22)
- Sleight of Hand (Dex, -4=3+0-7)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, +23=1+22)
- Survival (Wis, +25=1+22+2)
- Swim (Str, +9=9+0)*
- Tumble (Dex, +18=3+22-7)
- Use Magical Device (Cha, +0=0+0)*
- Use Rope (Dex, +3=3+0)*

FEATS

- Awesome Blow [Monster]
- Cleave [General]
- Great Cleave [General]
- Improved Bull Rush [General]
- Improved Toughness [General]

- Power Attack [General]
- Quick Draw [General]
- Self-Sufficient [General]
- Weapon Focus (longsword) [General]
- Weapon Specialization (longsword) [General]

WEAPONS

- +5 (+6 total, with feat) keen longsword (3d6+16, 17-20/x2, 16 lbs, slashing)

ARMOR

- +5 light fortification splint mail (+11 AC, maximum Dex +0, armor check penalty -7, speed 20', 180 lbs)

EQUIPMENT

- 195,000gp (195 lbs)

ENCUMBERANCE- 391 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Yojimbo is proficient with all simple & martial weapons, & with all armor (heavy, medium, & light), but not shields
- **Aeon Form:** Yojimbo becomes an Aeon; his type becomes [Outsider] & his subtype becomes [Aeon]; as such, he gains Darkvision out to 60'; in addition, he does not need to eat or sleep (although he can do so if he wishes); lastly, his body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, & *resurrection*, don't work on him; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore him to life
- **Natural Armor:** Yojimbo gains a natural armor bonus to his AC equal to $\frac{1}{2}$ his HD; in addition, he can add his Constitution bonus (if any) to his AC; these bonuses do not apply against touch attacks, & he loses the bonuses when he wears any armor, or when he carries a shield
- **Aeon Boost (Ex):** Yojimbo can choose, as a swift action, to lower his defenses for 1 round; during that round, all damage sustained by him is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Yojimbo gains a natural weapon; he may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once his choice has been made, it cannot be changed; this natural weapon deals damage based on his size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical 20/x2); once he gains this natural weapon, he can no longer use manufactured weapons with his hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Yojimbo can choose, as a swift action, to raise his defenses for 1 round; during that round, all damage sustained by him is reduced by 75%; because of this, he cannot accrue Overdrive Points (OP's) during that round
- **Immortality:** Yojimbo no longer takes penalties to his ability scores for aging & cannot be magically aged; any such penalties that he has already taken, however, remain in place; bonuses no longer accrue either, but he does not die of old age when his time is up, & in fact his maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Ex):** Yojimbo's opponents can no longer make attacks of opportunity against him; even if he is flat-footed or otherwise denied his Dexterity bonus to his AC, all attacks of opportunity made against him automatically fail; the only time that an attack of opportunity can be made successfully against him is when he is immobilized, helpless, or when he loses his natural armor bonus by wearing armor or using a shield
- **Armed & Dangerous:** Yojimbo regains the ability to use manufactured weapons, as well as wear armor without losing his natural armor bonus; he still cannot use shields, though
- **Daigoro (Ex):** Yojimbo gains an animal companion in the form of Daigoro (dire wolf statistics); up to once per round, he can command Daigoro to make a special slam attack (+11 melee; 1d8+10 bludgeoning damage) to 1 opponent within 50' of his companion; this is a standard action that does not provoke attacks of opportunity for either you or Daigoro
- **Kozuka (Ex):** Yojimbo can conjure daggers of magical energy to throw at his enemies; throwing a magical knife is a special ranged attack (his BAB + his Dexterity modifier + 10; no size modifier) on a single opponent that deals 2d8 force damage; this is a standard action that does not provoke attacks of opportunity
- **Mark of Status (Ex):** Yojimbo gains a resistance bonus equal to his HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Wakizashi (Ex):** Yojimbo can slice his enemies with stunning speed; he can make melee attacks against 1d4-1 opponents (minimum 1) within 30', using his full BAB & dealing maximized damage to all; this is a standard action that does not provoke attacks of opportunity
- **Free Summons (Ex):** Yojimbo is free to act as he will when he is called by a summoner to battle; he is no longer compelled to act as his summoner wishes, although he must make a Will save (DC20 + the summoner's class level) each round that he refuses to attack his summoner's enemies at all; he can even

- negotiate the price of his services with his summoner; he still cannot dismiss himself however, so he must wait for an encounter to end or for his summoner to dismiss him to return to his transdimensional pocket
- **Zanmato (Ex):** Yojimbo can use his chosen weapon to make a single melee attack at his highest attack bonus against any 1 opponent within 30', severing the head of any creature it successfully strikes (no saving throw); some creatures, such as many Aberrations & all Oozes, have no heads; others, such as golems & Undead creatures other than vampires, are not affected by the loss of their heads; most other creatures, however, automatically die (-10HP) when their heads are cut off; this is a full-round action that does not provoke attacks of opportunity; this ability costs 100 OP to use



Anima

CLASS- Aeon 20/Suffering Fayth 5

RACE- Aeon (Outsider)

ALIGNMENT- True Neutral

LEVEL- 25th

SIZE- Gargantuan (Space 20'/Reach 20')

AGE- 46 years old (20 years as an Aeon)

GENDER- female

HEIGHT - 48'

WEIGHT- 89 tons

EYES- white (pupil-less)

HAIR- gray

LANGUAGES

- Common

ABILITIES

- Strength 42 (+16)
- Dexterity 10 (+0)
- Constitution 28 (+9)

- Intelligence 10 (+0)
- Wisdom 12 (+1)
- Charisma 8 (-1)

HIT POINTS- 362 HP

MAGIC POINTS- 750 MP

ARMOR CLASS- 39 (-4 size, +9 Con, +24 natural armor); touch 6; flat-footed 39

SPEED- 30'

INITIATIVE- +4

BASE ATTACK BONUS

- Melee +37 = +25 (Base) +16 (Str) -4 (size)
- Ranged +21 = +25 (Base) +0 (Dex) -4 (size)

CARRYING CAPACITY

- Light Load 0-2,768 lbs.
- Medium Load 2,769-5,536 lbs.
- Heavy Load 5,537-8,320 lbs.
- Lift Over Head 8,320 lbs.
- Lift Off Ground 16,640 lbs.
- Push or Drag 41,600 lbs.

SAVING THROWS

- Fortitude +25 = +16 (Base) +9 (Con)
- Reflex +13 = +13 (Base) +0 (Dex)
- Will +19 = +16 (Base) +1 (Wis) +2 (Feat)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +21=0+21)
- Bluff (Cha, -1=-1+0)*
- Climb (Str, +35=16+19)
- Concentration (Con, +9=9+0)*
- Craft (Int, +0=0+0)*
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, -1=-1+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, -1=-1+0)*
- Escape Artist (Dex, +0=0+0)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, -1=-1+0)*
- Handle Animal (Cha, -1=-1+0)*
- Heal (Wis, +1=1+0)*
- Hide (Dex, -12=0+0-12)*
- Intimidate (Cha, +30=-1+28+3)
- Jump (Str, +37=16+21)
- Knowledge (Int, +0=0+0)*
- Listen (Wis, +22=1+21)
- Move Silently (Dex, +0=0+0)*
- Open Locks (Dex, +0=0+0)*
- Perform (Cha, -1=-1+0)*
- Profession (Wis, +1=1+0)*
- Ride (Dex, +0=0+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, +22=1+21)
- Sleight of Hand (Dex, +0=0+0)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, +22=1+21)
- Survival (Wis, +22=1+21)
- Swim (Str, +16=16+0)*
- Tumble (Dex, +21=0+21)
- Use Magical Device (Cha, -1=-1+0)*
- Use Rope (Dex, +0=0+0)*

FEATS

- Awesome Blow [Monster]
- Cleave [General]
- Great Cleave [General]
- Improved Bull Rush [General]
- Improved Initiative [General]
- Improved Toughness [General]
- Iron Will [General]
- Power Attack [General]
- Skill Focus (Intimidate) [General]

WEAPONS

- Pain (2d8+16, 20/ $\times 2$, bludgeoning)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Anima is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Anima becomes an Aeon; her type becomes [Outsider] & her subtype becomes [Aeon]; as such, she gains Darkvision out to 60'; in addition, she does not need to eat or sleep (although she can do so if she wishes); lastly, her body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, & *resurrection*, don't work on her; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore her to life
- **Natural Armor:** Anima gains a natural armor bonus to her AC equal to $\frac{1}{2}$ her HD; in addition, she can add her Constitution bonus (if any) to her AC; these bonuses do not apply against touch attacks, & she loses the bonuses when she wears any armor, or when she carries a shield
- **Aeon Boost (Ex):** Anima can choose, as a swift action, to lower her defenses for 1 round; during that round, all damage sustained by her is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Anima gains a natural weapon; she may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once her choice has been made, it cannot be changed; this natural weapon deals damage based on her size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical 20/ $\times 2$); once she gains this natural weapon, she can no longer use manufactured weapons with her hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Anima can choose, as a swift action, to raise her defenses for 1 round; during that round, all damage sustained by her is reduced by 75%; because of this, she cannot accrue Overdrive Points (OP's) during that round
- **Immortality:** Anima no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Ex):** Anima's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Elemental Ubermage (Sp):** Anima gains some element-related spell-like abilities; she can now cast Bio (10MP), Blizzard (4MP), Blizzara (8MP), Blizzaga (16MP), Dark Attack (5MP), Dark Buster (10MP), Death (20MP), Fire (4MP), Fira (8MP), Firaga (16MP), Scan (1MP), Silence Attack (5MP), Silence Buster (10MP), Sleep Attack (5MP), Sleep Buster (10MP), Thunder (4MP), Thundara (8MP), Thundaga (16MP), Water (4MP), Watera (8MP), Waterga (16MP), & Zombie Attack (10MP); she casts these like a Ronin, a Lancer, a Blitzer, or a Black Mage with a class level equal to her HD; she does not need any somatic components to cast these, but she must spend the MP cost to cast such abilities
- **Mark of Status (Ex):** Anima gains a resistance bonus equal to her HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Pain (Ex):** Anima can slaughter her enemies with entropic force; this is a special ranged attack (her BAB + her Dexterity modifier + 5; no size modifier) on a single opponent that deals unspecified damage equal to 4d8 + her Strength modifier (no saving throw); in addition, her opponent must make a Fortitude save (DC10 + $\frac{1}{2}$

- her class level + her Wisdom modifier) or immediate die; any time she uses this ability, she suffers damage equal to her Constitution modifier (minimum 1); 30' range; this is a standard action that does not provoke attacks of opportunity
- **Oblivion (Su):** Anima can automatically hit all opponents within 30' with an apocalyptic flurry of blows & explosive force, dealing 20d6 points of force damage to each (no saving throw). In addition, any opponent hit by this attack must make a successful Fortitude save (DC10 + ½ her class level + her Charisma modifier) or die; this is a full-round action that does not provoke attacks of opportunity; this ability costs 100 OP to use



Sandy

CLASS- Aeon 20/Joined Fayth 5

RACE- Aeon (Outsider)

ALIGNMENT- True Neutral

LEVEL- 25th

SIZE- Large (Space 10'/Reach 10')

AGE- 20 years old

GENDER- female

HEIGHT - 12'1"

WEIGHT- 2,185 lbs

EYES- blue

HAIR- N/A

LANGUAGES

- Common

ABILITIES

- Strength 24 (+7)
- Dexterity 15 (+2)
- Constitution 19 (+4)
- Intelligence 10 (+0)
- Wisdom 10 (+0)
- Charisma 10 (+0)

HIT POINTS- 255 HP

MAGIC POINTS- 937 MP

ARMOR CLASS- 30 (-1 size, +2 Dex, +4 Con, +15 natural armor); touch 11; flat-footed 28

SPEED- 30'

INITIATIVE- +6

BASE ATTACK BONUS

- Melee +31 = +25 (Base) +7 (Str) -1 (size)
- Ranged +26 = +25 (Base) +2 (Dex) -1 (size)

CARRYING CAPACITY

- Light Load 0-233 lbs.
- Medium Load 234-466 lbs.
- Heavy Load 467-700 lbs.
- Lift Over Head 700 lbs.
- Lift Off Ground 1,400 lbs.

- Push or Drag 3,500 lbs.

SAVING THROWS

- Fortitude +20 = +16 (Base) +4 (Con)
- Reflex +20 = +16 (Base) +2 (Dex) +2 (Feat)
- Will +16 = +16 (Base) +0 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*
- Balance (Dex, +24=2+22)
- Bluff (Cha, +0=0+0)*
- Climb (Str, +27=7+20)
- Concentration (Con, +4=4+0)*
- Craft (Int, +0=0+0)*
- Decipher Script (Int, +0=0+0)*
- Diplomacy (Cha, +0=0+0)*
- Disable Device (Int, +0=0+0)*
- Disguise (Cha, +0=0+0)*
- Escape Artist (Dex, +2=2+0)*
- Forgery (Int, +0=0+0)*
- Gather Information (Cha, +0=0+0)*
- Handle Animal (Cha, +0=0+0)*
- Heal (Wis, +0=0+0)*
- Hide (Dex, -2=2+0-4)*
- Intimidate (Cha, +22=0+22)
- Jump (Str, +29=7+22)
- Knowledge (Int, +0=0+0)*
- Listen (Wis, +22=0+22)
- Move Silently (Dex, +2=2+0)*
- Open Locks (Dex, +2=2+0)*
- Perform (Cha, +0=0+0)*
- Profession (Wis, +0=0+0)*
- Ride (Dex, +2=2+0)*
- Search (Int, +0=0+0)*
- Sense Motive (Wis, +20=0+20)
- Sleight of Hand (Dex, +2=2+0)*
- Speak Language (Int, +0=0+0)*
- Spellcraft (Int, +0=0+0)*
- Spot (Wis, +28=0+28)
- Survival (Wis, +20=0+20)
- Swim (Str, +7=7+0)*
- Tumble (Dex, +30=2+28)
- Use Magical Device (Cha, +0=0+0)*
- Use Rope (Dex, +2=2+0)*

FEATS

- Cleave [General]
- Dodge [General]
- Great Cleave [General]
- Improved Initiative [General]
- Improved Toughness [General]
- Lightning Reflexes [General]
- Mobility [General]
- Power Attack [General]
- Spring Attack [General]

WEAPONS

- claw (1d8+7, 20/x2, slashing)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Sandy is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Sandy becomes an Aeon; her type becomes [Outsider] & her subtype becomes [Aeon]; as such, she gains Darkvision out to 60'; in addition, she does not need to eat or sleep (although she can do so if she wishes); lastly, her body & soul are fused into one unit, & therefore spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, & *resurrection*, don't work on her; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore her to life
- **Natural Armor:** Sandy gains a natural armor bonus to her AC equal to $\frac{1}{2}$ her HD; in addition, she can add her Constitution bonus (if any) to her AC; these bonuses do not apply against touch attacks, & she loses the bonuses when she wears any armor, or when she carries a shield
- **Aeon Boost (Ex):** Sandy can choose, as a swift action, to lower her defenses for 1 round; during that round, all damage sustained by her is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Sandy gains a natural weapon; she may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once her choice has been made, it cannot be changed; this natural weapon deals damage based on her size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical $20/\times 2$); once she gains this natural weapon, she can no longer use manufactured weapons with her hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Sandy can choose, as a swift action, to raise her defenses for 1 round; during that round, all damage sustained by her is reduced by 75%; because of this, she cannot accrue Overdrive Points (OP's) during that round
- **Immortality:** Sandy no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Ex):** Sandy's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Synergy:** Sandy can rely on the support of her sisters to bolster her attacks; she gains a morale bonus to her attack rolls equal to the Strength modifiers of all siblings within 30'; this bonus can be used for a number of rounds per day equal to her Wisdom modifier (minimum 1 round)
- **Mage's Alternatives (Sp):** Sandy gains some spell-like abilities; she can now cast a number of "spells"; she casts these like a PC with a class level equal to her HD; she does not need any somatic components to cast these, but she must spend the MP cost to cast such abilities:
 - **Mage Package #2:** Cure (4MP), Cura (10MP), Curaga (20MP), Haste (8MP), Nul (2MP), Protect (10MP), Shell (12MP), & Reflect (14MP)
- **Freedom of Choice (Ex):** Sandy gains some leeway when she is called by a summoner to battle; each round, she may take an action that her summoner chooses, or she can make a Will save (DC10 + the summoner's class level) to act as she desires; she cannot refuse her summoner, however, if they request that she perform her overdrive, if any (as long as she & her siblings each have 100 OP); she also cannot dismiss herself, so she must wait for an encounter to end or for her summoner to dismiss her to return to her transdimensional pocket
- **Mark of Status (Ex):** Sandy gains a resistance bonus equal to her HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Razzia (Ex):** Sandy can slash 1 opponent with blades that grow from her arms; this is 2 standard melee attacks, both using her full BAB; each blade that hits deals maximized slashing damage ($2d8 + \text{her Strength modifier}$); if a creature makes a Fortitude save (DC10 + $\frac{1}{2}$ her class level + her Wisdom modifier), then they only take half damage; this is a standard action that does not provoke attacks of opportunity
- **Delta Attack (Su):** Sandy can combine her Limit Break with the Limit Breaks of 2 siblings to automatically hit all opponents within 50' with the ultimate arcane attack, dealing 20d12 points of damage to each. In addition, any opponent hit by this attack must make a successful Fortitude save (DC40) or die; must have 2 siblings who have fully charged OP pools (100 OP's each); this ability costs 100 OP to use



Cindy

CLASS- Aeon 20/Joined Fayth 5

RACE- Aeon (Outsider)

ALIGNMENT- True Neutral

LEVEL- 25th

SIZE- Huge (Space 15'/Reach 15')

AGE- 18 years old

GENDER- female

HEIGHT - 24' 1"

WEIGHT- 18,185 lbs

EYES- blue

HAIR- N/A

LANGUAGES

- Common

ABILITIES

- Strength 33 (+11)
- Dexterity 11 (+0)
- Constitution 24 (+7)
- Intelligence 10 (+0)
- Wisdom 10 (+0)
- Charisma 10 (+0)

HIT POINTS- 271 HP

MAGIC POINTS- 937 MP

ARMOR CLASS- 34 (-2 size, +0 Dex, +7 Con, +19 natural armor); touch 8; flat-footed 34

SPEED- 30'

INITIATIVE- +0

BASE ATTACK BONUS

- Melee +34 = +25 (Base) +11 (Str) -2 (size)
- Ranged +23 = +25 (Base) +0 (Dex) -2 (size)

CARRYING CAPACITY

- Light Load 0-800 lbs.
- Medium Load 801-1,600 lbs.
- Heavy Load 1,601-2,400 lbs.
- Lift Over Head 2,400 lbs.
- Lift Off Ground 4,800 lbs.
- Push or Drag 12,000 lbs.

SAVING THROWS

- Fortitude +23 = +16 (Base) +7 (Con)
- Reflex +18 = +16 (Base) +0 (Dex) +2 (Feat)
- Will +16 = +16 (Base) +0 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*

- Balance (Dex, +**23**=0+23)
- Bluff (Cha, +**0**=0+0)*
- Climb (Str, +**31**=11+20)
- Concentration (Con, +**7**=7+0)*
- Craft (Int, +**0**=0+0)*
- Decipher Script (Int, +**0**=0+0)*
- Diplomacy (Cha, +**0**=0+0)*
- Disable Device (Int, +**0**=0+0)*
- Disguise (Cha, +**0**=0+0)*
- Escape Artist (Dex, +**0**=0+0)*
- Forgery (Int, +**0**=0+0)*
- Gather Information (Cha, +**0**=0+0)*
- Handle Animal (Cha, +**0**=0+0)*
- Heal (Wis, +**0**=0+0)*
- Hide (Dex, -**8**=0+0-8)*
- Intimidate (Cha, +**24**=0+24)
- Jump (Str, +**35**=11+24)
- Knowledge (Int, +**0**=0+0)*
- Listen (Wis, +**19**=0+19)
- Move Silently (Dex, +**0**=0+0)*
- Open Locks (Dex, +**0**=0+0)*
- Perform (Cha, +**0**=0+0)*
- Profession (Wis, +**0**=0+0)*
- Ride (Dex, +**0**=0+0)*
- Search (Int, +**0**=0+0)*
- Sense Motive (Wis, +**20**=0+20)
- Sleight of Hand (Dex, +**0**=0+0)*
- Speak Language (Int, +**0**=0+0)*
- Spellcraft (Int, +**0**=0+0)*
- Spot (Wis, +**28**=0+28)
- Survival (Wis, +**18**=0+18)
- Swim (Str, +**11**=11+0)*
- Tumble (Dex, +**28**=0+28)
- Use Magical Device (Cha, +**0**=0+0)*
- Use Rope (Dex, +**0**=0+0)*

FEATS

- Cleave [General]
- Dodge [General]
- Great Cleave [General]
- Improved Overrun [General]
- Improved Toughness [General]
- Lightning Reflexes [General]
- Mobility [General]
- Power Attack [General]
- Spring Attack [General]

WEAPONS

- slam (2d6+11, 20/ $\times 2$, bludgeoning)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Cindy is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Cindy becomes an Aeon; her type becomes [Outsider] & her subtype becomes [Aeon]; as such, she gains Darkvision out to 60'; in addition, she does not need to eat or sleep (although she can do so if she wishes); lastly, her body & soul are fused into one unit, & therefore spells that restore souls to their bodies,

such as *raise dead*, *reincarnate*, & *resurrection*, don't work on her; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore her to life

- **Natural Armor:** Cindy gains a natural armor bonus to her AC equal to $\frac{1}{2}$ her HD; in addition, she can add her Constitution bonus (if any) to her AC; these bonuses do not apply against touch attacks, & she loses the bonuses when she wears any armor, or when she carries a shield
- **Aeon Boost (Ex):** Cindy can choose, as a swift action, to lower her defenses for 1 round; during that round, all damage sustained by her is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Cindy gains a natural weapon; she may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once her choice has been made, it cannot be changed; this natural weapon deals damage based on her size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical $20/\times 2$); once she gains this natural weapon, she can no longer use manufactured weapons with her hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Cindy can choose, as a swift action, to raise her defenses for 1 round; during that round, all damage sustained by her is reduced by 75%; because of this, she cannot accrue Overdrive Points (OP's) during that round
- **Immortality:** Cindy no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Ex):** Cindy's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Initial Options:** Cindy's size permanently increases by one size category; for stat changes caused by size increases, consult **Table 4-1: New Size Statistics**; this ability does not change your speed; if insufficient room is available for the desired growth, you attain the maximum possible size & may make a Strength check (using your increased Strength) to burst any enclosures in the process; if the check fails, you are constrained without harm by the materials enclosing you; you, therefore, cannot be crushed or otherwise harmed by increasing your size; no worn or carried equipment by you is enlarged by the effect; clothing & armor are destroyed by the transformation; magical effects that increase size stack with this ability, so the use of spells to increase size further are effective
- **Mage's Alternatives (Sp):** Cindy gains some spell-like abilities; she can now cast a number of "spells"; she casts these like a PC with a class level equal to her HD; she does not need any somatic components to cast these, but she must spend the MP cost to cast such abilities:
 - **Mage Package #1:** Auto-Life (97MP), Blizzaga (16MP), Cure (4MP), Cura (10MP), Curaga (20MP), Drain (12MP), Firaga (16MP), Flare (54MP), Full-Life (60MP), Life (18MP), Osmose (0MP), Thundaga (16MP), Ultima (90MP), & Waterga (16MP)
- **Freedom of Choice (Ex):** Cindy gains some leeway when she is called by a summoner to battle; each round, she may take an action that her summoner chooses, or she can make a Will save (DC10 + the summoner's class level) to act as she desires; she cannot refuse her summoner, however, if they request that she perform her overdrive, if any (as long as she & her siblings each have 100 OP); she also cannot dismiss herself, so she must wait for an encounter to end or for her summoner to dismiss her to return to her transdimensional pocket
- **Mark of Status (Ex):** Cindy gains a resistance bonus equal to her HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Camisade (Ex):** Cindy can leap high into the air & strike a single opponent within 30' from above; this is a special melee attack (her BAB + her Strength modifier + 5; no size modifier) that deals bludgeoning damage based on her size (Diminutive 1d3+1, Tiny 1d4+2, Small 1d6+3, Medium 1d8+4, Large 2d6+6, Huge 2d8+8, Gargantuan 4d6+12, Colossal 6d6+16); if a creature makes a Reflex save (DC10 + $\frac{1}{2}$ her class level + her Wisdom modifier), then they only take half damage; this is a standard action that does not provoke attacks of opportunity
- **Delta Attack (Su):** Cindy can combine her Limit Break with the Limit Breaks of 2 siblings to automatically hit all opponents within 50' with the ultimate arcane attack, dealing 20d12 points of damage to each. In addition, any opponent hit by this attack must make a successful Fortitude save (DC40) or die; must have 2 siblings who have fully charged OP pools (100 OP's each); this ability costs 100 OP to use



Mindy

CLASS- Aeon 20/Joined Fayth 5

RACE- Aeon (Outsider)

ALIGNMENT- True Neutral

LEVEL- 25th

SIZE- Medium (Space 5'/Reach 5')

AGE- 16 years old

GENDER- female

HEIGHT - 6' 1"

WEIGHT- 185 lbs

EYES- blue

HAIR- N/A

LANGUAGES

- Common

ABILITIES

- Strength 14 (+2)
- Dexterity 17 (+3)
- Constitution 17 (+3)
- Intelligence 10 (+0)
- Wisdom 10 (+0)
- Charisma 10 (+0)

HIT POINTS- 255 HP

MAGIC POINTS- 937 MP

ARMOR CLASS- 30 (+3 Dex, +3 Con, +14 natural armor); touch 13; flat-footed 27

SPEED- 30'

INITIATIVE- +7

BASE ATTACK BONUS

- Melee +27 = +25 (Base) +2 (Str)
- Ranged +28 = +25 (Base) +3 (Dex)

CARRYING CAPACITY

- Light Load 0-58 lbs.
- Medium Load 59-116 lbs.
- Heavy Load 117-175 lbs.
- Lift Over Head 175 lbs.
- Lift Off Ground 350 lbs.
- Push or Drag 875 lbs.

SAVING THROWS

- Fortitude +19 = +16 (Base) +3 (Con)
- Reflex +21 = +16 (Base) +3 (Dex) +2 (Feat)
- Will +16 = +16 (Base) +0 (Wis)

SKILLS (*=cross-class)

- Appraise (Int, +0=0+0)*

- Balance (Dex, +**27**=3+24)
- Bluff (Cha, +**0**=0+0)*
- Climb (Str, +**23**=2+21)
- Concentration (Con, +**3**=3+0)*
- Craft (Int, +**0**=0+0)*
- Decipher Script (Int, +**0**=0+0)*
- Diplomacy (Cha, +**0**=0+0)*
- Disable Device (Int, +**0**=0+0)*
- Disguise (Cha, +**0**=0+0)*
- Escape Artist (Dex, +**3**=3+0)*
- Forgery (Int, +**0**=0+0)*
- Gather Information (Cha, +**0**=0+0)*
- Handle Animal (Cha, +**0**=0+0)*
- Heal (Wis, +**0**=0+0)*
- Hide (Dex, +**3**=3+0)*
- Intimidate (Cha, +**15**=0+15)
- Jump (Str, +**23**=2+21)
- Knowledge (Int, +**0**=0+0)*
- Listen (Wis, +**24**=0+24)
- Move Silently (Dex, +**3**=3+0)*
- Open Locks (Dex, +**3**=3+0)*
- Perform (Cha, +**0**=0+0)*
- Profession (Wis, +**0**=0+0)*
- Ride (Dex, +**3**=3+0)*
- Search (Int, +**0**=0+0)*
- Sense Motive (Wis, +**20**=0+20)
- Sleight of Hand (Dex, +**3**=3+0)*
- Speak Language (Int, +**0**=0+0)*
- Spellcraft (Int, +**0**=0+0)*
- Spot (Wis, +**28**=0+28)
- Survival (Wis, +**23**=0+23)
- Swim (Str, +**2**=2+0)*
- Tumble (Dex, +**31**=3+28)
- Use Magical Device (Cha, +**0**=0+0)*
- Use Rope (Dex, +**3**=3+0)*

FEATS

- Cleave [General]
- Dodge [General]
- Great Cleave [General]
- Improved Initiative [General]
- Improved Toughness [General]
- Lightning Reflexes [General]
- Mobility [General]
- Power Attack [General]
- Spring Attack [General]

WEAPONS

- stinger (1d6+2, 20/×2, piercing)

ARMOR

- N/A

EQUIPMENT

- 0gp (0 lbs)

ENCUMBERANCE- 0 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Mindy is proficient with all simple & martial weapons, but not with any type of armor or shield
- **Aeon Form:** Mindy becomes an Aeon; her type becomes [Outsider] & her subtype becomes [Aeon]; as such, she gains Darkvision out to 60'; in addition, she does not need to eat or sleep (although she can do so if she wishes); lastly, her body & soul are fused into one unit, & therefore spells that restore souls to their bodies,

such as *raise dead*, *reincarnate*, & *resurrection*, don't work on her; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore her to life

- **Natural Armor:** Mindy gains a natural armor bonus to her AC equal to $\frac{1}{2}$ her HD; in addition, she can add her Constitution bonus (if any) to her AC; these bonuses do not apply against touch attacks, & she loses the bonuses when she wears any armor, or when she carries a shield
- **Aeon Boost (Ex):** Mindy can choose, as a swift action, to lower her defenses for 1 round; during that round, all damage sustained by her is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Natural Weapon:** Mindy gains a natural weapon; she may choose either a claw attack (slashing) or slam attack (bludgeoning) upon gaining this feature; once her choice has been made, it cannot be changed; this natural weapon deals damage based on her size (Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6; critical $20/\times 2$); once she gains this natural weapon, she can no longer use manufactured weapons with her hands, as they have become unsuitable for the purpose of wielding them
- **Aeon Shield (Ex):** Mindy can choose, as a swift action, to raise her defenses for 1 round; during that round, all damage sustained by her is reduced by 75%; because of this, she cannot accrue Overdrive Points (OP's) during that round
- **Immortality (Ex):** Mindy no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Ex):** Mindy's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Awesome Blow (Ex):** you gain Awesome Blow as a bonus monster feat, even if you do not meet the prerequisites to qualify for it
- **Mage's Alternatives (Sp):** Mindy gains some spell-like abilities; she can now cast a number of "spells"; she casts these like a PC with a class level equal to her HD; she does not need any somatic components to cast these, but she must spend the MP cost to cast such abilities:
 - **Mage Package #3:** Bio (10MP), Blizzara (8MP), Blizzaga (16MP), Death (20MP), Doublecast (0MP), Drain (12MP), Fira (8MP), Firaga (16MP), Flare (54MP), Lancet (0MP), Osmose (0MP), Thundara (8MP), Thundaga (16MP), Watera (8MP), & Waterga (16MP)
- **Freedom of Choice (Ex):** Mindy gains some leeway when she is called by a summoner to battle; each round, she may take an action that her summoner chooses, or she can make a Will save (DC10 + the summoner's class level) to act as she desires; she cannot refuse her summoner, however, if they request that she perform her overdrive, if any (as long as she & her siblings each have 100 OP); she also cannot dismiss herself, so she must wait for an encounter to end or for her summoner to dismiss her to return to her transdimensional pocket
- **Mark of Status (Ex):** Mindy gains a resistance bonus equal to her HD to all saving throws to defend against acquiring a negative status effect (all except Hasted &/or Regen; see **Status Effects**, above)
- **Passado (Ex):** Mindy can pelt 1 opponent with a barrage of stingers; this is 2d6+8 special ranged attacks, all using her full BAB; each stinger that hits deals maximized piercing damage (2d8); if a creature makes a Reflex save (DC10 + $\frac{1}{2}$ her class level + her Wisdom modifier), then they only take half damage; this is a standard action that does not provoke attacks of opportunity
- **Delta Attack (Su):** Mindy can combine her Limit Break with the Limit Breaks of 2 siblings to automatically hit all opponents within 50' with the ultimate arcane attack, dealing 20d12 points of damage to each. In addition, any opponent hit by this attack must make a successful Fortitude save (DC40) or die; must have 2 siblings who have fully charged OP pools (100 OP's each); this ability costs 100 OP to use



Maester Seymour Guado

CLASS- Summoner 4/Black Mage 7

RACE- Half-Guado

ALIGNMENT- Neutral Evil

LEVEL- 11th

SIZE- Medium

AGE- 28 years old

GENDER- male

HEIGHT- 5'6"

WEIGHT- 125 lbs

EYES- blue

HAIR- blue

LANGUAGES

- Common
- Guado
- Ronso
- Hypello

ABILITIES

- Strength 8 (-1)
- Dexterity 12 (+1)
- Constitution 14 (+2)
- Intelligence 17 (+3)
- Wisdom 9 (-1)
- Charisma 15 (+2)

HIT POINTS- 51 HP

MAGIC POINTS- 412MP

ARMOR CLASS- 15 (+1 Dex, +4 bangle); touch 11; flat-footed 14

SPEED- 30'

INITIATIVE- +1

BASE ATTACK BONUS

- Melee +5 = +5 (Base) -1 (Str) +1 (Magic Weapon)
- Ranged +6 = +5 (Base) +1 (Dex)

CARRYING CAPACITY

- Light Load 0-26 lbs.
- Medium Load 27-53 lbs.
- Heavy Load 54-80 lbs.
- Lift Over Head 80 lbs.
- Lift Off Ground 160 lbs.
- Push or Drag 400 lbs.

SAVING THROWS

- Fortitude +5 = +3 (Base) +2 (Con)
- Reflex +6 = +3 (Base) +1 (Dex) +2 (Feat)

- Will +6 = +7 (Base) -1 (Wis)

SKILLS (*=cross-class) 84

- Appraise (Int, +3=3+0)
- Balance (Dex, +1=1+0)*
- Bluff (Cha, +9=2+4+3)*
- Climb (Str, -1=-1+0)*
- Concentration (Con, +7=2+5)
- Craft (Int, +4=3+1)
- Decipher Script (Int, +3=3+0)
- Diplomacy (Cha, +7=2+5)
- Disable Device (Int, +3=3+0)*
- Disguise (Cha, +2=2+0)*
- Escape Artist (Dex, +1=1+0)*
- Forgery (Int, +3=3+0)
- Gather Information (Cha, +3=2+1)
- Handle Animal (Cha, +3=2+1)
- Heal (Wis, +1=-1+2)
- Hide (Dex, +1=1+0)*
- Intimidate (Cha, +4=2+2)
- Jump (Str, -1=-1+0)*
- Knowledge (Arcana) (Int, +15=3+12)
- Knowledge (Religion) (Int, +17=3+14)
- Listen (Wis, +1=-1+2)
- Move Silently (Dex, +2=1+1)
- Open Locks (Dex, +1=1+0)*
- Perform (Cha, +3=2+1)
- Profession (Wis, +7=-1+8)
- Ride (Dex, +1=1+0)*
- Search (Int, +4=3+1)
- Sense Motive (Wis, +1=-1+2)
- Sleight of Hand (Dex, +1=1+0)*
- Speak Language (Int, +3=3+0)
- Spellcraft (Int, +19=3+14+2)
- Spot (Wis, -1=-1+0)*
- Survival (Wis, -1=-1+0)*
- Swim (Str, -1=-1+0)*
- Tumble (Dex, +1=1+0)*
- Use Magical Device (Cha, +8=2+4+2)
- Use Rope (Dex, +1=1+0)*

FEATS

- Combat Casting [General]
- Lightning Reflexes [General]
- Magical Aptitude [General]
- Skill Focus (Bluff) [General]
- Still Spell [Metamagic]^B

WEAPONS

- Reticent Staff (Silencestrike +1 quarterstaff, 18,600gp, 1d6-1/1d6-1, 20/×2, 4lbs, large size, two-handed, bludgeoning)

ARMOR

- +4 bangle (+4AC, 16,300gp, 0lbs)

EQUIPMENT

- 26,558gp (9 lbs)
- Black Magic Sphere (0gp, 1 lb)
- Candles (×10, 1sp, 0 lbs)
- Case, Scroll (1gp, ½ lbs)
- Flint & Steel Kit (1gp, 0 lbs)
- Ink (×10, 40gp, 0 lbs)
- Inkpen (1sp, 0 lbs)
- Parchment, Sheet (×20, 4gp, 0 lbs)

- Robes, Ceremonial (500gp, 10lbs)
- Sack (1sp, $\frac{1}{2}$ lb)
- Turbo Ether (6,000gp, 0 lbs)

ENCUMBERANCE- 25 lbs (light load)

CLASS FEATURES

- **Weapon & Armor Proficiency:** Seymour is proficient with all simple weapons; you are not proficient with any type of armor or shield; armor of any type interferes with his gestures, which can cause his class features to fail (treat all spell-like class features as spells with somatic components for the purposes of spell failure rates); the only armor that he can safely use are protective bangles or rings
- **Summon (Su):** once per day, Seymour can call upon an Outsider with the [Aeon] subtype (see **Aeons**, above) to battle his enemies for him; the Aeon is instantly transported from the transdimensional pocket in which it normally resides to the nearest clear space within 30' of him (if no such space exists, the summoning fails); he can (usually) command Aeons that he has summoned, but he must remain within 30' of the Aeon at all times, & he must spend a standard action each round to maintain control of the Aeon (this does not provoke attacks of opportunity); an Aeon will remain on the battlefield until either the encounter ends, Seymour dismissed it, he fails to maintain control, or it is reduced to 0HP; Seymour can only summon Aeons that he has unlocked & that have at least 1HP; a summoned Aeon gets a fair share of the XP for encounters in which it participates; summoning is a full-round action that provokes attacks of opportunity; while his Aeon battles in his stead, all opponents must make a Will save (DC10 + $\frac{1}{2}$ his class level + his Wisdom modifier) to target him for an attack; this ability does not consume any MP to use
- **Cure (Sp):** Seymour can channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5) of any 1 ally within 30' (including himself); since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC10 + $\frac{1}{2}$ his class level + his Wisdom modifier) to take half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Esuna (Sp):** Seymour can remove most negative conditions from any 1 ally within 30' (including himself); negative conditions include: Berserk, Blind, Confused, Mute, Petrified, Poison, Sleep, Slowed; this cannot remove Cursed, Doomed, Hasted, KO, or Zombie (see **Status Effects**, above); this is a standard action that provokes attacks of opportunity; this ability costs 5MP to use
- **Nul (Sp):** Seymour can cast an aura of protection over of any 1 ally within 30' (including himself) from one energy type (either acid, cold, electricity, fire, sonic, or water (force); choose 1 at the time of casting); this aura blocks the next energy-based attack of the chosen type that hits that ally, be it from a spell or a physical attack; the aura disappears after absorbing 1 attack, or after 1 minute per class level, whichever comes first; this is a standard action that provokes attacks of opportunity; this ability costs 2MP to use
- **Thunder (Sp):** Seymour can attack an enemy with electrical energy; this is a ranged touch attack that deals 1d4 points of electricity damage per class level to 1 opponent within 30' on a successful hit; his opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Water (Sp):** Seymour can attack an enemy with watery energy; this is a ranged touch attack that deals 1d4 points of water (force) damage per class level to 1 opponent within 30' on a successful hit; his opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Blizzard (Sp):** Seymour can attack an enemy with freezing energy; this is a ranged touch attack that deals 1d4 points of cold damage per class level to 1 opponent within 30' on a successful hit; his opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Fire (Sp):** Seymour can attack an enemy with flaming energy; this is a ranged touch attack that deals 1d4 points of fire damage per class level to 1 opponent within 30' on a successful hit; his opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Focus (Su):** Seymour can augment the magical power & defenses of his party; this ability grants all allies within 30' (including himself) +25% on all damaging & healing spells &/or spell-like abilities for the rest of the encounter; in addition, those party members affected by this gain Spell Resistance +2 for the rest of the encounter; these effects are negated for an ally if they are successfully hit with a *cursed* effect, or die (even if they are revived during the same encounter); multiple *focus* effects do not stack; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use
- **Thundara (Sp):** Seymour can spend an extra 4MP (8MP total) in order to increase the damage of *Thunder* to 1d6+1 points of electricity damage per class level; his opponent can make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Intelligence modifier) for half damage; this is a standard action that provokes attacks of opportunity

- **Requiem (Su):** Seymour can unleash an utter apocalypse of magical energy; automatically hits all opponents within 30', dealing 10d12 points of force damage. In addition, all creatures damaged by this attack must make a Fortitude save (DC10 + $\frac{1}{2}$ his class level + his Charisma modifier) or die; any creature with a CR more than (his party's average level +2) is unaffected; this ability costs 100 OP to use.



Other Characters

NAME (RACE/CLASS [SUBTYPE] LEVEL)

- Grand Maester Yo Mika (Hume Aristocrat/Priest [Unsent])
- Maester Kelk Ronso (Ronso Aristocrat/Priest)
- Maester Wen Kinoc (Hume Aristocrat/Priest [Unsent])
- Lord Jyscal Guado (Guado Aristocrat/Priest [Unsent])
- Jecht (Hume Blitzer [Aeon])
- Lord Braska (Hume Summoner)
- Lady Yocun (Hume Summoner)

- Lord Ohalland (Hume Summoner/Blitzer)
- Lord Gandof (Hume Summoner)
- Lord Mi’ihen (Hume Summoner/Crusader)
- Dona (Hume Summoner)
- Bartello (Hume Pugilist)
- Rin (Al Bhed Merchant)
- Clasko (Hume Crusader)
- Lucil (Hume Crusader)
- Elma (Hume Crusader)
- Luzzu (Hume Crusader)
- Gatta (Hume Crusader)
- Isaaru (Hume Summoner)
- Meroda (Hume Pugilist)
- Pacce (Hume Pugilist)
- Maechen (Hume Priest [Unsent])
- Cid (Al Bhed Expert)
- Brother (Al Bhed Expert)
- O’aka XXIII (Hume Merchant)
- Wantz (Hume Merchant)
- Belgemine (Hume Summoner [Unsent])
- Father Zuke (Hume Summoner)
- Lady Gennem (Hume Summoner [Fiend])
- Omega (Hume Priest [Fiend])
- Lady Yunaleska (Hume Summoner [Unsent])
- Lord Zaon (Hume Summoner [Aeon])
- Yu Yevon (Hume Summoner [Fiend])

Chapter 12: Creatures

NOTE: This section replaces the monsters found within the Monster Manual (pages 8-267). Like the rest of this homebrewing project, the creatures detailed below were designed to translate the distinctive characteristics of the monsters & bosses found in Final Fantasy X into the D20 ruleset. I’ve attempted to conform to the standard D&D design rules, while still being true to the world of Spira, & this has presented some challenges. The most notable difference between the statistics for these monsters & how they appear in FFX is the lack of immunities in the monsters presented below. Due to the use of saving throws in D&D, as well as attacks of opportunity & other D20 game design elements, the monsters here are not immune to most of the PC’s class features, as they are in the original game, nor do all monsters have the same elemental immunities. This means some monsters will play slightly differently than their video game counterparts. This is an unfortunate (but inevitable) consequence of translating these creatures to another game medium.

Creature Subtypes

Aeon Subtype

Aeons are the physical realization of the Fayth. The Fayth were once Humanoid or Monstrous Humanoid, but they volunteered to participate in the Aeon Reborn ritual, & therefore were transformed into powerful Outsiders. An Aeon does not normally speak when summoned, & only communicates in the form of an apparition of its former body. The Aeon’s physical remains are sealed within a massive magical sarcophagus at the time of the ritual. The sarcophagi are usually located deep within a Yevonite temple, & protected by a Cloister of Trials.

Aeon Traits

- An Aeon is of the Outsider type only
- An Aeon is of the True Neutral alignment only
- An Aeon is not proficient with armor or shields unless otherwise indicated
- **Cocoon (Su):** if reduced to 0HP or otherwise killed, an Aeon will instantly teleport back to its transdimensional pocket, where that space will automatically stabilize the Aeon; a “dead” Aeon will fully heal all injuries & remove all status effects while within this pocket, but the process takes 24 hours, & cannot be hastened by any means (during this time, an Aeon cannot be summoned)
- An Aeon cannot be dismissed, but can be banished, either by a successful *banishment* spell, or via the Banish spell-like ability

Fiend Subtype

Fiends are what remain of the Unsent who stay in the living world instead of departing to the Farplane. Those who die & chose to remain in Spira as an Unsent risk becoming insane over time. When this happens, the Unsent dissolve into swarms of Pyreflies, which reorganize into warped physical forms. These new creatures, known as Fiends, are a manifestation of the negative emotions of the erstwhile Unsent. Fiends are driven to attack living creatures, especially sentient Humanoids & Monstrous Humanoids, even though they are not driven by hunger or territory.

Fiend Traits

- A Fiend is of the Aberration, Animal, Dragon, Elemental, Magical Beast, Monstrous Humanoid, Ooze, Outsider, Plant, Undead, or Vermin types only
- A Fiend is of the Chaotic Evil alignment only
- A Fiend cannot be Sent or Fiended
- Only an Undead-type Fiend can be turned
- A Fiend does not need to eat or sleep, although it does need to breathe
- **Dissolution (Su):** if reduced to 0HP or otherwise killed, a Fiend will break up into a number of separate Pyreflies, depending on its size (Fine 1, Diminutive 2, Tiny 4, Small 8, Medium 16, Large 32, Huge 64, Gargantuan 128, Colossal 256), which can then be Sent (or re-Fiended) as normal

Lightning Subtype

As with the other three “classical” elements in the world of Spira (Fire, Ice, & Water), some creatures have a natural affinity for electrical energy, also known as Lightning. These beings sizzle with pure electricity coursing over their skin, & can even use its raw power to defend themselves in some fashion.

Lightning Traits

- A Lightning creature is of the Elemental, Ooze, or Outsider types only
- A Lightning creature has complete immunity to electricity damage
- A Lightning creature has vulnerability to water (force) damage, which means it takes half again as much (+50%) damage as normal from water-based attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure
- A Lightning creature’s body crackles with electricity, & tiny sparks emit from it as it moves; as a result, a Lightning creature emits shadowy illumination to a radius of 5’, & therefore receives a -4 penalty to all Hide & Move Silently checks
- **Discharge (Su):** A Lightning creature’s body is constantly covered in periodic electrical emissions; as a result, any other creature that touches a Lightning creature’s body takes 1 point of electrical damage each round of contact; most melee weapons will not channel this damage to the wielder, but weapons that require personal contact with the creature (such as claws, spiked gloves, or spiked armor) will channel this electrical energy; Electrical Immunity & Damage Reduction both can negate this damage

Machina Subtype

Machina is the term used for any kind of powered machines in *Final Fantasy X*, specifically used here to refer to semi-autonomous robots, primarily built & used by the people of Bevelle a thousand years ago. Machina are now forbidden by the Church of Yevon, ostensibly due to their potential for destruction & unreliable control methods. Notable exceptions to this doctrine include the following devices that are technically either machina themselves, or are based on machina technology: airships (such as the *Fahrenheit*), the blitzball sphere pool in Luca, elevators in the Palace of St. Bevelle itself, guns (including the weapons of Yevonite soldiers), & recording spheres. The Al Bhed have been ostracized in Spirant society for their heretical rejection of Yevonite dogma, as well as their salvage & use of ancient machina.

Machina Traits

- A Machina is of the Construct type only
- A Machina can usually be disabled instantly (reduced to 0HP or less) by a successful *Steal* or *Mug* attempt; a Machina may make a Fortitude save (DC10 + opponent’s skill ranks in Disable Device) to resist
- A Machina usually has Damage Reduction/magic equal to their Hit Die × 2
- **Haywire:** over the centuries, many Machina have become faulty, acquiring hardware &/or software errors; each Machina is 10% likely to have gone berserk (see **Status Effects: Berserk**); berserk Machina cannot be calmed normally

Unsent Subtype

When an intelligent creature dies in Spira, the spirit of that being travels to the Farplane to begin its immortal existence. Most of the time (75%), these spirits need the help of a Summoner (or a high-level Priest), who performs a ritual called the Sending to help guide them to the afterlife. If a creature’s spirit is not sent, it will most likely remain in

Spira as an “Unsent” creature. Unsent can succumb to malice & envy over time, becoming Fiends (see above), although some are able to exist in Spira & retain their sanity for years, even centuries, although these are exceptional characters, & far from the general rule.

Unsent Traits

- An Unsent is of the Giant, Humanoid, or Monstrous Humanoid types only
- An Unsent cannot be turned, but can be Sent or Fiended
- An Unsent uses the BAB & saving throws scores that it would have if it were alive
- **Veneer of Life (Su):** Unsent beings can appear just as they did when they were alive; this ability can remain active for as long as the Unsent wishes, & can only be canceled by *dispel magic* (1 minute), *break enchantment* (1 hour), *greater dispel magic* (1 day), *mordenkainen’s disjunction* (1 week), or antimagic fields (while within range of one); activating or deactivating the ability is a swift action that does not provoke attacks of opportunity; perceiving an Unsent as such requires a successful Spot check (DC25) or a successful Knowledge: Religion check (DC25)
- Once per year, an Unsent must make a Will save (DC = # of years spent as an Unsent / Charisma bonus (minimum +1)); failure indicates that it becomes Chaotic Evil
- An Unsent devolves into a Fiend if they become Chaotic Evil

Non-Fiend Creatures



Chocobo

Large Animal

Hit Dice: 3d8+6 (19HP)

Initiative: +2

Speed: 60' (12 squares)

Armor Class: 11 (-1 size, +2 Dex); touch 11; flat-footed 9

Base Attack/Grapple: +2/+10

Attack: Talon +5 melee (1d8+4) or Bite +5 melee (1d8+4)

Full Attack: Talon +5 melee (1d8+4) or Bite +5 melee (1d8+4)

Space/Reach: 10'/5'

Special Attacks: N/A

Special Qualities: Animal traits, Waark!

Saves: Fort +5, Ref +5, Will +2
Abilities: Str 18 (+4), Dex 15 (+2), Con 15 (+2), Int 2 (-4), Wis 13 (+1), Cha 6 (-2)
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: temperate plains (Mi'hen Highroad)
Organization: solitary
Challenge Rating: 2
Treasure: standard
Alignment: always Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 3d6+12 (22MP)

- **Waark! (Ex):** once per day, as a swift action, a Chocobo can increases their base land speed by 30'/round, as if under the effect of an *expeditious retreat* spell; this effect lasts for 3 minutes, & has no effect on other modes of movement, such as burrow, climb, fly, or swim; as with any effect that increases a creature's speed, this spell affects jumping distance (see the Jump skill)

Monkey

Tiny Animal
Hit Dice: 1d8 (4HP)
Initiative: +2
Speed: 30' (6 squares), Climb 30' (6 squares)
Armor Class: 14 (+2 size, +2 Dex); touch 14; flat-footed 12
Base Attack/Grapple: +0/-12
Attack: Bite -2 melee (1d3-4) or Slam -2 melee (1d3-4)
Full Attack: Bite -2 melee (1d3-4) or Slam -2 melee (1d3-4)
Space/Reach: 2½' / 0'
Special Attacks: N/A
Special Qualities: Animal traits
Saves: Fort +2, Ref +4, Will +0

Abilities: Str 3 (-4), Dex 15 (+2), Con 10 (+0), Int 2 (-4), Wis 10 (+0), Cha 7 (-2)
Skills: Balance +14, Climb +12, Escape Artist +2, Hide +16
Feats: Agile
Environment: temperate plains (Djose Highroad)
Organization: pair, gang (3-9) or barrel (10-18)
Challenge Rating: ½
Treasure: standard
Alignment: always Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 1d6+4 (7MP)

- **Skills:** the creature has a +8 racial bonus on Balance & Climb checks; in addition, they can always choose to take 10 on Climb checks, even if rushed or threatened; lastly, they use their Dexterity modifier instead of their Strength modifier for Climb checks



Pyrefly

Diminutive Undead (Incorporeal, Unsent)

Hit Dice: $\frac{1}{8}$ d12 (1HP)

Initiative: +0

Speed: Fly 30' (6 squares, perfect maneuverability)

Armor Class: 10 (+4 size, -5 Dex, +1 deflection); touch 10; flat-footed 10

Base Attack/Grapple: +0/-12

Attack: N/A

Full Attack: N/A

Space/Reach: 1'0"

Special Attacks: N/A

Special Qualities: Harmless, Incorporeal traits, Undead traits

Saves: Fort -2, Ref +0, Will -5

Abilities: Str -- (+0), Dex -- (+0), Con -- (+0), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: N/A

Feats: N/A

Environment: any

Organization: solitary, pair, or throng (3-256)

Challenge Rating: --

Treasure: N/A

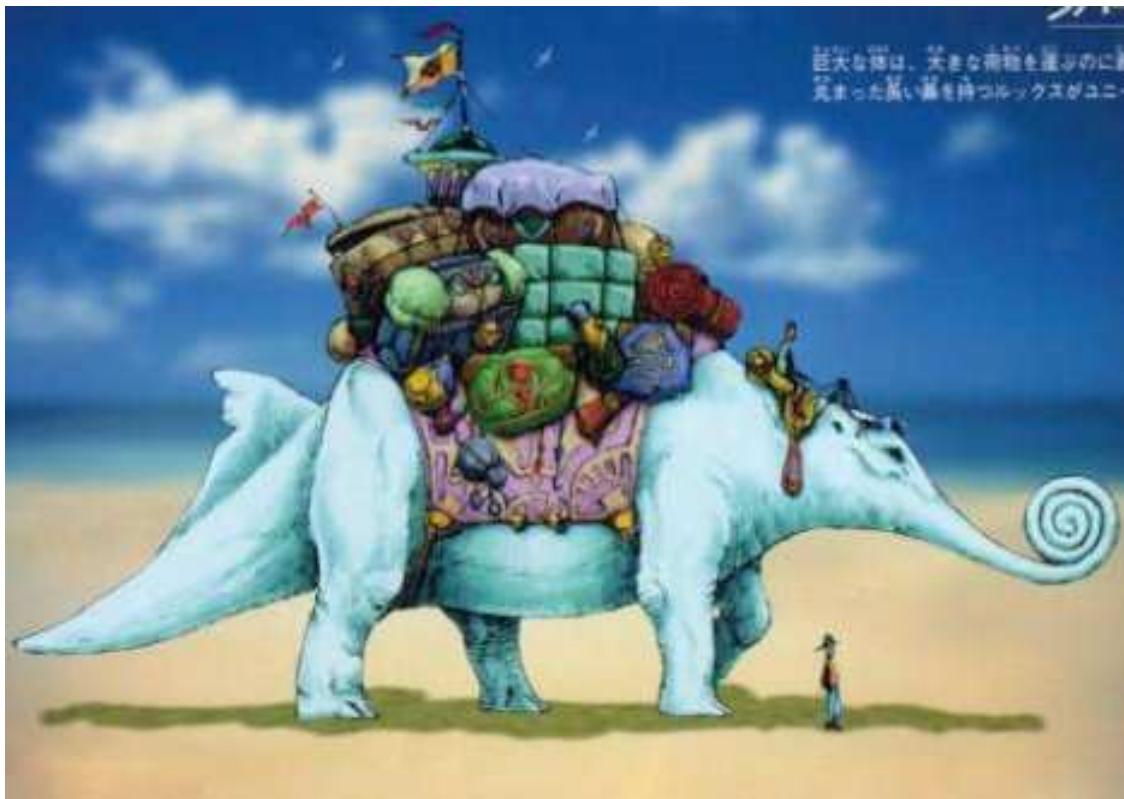
Alignment: always Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 0MP

- **Harmless (Ex):** a Pyrefly cannot &/or will not attack for any reason; it is treated as if it has no attacks



Shoopuf

Gargantuan Magical Beast

Hit Dice: 12d10+63 (129HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 16 (-4 size, +10 natural); touch 6; flat-footed 16

Base Attack/Grapple: +12/+34

Attack: Slam +18 melee (2d8+10)

Full Attack: 2 Slams +18 melee (2d8+10)

Space/Reach: 20'/15'

Special Attacks: Trample

Special Qualities: Magical Beast traits

Saves: Fort +13, Ref +8, Will +7

Abilities: Str 30 (+10), Dex 10 (+0), Con 21 (+5), Int 2 (-4), Wis 13 (+1), Cha 7 (-2)

Skills: Listen +13, Spot +7

Feats: Endurance, Iron Will, Power Attack, Skill Focus (Listen), Toughness

Environment: temperate marshes (Moonflow)

Organization: solitary

Challenge Rating: 6

Treasure: standard

Alignment: always Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Trample (Ex):** 2d8+15 damage; Reflex save (DC26) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity

Fiends (201 Total)



Achelous

Medium Magical Beast (Aquatic, Fiend)

Hit Dice: 11d10+11 (71HP)

Initiative: +8

Speed: 10' (2 squares), Swim 30' (6 squares)

Armor Class: 16 (+4 Dex, +2 natural); touch 14; flat-footed 12

Base Attack/Grapple: +11/+13

Attack: Tentacle +13 melee (1d6+2)

Full Attack: 2 Tentacles +13 melee (1d6+2)

Space/Reach: 5'/5'

Special Attacks: Sonic Wave

Special Qualities: Aquatic traits, Magical Beast traits

Saves: Fort +8, Ref +11, Will +4

Abilities: Str 14 (+2), Dex 18 (+4), Con 12 (+1), Int 3 (-4), Wis 13 (+1), Cha 5 (-3)

Skills: Climb +5, Listen +9, Spot +6, Swim +11

Feats: Alertness, Athletic, Improved Initiative, Skill Focus (Swim)

Environment: cold aquatic (Mt. Gagazet)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Water Gem (x2)/Healing Spring

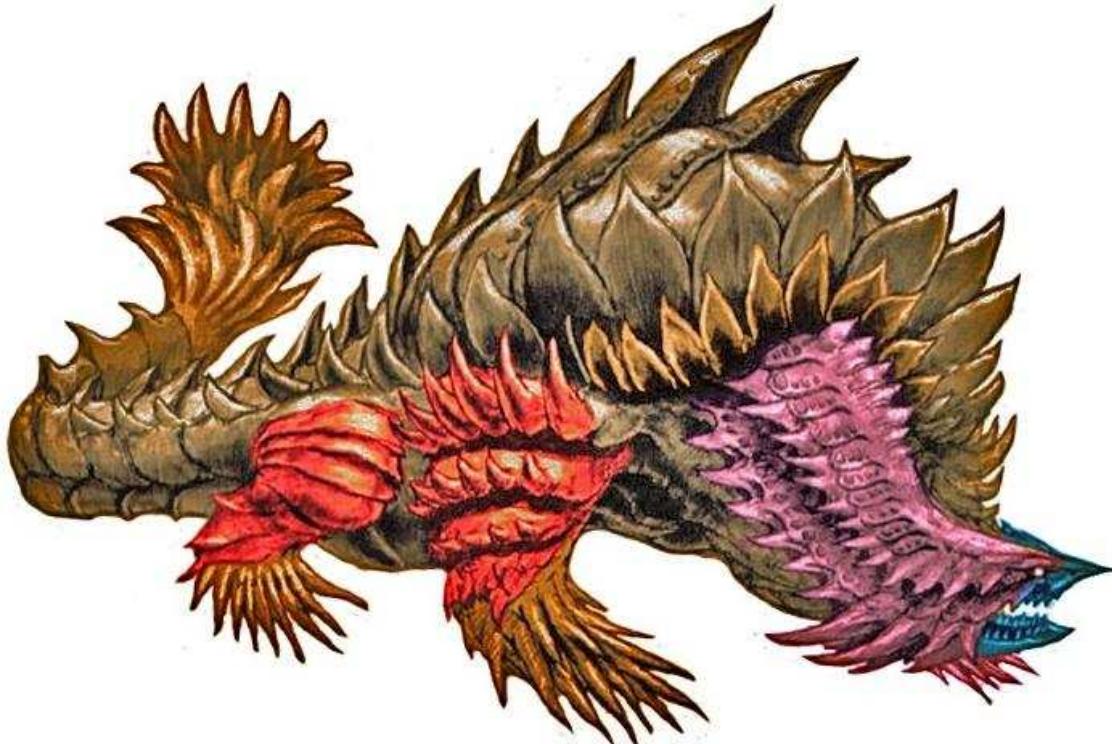
Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 22d6+88 (165MP)

- **Sonic Wave (Su):** this attack inflicts 1d6+1 points of water (force) damage to all opponents within 40'; Fortitude save (DC17) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity



Adamantoise

Huge Magical Beast (Fiend)

Hit Dice: 12d10+72 (138HP)

Initiative: +1

Speed: 30' (6 squares)

Armor Class: 21 (-2 size, +1 Dex, +12 natural); touch 9; flat-footed 20

Base Attack/Grapple: +12/+29

Attack: Slam +19 melee (2d6+9)

Full Attack: 2 Slams +19 melee (2d6+9)

Space/Reach: 15'/10'

Special Attacks: Breath, Earthquake

Special Qualities: Magical Beast traits

Saves: Fort +14, Ref +9, Will +5

Abilities: Str 28 (+9), Dex 12 (+1), Con 23 (+6), Int 2 (-4), Wis 13 (+1), Cha 7 (-2)

Skills: Jump +12, Listen +7, Spot +5, Survival +8, Swim +14

Feats: Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Power Attack

Environment: any (Sin)

Organization: solitary

Challenge Rating: 11

Treasure: standard

Normal/Rare Steal: Healing Water/Stamina Tablet

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Breath (Su):** once every 1d4+1 rounds, the creature can emit a 70' cone of deadly breath, dealing 2d6 points of acid damage; Reflex save (DC25) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Earthquake (Ex):** the creature can leap into the air & crash to the ground, shaking the earth with its bulk; all creatures standing on the ground within 70' must make a Fortitude save (DC22) or suffer a -20 Initiative penalty for the next round; this is a full-round action that does not provoke attacks of opportunity



Aerouge

Medium Outsider (Fiend)

Hit Dice: 7d8+14 (45HP)

Initiative: +4

Speed: 30' (6 squares), Fly 30' (6 squares, perfect maneuverability)

Armor Class: 14 (+4 Dex); touch 14; flat-footed 10

Base Attack/Grapple: +7/+11

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Thundara

Special Qualities: Outsider traits

Saves: Fort +7, Ref +9, Will +7

Abilities: Str 18 (+4), Dex 19 (+4), Con 14 (+2), Int 12 (+1), Wis 15 (+2), Cha 15 (+2)

Skills: Appraise +7, Concentration +8, Diplomacy +9, Knowledge (arcana) +7, Knowledge (nature) +7, Listen +8,

Move Silently +13, Perform +8, Search +7, Sense Motive +8, Spellcraft +9, Spot +8, Survival +8, Tumble +10

Feats: Combat Casting, Dodge, Mobility

Environment: temperate plains (Thunder Plains)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 5

Treasure: standard

Normal/Rare Steal: Electro Marble/Lightning Marble

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 28d6+112 (210MP)

- **Thundara (Sp):** this is a ranged touch attack that deals 7d6+7 points of electricity damage to 1 opponent within 30' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Ahriman

Large Aberration (Fiend)

Hit Dice: 10d8+20 (65HP)

Initiative: +8

Speed: 10' (2 squares), Fly 30' (6 squares, perfect maneuverability)

Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11

Base Attack/Grapple: +7/+13

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Shockwave, Stare

Special Qualities: Aberration traits

Saves: Fort +5, Ref +9, Will +8

Abilities: Str 14 (+2), Dex 18 (+4), Con 14 (+2), Int 6 (-2), Wis 13 (+1), Cha 9 (-1)

Skills: Listen +5, Move Silently +7, Spot +8, Survival +4

Feats: Alertness, Flyby Attack, Improved Initiative, Lightning Reflexes

Environment: any (Mt. Gagazet, Zanarkand Ruins, Sin)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 8

Treasure: standard

Normal/Rare Steal: Musk (x2)/Musk (x3)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 20d6+80 (150MP)

- **Shockwave (Su):** this attack inflicts 3d6+6 points of sonic damage to all opponents within 45'; Fortitude save (DC17) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
- **Stare (Su):** +8 special ranged attack (1d8+2); 45' range; Reflex save (DC19) for half damage & avoid the Confused effect; the save DC is Dexterity-based; inflicts Confused status; this is a standard action that does not provoke attacks of opportunity



Alcyone

Medium Animal (Fiend)

Hit Dice: 8d8+12 (52HP)

Initiative: +4
Speed: 15' (3 squares), Fly 50' (10 squares, good maneuverability)
Armor Class: 14 (+4 Dex); touch 14; flat-footed 10
Base Attack/Grapple: +6/+7
Attack: Talon +7 melee (1d6+1 + Blind)
Full Attack: 2 Talons +7 melee (1d6+1 + Blind)
Space/Reach: 5'/5'
Special Attacks: Blind
Special Qualities: Animal traits
Saves: Fort +8, Ref +10, Will +3
Abilities: Str 13 (+1), Dex 18 (+4), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 10 (+0)
Skills: Hide +7, Listen +7, Move Silently +9, Spot +5
Feats: Alertness, Flyby Attack, Hover^B, Stealthy
Environment: warm desert (Sanubia Desert)
Organization: party (1 with a group of 1-3 Fiends)
Challenge Rating: 6
Treasure: standard
Normal/Rare Steal: Smoke Bomb/Smoke Bomb (×2)
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 8d6+32 (60MP)

- **Blind (Ex):** inflicts Blind status on 1 opponent for 3 rounds; Fortitude save (DC15) to resist; the save DC is Wisdom-based



Anacondaur

Large Magical Beast (Fiend)
Hit Dice: 9d10+9 (58HP)
Initiative: +2
Speed: 30' (6 squares)

Armor Class: 13 (-1 size, +2 Dex, +2 natural); touch 11; flat-footed 11
 Base Attack/Grapple: +9/+18
 Attack: Claw +13 melee (1d8+5)
 Full Attack: 2 Claws +13 melee (1d8+5)
 Space/Reach: 10'/5'
 Special Attacks: Sonic Tail, Stone Gaze
 Special Qualities: Magical Beast traits
 Saves: Fort +7, Ref +10, Will +4
 Abilities: Str 21 (+5), Dex 15 (+2), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 4 (-3)
 Skills: Hide +5, Listen +5, Move Silently +6, Spot +7
 Feats: Alertness, Blind-Fight, Lightning Reflexes, Stealthy
 Environment: temperate plains (Calm Lands)
 Organization: solitary or pair
 Challenge Rating: 8
 Treasure: standard
 Normal/Rare Steal: Petrify Grenade/Petrify Grenade (x2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 18d6+72 (135MP)

- **Sonic Tail (Su):** this attack inflicts 1d6+4 points of sonic damage to all opponents within 45'; Fortitude save (DC19) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
- **Stone Gaze (Su):** inflicts Petrified status on 1 opponent within 45'; Fortitude save (DC15) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity



Anima

Gargantuan Outsider (Aeon)
 Hit Dice: 11d8+141 (190HP)
 Initiative: +4
 Speed: 20' (4 squares)
 Armor Class: 25 (-4 size, +4 Dex, +15 natural); touch 10; flat-footed 21
 Base Attack/Grapple: +11/+37
 Attack: Pain +11 ranged (2d8+14 + Death, 20/x3, 30' range)
 Full Attack: Pain +11 ranged (2d8+14 + Death, 20/x3, 30' range)
 Space/Reach: 20'/20'
 Special Attacks: Death, Oblivion
 Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Outsider traits
 Saves: Fort +17, Ref +11, Will +11
 Abilities: Str 39 (+14), Dex 19 (+4), Con 31 (+10), Int 7 (-2), Wis 15 (+2), Cha 18 (+4)
 Skills: Balance +8, Climb +19, Escape Artist +10, Heal +7, Intimidate +16, Jump +18, Knowledge (arcana) +4, Knowledge (nature) +3, Listen +9, Move Silently +9, Search +3, Sense Motive +7, Spellcraft +4, Spot +6, Survival +5, Use Rope +9
 Feats: Ability Focus (Death), Improved Toughness, Iron Will, Skill Focus (Intimidate)

Environment: any (Macalania)
Organization: solitary
Challenge Rating: 11
Treasure: 2× standard
Normal/Rare Steal: Silence Grenade (x3)/Farplane Shadow
Alignment: Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 44d6+176 (330MP)

- **Death (Su):** inflicts Dead status on 1 opponent; Fortitude save (DC19) to resist; the save DC is Charisma-based
- **Oblivion (Su):** automatically hits all opponents within 80' with an apocalyptic flurry of blows & explosive force, dealing 20d6 points of force damage to each (no saving throw); in addition, any opponent hit by this attack must make a successful Fortitude save (DC19) or die; the save DC is Charisma-based; this is a full-round action that provokes attacks of opportunity; this ability costs 100OP to use
- **Aeon Boost (Ex):** Anima can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Anima can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round



Aqua Flan

Medium Ooze (Aquatic, Fiend)
Hit Dice: 8d10+48 (92HP)
Initiative: -5
Speed: 10' (2 squares)
Armor Class: 5 (-5 Dex); touch 5; flat-footed 5
Base Attack/Grapple: +6/+9
Attack: N/A
Full Attack: N/A
Space/Reach: 5'/5'
Special Attacks: Watera
Special Qualities: Aquatic traits, Damage Reduction 16/magic, Ooze traits, Skills
Saves: Fort +8, Ref -3, Will -3
Abilities: Str 17 (+3), Dex 1 (-5), Con 22 (+6), Int -- (+0), Wis 1 (-5), Cha 1 (-5)
Skills: Climb +11, Swim +11
Feats: N/A
Environment: underground (Bevelle)
Organization: pair or party (1 with a group of 1-3 Fiends)
Challenge Rating: 7
Treasure: standard
Normal/Rare Steal: Fish Scale (x2)/Dragon Scale (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 16d6+64 (120MP)

- **Watera (Sp):** this is a ranged touch attack that deals 8d6+8 points of water (force) damage to 1 opponent within 40' on a successful hit; Fortitude save (DC9) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Skills:** the creature has a +8 racial bonus on Climb checks & Swim checks, & can always choose to take 10 on a Climb check or a Swim check, even if rushed or threatened

Arms of Gui

Large Outsider

Hit Dice: 6d8+6 (33HP)

Initiative: +2

Speed: 0' (0 squares, attached to **Sinspawn: Gui**)

Armor Class: 16 (-1 size, +2 Dex, +5 natural); touch 11; flat-footed 14

Base Attack/Grapple: +6/+13

Attack: Slam +8 melee (1d8+3)

Full Attack: 2 Slams +8 melee (1d8+3)

Space/Reach: 10'/5'

Special Attacks:

Special Qualities: Outsider traits

Saves: Fort +6, Ref +7, Will +0

Abilities: Str 17 (+3), Dex 14 (+2), Con 13 (+1), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: N/A

Feats: Power Attack^B

Environment: any (Mushroom Rock Road)

Organization: body (pair with **Head of Gui & Sinspawn: Gui**)

Challenge Rating: 5

Treasure: N/A

Normal/Rare Steal: Potion/Potion

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)



Bandersnatch

Medium Animal (Fiend)

Hit Dice: 11d8+22 (71HP)

Initiative: +6

Speed: 50' (10 squares)

Armor Class: 12 (+2 Dex); touch 12; flat-footed 10
 Base Attack/Grapple: +8/+11
 Attack: Bite +11 melee (1d6+3 + Mute or Sleep)
 Full Attack: Bite +11 melee (1d6+3 + Mute or Sleep)
 Space/Reach: 5'/5'
 Special Attacks: Mute, Sleep
 Special Qualities: Animal traits, Low-Light Vision, Scent
 Saves: Fort +9, Ref +9, Will +4
 Abilities: Str 16 (+3), Dex 15 (+2), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 10 (+0)
 Skills: Hide +6, Listen +5, Move Silently +7, Spot +3, Survival +4
 Feats: Improved Initiative, Run, Track, Stealthy
 Environment: cold mountains (Mt. Gagazet)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 7
 Treasure: standard
 Normal/Rare Steal: Dream Powder (x2)/Dream Powder (x3)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 11d6+44 (82MP)

- **Mute (Su):** inflicts Mute status on 1 opponent for 3 rounds; Fortitude save (DC16) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status on 1 opponent for 3 rounds; Fortitude save (DC16) to resist; the save DC is Wisdom-based
- **Scent (Ex):** the creature can detect opponents by sense of smell within 40' (x2 for upwind opponents, x½ for downwind opponents)



Barbatos

Huge Aberration (Fiend)
 Hit Dice: 14d8+112 (175HP)
 Initiative: +1
 Speed: 30' (6 squares)
 Armor Class: 23 (-2 size, +1 Dex, +14 natural); touch 9; flat-footed 22
 Base Attack/Grapple: +10/+23
 Attack: Slam +16 melee (2d6+8)
 Full Attack: 2 Slams +16 melee (2d6+8)
 Space/Reach: 15'/15'
 Special Attacks: Body Splash, Mortar
 Special Qualities: Aberration traits, Body Shield
 Saves: Fort +14, Ref +5, Will +10
 Abilities: Str 27 (+8), Dex 13 (+1), Con 26 (+8), Int 6 (-2), Wis 12 (+1), Cha 7 (-2)
 Skills: Jump +12, Intimidate +9, Listen +5, Spot +4, Survival +6
 Feats: Endurance, Great Fortitude, Improved Bullrush, Mighty Blow, Power Attack
 Environment: any (Sin)
 Organization: solitary
 Challenge Rating: 12
 Treasure: standard
 Normal/Rare Steal: Star Curtain/Blessed Gem
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A

Magic Pool: 28d6+112 (210MP)

- **Body Splash (Ex):** once every other round, the creature can crush its enemies with a trample-like attack, dealing 2d6+12 damage to all creatures caught underneath it; Reflex save (DC25) for half damage; the save DC is Strength-based; after this action, the creature is considered prone, & must take a move action to stand up; this is a standard action that does not provoke attacks of opportunity (although the move action to stand from being prone does provoke attacks of opportunity)
- **Mortar (Ex):** once every 1d4+1 rounds, the creature can launch an explosive blast; this attack that deals 2d6+2 points of piercing damage & 2d6 points of fire damage to all creatures within 70' (including the creature); all creatures can make a Fortitude save (DC18) for half damage; the save DC is Dexterity-based; this ability is a standard action that does not provoke attacks of opportunity
- **Body Shield (Ex):** as a swift action, the creature can shield itself with its armor-plated arms; this grants it cover relative to a chosen opponent (+4AC), as well as DR10; this ability can be dropped at will, & does not provoke attacks of opportunity; however, the creature cannot attack while this ability is active



Bashura

Large Monstrous Humanoid (Fiend)

Hit Dice: 12d8+36 (90HP)

Initiative: +0

Speed: 30' (6 squares)

Armor Class: 11 (-1 size, +2 natural); touch 9; flat-footed 11

Base Attack/Grapple: +12/+22

Attack: Slam +17 melee (1d8+6)

Full Attack: 2 Slams +17 melee (1d8+6)

Space/Reach: 10'/10'

Special Attacks: Counterattack

Special Qualities: Monstrous Humanoid traits, Powerful Build

Saves: Fort +9, Ref +8, Will +9

Abilities: Str 22 (+6), Dex 10 (+0), Con 17 (+3), Int 7 (-2), Wis 12 (+1), Cha 10 (+0)

Skills: Climb +11, Jump +10, Intimidate +9, Listen +4, Survival +5

Feats: Cleave, Great Fortitude, Improved Bullrush, Power Attack, Run

Environment: cold mountains or cold desert (Mt. Gagazet, Zanarkand Ruins)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Soul Spring/Soul Spring (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d6+48 (90MP)

- **Counterattack (Ex):** upon being hit by a successful physical attack, the creature gains 1 extra attack of opportunity against an opponent that successfully hit them, even if the attack wouldn't normally allow an attack of opportunity
- **Powerful Build (Ex):** whenever the creature is subject to any size modifier, it is treated as 1 size larger if doing so is advantageous to it; it is also considered to be 1 size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it; the creature can use weapons designed for a creature 1 size larger without penalty; however, its space & reach remain those of a creature of its actual size; the benefits of this racial trait stack with the effects of powers, abilities, & spells that change the subject's size category



Basilisk

Large Magical Beast (Fiend)

Hit Dice: 6d10+6 (39HP)

Initiative: +2

Speed: 30' (6 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural); touch 11; flat-footed 13

Base Attack/Grapple: +6/+14

Attack: Claw +9 melee (1d8+4)

Full Attack: 2 Claws +9 melee (1d8+4)

Space/Reach: 10'/5'

Special Attacks: Stone Gaze

Special Qualities: Magical Beast traits

Saves: Fort +6, Ref +4, Will +3

Abilities: Str 19 (+4), Dex 15 (+2), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 4 (-3)

Skills: Hide +3, Listen +5, Move Silently +8, Spot +4

Feats: Alertness, Lightning Reflexes, Stealthy

Environment: temperate plains (Djose Highroad)

Organization: solitary or pair

Challenge Rating: 5

Treasure: standard

Normal/Rare Steal: Petrify Grenade/Petrify Grenade

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d6+48 (90MP)

- **Stone Gaze (Su):** inflicts Petrified status on 1 opponent within 35'; Fortitude save (DC14) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity



Bat Eye

Large Aberration (Fiend)

Hit Dice: 6d8+12 (39HP)

Initiative: +4

Speed: 10' (2 squares), Fly 30' (6 squares, perfect maneuverability)

Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11

Base Attack/Grapple: +4/+9

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Stare

Special Qualities: Aberration traits

Saves: Fort +4, Ref +8, Will +6

Abilities: Str 13 (+1), Dex 18 (+4), Con 14 (+2), Int 6 (-2), Wis 12 (+1), Cha 9 (-1)

Skills: Listen +4, Move Silently +6, Spot +7, Survival +3

Feats: Alertness, Flyby Attack, Lightning Reflexes

Environment: underground (Bevelle)

Organization: 3 or party (1 with a group of 1-3 Fiends)

Challenge Rating: 5

Treasure: standard

Normal/Rare Steal: Hi-Potion/Silence Grenade

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d6+48 (90MP)

- **Stare (Su):** +7 special ranged attack (1d8); 35' range; Reflex save (DC17) for half damage & to avoid the Confused effect; the save DC is Dexterity-based; inflicts Confused status; this is a standard action that does not provoke attacks of opportunity



Behemoth

Huge Magical Beast (Fiend)

Hit Dice: 12d10+60 (126HP)

Initiative: +1

Speed: 40' (8 squares)

Armor Class: 14 (-2 size, +1 Dex, +5 natural); touch 9; flat-footed 14

Base Attack/Grapple: +12/+28

Attack: Bite +20 melee (2d6+8) or Slam +18 melee (2d6+8)

Full Attack: Bite +20 melee (2d6+8) & 2 Slams +13 melee (2d6+8)

Space/Reach: 15'/15'

Special Attacks: Heave, Improved Grab, Thundara

Special Qualities: Magical Beast traits

Saves: Fort +13, Ref +9, Will +6

Abilities: Str 26 (+8), Dex 13 (+1), Con 21 (+5), Int 3 (-4), Wis 14 (+2), Cha 12 (+1)

Skills: Climb +15, Intimidate +7, Jump +10, Listen +6, Survival +8

Feats: Endurance, Improved Bullrush, Mighty Blow, Power Attack, Weapon Focus (Bite)

Environment: cold mountains or cold desert (Mt. Gagazet, Zanarkand Ruins)

Organization: solitary

Challenge Rating: 11

Treasure: standard

Alignment: always Chaotic Evil

Normal/Rare Steal: Ether/Mana Tablet

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Heave (Ex):** the creature can throw a grabbed opponent of Large or smaller size into the air by making a successful grapple check; once thrown, the opponent takes 2d6 points of falling damage, plus an additional 1d6 points of damage for each size category smaller than Large the opponent is (for example, a Medium-sized creature would be 1 category smaller than Large, & therefore would take 3d6 falling damage); this is a standard action that does not provoke attacks of opportunity

- **Improved Grab (Ex):** to use this ability, the creature must hit with a 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 & can Heave
- **Thundara (Sp):** this is a ranged touch attack that deals $12d6+12$ points of electricity damage to 1 opponent within 70' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Behemoth King

Gargantuan Magical Beast (Fiend)

Hit Dice: $15d10+105$ (187HP)

Initiative: +1

Speed: 40' (8 squares)

Armor Class: 15 (-4 size, +1 Dex, +8 natural); touch 7; flat-footed 15

Base Attack/Grapple: +15/+39

Attack: Bite +25 melee ($2d8+12$) or Slam +23 melee ($2d8+12$)

Full Attack: Bite +25 melee ($2d8+12$) & 2 Slams +18 melee ($2d8+12$)

Space/Reach: 20'/20'

Special Attacks: Flare, Heave, Improved Grab, Meteor, Tail, Thundaga, Thundara

Special Qualities: Magical Beast traits, Mighty Guard

Saves: Fort +16, Ref +10, Will +7

Abilities: Str 34 (+12), Dex 13 (+1), Con 25 (+7), Int 5 (-3), Wis 14 (+2), Cha 14 (+2)

Skills: Climb +17, Intimidate +7, Jump +12, Listen +8, Spot +6, Survival +4

Feats: Alertness, Endurance, Improved Bullrush, Mighty Blow, Power Attack, Weapon Focus (Bite)

Environment: any (Sin)

Organization: solitary

Challenge Rating: 13

Treasure: standard

Normal/Rare Steal: Healing Water/Twin Stars (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: $30d6+120$ (225MP)

- **Flare (Sp):** this attack inflicts $15d10+45$ points of non-specified damage to 1 opponent within 80' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Heave (Ex):** the creature can throw a grabbed opponent of Huge or smaller size into the air by making a successful grapple check; once thrown, the opponent takes $2d6$ points of falling damage, plus an additional $1d6$ points of damage for each size category smaller than Huge the opponent is (for example, a Medium-sized creature would be 2 categories smaller than Huge, & therefore would take $4d6$ falling damage); this is a standard action that does not provoke attacks of opportunity
- **Improved Grab (Ex):** to use this ability, the creature must hit with a 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 & can Heave

- **Meteor (Su):** if the creature is reduced to 0HP or below, it can unleash a spiteful meteoric assault; all creatures within 80' take 2d6 bludgeoning damage & 6d6 fire damage; a creature can make a Reflex save (DC19) for half damage; the save DC is Wisdom-based; this is an immediate action that does not provoke attacks of opportunity
- **Tail (Ex):** the creature can sweep its long tail, hitting several enemies; multiple opponents (1d3+1) within reach take 2d6+12 bludgeoning damage; a creature can make a Reflex save (DC18) for half damage; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
- **Thundaga (Sp):** this is a ranged touch attack that deals 15d8+30 points of electricity damage to 1 opponent within 80' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 15d6+15 points of electricity damage to 1 opponent within 80' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Mighty Guard (Sp):** grants itself the following benefits: *nul* (all energy types), *protect*, & *shell*; this is a standard action that does not provoke attacks of opportunity; this ability costs 16MP to use



Biran Ronso

Ronso Pugilist 10/Black Mage 3

Large Monstrous Humanoid

Hit Dice: (10d8+40) + (3d4+12) (104HP)

Initiative: +2

Speed: 40' (8 squares)

Armor Class: 14 (-1 size, +2 Dex, +3 buckler); touch 11; flat-footed 12

Base Attack/Grapple: +8/+18

Attack: Gore +13 melee (1d4+6)

Full Attack: Gore +13 melee (1d4+6) & Slam +8 melee (1d8+6)

Space/Reach: 10'/10'

Special Attacks: Berserk, Blizzard, Bulldoze, Thunder

Special Qualities: Mighty Guard

Saves: Fort +8, Ref +10, Will +7

Abilities: Str 22 (+6), Dex 15 (+2), Con 19 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (+1)

Skills: Balance +6, Climb +11, Concentration +12, Intimidate +8, Jump +10, Knowledge (arcana) +4, Listen +6, Move Silently +7, Spellcraft +5, Survival +7, Tumble +7

Feats: Combat Casting, Dodge, Empower Spell, Mobility, Run

Environment: cold mountains (Mt. Gagazet)

Organization: pair (with **Yenke Ronso**)

Challenge Rating: 14

Treasure: 2× standard

Normal/Rare Steal: Level 3 Key Sphere/Level 3 Key Sphere (×2)

Alignment: Chaotic Neutral

Advancement: by character class

Level Adjustment: +1

Magic Pool: $(30d6+120) + (15d6+60)$ (337MP)

- **Berserk (Su):** inflicts Berserk status on 1 opponent within 65'; Will save (DC17) to resist; the save DC is Wisdom-based
- **Blizzard (Sp):** this is a ranged touch attack that deals 13d4 points of cold damage to 1 opponent within 65' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Bulldoze (Ex):** in addition to the normal benefits & hazards of a charge, this allows the creature to make a single Gore attack with a +2 attack bonus that deals $(1d4+6) \times 2$ points of damage
- **Thunder (Sp):** this is a ranged touch attack that deals 13d4 points of electricity damage to 1 opponent within 65' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Mighty Guard (Sp):** grants all allies within 65' (including itself) the following benefits: *nul* (all energy types), *protect*, & *shell*; this is a standard action that does not provoke an attack opportunity; this ability costs 16MP to use



Bite Bug

Small Vermin (Fiend)

Hit Dice: 5d8 (22HP)

Initiative: +4

Speed: 10' (2 squares), Fly 50' (10 squares, good maneuverability)

Armor Class: 16 (+1 size, +4 Dex, +1 natural); touch 15; flat-footed 12

Base Attack/Grapple: +3/-2

Attack: Sting +3 melee (1d4-1 + Poison)

Full Attack: Sting +3 melee (1d4-1 + Poison)

Space/Reach: 5'/5'

Special Attacks: Poison

Special Qualities: Vermin traits

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 9 (-1), Dex 18 (+4), Con 11 (+0), Int -- (+0), Wis 12 (+1), Cha 9 (-1)

Skills: N/A

Feats: Hover^B

Environment: temperate plains or marshes (Djose Highroad, Moonflow)

Organization: party (1-2 with a group of 1-3 Fiends)

Challenge Rating: 3

Treasure: standard

Normal/Rare Steal: Antidote/Poison Fang

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 5d6+20 (37MP)

- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC13) to resist; the save DC is Wisdom-based



Black Element

Medium Elemental (Fiend)

Hit Dice: 18d8+39 (120HP)

Initiative: +7

Speed: Fly 20' (4 squares, poor maneuverability)

Armor Class: 18 (+3 Dex, +5 natural); touch 13; flat-footed 15

Base Attack/Grapple: +13/+17

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Berserk, Demi, Flare

Special Qualities: Damage Reduction 18/magic, Elemental traits

Saves: Fort +13, Ref +16, Will +11

Abilities: Str 18 (+4), Dex 17 (+3), Con 15 (+2), Int 4 (-3), Wis 11 (+0), Cha 11 (+0)

Skills: Listen +12, Spot +13

Feats: Alertness, Combat Reflexes, Dodge, Hover^B, Improved Initiative, Lightning Reflexes, Mobility, Toughness

Environment: any (Omega Ruins)

Organization: pair or 3

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Hi-Potion/Shining Gem (x4)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 36d6+144 (270MP)

- **Berserk (Su):** inflicts Berserk status on 1 opponent within 40'; Will save (DC19) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Demi (Sp):** this ability reduces the current HP of all opponents within 40' by 25%; Fortitude save (DC19) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use
- **Flare (Sp):** this attack inflicts 18d10+54 points of non-specified damage to 1 opponent within 40' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use



Blue Element

Medium Elemental (Aquatic, Fiend)

Hit Dice: 9d8+18 (58HP)

Initiative: +6

Speed: Fly 20' (4 squares, poor maneuverability)

Armor Class: 15 (+2 Dex, +3 natural); touch 12; flat-footed 13

Base Attack/Grapple: +6/+8

Attack: N/A

Full Attack: N/A

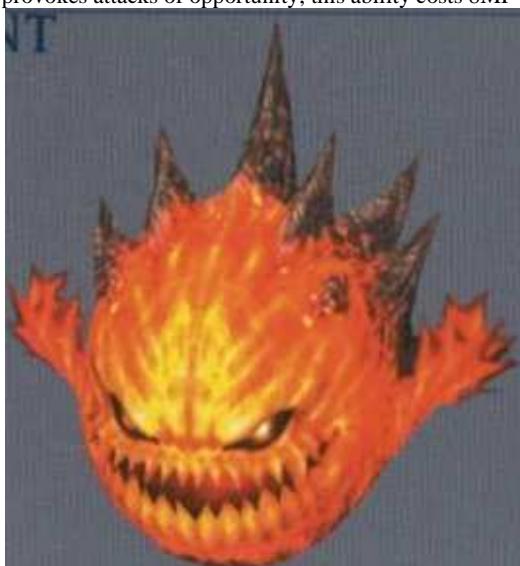
Space/Reach: 5'/5'

Special Attacks: Watera

Special Qualities: Aquatic traits, Damage Reduction 9/magic, Elemental traits

Saves: Fort +8, Ref +7, Will +3
 Abilities: Str 14 (+2), Dex 15 (+2), Con 14 (+2), Int 4 (-3), Wis 11 (+0), Cha 11 (+0)
 Skills: Listen +8, Spot +8
 Feats: Alertness, Dodge, Hover^B, Improved Initiative, Lightning Reflexes
 Environment: any cold (Macalania)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 6
 Treasure: standard
 Normal/Rare Steal: Fish Scale (×2)/Fish Scale (×3)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 18d6+72 (135MP)

- **Watera (Sp):** this is a ranged touch attack that deals 9d6+9 points of water (force) damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Bomb #1

Medium Outsider (Fiend)
 Hit Dice: 4d8+8 (26HP)
 Initiative: +7
 Speed: Fly 20' (4 squares, clumsy maneuverability)
 Armor Class: 15 (+3 Dex, +2 natural); touch 13; flat-footed 12
 Base Attack/Grapple: +4/+5
 Attack: Blast +7 ranged (1d6 + 1d6 fire, 19-20/×2, 30' range)
 Full Attack: Blast +7 ranged (1d6 + 1d6 fire, 19-20/×2, 30' range)
 Space/Reach: 5'/5'
 Special Attacks: Fire, Self-Destruct
 Special Qualities: Outsider traits
 Saves: Fort +6, Ref +7, Will +4
 Abilities: Str 12 (+1), Dex 17 (+3), Con 14 (+2), Int 3 (-4), Wis 11 (+0), Cha 6 (-2)
 Skills: Listen +6, Move Silently +10, Spot +8, Survival +7
 Feats: Dodge, Hover^B, Improved Initiative
 Environment: any (Mi'ihen Highroad)
 Organization: 3 or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 3
 Treasure: standard
 Normal/Rare Steal: Bomb Fragment (×2)/Bomb Fragment (×3)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 16d6+64 (120MP)

- **Fire (Sp):** this is a ranged touch attack that deals $4d4$ points of fire damage to 1 opponent within 30' on a successful hit; Fortitude save (DC12) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Self-Destruct (Su):** after taking damage from a physical attack, the creature increases in size by 1' in diameter (no stat changes, size increase lasts for $1d6+4$ minutes); after the 3rd successful physical attack, the creature explodes as an immediate action, destroying it & dealing $2d6$ points of fire damage to everything within a 30' radius (no saving throw)



Bomb #2

Medium Outsider (Fiend)

Hit Dice: 8d8+24 (60HP)

Initiative: +5

Speed: Fly 20' (4 squares, clumsy maneuverability)

Armor Class: 18 (+5 Dex, +3 natural); touch 15; flat-footed 13

Base Attack/Grapple: +8/+10

Attack: Blast +13 ranged ($1d6+2 + 1d6$ fire, 19-20/ $\times 2$, 30' range)

Full Attack: Blast +13 ranged ($1d6+2 + 1d6$ fire, 19-20/ $\times 2$, 30' range)

Space/Reach: 5'/5'

Special Attacks: Fira, Self-Destruct

Special Qualities: Outsider traits

Saves: Fort +9, Ref +11, Will +7

Abilities: Str 14 (+2), Dex 21 (+5), Con 16 (+3), Int 4 (-3), Wis 13 (+1), Cha 8 (-1)

Skills: Hide +11, Listen +15, Move Silently +16, Spot +12, Survival +14

Feats: Dodge, Hover^B, Improved Initiative, Mobility

Environment: any (Home, Airship)

Organization: 3 or party (1 with a group of 1-3 Fiends)

Challenge Rating: 7

Treasure: standard

Normal/Rare Steal: Bomb Fragment ($\times 2$)/Bomb Fragment ($\times 3$)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 32d6+128 (240MP)

- **Fira (Sp):** this is a ranged touch attack that deals $8d6+8$ points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC13) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Self-Destruct (Su):** after taking damage from a physical attack, the creature increases in size by 1' in diameter (no stat changes, size increase lasts for $1d6+4$ minutes); after the 3rd successful physical attack, the creature explodes as an immediate action, destroying it dealing $4d6$ points of fire damage to everything within a 40' radius (no saving throw)

Braska's Final Aeon / Jecht (1st Form)

Huge Outsider (Aeon)

Hit Dice: 25d8+378 (490HP)

Initiative: +1

Speed: 30' (6 squares)

Armor Class: 35 (-2 size, +1 Dex, +26 natural); touch 9; flat-footed 34

Base Attack/Grapple: +25/+43

Attack: Apocalypse Sword +44 melee ($4d6+22$, 19-20/ $\times 2$ vorpal)

Full Attack: Apocalypse Sword +44/+39/+34/+29 melee ($4d6+22$, 19-20/ $\times 2$ vorpal)

Space/Reach: 15'/15'

Special Attacks: Jecht Beam, Jecht Bomber, Sword Swipe, Triumphant Grasp, Ultimate Jecht Shot

Special Qualities: Aeon traits, Outsider traits, Resurgent Form

Saves: Fort +30, Ref +15, Will +23

Abilities: Str 43 (+16), Dex 12 (+1), Con 39 (+14), Int 5 (-3), Wis 28 (+9), Cha 24 (+7)

Skills: Balance +10, Concentration +25, Heal +19, Intimidate +23, Knowledge (arcana) +7, Knowledge (geography) +6, Listen +21, Move Silently +11, Search +7, Sense Motive +19, Spellcraft +8, Spot +20, Survival +19, Tumble +9

Feats: Alertness, Cleave, Endurance, Great Fortitude, Improved Toughness, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (Apocalypse Sword), Weapon Specialization (Apocalypse Sword)⁸

Environment: any (Sin)

Organization: cabal (1 with 2 **Yu Pagoda**)

Challenge Rating: 22

Treasure: N/A

Normal/Rare Steal: Turbo Ether/Turbo Ether

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 100d6+400 (750MP)

- **Jecht Beam (Su):** this attack inflicts $2d6+8$ points of non-specified damage to 1 opponent within 130' (no saving throw); inflicts Petrified status on 1 opponent (Fortitude save (DC31) to resist; the save DC is Wisdom-based); this is a standard action that does not provoke attacks of opportunity
- **Jecht Bomber (Su):** this attack inflicts $6d6+24$ points of non-specified damage to 1 opponent within 130'; Fortitude save (DC38) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Sword Swipe (Ex):** the creature can hit all opponents within reach for $4d6+16$ points of damage; in addition, this attack inflicts a -5 Initiative penalty for the next round to all opponents struck by it; opponents can make a Reflex save (DC23) for half damage & to negate the Initiative penalty; the save DC is Dexterity-based; this attack is a full-round action that does not provoke attacks of opportunity
- **Triumphant Grasp (Su):** upon a successful grapple, inflicts Zombie status on 1 opponent; Fortitude save (DC31) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Ultimate Jecht Shot (Su):** this attack inflicts $5d6+20$ points of non-specified damage to all opponents within 130'; Fortitude save (DC38) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every $1d4+2$ rounds
- **Resurgent Form (Ex):** when Jecht's hit points fall below 1, he will transform into his second form, regaining his full amount of HP in the process; this an immediate action that does not provoke attacks of opportunity

Braska's Final Aeon / Jecht (2nd Form)

Gargantuan Outsider (Aeon)

Hit Dice: 30d8+450 (585HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 37 (-4 size, +1 Dex, +30 natural); touch 7; flat-footed 36

Base Attack/Grapple: +30/+52

Attack: Apocalypse Sword +49 melee (4d6+22, 19-20/x2 vorpal)

Full Attack: Apocalypse Sword +49/+44/+39/+34 melee (4d6+22, 19-20/x2 vorpal)

Space/Reach: 20'/20'

Special Attacks: Jecht Beam, Jecht Bomber, Sword Swipe, Triumphant Grasp, Ultimate Jecht Shot

Special Qualities: Aeon traits, Outsider traits

Saves: Fort +32, Ref +18, Will +26

Abilities: Str 47 (+18), Dex 12 (+1), Con 41 (+15), Int 3 (-4), Wis 28 (+9), Cha 24 (+7)

Skills: Balance +10, Concentration +22, Heal +19, Intimidate +23, Knowledge (arcana) +5, Knowledge (geography)

+3, Listen +21, Move Silently +11, Search +6, Sense Motive +19, Spellcraft +7, Spot +20, Survival +19, Tumble +9

Feats: Alertness, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Initiative, Improved Toughness, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (Apocalypse Sword), Weapon Specialization (Apocalypse Sword)^B

Environment: any (Sin)

Organization: cabal (1 with 2 **Yu Pagoda**)

Challenge Rating: 23

Treasure: standard + Apocalypse Sword (Gargantuan +4 vorpal broadsword)

Normal/Rare Steal: Turbo Ether/Turbo Ether

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 120d6+480 (900MP)

- **Jecht Beam (Su):** this attack inflicts 2d6+8 points of non-specified damage to 1 opponent within 140' (no saving throw); inflicts Petrified status on 1 opponent (Fortitude save (DC34) to resist; the save DC is Wisdom-based); this is a standard action that does not provoke attacks of opportunity
- **Jecht Bomber (Su):** this attack inflicts 6d6+24 points of non-specified damage to 1 opponent within 140'; Fortitude save (DC43) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Sword Swipe (Ex):** the creature can hit all opponents within reach for 4d6+16 points of damage; in addition, this attack inflicts a -5 Initiative penalty for the next round to all opponents struck by it; opponents can make a Reflex save (DC26) for half damage & to negate the Initiative penalty; the save DC is Dexterity-based; this attack is a full-round action that does not provoke attacks of opportunity
- **Triumphant Grasp (Su):** upon a successful grapple, inflicts Zombie status on 1 opponent; Fortitude save (DC34) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Ultimate Jecht Shot (Su):** this attack inflicts 5d6+20 points of non-specified damage to all opponents within 140'; Fortitude save (DC43) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4+2 rounds

**Buer**

Large Aberration (Fiend)

Hit Dice: 5d8+10 (32HP)

Initiative: +4

Speed: 10' (2 squares), Fly 30' (6 squares, perfect maneuverability)

Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11

Base Attack/Grapple: +3/+8

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'
 Special Attacks: Stare
 Special Qualities: Aberration traits
 Saves: Fort +3, Ref +7, Will +5
 Abilities: Str 13 (+1), Dex 19 (+4), Con 14 (+2), Int 6 (-2), Wis 13 (+1), Cha 8 (-1)
 Skills: Listen +2, Move Silently +6, Spot +4, Survival +3
 Feats: Flyby Attack, Lightning Reflexes
 Environment: temperate plains (Thunder Plains)
 Challenge Rating: 5
 Treasure: standard
 Normal/Rare Steal: Hi-Potion/Musk
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 10d6+40 (75MP)

- **Stare (Su):** +6 special ranged attack (1d8), 35' range; Reflex save (DC13) for half damage & to avoid the Confused effect; the save DC is Dexterity-based; inflicts Confused status; this is a standard action that does not provoke attacks of opportunity



Bunyip

Small Aberration (Fiend)
 Hit Dice: 6d8+18 (45HP)
 Initiative: -1
 Speed: 20' (4 squares)
 Armor Class: 18 (+1 size, -1 Dex, +9 natural); touch 10; flat-footed 18
 Base Attack/Grapple: +4/+4
 Attack: Slam +9 melee (1d4+4 + Slow)
 Full Attack: 2 Slams +9 melee (1d4+4 + Slow)
 Space/Reach: 5'/5'
 Special Attacks: Slow
 Special Qualities: Aberration traits
 Saves: Fort +6, Ref +1, Will +6
 Abilities: Str 18 (+4), Dex 8 (-1), Con 15 (+2), Int 4 (-3), Wis 13 (+1), Cha 8 (-1)
 Skills: Balance +5, Listen +4, Spot +2, Survival +3
 Feats: Great Fortitude, Improved Natural Armor, Improved Toughness
 Environment: temperate plains or marshes (Djose Highroad, Moonflow)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 4

Treasure: standard
Normal/Rare Steal: Hi-Potion/Hypello Potion
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 12d6+48 (90MP)

- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Cactuar

Tiny Plant (Fiend)
Hit Dice: 7d8+7 (38HP)
Initiative: +6
Speed: 30' (6 squares)
Armor Class: 21 (+2 size, +6 Dex, +3 natural); touch 18; flat-footed 15
Base Attack/Grapple: +5/-3
Attack: Slam +7 melee (1d3)
Full Attack: 2 Slams +7 melee (1d3)
Space/Reach: 2½' / 0'
Special Attacks: 1,000 Needles
Special Qualities: Plant traits
Saves: Fort +6, Ref +8, Will +4
Abilities: Str 10 (+0), Dex 22 (+6), Con 13 (+1), Int 11 (+0), Wis 14 (+2), Cha 17 (+3)
Skills: Balance +8, Hide +17, Jump +6, Move Silently +7, Tumble +12
Feats: Dodge, Mobility, Spring Attack
Environment: warm desert (Sanubia Desert)
Organization: 3 or party (1 with a group of 1-3 Fiends)
Challenge Rating: 8
Treasure: standard
Normal/Rare Steal: Chocobo Feather/Chocobo Wing
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 7d6+28 (52MP)

- **1,000 Needles (Su):** the creature can emit 1,000 deadly needles, targeting 1 opponent within 30'; this is a +13 ranged attack that deals 100 points of piercing damage (no saving throw); this ability is a standard action that does not provoke attacks of opportunity, & can be done up to once every 1d4+1 rounds



Cave Iguion

Medium Animal (Fiend)

Hit Dice: 6d8+6 (33HP)

Initiative: +4

Speed: 30' (6 squares)

Armor Class: 15 (+4 Dex, +1 natural); touch 4; flat-footed 11

Base Attack/Grapple: +4/+4

Attack: Bite +4 melee (1d6)

Full Attack: Bite +4 melee (1d6)

Space/Reach: 5'/5'

Special Attacks: N/A

Special Qualities: Animal traits

Saves: Fort +6, Ref +11, Will +3

Abilities: Str 11 (+0), Dex 18 (+4), Con 12 (+1), Int 1 (-5), Wis 12 (+1), Cha 7 (-2)

Skills: Jump +6, Listen +8, Spot +5

Feats: Alertness, Dodge, Lightning Reflexes

Environment: underground (Bevelle)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 5

Treasure: standard

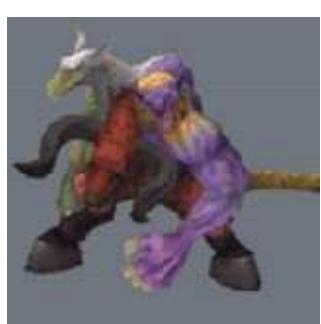
Normal/Rare Steal: Soft/Petrify Grenade

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 6d6+24 (45MP)



Chimera #1

Large Magical Beast (Fiend)

Hit Dice: 9d10+27 (76HP)

Initiative: +1

Speed: 40' (8 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural); touch 10; flat-footed 13

Base Attack/Grapple: +9/+17

Attack: Megiddo Flame +9 ranged (2d6+4 + 1d6 fire, 30' range)

Full Attack: Megiddo Flame +9 ranged (2d6+4 + 1d6 fire, 30' range)

Space/Reach: 10'/10'

Special Attacks: Aqua Breath, Charge, Thunder

Special Qualities: Magical Beast traits

Saves: Fort +9, Ref +7, Will +6

Abilities: Str 19 (+4), Dex 13 (+1), Con 17 (+3), Int 4 (-3), Wis 13 (+1), Cha 8 (-1)

Skills: Hide +2, Listen +7, Move Silently +6, Spot +5
 Feats: Alertness, Improved Natural Weapon, Iron Will, Stealthy
 Environment: any (Macalania)
 Organization: solitary or pair
 Challenge Rating: 7
 Treasure: standard
 Normal/Rare Steal: Shining Gem/Lightning Marble
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 18d6+72 (135MP)

- **Aqua Breath (Su):** the creature spews forth a jet of water from its mouth; +9 ranged attack; 45' cone; deals 2d8+4 points of water (force) damage; Fortitude save (DC18) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Charge (Su):** this ability reduces the current HP of all opponents within 45' by 25%; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Thunder (Sp):** this is a ranged touch attack that deals 9d4 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Chimera #2

Large Magical Beast (Fiend)
 Hit Dice: 12d10+48 (114HP)
 Initiative: +6
 Speed: 40' (8 squares)
 Armor Class: 16 (-1 size, +2 Dex, +5 natural); touch 11; flat-footed 14
 Base Attack/Grapple: +12/+20
 Attack: Megiddo Flame +15 ranged (1d8+4 + 1d6 fire, 30' range)
 Full Attack: Megiddo Flame +15 ranged (1d8+4 + 1d6 fire, 30' range)
 Space/Reach: 10'/10'
 Special Attacks: Aqua Breath, Charge, Thundaga, Thundara
 Special Qualities: Magical Beast traits
 Saves: Fort +12, Ref +10, Will +7
 Abilities: Str 19 (+4), Dex 14 (+2), Con 18 (+4), Int 4 (-3), Wis 13 (+1), Cha 8 (-1)
 Skills: Hide +2, Jump +7, Listen +8, Move Silently +6, Spot +5
 Feats: Alertness, Improved Initiative, Improved Natural Weapon, Iron Will, Stealthy
 Environment: any (Home)
 Organization: solitary or pair
 Challenge Rating: 9
 Treasure: standard
 Normal/Rare Steal: Arctic Wind (x3)/Lightning Marble (x3)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 24d6+96 (180MP)

- **Aqua Breath (Su):** the creature spews forth a jet of water from its mouth; +9 ranged attack; 45' cone; deals 2d8+4 points of water (force) damage; Fortitude save (DC20) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity

- **Charge (Su):** this ability reduces the current HP of all opponents within 45' by 25%; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Thundaga (Sp):** this is a ranged touch attack that deals 12d8+24 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 12d6+12 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Chimera Brain

Large Magical Beast (Fiend)

Hit Dice: 13d10+52 (123HP)

Initiative: +6

Speed: 40' (8 squares)

Armor Class: 17 (-1 size, +2 Dex, +6 natural); touch 11; flat-footed 15

Base Attack/Grapple: +13/+22

Attack: Megiddo Flame +17 ranged (1d8+5 + 1d6 fire, 30' range)

Full Attack: Megiddo Flame +17 ranged (1d8+5 + 1d6 fire, 30' range)

Space/Reach: 10'/10'

Special Attacks: Aqua Breath, Charge, Thundaga, Thundara

Special Qualities: Magical Beast traits

Saves: Fort +12, Ref +10, Will +7

Abilities: Str 21 (+5), Dex 14 (+2), Con 18 (+4), Int 7 (-2), Wis 13 (+1), Cha 10 (+0)

Skills: Hide +2, Jump +7, Listen +8, Move Silently +7, Spot +5

Feats: Alertness, Improved Initiative, Improved Natural Weapon, Iron Will, Stealthy

Environment: any (Calm Lands)

Organization: solitary or pair

Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Ice Gem/Lightning Gem (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 26d6+104 (195MP)

- **Aqua Breath (Su):** the creature spews forth a jet of water from its mouth; +9 ranged attack; 45' cone; deals 2d8+5 points of water (force) damage; Fortitude save (DC21) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Charge (Su):** this ability reduces the current HP of all opponents within 45' by 25%; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Thundaga (Sp):** this is a ranged touch attack that deals 13d8+26 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 13d6+13 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Chocobo Eater

Large Aberration (Fiend)

Hit Dice: 9d8+18 (58HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 13 (-1 size, +4 natural); touch 9; flat-footed 13

Base Attack/Grapple: +6/+14

Attack: Slam +9 melee (1d8+4)

Full Attack: Fists of Fury +9/+9/+4 melee (1d8+4)

Space/Reach: 10'/10'

Special Attacks: Blizzard, Fists of Fury, Push Back

Special Qualities: Aberration traits

Saves: Fort +5, Ref +3, Will +7

Abilities: Str 19 (+4), Dex 10 (+0), Con 14 (+2), Int 5 (-3), Wis 12 (+1), Cha 11 (+0)

Skills: Jump +6, Listen +4, Move Silently +3, Spot +5

Feats: Improved Bullrush, Mighty Blow, Power Attack, Track

Environment: temperate plains (Mi'ihen Highroad)

Organization: solitary

Challenge Rating: 8

Treasure: 2× standard

Normal/Rare Steal: Potion/Potion

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 18d6+72 (135MP)

- **Blizzard (Sp):** this is a ranged touch attack that deals 9d4 points of cold damage to 1 opponent within 45' on a successful hit; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Fists of Fury (Ex):** with a full attack, the creature can make 2 Slam attacks at their full attack bonus (+9) & another Slam attack at their full attack bonus -5 (+4); this is a full-round action that does not provoke attacks of opportunity
- **Push Back (Ex):** once every 1d4+1 rounds, the creature can shove all opponents within a 45' cone in a single direction; all opponents treated as if bull rushed by the creature; the creature receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponents;

opponents that fail the opposed checks are pushed $1d4 \times 5'$; this is a standard action that does not provoke attacks of opportunity



Coeurl

Large Magical Beast (Fiend)

Hit Dice: 9d10+9 (58HP)

Initiative: +4

Speed: 30' (6 squares)

Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11

Base Attack/Grapple: +9/+15

Attack: Claw +10 melee (1d8+2)

Full Attack: 2 Claws +10 melee (1d8+2)

Space/Reach: 10'/5'

Special Attacks: Blaster, Blizzara, Drain, Silence, Thundara

Special Qualities: Magical Beast traits

Saves: Fort +7, Ref +10, Will +6

Abilities: Str 14 (+2), Dex 19 (+4), Con 13 (+1), Int 6 (-2), Wis 12 (+1), Cha 15 (+2)

Skills: Jump +4, Listen +3, Move Silently +5, Spellcraft +2

Feats: Iron Will, Silent Spell, Still Spell, Track

Environment: temperate plains (Calm Lands)

Organization: solitary or pair

Challenge Rating: 7

Treasure: standard

Normal/Rare Steal: Mana Spring/Mana Spring

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 18d6+72 (135MP)

- **Blaster (Su):** inflicts Petrified status on 1 opponent within 45'; usable once every 1d4+1 rounds; Fortitude save (DC16) to resist; the save DC is Charisma-based; this is a standard action that does not provoke attacks of opportunity

- **Blizzara (Sp):** this is a ranged touch attack that deals $9d6+9$ points of cold damage to 1 opponent within 45' on a successful hit; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Drain (Sp):** this is a touch attack that transfers 9d4 from 1 opponent's HP pool to the creature's own; Fortitude save (DC16) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Silence (Su):** inflicts Mute status for 3 rounds on 1 opponent within 45'; Fortitude save (DC16) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity
- **Thundara (Sp):** this is a ranged touch attack that deals $9d6+9$ points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Condor

Medium Animal (Fiend)

Hit Dice: 1d8+1 (5HP)

Initiative: +4

Speed: 15' (3 squares), Fly 50' (10 squares, good maneuverability)

Armor Class: 14 (+4 Dex); touch 14; flat-footed 10

Base Attack/Grapple: +0/+1

Attack: Talon +1 melee (1d6+1)

Full Attack: Talon +1 melee (1d6+1)

Space/Reach: 5'/5'

Special Attacks: N/A

Special Qualities: Animal traits

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 13 (+1), Dex 18 (+4), Con 12 (+1), Int 1 (-5), Wis 12 (+1), Cha 10 (+0)

Skills: Listen +3, Move Silently +3

Feats: Flyby Attack, Hover^B

Environment: warm plains (Besaid)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: ½

Treasure: standard
Normal/Rare Steal: Phoenix Down/Smoke Bomb
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 1d6+4 (7MP)

Crawler

Gargantuan Construct
Hit Dice: 16d10+60 (148HP)
Initiative: -2
Speed: 30' (6 squares)
Armor Class: 10 (-4 size, -2 Dex, +6 natural); touch 4; flat-footed 10
Base Attack/Grapple: +9/+31
Attack: Slam +15 melee (2d8+10)
Full Attack: 2 Slams +15 melee (2d8+10)
Space/Reach: 20'/15'
Special Attacks: Gatling Gun, Mana Beam
Special Qualities: Construct traits
Saves: Fort +5, Ref +3, Will +5
Abilities: Str 31 (+10), Dex 7 (-2), Con -- (+0), Int -- (+0), Wis 11 (+0), Cha 1 (-5)
Skills: N/A
Feats: Power Attack^B
Environment: any (Macalania)
Organization: unit (with **Negator**)
Challenge Rating: 13
Treasure: 2× standard + 1d2 Elixirs
Normal/Rare Steal: Lunar Curtain/Lunar Curtain (×2)
Alignment: Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 16d4 (40MP)

- **Gatling Gun (Ex):** the creature can hit multiple opponents (1d2) within 80' for 1d8+5 points of damage; Reflex save (DC28) for half damage; the save DC is Strength-based; this attack is a standard action that does not provoke attacks of opportunity
- **Mana Beam (Ex):** once every 1d4 rounds, the creature can fire a beam of destructive energy, hitting all opponents within 80' for 2d8 points of force damage; Reflex save (DC16) for half damage; the save DC is Dexterity-based; this attack is a standard action that does not provoke attacks of opportunity



Dark Element

Medium Elemental (Fiend)
Hit Dice: 9d8+9 (49HP)
Initiative: +7
Speed: Fly 20' (4 squares, poor maneuverability)
Armor Class: 16 (+3 Dex, +3 natural); touch 13; flat-footed 13
Base Attack/Grapple: +6/+9
Attack: N/A
Full Attack: N/A
Space/Reach: 5'/5'
Special Attacks: Bio, Blizzara, Drain, Fira, Osmose, Reflect, Thundara, Watera
Special Qualities: Damage Reduction 9/magic, Elemental traits

Saves: Fort +7, Ref +11, Will +6
 Abilities: Str 16 (+3), Dex 17 (+3), Con 13 (+1), Int 4 (-3), Wis 11 (+0), Cha 11 (+0)
 Skills: Listen +8, Spot +8
 Feats: Alertness, Dodge, Hover^B, Improved Initiative, Lightning Reflexes
 Environment: any (Calm Lands)
 Organization: pair or 3
 Challenge Rating: 7
 Treasure: standard
 Normal/Rare Steal: Shining Thorn/Shining Thorn ($\times 2$)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 18d6+72 (135MP)

- **Bio (Sp):** this ability inflicts 1 opponent within 40' with poison, dealing 1d3 points of damage per class level (theirs) every round (see **Status Effects: Poison**, above); the opponent remains poisoned for the rest of the encounter, unless the poison is somehow negated; Fortitude save (DC14) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
- **Blizzara (Sp):** this is a ranged touch attack that deals 9d6+9 points of cold damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Drain (Sp):** this is a touch attack that transfers 9d4 per class level from 1 opponent's HP pool to the creature's own; Fortitude save (DC14) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Fira (Sp):** this is a ranged touch attack that deals 9d6+9 points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Osmose (Su):** this is a touch attack that transfers 2d4MP per HD (theirs) from 1 opponent's MP pool to the creature's own; the opponent can make a Will save (DC14) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use
- **Reflect (Sp):** the creature can cast a magical reflecting aura on any 1 creature within 40' (including itself); this aura reflects all spells (both helpful & harmful) that target that creature, causing the spell to bounce off & hit another random creature within 40'; area-effect spells still function properly on that creature, as do any spells that have already been reflected off of another creature; multiple *reflect* effects do not stack, but overlap; this effect lasts for the rest of the encounter; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 14MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 9d6+9 points of electricity damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Watera (Sp):** this is a ranged touch attack that deals 9d6+9 points of water (force) damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Dark Flan

Huge Ooze (Fiend)

Hit Dice: 12d10+84 (150HP)

Initiative: -5

Speed: 20' (4 squares)

Armor Class: 13 (-2 size, -5 Dex, +10 natural); touch 3; flat-footed 13

Base Attack/Grapple: +9/+21

Attack: N/A

Full Attack: N/A

Space/Reach: 15'/10'

Special Attacks: Bio, Demi, Drain, Flare, Osmose

Special Qualities: Damage Reduction 24/magic, Ooze traits, Skills, White Wind

Saves: Fort +11, Ref +0, Will -1

Abilities: Str 19 (+4), Dex 3 (-4), Con 24 (+7), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: Climb +12

Feats: N/A

Environment: cold mountains or cold desert (Mt. Gagazet, Zanarkand Ruins)

Organization: solitary

Challenge Rating: 11

Treasure: standard

Normal/Rare Steal: Star Curtain/Star Curtain (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Bio (Sp):** this ability inflicts 1 opponent within 70' with poison, dealing 1d3 points of damage per class level (theirs) every round (see **Status Effects: Poison**, above); the opponent remains poisoned for the rest of the encounter, unless the poison is somehow negated; Fortitude save (DC16) to resist; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
- **Demi (Sp):** this ability reduces the current HP of all opponents within 70' by 25%; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use
- **Drain (Sp):** this is a touch attack that transfers 12d4 per class level from 1 opponent's HP pool to the creature's own; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Flare (Sp):** this attack inflicts 12d10+36 points of non-specified damage to 1 opponent within 30' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use

- **Osmose (Su):** this is a touch attack that transfers $2d6+8$ MP per class level from 1 opponent's HP pool to the creature's own; Will save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that does not provoke attacks of opportunity; this ability does not consume any MP to use
- **Skills:** the creature has a +8 racial bonus on Climb checks, & can always choose to take 10 on a Climb check, even if rushed or threatened
- **White Wind (Sp):** fully restores HP to itself; cannot heal an ally so that they have more HP than their maximum; this is a standard action that provokes attacks of opportunity; this ability costs 180MP to use



Defender

Huge Construct

Hit Dice: $12d10+40$ (106HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 15 (-2 size, -1 Dex, +8 natural); touch 7; flat-footed 15

Base Attack/Grapple: +9/+25

Attack: Slam +15 melee ($2d6+8$)

Full Attack: Haymaker (2 Slams) +15 melee ($2d6+8$ + Dazed)

Space/Reach: 15'/15'

Special Attacks: Haymaker

Special Qualities: Construct traits

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 27 (+8), Dex 9 (-1), Con -- (+0), Int 6 (-2), Wis 11 (+0), Cha 1 (-5)

Skills: Balance +1, Climb +10, Jump +9, Listen +3, Move Silently +2, Spot +4

Feats: Cleave, Improved Initiative, Improved Bullrush, Mighty Blow, Power Attack

Environment: any (Calm Lands)

Organization: solitary or pair

Challenge Rating: 8

Treasure: standard

Normal/Rare Steal: Lunar Curtain/Lunar Curtain (x2)

Alignment: always Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: $12d4$ (30MP)

- **Haymaker (Ex):** with a full attack, the creature can make 2 Slam attacks at their full attack bonus (+15); in addition, an opponent that is struck by this attack must make a Will save (DC16) or be *dazed* for 1 round; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity

Defender X

Huge Construct

Hit Dice: $40d10+80$ (300HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 22 (-2 size, +1 Dex, +13 natural); touch 9; flat-footed 21

Base Attack/Grapple: +30/+55

Attack: Slam +45 melee ($3d6+17$)

Full Attack: Haymaker (2 Slams) +45 melee ($3d6+17$ + Dazed)

Space/Reach: 15'/15'

Special Attacks: Blast Punch, Haymaker, Slowga

Special Qualities: Construct traits, Mighty Guard

Saves: Fort +15, Ref +16, Will +15

Abilities: Str 35 (+17), Dex 13 (+1), Con -- (+0), Int 6 (-2), Wis 11 (+0), Cha 1 (-5)

Skills: Balance +6, Climb +25, Jump +21, Listen +9, Move Silently +7, Search +5, Spot +11
 Feats: Alertness, Cleave, Endurance, Great Fortitude, Improved Initiative, Improved Bullrush, Improved Natural Armor, Improved Natural Attack, Improved Toughness, Iron Will, Lightning Reflexes, Mighty Blow, Power Attack, Skill Focus (Spot)
 Environment: any (Calm Lands)
 Organization: solitary
 Challenge Rating: 18
 Treasure: 2× standard
 Normal/Rare Steal: Lunar Curtain (×4)/Lunar Curtain (×4)
 Alignment: Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 40d4 (100MP)

- **Blast Punch (Sp):** this +29 ranged attack reduces the current HP of 1 opponent by 50%; 100' range; the targeted creature must make a Reflex save (DC31) to avoid; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 27MP to use
- **Haymaker (Ex):** with a full attack, the creature can make 2 Slam attacks at their full attack bonus (+45); in addition, an opponent that is struck by this attack must make a Will save (DC30) or be *dazed* for 1 round; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity
- **Slowga (Sp):** all opponents within 100' gain a -10 penalty to their Initiative for 1d4+1 rounds; in addition, those affected can only move at ½ speed, & can only perform partial actions each round for the same amount of time; these effects are negated for an opponent if they are successfully hit with a *haste* effect or the effect expires; multiple *slowga* effects do not stack, but overlap; affected creatures must make a Fortitude save (DC25) to resist; the save DC is Charisma-based; this is a standard action that does not provoke an attack opportunity; this ability costs 20MP to use
- **Mighty Guard (Sp):** grants self the following benefits: *nul* (all energy types), *protect*, & *shell*; this is a standard action that does not provoke attacks of opportunity; this ability costs 16MP to use



Defender Z

Huge Construct

Hit Dice: 15d10+40 (122HP)

Initiative: +4

Speed: 30' (6 squares)

Armor Class: 18 (-2 size, +10 natural); touch 8; flat-footed 18

Base Attack/Grapple: +11/+28

Attack: Slam +18 melee (2d6+9)

Full Attack: Haymaker (2 Slams) +18 melee (2d6+9 + Dazed)

Space/Reach: 15'/15'

Special Attacks: Blast Punch, Haymaker

Special Qualities: Construct traits

Saves: Fort +5, Ref +5, Will +5

Abilities: Str 29 (+9), Dex 11 (+0), Con -- (+0), Int 6 (-2), Wis 11 (+0), Cha 1 (-5)

Skills: Balance +2, Climb +12, Jump +10, Listen +4, Move Silently +3, Spot +5

Feats: Cleave, Endurance, Improved Initiative, Improved Bullrush, Mighty Blow, Power Attack

Environment: any (Zanarkand Ruins)

Organization: solitary

Challenge Rating: 10

Treasure: 2× standard

Normal/Rare Steal: Lunar Curtain (×2)/Lunar Curtain (×2)

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 15d4 (37MP)

- **Blast Punch (Sp):** this +9 ranged attack reduces the current HP of 1 opponent by 50%, as well as inflict a -5 Initiative penalty for the next round; 50' range; the targeted creature must make a Reflex save (DC17) to avoid; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 27MP to use
- **Haymaker (Ex):** with a full attack, the creature can make 2 Slam attacks at their full attack bonus (+18); in addition, an opponent that is struck by this attack must make a Will save (DC17) or be *dazed* for 1 round; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity



Demonolith

Large Outsider (Fiend)

Hit Dice: 12d8+36 (90HP)

Initiative: +5

Speed: 10' (2 squares)

Armor Class: 17 (-1 size, +1 Dex, +7 natural); touch 10; flat-footed 16

Base Attack/Grapple: +12/+20

Attack: Claw +15 melee (2d6+4 + Curse & Zombie)

Full Attack: 2 Claws +15 melee (2d6+4 + Curse & Zombie)

Space/Reach: 10'/10'

Special Attacks: Breath, Curse, Pharaoh's Curse, Zombie

Special Qualities: Outsider traits

Saves: Fort +11, Ref +9, Will +13

Abilities: Str 19 (+4), Dex 12 (+1), Con 17 (+3), Int 12 (+1), Wis 16 (+3), Cha 14 (+2)

Skills: Balance +9, Bluff +11, Concentration +12, Diplomacy +8, Heal +15, Intimidate +14, Knowledge (arcana) +10, Knowledge (planes) +9, Knowledge (religion) +7, Listen +12, Search +10, Sense Motive +12, Spellcraft +11, Spot +13, Survival +12

Feats: Cleave, Improved Initiative, Improved Natural Attack, Iron Will, Power Attack

Environment: any (Sin, Omega Ruins)

Organization: pair or 3

Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Petrify Grenade (x2)/Petrify Grenade (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 48d6+192 (360MP)

- **Breath (Su):** inflicts Petrified status on all opponents within a 45' cone; Fortitude save (DC19) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Curse (Su):** inflicts Curse status on 1 opponent; Fortitude save (DC18) to resist; the save DC is Charisma-based
- **Pharaoh's Curse (Su):** upon being hit by a successful physical attack, the creature retaliates with a blast of magical energy (as an immediate action that does not provoke attacks of opportunity) that strikes the opponent who hit it, inflicting the following status effects:
 - inflicts Blind status for 1 hour on 1 opponent; Fortitude save (DC18) to resist; the save DC is Charisma-based
 - inflicts Cursed status on 1 opponent; Fortitude save (DC18) to resist; the save DC is Charisma-based
 - inflicts Mute status for 1 hour on 1 opponent; Fortitude save (DC18) to resist; the save DC is Charisma-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC18) to resist; the save DC is Charisma-based
- **Zombie (Su):** inflicts Zombie status on 1 opponent; Fortitude save (DC19) to resist; the save DC is Wisdom-based



Dingo

Medium Animal (Fiend)

Hit Dice: 1d8+2 (6HP)

Initiative: +2

Speed: 50' (10 squares)

Armor Class: 12 (+2 Dex); touch 12; flat-footed 10

Base Attack/Grapple: +0/+1

Attack: Bite +1 melee (1d6+1 + Mute or Sleep)

Full Attack: Bite +1 melee (1d6+1 + Mute or Sleep)

Space/Reach: 5'/5'

Special Attacks: Mute, Sleep

Special Qualities: Animal traits

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 13 (+1), Dex 15 (+2), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 8 (-1)

Skills: Listen +3, Move Silently +4

Feats: Run

Environment: warm plains (Besaid)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: ½

Treasure: standard

Normal/Rare Steal: Potion/Sleeping Powder

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 1d6+4 (7MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC11) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent; Fortitude save (DC11) to resist; the save DC is Wisdom-based



Dinonix

Medium Animal (Fiend)

Hit Dice: 3d8+3 (16HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 14 (+3 Dex, +1 natural); touch 13; flat-footed 11

Base Attack/Grapple: +2/+2

Attack: Bite +2 melee (1d6 + Mute or Petrified)

Full Attack: Bite +2 melee (1d6 + Mute or Petrified)

Space/Reach: 5'/5'

Special Attacks: Mute, Petrified

Special Qualities: Animal traits

Saves: Fort +4, Ref +8, Will +2

Abilities: Str 11 (+0), Dex 16 (+3), Con 12 (+1), Int 1 (-5), Wis 12 (+1), Cha 5 (-3)

Skills: Jump +2, Listen +3, Spot +3

Feats: Dodge, Lightning Reflexes

Environment: warm forests (Kilika)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 1

Treasure: standard

Normal/Rare Steal: Soft/Petrify Grenade

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 3d6+12 (22MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC12) to resist; the save DC is Wisdom-based
- **Petrified (Su):** inflicts Petrified status on 1 opponent; Fortitude save (DC12) to resist; the save DC is Wisdom-based



Dual Horn #1

Large Magical Beast (Fiend)

Hit Dice: 5d10+25 (52HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 11 (-1 size, +2 natural); touch 9; flat-footed 11

Base Attack/Grapple: +5/+14

Attack: Bite +9 melee (1d6+5) or Gore +9 melee (1d8+5)

Full Attack: Bite +9 melee (1d6+5) & 2 Gores +4 melee (1d8+5)

Space/Reach: 10'/5'

Special Attacks: Trample

Special Qualities: Magical Beast traits

Saves: Fort +9, Ref +4, Will +2

Abilities: Str 21 (+5), Dex 10 (+0), Con 21 (+5), Int 2 (-4), Wis 12 (+1), Cha 9 (-1)

Skills: Jump +6, Listen +7, Survival +5

Feats: Power Attack, Skill Focus (Listen)

Environment: temperate plains (Mi'ihen Highroad)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 4

Treasure: standard

Normal/Rare Steal: Potion/Hi-Potion

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 10d6+40 (75MP)

- **Trample (Ex):** 1d8+7 damage; Reflex save (DC17) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity

Dual Horn #2

Large Magical Beast (Fiend)

Hit Dice: 6d10+30 (63HP)

Initiative: +4

Speed: 40' (8 squares)

Armor Class: 12 (-1 size, +3 natural); touch 9; flat-footed 12

Base Attack/Grapple: +6/+15

Attack: Bite +10 melee (1d6+5) or Gore +10 melee (1d8+5)

Full Attack: Bite +10 melee (1d6+5) & 2 Gores +5 melee (1d8+5)

Space/Reach: 10'/5'

Special Attacks: Trample

Special Qualities: Magical Beast traits

Saves: Fort +10, Ref +5, Will +3
 Abilities: Str 21 (+5), Dex 11 (+0), Con 21 (+5), Int 3 (-4), Wis 12 (+1), Cha 9 (-1)
 Skills: Jump +6, Listen +8, Survival +5
 Feats: Improved Initiative, Power Attack, Skill Focus (Listen)
 Environment: warm deserts (Home, Airship)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 5
 Treasure: standard
 Normal/Rare Steal: Hi-Potion/Mega Potion
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 12d6+48 (90MP)

- **Trample (Ex):** 1d8+7 damage; Reflex save (DC18) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity



Epaaj

Large Magical Beast (Fiend)
 Hit Dice: 9d10+9 (58HP)
 Initiative: +3
 Speed: 30' (6 squares)
 Armor Class: 15 (-1 size, +3 Dex, +3 natural); touch 12; flat-footed 12
 Base Attack/Grapple: +9/+15
 Attack: Slam +10 melee (1d8+2 + Poison)
 Full Attack: 2 Slams +10 melee (1d8+2 + Poison)
 Space/Reach: 10'/5'
 Special Attacks: Blades, Poison
 Special Qualities: Magical Beast traits
 Saves: Fort +7, Ref +9, Will +4
 Abilities: Str 15 (+2), Dex 17 (+3), Con 12 (+1), Int 3 (-4), Wis 13 (+1), Cha 8 (-1)
 Skills: Hide +3, Jump +6, Listen +4, Move Silently +8
 Feats: Dodge, Mobility, Spring Attack, Stealthy
 Environment: underground (Calm Lands)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 7
 Treasure: standard
 Normal/Rare Steal: Hi-Potion/Hi-Potion ($\times 2$)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 18d6+72 (135MP)

- **Blades (Ex):** Claw +10/+5 melee (1d8+4)
- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC15) to resist; the save DC is Wisdom-based



Evil Eye #1

Large Aberration (Fiend)

Hit Dice: 6d8+6 (33HP)

Initiative: +4

Speed: 10' (2 squares), Fly 30' (6 squares, perfect maneuverability)

Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11

Base Attack/Grapple: +4/+9

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Stare

Special Qualities: Aberration traits

Saves: Fort +3, Ref +6, Will +6

Abilities: Str 13 (+1), Dex 18 (+4), Con 13 (+1), Int 5 (-3), Wis 13 (+1), Cha 8 (-1)

Skills: Listen +4, Move Silently +6, Spot +7, Survival +3

Feats: Alertness, Flyby Attack, Lightning Reflexes

Environment: cold plains (Macalania)

Organization: pair or 3

Challenge Rating: 4

Treasure: standard

Normal/Rare Steal: Musk/Musk (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d6+48 (90MP)

- **Stare (Su):** +4 special ranged attack (1d8+1), 35' range; Reflex save (DC14) for half damage & to avoid the Confused effect; the save DC is Dexterity-based; inflicts Confused status; this is a standard action that does not provoke attacks of opportunity

Evil Eye #2

Large Aberration (Fiend)

Hit Dice: 7d8+14 (45HP)

Initiative: +4

Speed: 10' (2 squares), Fly 30' (6 squares, perfect maneuverability)

Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11

Base Attack/Grapple: +5/+10

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Stare

Special Qualities: Aberration traits

Saves: Fort +4, Ref +6, Will +7

Abilities: Str 13 (+1), Dex 19 (+4), Con 15 (+2), Int 6 (-2), Wis 14 (+2), Cha 10 (+0)

Skills: Listen +4, Move Silently +6, Spot +8, Survival +3

Feats: Alertness, Flyby Attack, Lightning Reflexes

Environment: any (Home, Airship)

Organization: pair or 3

Challenge Rating: 5

Treasure: standard

Normal/Rare Steal: Musk/Musk (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 14d6+56 (105MP)

- **Stare (Su):** +8 special ranged attack (1d8+1), 35' range; Reflex save (DC15) for half damage & to avoid the Confused effect; the save DC is Dexterity-based; inflicts Confused status; this is a standard action that does not provoke attacks of opportunity



Evrae

Gargantuan Dragon (Fiend)

Hit Dice: 22d12+154 (297HP)

Initiative: +0

Speed: 30' (6 squares), Fly 200' (40 squares, poor maneuverability), Swim 50' (10 squares)

Armor Class: 18 (-4 size, +12 natural); touch 6; flat-footed 18

Base Attack/Grapple: +22/+46

Attack: Claw +30 melee (2d6+12 slashing)

Full Attack: Swooping Scythe (4 Claws) +30 melee (2d6+12 slashing)

Space/Reach: 20'/15'

Special Attacks: Photon Breath, Poison Breath, Stone Gaze, Swooping Scythe

Special Qualities: Dragon traits, Haste

Saves: Fort +20, Ref +15, Will +16

Abilities: Str 35 (+12), Dex 10 (+0), Con 25 (+7), Int 12 (+1), Wis 16 (+3), Cha 11 (+0)

Skills: Balance +10, Bluff +12, Climb +20, Diplomacy +9, Heal +15, Hide -2, Intimidate +12, Jump +22, Knowledge (arcana) +11, Listen +13, Move Silently +13, Search +10, Sense Motive +14, Spellcraft +14, Spot +14, Survival +13, Swim +19

Feats: Cleave, Dodge, Flyby Attack, Hover^B, Lightning Reflexes, Mobility, Power Attack, Self-Sufficient, Spring Attack

Environment: any (Airship)

Organization: solitary

Challenge Rating: 15

Treasure: 2× standard

Normal/Rare Steal: Water Gem/Water Gem (×2)

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 88d6+352 (660MP)

- **Photon Breath (Su):** deals 2d6+12 points of fire damage to all opponents within a 80' cone; Reflex save (DC24) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity

- **Poison Breath (Su):** inflicts Poison status on all opponents within a 80' cone; +18 ranged attack; Fortitude save (DC24) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Stone Gaze (Su):** inflicts Petrified status on 1 opponent within 80'; usable once every 1d4 rounds; Fortitude save (DC24) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Swooping Scythe (Ex):** with a full attack, the creature can make 4 Claw attacks at their full attack bonus (+30); this is a full-round action that does not provoke attacks of opportunity
- **Haste (Sp):** the creature grants itself a +10 bonus to its initiative for the rest of the encounter; in addition, it can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated if it is successfully hit with a *slow* effect, a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *haste* effects do not stack; this is a standard action that does not provoke attacks of opportunity (although subsequent hasted actions provoke attacks of opportunity as normal); this ability costs 8MP to use

Evrae Altana

Gargantuan Undead (Fiend)

Hit Dice: 30d12 (195HP)

Initiative: +5

Speed: 30' (6 squares), Fly 200' (40 squares, poor maneuverability), Swim 50' (10 squares)

Armor Class: 18 (-4 size, +1 Dex, +11 natural); touch 7; flat-footed 17

Base Attack/Grapple: +15/+40

Attack: Claw +24 melee (2d8+13)

Full Attack: 2 Claws +24 melee (2d8+13)

Space/Reach: 20'/15'

Special Attacks: Photon Spray, Stone Gaze

Special Qualities: Undead traits

Saves: Fort +10, Ref +11, Will +20

Abilities: Str 37 (+13), Dex 12 (+1), Con -- (+0), Int 12 (+1), Wis 16 (+3), Cha 9 (-1)

Skills: Balance +11, Bluff +10, Climb +23, Diplomacy +7, Heal +14, Hide -2, Intimidate +11, Jump +22, Knowledge (arcana) +11, Listen +13, Move Silently +13, Search +9, Sense Motive +13, Spellcraft +14, Spot +14, Survival +13, Swim +20

Feats: Athletic, Cleave, Dodge, Flyby Attack, Hover^B, Improved Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Self-Sufficient, Spring Attack

Environment: any (Bevelle)

Organization: solitary

Challenge Rating: 16

Treasure: 2× standard

Normal/Rare Steal: Water Gem (x2)/Stamina Spring

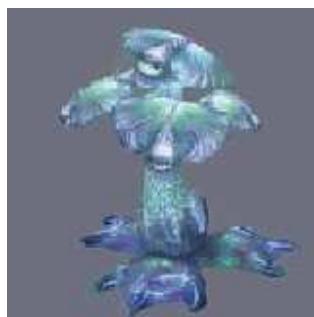
Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 30d4 (75MP)

- **Photon Spray (Su):** deals 2d6+12 points of fire damage to all opponents within a 110' cone; Reflex save (DC28) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Stone Gaze (Su):** inflicts Petrified status on 1 opponent within 110'; usable once every 1d4 rounds; Fortitude save (DC28) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity



Exoray

Medium Plant (Fiend)
 Hit Dice: 9d8+27 (67HP)
 Initiative: +0
 Speed: 5' (1 square)
 Armor Class: 8 (-4 Dex, +2 natural); touch 6; flat-footed 8
 Base Attack/Grapple: +6/+8
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Firaga, Pollen
 Special Qualities: Plant traits
 Saves: Fort +11, Ref -1, Will +5
 Abilities: Str 14 (+2), Dex 2 (-4), Con 17 (+3), Int 1 (-5), Wis 15 (+2), Cha 5 (-3)
 Skills: Hide +3, Listen +6, Survival +6
 Feats: Ability Focus (Pollen), Great Fortitude, Improved Initiative, Skill Focus (Hide)
 Environment: any (Sin)
 Organization: pair or 3
 Challenge Rating: 9
 Treasure: standard
 Normal/Rare Steal: Silence Grenade/Ether
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 9d6+36 (67MP)

- **Firaga (Sp):** this is a ranged touch attack that deals 9d8+18 points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Pollen (Ex):** once every 1d4+1 rounds, the creature can emit a 40' cloud of deadly spores; inflicts Blind status for 3 rounds; inflicts Mute status for 3 rounds; inflicts Poison status; Fortitude save (DC16) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity

Extractor

Huge Construct
 Hit Dice: 13d10+40 (111HP)
 Initiative: -2
 Speed: 10' (2 squares), Swim 20' (4 squares)
 Armor Class: 14 (-2 size, -2 Dex, +8 natural); touch 6; flat-footed 14
 Base Attack/Grapple: +9/+25
 Attack: Aqua Shooter +15 ranged (2d6+8, 20/x3, 40' maximum range)
 Full Attack: Aqua Shooter +15 ranged (2d6+8, 20/x3, 40' maximum range)
 Space/Reach: 15'/10'
 Special Attacks: Depth Charges, Improved Grab, Swallow Whole
 Special Qualities: Construct traits
 Saves: Fort +4, Ref +2, Will +4
 Abilities: Str 26 (+8), Dex 6 (-2), Con -- (+0), Int -- (+0), Wis 11 (+0), Cha 1 (-5)
 Skills: N/A
 Feats: N/A
 Environment: any (Moonflow)
 Organization: solitary
 Challenge Rating: 11
 Treasure: 2x standard + 1d2 Mega Phoenixes
 Normal/Rare Steal: Potion/Potion
 Alignment: Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 13d4 (32MP)

- **Depth Charges (Ex):** once every 1d4 rounds, the creature can hit all opponents within 70' for 1d8 points of damage; Reflex save (DC24) for half damage; the save DC is Strength-based; this attack has a inflicts Blind status for 3 rounds on any opponent hit by the charge; this attack is a standard action that does not provoke attacks of opportunity

- **Improved Grab (Ex):** to use this ability, the creature must successfully perform a touch attack with one of its non-combatant tentacles; 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 & can Swallow Whole
- **Swallow Whole (Ex):** the creature can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check; once inside, the opponent takes no damage; a swallowed creature can cut its way out by dealing 50 points of damage to the containment chamber (AC8); once the creature exits, robotic action closes the hole; another swallowed opponent must cut its own way out; the creature's containment chamber can hold 1 Medium, 2 Small, or 4 Tiny or smaller creatures

Fallen Monk #1

Medium Undead (Unsent) Hume Crusader 11

Hit Dice: 11d12 (71HP)

Initiative: +1

Speed: 30' (6 squares)

Armor Class: 15 (+1 Dex, +4 moderate fortification chain shirt); touch 11; flat-footed 14

Base Attack/Grapple: +8/+12

Attack: +2 Wounding Gun +12 ranged (2d6+2 +1Con + Zombie, 19-20/ $\times 2$, 60' range)

Full Attack: +2 Wounding Gun +10/+10 ranged (2d6+2 +1Con + Zombie, 19-20/ $\times 2$, 60' range)

Space/Reach: 5'/5'

Special Attacks: Zombie

Special Qualities: Undead traits, Unsent traits

Saves: Fort +7, Ref +8, Will +6

Abilities: Str 18 (+4), Dex 12 (+1), Con -- (+0), Int 11 (+0), Wis 16 (+3), Cha 15 (+2)

Skills: Balance +5, Climb +8, Intimidate +6, Jump +8, Profession (crusader) +7, Sense Motive +7, Use Rope +5

Feats: Far Shot, Iron Will, Point Blank Shot, Rapid Shot, Weapon Focus (Gun)

Environment: any (Zanarkand Ruins)

Organization: pair or 3

Challenge Rating: 10

Treasure: standard + Medium +2 Wounding Gun & Moderate Fortification Chain Shirt

Normal/Rare Steal: Candle of Life ($\times 2$)/Purifying Salt

Alignment: always Chaotic Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 11d6+44 (82MP)

- **Zombie (Su):** inflicts Zombie status on 1 opponent; Fortitude save (DC18) to resist; the save DC is Wisdom-based

Fallen Monk #2

Medium Undead (Unsent) Hume Crusader 11

Hit Dice: 11d15 (74HP)

Initiative: +2

Speed: 30' (6 squares)

Armor Class: 16 (+2 Dex, +4 moderate fortification chain shirt); touch 12; flat-footed 14

Base Attack/Grapple: +8/+12

Attack: +3 Flamethrower +14 ranged (3d6+3 fire, 25' maximum range)

Full Attack: +3 Flamethrower +14 ranged (3d6+3 fire, 25' maximum range)

Space/Reach: 5'/5'

Special Attacks: N/A

Special Qualities: Undead traits, Unsent traits

Saves: Fort +7, Ref +9, Will +5

Abilities: Str 16 (+3), Dex 14 (+2), Con -- (+0), Int 11 (+0), Wis 14 (+2), Cha 17 (+3)

Skills: Balance +6, Climb +7, Intimidate +10, Jump +7, Profession (crusader) +6, Sense Motive +6, Use Rope +6

Feats: Iron Will, Run, Skill Focus (Intimidate), Toughness, Track

Environment: any (Zanarkand Ruins)

Organization: pair or 3

Challenge Rating: 10

Treasure: standard + Medium +3 Flamethrower & Moderate Fortification Chain Shirt

Normal/Rare Steal: Candle of Life ($\times 2$)/Purifying Salt

Alignment: always Chaotic Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 11d6+44 (82MP)



Flame Flan

Medium Ooze (Fire, Fiend)

Hit Dice: 7d10+35 (73HP)

Initiative: -5

Speed: 10' (2 squares)

Armor Class: 13 (-5 Dex, +8 natural); touch 5; flat-footed 13

Base Attack/Grapple: +5/+8

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Fira

Special Qualities: Damage Reduction 14/magic, Fire traits, Ooze traits, Skills

Saves: Fort +7, Ref -3, Will -3

Abilities: Str 16 (+3), Dex 1 (-5), Con 20 (+5), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: Climb +11

Feats: N/A

Environment: any warm (Calm Lands)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Fire Gem/Fire Gem (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 14d6+56 (105MP)

- **Fira (Sp):** this is a ranged touch attack that deals 7d6+7 points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC13) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Skills:** the creature has a +8 racial bonus on Climb checks, & can always choose to take 10 on a Climb check, even if rushed or threatened



Floating Death

Large Aberration (Fiend)

Hit Dice: 11d8+44 (93HP)

Initiative: +9

Speed: 10' (2 squares), Fly 30' (6 squares, perfect maneuverability)

Armor Class: 17 (-1 size, +5 Dex, +3 natural); touch 14; flat-footed 12

Base Attack/Grapple: +8/+15

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'
 Special Attacks: Shockwave, Stare
 Special Qualities: Aberration traits
 Saves: Fort +7, Ref +10, Will +9
 Abilities: Str 17 (+3), Dex 20 (+5), Con 18 (+4), Int 6 (-2), Wis 14 (+2), Cha 10 (+0)
 Skills: Listen +7, Move Silently +8, Spot +9, Survival +5
 Feats: Alertness, Flyby Attack, Improved Initiative, Lightning Reflexes
 Environment: underground (Omega Ruins)
 Organization: pair or 3
 Challenge Rating: 9
 Treasure: standard
 Normal/Rare Steal: Musk (x4)/Musk (x5)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 22d6+88 (165MP)

- **Shockwave (Su):** this attack inflicts 4d6+8 points of sonic damage to all opponents within 45'; Fortitude save (DC20) for half damage; the save DC is Dexterity-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
- **Stare (Su):** +8 special ranged attack (1d8+3); 45' range; Reflex save (DC17) for half damage & to avoid the Confused effect; the save DC is Dexterity-based; inflicts Confused status; this is a standard action that does not provoke attacks of opportunity



Floating Eye
 Large Aberration (Fiend)
 Hit Dice: 4d8 (18HP)
 Initiative: +4
 Speed: 10' (2 squares), Fly 30' (6 squares, perfect maneuverability)
 Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11
 Base Attack/Grapple: +3/+8
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 10'/10'
 Special Attacks: Stare
 Special Qualities: Aberration traits
 Saves: Fort +1, Ref +7, Will +5
 Abilities: Str 13 (+1), Dex 18 (+4), Con 11 (+0), Int 3 (-4), Wis 12 (+1), Cha 8 (-1)
 Skills: Listen +2, Move Silently +5, Spot +6, Survival +2
 Feats: Flyby Attack, Lightning Reflexes
 Environment: temperate plains (Mi'ihen Highroad)
 Organization: pair or 3
 Challenge Rating: 2
 Treasure: standard
 Normal/Rare Steal: Echo Screen/Musk
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 8d6+32 (60MP)

- **Stare (Su):** +6 special ranged attack (1d8); 35' range; Reflex save (DC13) for half damage & to avoid the Confused effect; the save DC is Dexterity-based; inflicts Confused status; this is a standard action that does not provoke attacks of opportunity



Funguar

Medium Plant (Fiend)

Hit Dice: 4d8+12 (30HP)

Initiative: +0

Speed: 5' (1 square)

Armor Class: 8 (-4 Dex, +2 natural); touch 6; flat-footed 8

Base Attack/Grapple: +3/+4

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Fire, Pollen

Special Qualities: Plant traits

Saves: Fort +7, Ref -3, Will +2

Abilities: Str 12 (+1), Dex 2 (-4), Con 17 (+3), Int 1 (-5), Wis 12 (+1), Cha 5 (-3)

Skills: Hide +1, Listen +4, Survival +3

Feats: Improved Initiative, Skill Focus (Hide)

Environment: temperate plains or marshes (Mushroom Rock Road, Djose Highroad, Moonflow)

Organization: pair or 3

Challenge Rating: 3

Treasure: standard

Normal/Rare Steal: Silence Grenade/Ether

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 4d6+16 (30MP)

- **Fire (Sp):** this is a ranged touch attack that deals 4d4 points of fire damage to 1 opponent within 30' on a successful hit; Fortitude save (DC13) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use

- **Pollen (Ex):** once every 1d4+1 rounds, the creature can emit a 30' cloud of deadly spores; inflicts Sleep status for 2 rounds; Fortitude save (DC13) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity



Gandarva

Medium Outsider (Fiend)
 Hit Dice: 3d8+3 (16HP)
 Initiative: +4
 Speed: 30' (6 squares), Fly 30' (6 squares, perfect maneuverability)
 Armor Class: 16 (+4 Dex, +2 natural); touch 14; flat-footed 12
 Base Attack/Grapple: +3/+6
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Thunder
 Special Qualities: Outsider traits
 Saves: Fort +4, Ref +7, Will +5
 Abilities: Str 16 (+3), Dex 19 (+4), Con 13 (+1), Int 12 (+1), Wis 15 (+2), Cha 12 (+1)
 Skills: Concentration +6, Diplomacy +7, Knowledge (arcana) +8, Knowledge (nature) +5, Move Silently +11, Perform +6, Spellcraft +7, Spot +10, Survival +8
 Feats: Combat Casting, Dodge
 Environment: any (Mushroom Rock Road, Djose Highroad, Moonflow)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 2
 Treasure: standard
 Normal/Rare Steal: Electro Marble/Electro Marble (×2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 12d6+48 (90MP)

- **Thunder (Sp):** this is a ranged touch attack that deals 3d4 points of electricity damage to 1 opponent within 30' on a successful hit; Fortitude save (DC13) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Garm

Medium Animal (Fiend)
 Hit Dice: 3d8+6 (19HP)
 Initiative: +3
 Speed: 50' (10 squares)
 Armor Class: 13 (+3 Dex); touch 13; flat-footed 10

Base Attack/Grapple: +2/+4
Attack: Bite +4 melee (1d6+2 + Mute or Sleep)
Full Attack: Bite +4 melee (1d6+2 + Mute or Sleep)
Space/Reach: 5'/5'
Special Attacks: Mute, Sleep
Special Qualities: Animal traits
Saves: Fort +5, Ref +6, Will +3
Abilities: Str 15 (+2), Dex 17 (+3), Con 15 (+2), Int 2 (-4), Wis 14 (+2), Cha 10 (+0)
Skills: Listen +5, Move Silently +6
Feats: Run, Track
Environment: temperate plains or marshes (Djose Highroad, Moonflow)
Organization: pair or party (1 with a group of 1-3 Fiends)
Challenge Rating: 3
Treasure: standard
Normal/Rare Steal: Hi-Potion/Sleeping Powder
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 3d6+12 (22MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC13) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent; Fortitude save (DC13) to resist; the save DC is Wisdom-based



Garuda #1

Large Animal (Fiend)
Hit Dice: 4d8+4 (22HP)
Initiative: +4
Speed: 20' (4 squares), Fly 60' (12 squares, poor maneuverability)
Armor Class: 14 (-1 size, +4 Dex, +1 natural); touch 13; flat-footed 10
Base Attack/Grapple: +3/+9
Attack: Talon +4 melee (1d8+2)

Full Attack: Talon +4 melee (1d8+2)
 Space/Reach: 10'/10'
 Special Attacks: Sonic Boom
 Special Qualities: Animal traits
 Saves: Fort +5, Ref +8, Will +2
 Abilities: Str 15 (+2), Dex 18 (+4), Con 12 (+1), Int 2 (-4), Wis 12 (+1), Cha 8 (-1)
 Skills: Move Silently +10, Spot +5
 Feats: Flyby Attack, Hover^B, Skill Focus (Move Silently)
 Environment: warm plains (Besaid)
 Organization: solitary or party (1 with another Fiend)
 Challenge Rating: 2
 Treasure: standard
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 4d6+16 (30MP)

- **Sonic Boom (Su):** this attack inflicts 1d4+2 points of sonic damage to all opponents within 35'; Fortitude save (DC14) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4+2 rounds

Garuda #2

Large Animal (Fiend)
 Hit Dice: 5d8+5 (27HP)
 Initiative: +4
 Speed: 20' (4 squares), Fly 60' (12 squares, poor maneuverability)
 Armor Class: 14 (-1 size, +4 Dex, +1 natural); touch 13; flat-footed 10
 Base Attack/Grapple: +3/+9
 Attack: Talon +4 melee (1d8+2)
 Full Attack: Talon +4 melee (1d8+2)
 Space/Reach: 10'/10'
 Special Attacks: Sonic Boom
 Special Qualities: Animal traits
 Saves: Fort +5, Ref +8, Will +3
 Abilities: Str 15 (+2), Dex 18 (+4), Con 13 (+1), Int 2 (-4), Wis 14 (+2), Cha 8 (-1)
 Skills: Move Silently +11, Spot +6
 Feats: Flyby Attack, Hover^B, Skill Focus (Move Silently)
 Environment: temperate plains (Luca)
 Organization: solitary or party (1 with another Fiend)
 Challenge Rating: 3
 Treasure: standard
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 5d6+20 (37MP)

- **Sonic Boom (Su):** this attack inflicts 1d4+2 points of sonic damage to all opponents within 35'; Fortitude save (DC14) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4+1 rounds

Garuda #3

Large Animal (Fiend)
 Hit Dice: 7d8+14 (45HP)
 Initiative: +4
 Speed: 20' (4 squares), Fly 60' (12 squares, poor maneuverability)
 Armor Class: 15 (-1 size, +4 Dex, +2 natural); touch 13; flat-footed 11
 Base Attack/Grapple: +5/+12
 Attack: Talon +7 melee (1d8+3 + Blind)
 Full Attack: 2 Talons +7 melee (1d8+3 + Blind)
 Space/Reach: 10'/10'
 Special Attacks: Blind, Sonic Boom
 Special Qualities: Animal traits

Saves: Fort +7, Ref +11, Will +4
 Abilities: Str 16 (+3), Dex 18 (+4), Con 14 (+2), Int 2 (-4), Wis 14 (+2), Cha 8 (-1)
 Skills: Move Silently +12, Spot +7
 Feats: Flyby Attack, Hover^B, Lightning Reflexes, Skill Focus (Move Silently)
 Environment: temperate plains (Mushroom Rock Road)
 Organization: solitary or party (1 with another Fiend)
 Challenge Rating: 5
 Treasure: standard
 Normal/Rare Steal: Smoke Bomb/Smoke Bomb (x2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 7d6+28 (52MP)

- **Blind (Ex):** inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC15) to resist; the save DC is Wisdom-based
- **Sonic Boom (Su):** this attack inflicts 1d4+2 points of sonic damage to all opponents within 35'; Fortitude save (DC16) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4+1 rounds

Gemini

Large Outsider (Fiend)
 Hit Dice: 12d8+60 (114HP)
 Initiative: +3
 Speed: 30' (6 squares)
 Armor Class: 18 (-1 size, +3 Dex, +6 natural); touch 12; flat-footed 15
 Base Attack/Grapple: +12/+20
 Attack: Longsword +16 melee (2d6+4) or Heavy Mace +16 melee (2d6+4)
 Full Attack: Longsword +16/+11/+6 melee (2d6+4) or Heavy Mace +16/+11/+6 melee (2d6+4)
 Space/Reach: 10'/10'
 Special Attacks: Double Reaper, Leaping Swing, Reaper
 Special Qualities: Outsider traits
 Saves: Fort +14, Ref +11, Will +7
 Abilities: Str 19 (+4), Dex 16 (+3), Con 18 (+4), Int 6 (-2), Wis 8 (-1), Cha 10 (+0)
 Skills: Balance +11, Climb +14, Hide +7, Intimidate +9, Jump +13, Listen +8, Move Silently +12, Search +7, Spot +10, Tumble +11
 Feats: Cleave, Great Cleave, Great Fortitude, Improved Toughness, Power Attack
 Environment: any (Sin)
 Organization: pair
 Challenge Rating: 10
 Treasure: standard + Large masterwork longsword or Large masterwork heavy mace
 Normal/Rare Steal: Light Curtain/Light Curtain (x2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 48d6+192 (360MP)

- **Double Reaper (Ex):** once every 1d6+2 rounds, the creature can hit all opponents within reach twice for 2d6+4 points of damage total, ignoring armor, natural armor, damage reduction & hardness; in addition, this attack inflicts a -5 Initiative penalty for the next round to all opponents struck by it; opponents can make a Reflex save (DC20) for half damage & to negate the Initiative penalty; the save DC is Strength-based; this attack is a full-round action that does not provoke attacks of opportunity
- **Leaping Swing (Ex):** the creature can leap into the air & strike 1 opponent within 45' from above, dealing an automatic critical with its weapon on a successful melee attack; can be done once every 1d4+1 rounds; this is a standard action that does not provoke attacks of opportunity
- **Reaper (Ex):** once every 1d4 rounds, the creature can hit all opponents within reach for 1d8+1 points of damage; Reflex save (DC19) for half damage; the save DC is Dexterity-based; this attack is a standard action that does not provoke attacks of opportunity

Geneaux's Tentacles

Large Outsider
 Hit Dice: 6d8+6 (33HP)
 Initiative: +3
 Speed: 0' (0 squares, attached to **Sinspawn: Geneaux**)

Armor Class: 15 (-1 size, +3 Dex, +3 natural); touch 12; flat-footed 12
Base Attack/Grapple: +6/+13
Attack: Tentacle +8 melee (1d8+3)
Full Attack: 2 Tentacles +8 melee (1d8+3)
Space/Reach: 10'/10'
Special Attacks: N/A
Special Qualities: Outsider traits
Saves: Fort +6, Ref +8, Will +0
Abilities: Str 17 (+3), Dex 16 (+3), Con 12 (+1), Int -- (+0), Wis 1 (-5), Cha 1 (-5)
Skills: N/A
Feats: Power Attack^B
Environment: any (Kilik)
Organization: body (pair with **Sinspawn: Geneaux**)
Challenge Rating: 3
Treasure: 2× standard
Normal/Rare Steal: N/A/N/A
Alignment: Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 24d6+96 (180MP)



Geosgaeno #1

Huge Aberration (Fiend)
Hit Dice: 18d8+144 (225HP)
Initiative: +5
Speed: 10' (2 squares), Swim 40' (8 squares)
Armor Class: 21 (-2 size, +1 Dex, +12 natural); touch 9; flat-footed 20
Base Attack/Grapple: +13/+28
Attack: Bite +19 melee (3d6+7 + Gravity)
Full Attack: 2 Bites +19 melee (3d6+7 + Gravity)

Space/Reach: 15'/15'
 Special Attacks: Gravity
 Special Qualities: Aberration traits
 Saves: Fort +11, Ref +7, Will +12
 Abilities: Str 24 (+7), Dex 12 (+1), Con 20 (+5), Int 8 (-1), Wis 12 (+1), Cha 10 (+0)
 Skills: Intimidate +4, Listen +6, Move Silently +9, Spot +8, Survival +5, Swim +15
 Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Move Silently), Snatch, Track
 Environment: warm aquatic (Al Bhed Territory)
 Organization: solitary
 Challenge Rating: 13
 Treasure: 2x standard
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 36d6+144 (270MP)

- **Gravity (Sp):** this ability reduces the current HP of all opponents within 70' by 50%; your opponents can each make a Reflex save (DC18) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 128MP to use

Geosgaeno #2

Huge Aberration (Fiend)
 Hit Dice: 36d8+288 (450HP)
 Initiative: +7
 Speed: 10' (2 squares), Swim 40' (8 squares)
 Armor Class: 23 (-2 size, +3 Dex, +12 natural); touch 11; flat-footed 20
 Base Attack/Grapple: +27/+48
 Attack: Bite +38 melee (3d6+9) or Stone Punch +29 melee (2d6+9 + Petrified)
 Full Attack: 2 Bites +38 melee (3d6+9) or KO Punch +29 melee (2d6+9 + Death)
 Space/Reach: 15'/15'
 Special Attacks: Death, Improved Grab, Petrified, Spit It Out, Swallow Whole
 Special Qualities: Aberration traits
 Saves: Fort +21, Ref +15, Will +23
 Abilities: Str 28 (+9), Dex 16 (+3), Con 24 (+7), Int 8 (-1), Wis 16 (+3), Cha 14 (+2)
 Skills: Intimidate +7, Knowledge (geography) +4, Knowledge (nature) +4, Listen +10, Move Silently +11, Spot +9, Survival +8, Swim +14
 Feats: Alertness, Ability Focus (Petrified), Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Improved Toughness, Improved Sunder, Power Attack, Skill Focus (Move Silently), Snatch, Track
 Environment: warm aquatic (Al Bhed Territory)
 Organization: solitary
 Challenge Rating: 23
 Treasure: 2x standard
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 72d6+288 (540MP)

- **Death (Su):** inflicts Dead status on 1 opponent; Fortitude save (DC31) to resist; the save DC is Wisdom-based
- **Improved Grab (Ex):** to use this ability, the creature must hit with a 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 & can Swallow Whole
- **Petrified (Su):** inflicts Petrified status on 1 opponent; Fortitude save (DC31) to resist; the save DC is Wisdom-based
- **Spit It Out (Su):** the creature will spit out a swallowed creature after 1d4+1 rounds, dealing bludgeoning damage to the spat creature equal to the creature's HP - 1; this is a standard action that does not provoke attacks of opportunity
- **Swallow Whole (Ex):** the creature can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check; once inside, the opponent takes 2d6+9 points of crushing damage plus 2d6 points of acid damage per round from the creature's digestive juices; a swallowed creature can cut its way out by dealing 41 points of damage to the digestive tract (AC14); once the creature exits, muscular action closes the

hole; another swallowed opponent must cut its own way out; the creature's gullet can hold 1 Large, 2 Medium, 4 Small, or 8 Tiny or smaller creatures



Ghost

Large Undead (Fiend, Incorporeal)

Hit Dice: 12d12+12 (90HP)

Initiative: +9

Speed: Fly 30' (6 squares, perfect maneuverability)

Armor Class: 17 (-1 size, +5 Dex, +3 deflection); touch 17; flat-footed 12

Base Attack/Grapple: +6/+14

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Blizzara, Doom, Fira, Thundara, Watera

Special Qualities: Incorporeal traits, Undead traits

Saves: Fort +4, Ref +9, Will +10

Abilities: Str 18 (+4), Dex 21 (+5), Con -- (+0), Int 12 (+1), Wis 14 (+2), Cha 17 (+3)

Skills: Bluff +8, Concentration +6, Diplomacy +7, Hide +9, Intimidate +10, Knowledge (religion) +6, Listen +6, Move Silently +10, Search +6, Sense Motive +8, Spot +7

Feats: Ghostly Grasp, Improved Initiative, Improved Toughness, Persuasive, Stealthy

Environment: any (Calm Lands)

Organization: solitary or pair

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Phoenix Down/Farplane Shadow

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d4 (30MP)

- **Blizzara (Sp):** this is a ranged touch attack that deals 12d6+12 points of cold damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Doom (Sp):** 1 opponent within 45' acquires Doomed status (no saving throw); this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Fira (Sp):** this is a ranged touch attack that deals 12d6+12 points of fire damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 12d6+12 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Watera (Sp):** this is a ranged touch attack that deals 12d6+12 points of water (force) damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Gold Element

Medium Elemental (Lightning, Fiend)

Hit Dice: 9d8+9 (49HP)

Initiative: +7

Speed: Fly 20' (4 squares, poor maneuverability)

Armor Class: 16 (+3 Dex, +3 natural); touch 13; flat-footed 13

Base Attack/Grapple: +6/+8

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Thundara, Thunder

Special Qualities: Damage Reduction 9/magic, Elemental traits, Lightning traits

Saves: Fort +4, Ref +9, Will +3

Abilities: Str 15 (+2), Dex 16 (+3), Con 13 (+1), Int 4 (-3), Wis 11 (+0), Cha 11 (+0)

Skills: Listen +8, Spot +8

Feats: Alertness, Dodge, Hover^B, Improved Initiative, Lightning Reflexes

Environment: any (Thunder Plains)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Electro Marble/Electro Marble (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 18d6+72 (135MP)

- **Thundara (Sp):** this is a ranged touch attack that deals 9d6+9 points of electricity damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use

- **Thunder (Sp):** this is a ranged touch attack that deals $9d4$ points of electricity damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Grat

Medium Plant (Fiend)

Hit Dice: 7d8+28 (59HP)

Initiative: +0

Speed: 5' (1 square)

Armor Class: 9 (-4 Dex, +3 natural); touch 6; flat-footed 9

Base Attack/Grapple: +5/+7

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Seed Burst, Seed Cannon

Special Qualities: Plant traits

Saves: Fort +9, Ref +0, Will +4

Abilities: Str 14 (+2), Dex 3 (-4), Con 18 (+4), Int 1 (-5), Wis 14 (+2), Cha 5 (-3)

Skills: Listen +10, Survival +7

Feats: Improved Initiative, Lightning Reflexes, Skill Focus (Listen)

Environment: cold mountains (Mt. Gagazet)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 8

Treasure: standard

Normal/Rare Steal: Antidote (x4)/Remedy (x3)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 7d6+28 (52MP)

- **Seed Burst (Ex):** the creature can spew forth a massive seed pellet, targeting 1 opponent within 40'; this is a +8 ranged attack that deals $2d6+2$ points of bludgeoning damage; Reflex save (DC15) for half damage; the save DC is Strength-based; this ability is a standard action that does not provoke attacks of opportunity, & can be done up to once per round
- **Seed Cannon (Ex):** the creature can spew forth a barrage of seed pellets, targeting 1 opponent within 40'; this is a +1 ranged attack that deals $3d6+3$ points of piercing damage; Reflex save (DC9) for half damage; the save DC is Dexterity-based; this ability is a standard action that does not provoke attacks of opportunity, & can be done up to once per round



Great Malboro

Huge Plant (Fiend)

Hit Dice: 11d8+44 (93HP)

Initiative: +1
 Speed: 20' (4 squares)
 Armor Class: 17 (-2 size, -3 Dex, +12 natural); touch 5; flat-footed 17
 Base Attack/Grapple: +8/+21
 Attack: Bite +11 melee (2d6+5) or Gastric Juice +3 ranged touch (2d6 acid, 30' range)
 Full Attack: Chow Time (3 Bites) +11 melee (2d6+5) or Gastric Juice +3 ranged touch (2d6 acid, 30' range)
 Space/Reach: 15'/10'
 Special Attacks: Bad Breath, Staccato
 Special Qualities: Plant traits
 Saves: Fort +11, Ref +0, Will +6
 Abilities: Str 21 (+5), Dex 4 (-3), Con 18 (+4), Int 14 (+2), Wis 17 (+3), Cha 12 (+1)
 Skills: Bluff +6, Gather Information +7, Intimidate +8, Listen +11, Move Silently +4, Search +10, Sense Motive +8, Spot +14, Survival +9
 Feats: Alertness, Ability Focus (Bad Breath), Improved Initiative, Skill Focus (Spot)
 Environment: any (Sin, Omega Ruins)
 Organization: solitary or pair
 Challenge Rating: 12
 Treasure: standard
 Normal/Rare Steal: Remedy/Mana Tonic
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 11d6+44 (82MP)

- **Bad Breath (Su):** the creature emits a 70' cloud of foul gas; this attack is a full-round action that does not provoke attacks of opportunity; all creatures caught within the cloud are affected by the following status effects:
 - inflicts Berserk status on 1 opponent; Will save (DC18) to resist; the save DC is Wisdom-based
 - inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC18) to resist; the save DC is Wisdom-based
 - inflicts Confused status on 1 opponent; Will save (DC18) to resist; the save DC is Wisdom-based
 - inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC18) to resist; the save DC is Wisdom-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC18) to resist; the save DC is Wisdom-based
 - inflicts Slowed status for 5 rounds on 1 opponent; Fortitude save (DC18) to resist; the save DC is Wisdom-based
- **Staccato (Ex):** this attack inflicts 10d4 points of bludgeoning damage to all opponents within reach; Fortitude save (DC20) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity



Grenade

Medium Outsider (Fiend)
 Hit Dice: 10d8+40 (85HP)
 Initiative: +10
 Speed: Fly 20' (4 squares, clumsy maneuverability)
 Armor Class: 19 (+6 Dex, +3 natural); touch 16; flat-footed 13
 Base Attack/Grapple: +10/+13
 Attack: Blast +13 ranged (1d6+3 + 2d6 fire, 19-20/x2, 30' range)
 Full Attack: Blast +13 ranged (1d6+3 + 2d6 fire, 19-20/x2, 30' range)
 Space/Reach: 5'/5'
 Special Attacks: Fira, Self-Destruct
 Special Qualities: Outsider traits

Saves: Fort +11, Ref +13, Will +8
 Abilities: Str 16 (+3), Dex 23 (+6), Con 19 (+4), Int 5 (-3), Wis 13 (+1), Cha 10 (+0)
 Skills: Bluff +7, Hide +14, Intimidate +9, Listen +8, Move Silently +15, Search +5, Sense Motive +10, Spot +8, Survival +10
 Feats: Dodge, Hover^B, Improved Initiative, Mobility, Spring Attack
 Environment: any (Mt. Gagazet)
 Organization: pair or 3
 Challenge Rating: 9
 Treasure: standard
 Normal/Rare Steal: Fire Gem (x2)/Fire Gem (x3)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 40d6+160 (300MP)

- **Fira (Sp):** this is a ranged touch attack that deals 10d6+10 points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Self-Destruct (Su):** after taking damage from a physical attack, the creature increases in size by 1' in diameter (no stat changes, size increase lasts for 1d6+4 minutes); after the 3rd successful physical attack, the creature explodes as an immediate action, destroying it & dealing 4d6 points of fire damage to everything within a 40' radius (no saving throw)



Grendel

Huge Magical Beast (Fiend)
 Hit Dice: 11d10+88 (148HP)
 Initiative: +6
 Speed: 40' (8 squares)
 Armor Class: 18 (-2 size, +2 Dex, +8 natural); touch 10; flat-footed 16
 Base Attack/Grapple: +11/+26
 Attack: Bite +16 melee (1d8+7) or Gore +16 melee (2d6+7)
 Full Attack: Bite +16 melee (1d8+7) & 2 Gores +11 melee (2d6+7)
 Space/Reach: 15'/10'
 Special Attacks: Flame Ball, Trample
 Special Qualities: Magical Beast traits
 Saves: Fort +15, Ref +9, Will +4
 Abilities: Str 25 (+7), Dex 14 (+2), Con 27 (+8), Int 4 (-3), Wis 13 (+1), Cha 10 (+0)
 Skills: Jump +11, Listen +9, Survival +6
 Feats: Improved Initiative, Power Attack, Run, Skill Focus (Listen)
 Environment: cold mountains or cold desert (Mt. Gagazet, Zanarkand Ruins)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 10
 Treasure: standard
 Normal/Rare Steal: Hi-Potion/Mega Potion
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 22d6+88 (165MP)

- **Flame Ball (Su):** +11 ranged touch attack; inflicts 3d6 points of fire damage to all opponents within 50'; Reflex save (DC22) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds

- **Trample (Ex):** 2d6+10 damage; Reflex save (DC22) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity



Grothia (Ifrit)

Huge Outsider (Aeon, Fire)

Hit Dice: 13d8+130 (188HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 27 (-2 size, +16 natural); touch 8; flat-footed 24

Base Attack/Grapple: +13/+31

Attack: Claw +21 melee (2d6 + 1d6 fire)

Full Attack: 2 Claws +21 melee (2d6 + 1d6 fire)

Space/Reach: 15'/15'

Special Attacks: Fira, Hellfire, Meteor Strike

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Fire traits, Outsider traits

Saves: Fort +18, Ref +8, Will +11

Abilities: Str 31 (+10), Dex 10 (+0), Con 31 (+10), Int 12 (+1), Wis 16 (+3), Cha 20 (+5)

Skills: Balance +14, Climb +26, Intimidate +21, Jump +29, Listen +22, Sense Motive +19, Spot +20, Survival +17, Tumble +16

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Jump)

Environment: any (Bevelle)

Organization: solitary

Challenge Rating: 13

Treasure: 2× standard
Normal/Rare Steal: N/A/N/A
Alignment: Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 52d6+208 (390MP)

- **Fira (Sp):** this is a ranged touch attack that deals 13d6+13 points of fire damage to 1 opponent within 70' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Hellfire (Su):** automatically hits all opponents within 70' with a catastrophic inferno that lifts them high into the air, dealing 4d6 points of fire damage & 3d6 points of falling damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Meteor Strike (Ex):** +18 ranged on a single opponent; deals 1d8 bludgeoning damage + 2d6 fire damage; Reflex save (DC19) for half damage; the save DC is Wisdom-based; 70' range; this is a standard action that does not provoke attacks of opportunity
- **Aeon Boost (Ex):** Grothia can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Grothia can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round

Guado Guardian #1

Guado Summoner 6
Medium Monstrous Humanoid
Hit Dice: 6d4-12 (15HP)
Initiative: +3
Speed: 40' (8 squares)
Armor Class: 17 (+3 Dex, +4 scale mail); touch 13; flat-footed 14
Base Attack/Grapple: +3/+4
Attack: Claw +4 melee (1d4+1)
Full Attack: Claw +4 melee (1d4+1)
Space/Reach: 5'/5'
Special Attacks: Blizzard, Shremedy
Special Qualities: Auto-Potion, Detect Undead, High Potion, Protect, Remedy
Saves: Fort +3, Ref +7, Will +4
Abilities: Str 13 (+1), Dex 16 (+3), Con 8 (-1), Int 17 (+3), Wis 9 (-1), Cha 12 (+1)
Skills: Climb +12, Concentration +8, Craft +12, Diplomacy +10, Gather Information +10, Knowledge (religion) +12, Spellcraft +14, Survival +10, Use Magic Device +14
Feats: Great Fortitude, Improved Toughness, Magical Aptitude
Environment: any (Macalania)
Organization: party (pair with **Wendigo**)
Challenge Rating: 7
Treasure: standard
Normal/Rare Steal: Hi-Potion/X-Potion
Alignment: often Chaotic Neutral
Advancement: by character class
Level Adjustment: +1
Magic Pool: 30d6+120 (225MP)

- **Blizzard (Sp):** this is a ranged touch attack that deals 6d4 points of cold damage to 1 opponent within 40' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Shremedy (Su):** +6 ranged attack (1d4+1 damage); 40' range; this attack has a inflicts Confused status on any opponent hit by it; Reflex save (DC16) for half damage & to avoid the Confused effect; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity
- **Auto-Potion (Ex):** creature automatically uses a potion or other HP-restorative item (if one is available) whenever they are wounded; this is an immediate action that does not provoke attacks of opportunity
- **Detect Undead (Su):** a Guado can sense when undead are within 30' (although they cannot pinpoint individual undead, merely noting the direction & number of undead within their radius) & can tell if a person is secretly an unsent, a fiend or an Aeon; sensing undead is a swift action that does not provoke attacks of opportunity

- **Hi-Potion:** this “ability” uses 1 Hi-Potion item (500gp); restoring 5d8+5 HP to 1 living creature within 40’; or dealing 5d8+5 damage to 1 undead creature within 40’; this is a standard action that provokes attacks of opportunity
- **Protect (Sp):** this ability grants any 1 ally within 40’ (including itself) Damage Reduction 8 for the rest of the encounter; multiple *protect* effects do not stack, but overlap; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Remedy:** this “ability” uses 1 Remedy item (1,500gp), curing almost all abnormal statuses (Berserk, Blind, Confused, Mute, Petrified, Poison, Sleep, & Slow) of 1 creature within 40’; this is a standard action that provokes attacks of opportunity

Guado Guardian #2

Guado Summoner 8

Medium Monstrous Humanoid

Hit Dice: 8d4-8 (12HP)

Initiative: +3

Speed: 40’ (8 squares)

Armor Class: 17 (+3 Dex, +4 scale mail); touch 13; flat-footed 14

Base Attack/Grapple: +4/+5

Attack: Claw +5 melee (1d4+1)

Full Attack: Claw +5 melee (1d4+1)

Space/Reach: 5’/5’

Special Attacks: Berserk, Blizzara, Thundara

Special Qualities: Eye Drops, Hi-Potion, Protect, Shell

Saves: Fort +1, Ref +5, Will +6

Abilities: Str 13 (+1), Dex 17 (+3), Con 9 (-1), Int 18 (+4), Wis 10 (+0), Cha 12 (+1)

Skills: Climb +14, Concentration +10, Craft +14, Diplomacy +12, Gather Information +11, Knowledge (religion) +15, Spellcraft +15, Survival +13, Use Magic Device +15

Feats: Berserk, Great Fortitude, Improved Toughness

Environment: any (Macalania)

Organization: entourage (pair with **Seymour Guado**)

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Hi-Potion/Ether

Alignment: often Chaotic Neutral

Advancement: by character class

Level Adjustment: +1

Magic Pool: 40d6+160 (300MP)

- **Berserk (Sp):** with a successful ranged touch attack, inflicts Berserk status (see **Status Conditions: Berserk**, above) on 1 opponent within 40’; the opponent can make a Will save (DC15) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 17MP to use
- **Blizzara (Sp):** this is a ranged touch attack that deals 8d6+8 points of cold damage to 1 opponent within 40’ on a successful hit; Fortitude save (DC18) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 8d6+8 points of electricity damage to 1 opponent within 40’ on a successful hit; Fortitude save (DC18) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Eye Drops:** this “ability” uses 1 Eye Drop item (50gp); cures the blind status of 1 creature within 40’; this is a standard action that provokes attacks of opportunity
- **Hi-Potion:** this “ability” uses 1 Hi-Potion item (500gp); restoring 5d8+5 HP to 1 living creature within 40’; or dealing 5d8+5 damage to 1 undead creature within 40’; this is a standard action that provokes attacks of opportunity
- **Protect (Sp):** this ability grants any 1 ally within 40’ (including itself) Damage Reduction 9 for the rest of the encounter; multiple *protect* effects do not stack, but overlap; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Shell (Sp):** this ability grants any 1 ally within 40’ (including itself) Spell Resistance 18 for the rest of the encounter; multiple *shell* effects do not stack, but overlap, although this effect does overlap with SR from other sources; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use

Guado Guardian #3

Guado Summoner 8

Medium Monstrous Humanoid

Hit Dice: 8d4-8 (12HP)

Initiative: +3

Speed: 40' (8 squares)

Armor Class: 17 (+3 Dex, +4 scale mail); touch 13; flat-footed 14

Base Attack/Grapple: +4/+5

Attack: Claw +5 melee (1d4+1)

Full Attack: Claw +5 melee (1d4+1)

Space/Reach: 5'/5'

Special Attacks: Confuse, Fira, Fire, Mute

Special Qualities: NulFrost, Reflect

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 12 (+1), Dex 16 (+3), Con 9 (-1), Int 19 (+4), Wis 9 (-1), Cha 12 (+1)

Skills: Climb +14, Concentration +10, Craft +14, Diplomacy +12, Gather Information +11, Knowledge (religion) +15, Spellcraft +15, Survival +12, Use Magic Device +15

Feats: Confuse, Great Fortitude, Improved Toughness

Environment: any (Macalania, Home)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Hi-Potion/X-Potion (×2)

Alignment: often Chaotic Neutral

Advancement: by character class

Level Adjustment: +1

Magic Pool: 40d6+160 (300MP)

- **Confuse (Sp):** with a successful ranged touch attack, inflicts Confused status (see **Status Conditions: Confused**, above) on 1 opponent within 40'; the opponent can make a Will save (DC15) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 17MP to use
- **Fira (Sp):** this is a ranged touch attack that deals 8d6+8 points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Fire (Sp):** this is a ranged touch attack that deals 8d4 points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Mute (Sp):** with a successful ranged touch attack, you can inflict Mute status (see **Status Conditions: Mute**, above) on 1 opponent within 40' for 3 rounds; your opponent can make a Will save (DC15) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 17MP to use
- **NulFrost (Sp):** the creature can cast an aura of protection over of any 1 ally within 40' (including itself) from cold damage; this aura blocks the next cold-based attack that hits that ally, be it from a spell or a physical attack; the aura disappears after absorbing 1 attack, or after 1 minute per class level, whichever comes first; this is a standard action that provokes attacks of opportunity; this ability costs 2MP to use
- **Reflect (Sp):** the creature can cast a magical reflecting aura on any 1 creature within 40' (including itself); this aura reflects all spells (both helpful & harmful) that target that creature, causing the spell to bounce off & hit another random creature within 40'; area-effect spells still function properly on that creature, as do any spells that have already been reflected off of another creature; multiple *reflect* effects do not stack, but overlap; this effect lasts for the rest of the encounter; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 14MP to use



Halma

Small Aberration (Fiend)

Hit Dice: 9d8+36 (76HP)

Initiative: +4

Speed: 20' (4 squares)

Armor Class: 21 (+1 size, +10 natural); touch 11; flat-footed 21

Base Attack/Grapple: +6/+7

Attack: Slam +12 melee (1d4+5 + Slow)

Full Attack: 2 Slams +12 melee (1d4+5 + Slow)

Space/Reach: 5'/5'

Special Attacks: Slow

Special Qualities: Aberration traits

Saves: Fort +7, Ref +3, Will +7

Abilities: Str 20 (+5), Dex 10 (+0), Con 19 (+4), Int 5 (-3), Wis 14 (+2), Cha 10 (+0)

Skills: Balance +3, Listen +6, Spot +4, Survival +5

Feats: Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Toughness

Environment: underground (Omega Ruins)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Hypello Potion (x3)/Shadow Gem (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 18d6+72 (135MP)

- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC16) to resist; the save DC is Wisdom-based

Head of Gui

Medium Outsider

Hit Dice: 6d8+18 (45HP)

Initiative: +5

Speed: 0' (0 squares, attached to **Sinspawn: Gui**)

Armor Class: 16 (+1 Dex, +5 natural); touch 11; flat-footed 15

Base Attack/Grapple: +6/+6

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Thunder, Venom

Special Qualities: Outsider traits

Saves: Fort +10, Ref +6, Will +5

Abilities: Str 11 (+0), Dex 12 (+1), Con 17 (+3), Int 1 (-5), Wis 12 (+0), Cha 8 (-1)

Skills: Concentration +8, Gather Information +4, Listen +6, Spot +9, Survival +5

Feats: Great Fortitude, Improved Initiative, Skill Focus (Spot)

Environment: any (Mushroom Rock Road)

Organization: body (pair with **Arms of Gui & Sinspawn: Gui**)

Challenge Rating: 5

Treasure: N/A

Normal/Rare Steal: Potion/Potion

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Thunder (Sp):** this is a ranged touch attack that deals 6d4 points of electricity damage to 1 opponent within 30' on a successful hit; Fortitude save (DC13) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Venom (Ex):** inflicts Poison status; inflicts Slowed status for 1 round on 1 opponent within 30'; Fortitude save (DC13) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity



Ice Flan

Medium Ooze (Cold, Fiend)

Hit Dice: 7d10+28 (66HP)

Initiative: -5

Speed: 10' (2 squares)

Armor Class: 13 (-5 Dex, +8 natural); touch 5; flat-footed 13

Base Attack/Grapple: +5/+9

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Blizzara

Special Qualities: Cold traits, Damage Reduction 14/magic, Ooze traits, Skills

Saves: Fort +6, Ref -3, Will -3

Abilities: Str 18 (+4), Dex 1 (-5), Con 18 (+4), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: Climb +12

Feats: N/A

Environment: cold plains (Macalania)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Arctic Wind/Arctic Wind (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 14d6+56 (105MP)

- **Blizzara (Sp):** this is a ranged touch attack that deals 7d6+7 points of cold damage to 1 opponent within 40' on a successful hit; Fortitude save (DC13) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Skills:** the creature has a +8 racial bonus on Climb checks, & can always choose to take 10 on a Climb check, even if rushed or threatened



Iguion

Medium Animal (Fiend)
Hit Dice: 7d8 (31HP)
Initiative: +4
Speed: 30' (6 squares)
Armor Class: 15 (+4 Dex, +1 natural); touch 14; flat-footed 11
Base Attack/Grapple: +5/+6
Attack: Bite +6 melee (1d6+1 + Mute or Petrified)
Full Attack: Bite +6 melee (1d6+1 + Mute or Petrified)
Space/Reach: 5'/5'
Special Attacks: Mute, Petrified
Special Qualities: Animal traits
Saves: Fort +5, Ref +11, Will +3
Abilities: Str 12 (+1), Dex 18 (+4), Con 11 (+0), Int 1 (-5), Wis 12 (+1), Cha 7 (-2)
Skills: Jump +4, Listen +7, Spot +6
Feats: Alertness, Dodge, Lightning Reflexes
Environment: cold forest (Macalania)
Organization: pair or party (1 with a group of 1-3 Fiends)
Challenge Rating: 5
Treasure: standard
Normal/Rare Steal: Soft/Petrify Grenade
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 7d6+28 (52MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent within 30'; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Petrified (Su):** inflicts Petrified status on 1 opponent within 30'; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Imp

Medium Outsider (Fiend)
Hit Dice: 8d8+24 (60HP)
Initiative: +5
Speed: 30' (6 squares), Fly 30' (6 squares, perfect maneuverability)
Armor Class: 15 (+5 Dex); touch 15; flat-footed 10
Base Attack/Grapple: +8/+12
Attack: N/A

Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Thundaga
 Special Qualities: Outsider traits
 Saves: Fort +9, Ref +11, Will +8
 Abilities: Str 18 (+4), Dex 20 (+5), Con 16 (+3), Int 15 (+2), Wis 15 (+2), Cha 15 (+2)
 Skills: Appraise +8, Bluff +10, Concentration +11, Diplomacy +10, Knowledge (arcana) +10, Knowledge (nature) +9, Listen +10, Move Silently +13, Perform +10, Search +8, Sense Motive +10, Spellcraft +11, Spot +9, Survival +8, Tumble +12
 Feats: Combat Casting, Dodge, Mobility
 Environment: any (Calm Lands, Mt. Gagazet)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 6
 Treasure: standard
 Normal/Rare Steal: Lightning Gem/Lightning (×2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 32d6+128 (240MP)

- **Thundaga (Sp):** this is a ranged touch attack that deals 8d8+16 points of electricity damage to 1 opponent within 40' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use



Ipiria
 Medium Animal (Fiend)
 Hit Dice: 4d8+4 (22HP)
 Initiative: +3
 Speed: 30' (6 squares)
 Armor Class: 14 (+3 Dex, +1 natural); touch 13; flat-footed 11
 Base Attack/Grapple: +3/+4
 Attack: Bite +4 melee (1d6+1 + Mute or Petrified)
 Full Attack: Bite +4 melee (1d6+1 + Mute or Petrified)
 Space/Reach: 5'/5'
 Special Attacks: Mute, Petrified
 Special Qualities: Animal traits
 Saves: Fort +5, Ref +9, Will +1
 Abilities: Str 13 (+1), Dex 16 (+3), Con 12 (+1), Int 1 (-5), Wis 10 (+0), Cha 6 (-2)
 Skills: Jump +2, Listen +3, Spot +3
 Feats: Dodge, Lightning Reflexes
 Environment: temperate plains (Mushroom Rock Road)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 2
 Treasure: standard
 Normal/Rare Steal: Soft/Petrify Grenade
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 4d6+16 (30MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent within 30'; Fortitude save (DC12) to resist; the save DC is Wisdom-based

- **Petrified (Su):** inflicts Petrified status on 1 opponent within 30'; Fortitude save (DC12) to resist; the save DC is Wisdom-based



Iron Giant

Large Outsider (Fiend)

Hit Dice: 7d8+21 (52HP)

Initiative: +2

Speed: 30' (6 squares)

Armor Class: 14 (-1 size, +2 Dex, +3 natural); touch 11; flat-footed 12

Base Attack/Grapple: +7/+14

Attack: Longsword +10 melee (2d6+3) or Heavy Mace +10 melee (2d6+3)

Full Attack: Longsword +10/+5 melee (2d6+3) or Heavy Mace +10/+5 melee (2d6+3)

Space/Reach: 10'/10'

Special Attacks: Leaping Swing, Reaper

Special Qualities: Outsider traits

Saves: Fort +10, Ref +7, Will +4

Abilities: Str 17 (+3), Dex 14 (+2), Con 16 (+3), Int 5 (-3), Wis 8 (-1), Cha 9 (-1)

Skills: Balance +7, Climb +9, Hide +3, Intimidate +5, Jump +8, Listen +4, Move Silently +6, Search +2, Spot +4,

Tumble +6

Feats: Cleave, Great Fortitude, Power Attack

Environment: any (Thunder Plains)

Organization: pair

Challenge Rating: 5

Treasure: standard + Large masterwork longsword or Large masterwork heavy mace

Normal/Rare Steal: Light Curtain/Light Curtain

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 28d6+112 (210MP)

- **Leaping Swing (Ex):** the creature can leap into the air & strike 1 opponent within 35' from above, dealing an automatic critical with its weapon on a successful melee attack; can be done once every 1d4+1 rounds; this is a standard action that does not provoke attacks of opportunity
- **Reaper (Ex):** once every 1d4 rounds, the creature can hit all opponents within reach for 1d8+1 points of damage; Reflex save (DC15) for half damage; the save DC is Dexterity-based; this attack is a standard action that does not provoke attacks of opportunity

**Killer Bee**

Medium Vermin (Fiend)

Hit Dice: 2d8 (9HP)

Initiative: +4

Speed: 10' (2 squares), Fly 50' (10 squares, good maneuverability)

Armor Class: 15 (+4 Dex, +1 natural); touch 14; flat-footed 11

Base Attack/Grapple: +1/-1

Attack: Sting -1 melee (1d6-2 + Poison)

Full Attack: Sting -1 melee (1d6-2 + Poison)

Space/Reach: 5'/5'

Special Attacks: Poison

Special Qualities: Vermin traits

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 7 (-2), Dex 18 (+4), Con 10 (+0), Int -- (+0), Wis 10 (+0), Cha 6 (-2)

Skills: N/A

Feats: Hover^B

Environment: warm forests (Kilikka)

Organization: 3 or party (1 with a group of 1-3 Fiends)

Challenge Rating: 1

Treasure: standard

Normal/Rare Steal: Antidote/Poison Fang

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 2d6+8 (15MP)

- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC11) to resist; the save DC is Wisdom-based



Kimahri Ronso

Ronso Lancer 1

Large Monstrous Humanoid

Hit Dice: 1d12+2 (8HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 13 (-1 size, +3 studded leather, +1 armlet); touch 9; flat-footed 13

Base Attack/Grapple: +1/+8

Attack: Long Spear +4 melee (1d8+3, 20/x3, reach weapon (15'))

Full Attack: Long Spear +4 melee (1d8+3, 20/x3, reach weapon (15'))
 Space/Reach: 10'/10'
 Special Attacks: Jump
 Special Qualities: N/A
 Saves: Fort +4, Ref +0, Will +2
 Abilities: Str 17 (+3), Dex 11 (+0), Con 14 (+2), Int 8 (-1), Wis 14 (+2), Cha 8 (-1)
 Skills: Intimidate +2, Jump +6, Listen +5, Move Silently +3
 Feats: Power Attack, Weapon Focus (Long Spear)^B
 Environment: any (Besaid)
 Organization: party (1 summoner & 4-5 other guardians)
 Challenge Rating: 2
 Treasure: 2x standard
 Normal/Rare Steal: N/A/N/A
 Alignment: Lawful Good
 Advancement: by character class
 Level Adjustment: +1
 Magic Pool: 4d6+16 (30MP)

- **Jump (Ex):** Kimahri can leap high into the air & strike from above 1 opponent within 35', dealing an automatic critical with his reach weapon; this is a standard action that does not provoke attacks of opportunity; costs 100OP to perform

Klikk

Large Magical Beast (Fiend)
 Hit Dice: 2d10 (11HP)
 Initiative: +1
 Speed: 30' (6 squares)
 Armor Class: 12 (-1 size, +1 Dex, +2 natural); touch 10; flat-footed 11
 Base Attack/Grapple: +2/+7
 Attack: Slam +2 melee (1d8+1)
 Full Attack: Slam +2 melee (1d8+1)
 Space/Reach: 10'/5'
 Special Attacks: N/A
 Special Qualities: Magical Beast traits
 Saves: Fort +3, Ref +4, Will +0
 Abilities: Str 13 (+1), Dex 12 (+1), Con 10 (+0), Int 2 (-4), Wis 11 (+0), Cha 6 (-2)
 Skills: Jump +3, Listen +3
 Feats: Dodge
 Environment: warm marshes (Al Bhed Territory)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 1
 Treasure: standard
 Normal/Rare Steal: Grenade/Grenade (x2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 4d6+16 (30MP)



Kusariqqu

Large Animal (Fiend)
 Hit Dice: 5d8+15 (37HP)
 Initiative: +2

Speed: 30' (6 squares)
Armor Class: 13 (-1 size, +2 Dex, +2 natural); touch 11; flat-footed 11
Base Attack/Grapple: +3/+11
Attack: Bite +6 melee (1d8+4 + Slow)
Full Attack: Bite +6 melee (1d8+4 + Slow)
Space/Reach: 10'/5'
Special Attacks: Breath, Slow
Special Qualities: Animal traits
Saves: Fort +7, Ref +6, Will +4
Abilities: Str 19 (+4), Dex 15 (+2), Con 17 (+3), Int 1 (-5), Wis 16 (+3), Cha 10 (+0)
Skills: Listen +9, Spot +9
Feats: Alertness, Track
Environment: temperate plains (Thunder Plains)
Organization: pair or party (1 with a group of 1-3 Fiends)
Challenge Rating: 5
Treasure: standard
Normal/Rare Steal: Hi-Potion/Silver Hourglass
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 5d6+20 (37MP)

- **Breath (Su):** once every 1d4+1 rounds, the creature can emit a 35' cone of deadly breath, dealing 2d6 points of acid damage; Reflex save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC15) to resist; the save DC is Wisdom-based



Lamashtu

Large Animal (Fiend)
Hit Dice: 3d8+6 (19HP)
Initiative: +2
Speed: 30' (6 squares)
Armor Class: 12 (-1 size, +2 Dex, +1 natural); touch 11; flat-footed 10
Base Attack/Grapple: +2/+10
Attack: Bite +5 melee (1d8+4 + Slow)
Full Attack: Bite +5 melee (1d8+4 + Slow)
Space/Reach: 10'/5'
Special Attacks: Breath, Slow
Special Qualities: Animal traits
Saves: Fort +5, Ref +5, Will +4
Abilities: Str 19 (+4), Dex 14 (+2), Con 15 (+2), Int 1 (-5), Wis 16 (+3), Cha 8 (-1)
Skills: Listen +8, Spot +8
Feats: Alertness, Track
Environment: temperate plains (Mushroom Rock Road)
Organization: pair or party (1 with a group of 1-3 Fiends)
Challenge Rating: 3
Treasure: standard
Normal/Rare Steal: Potion/Silver Hourglass
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A

Magic Pool: 3d6+12 (22MP)

- **Breath (Su):** once every 1d4+1 rounds, the creature can emit a 35' cone of deadly breath, dealing 2d6 points of acid damage; Reflex save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Land Worm

Colossal Vermin (Fiend)

Hit Dice: 16d8+144 (216HP)

Initiative: +0

Speed: 20' (4 squares)

Armor Class: 8 (-8 size, +6 natural); touch 2; flat-footed 8

Base Attack/Grapple: +12/+44

Attack: Slam +20 melee (4d6+16)

Full Attack: 2 Slams +20 melee (4d6+16)

Space/Reach: 30'/20'

Special Attacks: Earthquake, Improved Grab, Regurgitate, Swallow Whole

Special Qualities: Vermin traits

Saves: Fort +19, Ref +5, Will +6

Abilities: Str 42 (+16), Dex 11 (+0), Con 29 (+9), Int -- (+0), Wis 12 (+1), Cha 9 (-1)

Skills: N/A

Feats: Improved Bullrush^B, Mighty Blow^B, Power Attack^B

Environment: any (Sin)

Organization: solitary

Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Stamina Spring/Stamina Spring

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 16d6+64 (120MP)

- **Earthquake (Ex):** the creature can leap into the air & crash to the ground, shaking the earth with it's bulk; all creatures standing on the ground within 80' must make a Fortitude save (DC34) or suffer a -5 Initiative penalty for the next round; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity
- **Improved Grab (Ex):** to use this ability, the creature must hit with a 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 & can Swallow Whole
- **Regurgitate (Ex):** the creature will spit out a swallowed creature after 1d4+1 rounds, dealing 1d6 falling damage; in addition, the spat creature must make a Fortitude save (DC34) or suffer a -20 Initiative penalty for

- the next round; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Swallow Whole (Ex):** the creature can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check; once inside, the opponent takes $4d6+16$ points of crushing damage plus $3d6$ points of acid damage per round from the creature's digestive juices; a swallowed creature can cut its way out by dealing 21 points of damage to the digestive tract (2AC); once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out; the creature's gullet can hold 1 Huge, 2 Large, 4 Medium, 8 Small, or 16 Tiny or smaller creatures



Larva

Large Outsider (Fiend)

Hit Dice: 8d8+32 (68HP)

Initiative: +7

Speed: Fly 20' (4 squares, clumsy maneuverability)

Armor Class: 17 (-1 size, +7 Dex, +1 natural); touch 16; flat-footed 10

Base Attack/Grapple: +8/+7

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/5'

Special Attacks: Fire, Thundara

Special Qualities: Outsider traits

Saves: Fort +10, Ref +13, Will +7

Abilities: Str 1 (-5), Dex 25 (+7), Con 18 (+4), Int 1 (-5), Wis 12 (+1), Cha 15 (+2)

Skills: Concentration +10, Gather Information +7, Hide +15, Listen +6, Move Silently +14, Spot +7

Feats: Dodge, Hover^B, Mobility, Stealthy

Environment: any (Thunder Plains)

Organization: pair, 3 or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Lunar Curtain/Lunar Curtain (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 32d6+128 (240MP)

- **Fire (Sp):** this is a ranged touch attack that deals 8d4 points of fire damage to 1 opponent within 45' on a successful hit; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 8d6+8 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use

Left Fin of Sin

Gargantuan Outsider (Aeon)

Hit Dice: 20d8+180 (270HP)

Initiative: +2

Speed: 40' (8 squares), Fly 120' (24 squares, poor maneuverability), Swim 60' (12 squares)

Armor Class: 27 (-4 size, +2 Dex, +19 natural); touch 8; flat-footed 25

Base Attack/Grapple: +20/+43

Attack: Slam +26 melee (2d8+11)

Full Attack: 2 Slams +26 melee (2d8+11)

Space/Reach: 20'/15'

Special Attacks: Gravija, Negation, Super Slam

Special Qualities: Aeon traits, Outsider traits

Saves: Fort +21, Ref +14, Will +16

Abilities: Str 33 (+11), Dex 15 (+2), Con 29 (+9), Int -- (+0), Wis 18 (+4), Cha 24 (+7)

Skills: N/A

Feats: Gravija^B, Improved Bullrush^B, Mighty Blow^B, Power Attack^B

Environment: any (Sin)

Organization: solitary

Challenge Rating: 18

Treasure: 2x standard

Normal/Rare Steal: Mega Potion/Supreme Gem

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 80d6+320 (600MP)

- **Gravija (Sp):** this ability reduces the current HP of all opponents within 110' by 75%; opponents can each make a Reflex save (DC20) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 256MP to use
- **Negation (Su):** removes any status conditions from all creatures within 110', including opponents, allies, & bystanders (no saving throw); status conditions include *Armor Break*, Berserk, Blind, Confuse, *Haste*, *Hastega*, *Magic Break*, *Mental Break*, Mute, *Nul*, Petrified, Poison, *Power Break*, *Protect*, *Provoke*, *Reflect*, *Regen*, *Shell*, Sleep, Slow, *Threaten*, & *Zombie*; this is a full-round action that does not provoke attacks of opportunity
- **Super Slam (Ex):** the creature swings its mighty fin; all creatures within reach take 2d8+11 bludgeoning damage & a -20 Initiative penalty for the next round; if a creature makes a Reflex save (DC31), then they only take half damage & negate the Initiative penalty; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity



Lord Ochu

Huge Plant (Fiend)

Hit Dice: 6d8+18 (45HP)

Initiative: +4

Speed: 20' (4 squares)

Armor Class: 10 (-2 size, +2 natural); touch 8; flat-footed 10
 Base Attack/Grapple: +4/+17
 Attack: Tentacle +7 melee (2d6+5 + Poison)
 Full Attack: 2 Tentacles +7 melee (2d6+5 + Poison)
 Space/Reach: 15'/15'
 Special Attacks: Earthquake, Poison, Water
 Special Qualities: Plant traits, Sleep
 Saves: Fort +8, Ref +4, Will +1
 Abilities: Str 21 (+5), Dex 11 (+0), Con 17 (+3), Int 5 (-3), Wis 8 (-1), Cha 3 (-4)
 Skills: Climb +8, Listen +2, Move Silently +3
 Feats: Dodge, Improved Initiative, Lightning Reflexes
 Environment: warm forests (Kilika)
 Organization: solitary
 Challenge Rating: 5
 Treasure: 2× standard
 Normal/Rare Steal: Potion/Potion
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 6d6+24 (45MP)

- **Earthquake (Su):** this ability reduces the current HP of all opponents within 40' by 50%; Fortitude save (DC18) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity
- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC12) to resist; the save DC is Wisdom-based
- **Water (Sp):** this is a ranged touch attack that deals 6d4 points of water (force) damage to 1 opponent within 40' on a successful hit; Fortitude save (DC12) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Sleep (Su):** inflicts Sleep status on itself for 1d4 rounds; gains Fast Healing 10 while asleep; does not restore HP in excess of the wearer's maximum HP; the creature is unconscious while in this state, & therefore loses its Dexterity bonus to its AC (if any), although it will not awaken except of its own accord



Machea

Large Magical Beast (Fiend)
 Hit Dice: 12d10+24 (90HP)
 Initiative: +7
 Speed: 30' (6 squares)
 Armor Class: 16 (-1 size, +3 Dex, +4 natural); touch 12; flat-footed 13
 Base Attack/Grapple: +12/+19
 Attack: Slam +14 melee (1d8+3 + Poison)
 Full Attack: 2 Slams +14 melee (1d8+3 + Poison)
 Space/Reach: 10'/5'
 Special Attacks: Blades, Poison
 Special Qualities: Magical Beast traits
 Saves: Fort +10, Ref +11, Will +5
 Abilities: Str 17 (+3), Dex 17 (+3), Con 14 (+2), Int 3 (-4), Wis 13 (+1), Cha 10 (+0)
 Skills: Hide +9, Jump +7, Listen +5, Move Silently +8
 Feats: Dodge, Improved Initiative, Mobility, Spring Attack, Stealthy
 Environment: underground (Omega Ruins)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Hi-Potion ($\times 2$)/Stamina Tonic

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Blades (Ex):** Claw +14/+9 melee (1d8+6)
- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC17) to resist; the save DC is Wisdom-based



Maelspike

Medium Animal (Aquatic, Fiend)

Hit Dice: 10d8+20 (65HP)

Initiative: +3

Speed: Swim 40' (8 squares)

Armor Class: 18 (+3 Dex, +5 natural); touch 13; flat-footed 15

Base Attack/Grapple: +7/+11

Attack: Gore +11 melee (1d6+4)

Full Attack: Gore +11 melee (1d6+4) & Tail Slap +6 melee (1d6+4)

Space/Reach: 5'/5'

Special Attacks: Maelstrom, Rush

Special Qualities: Animal traits, Aquatic traits

Saves: Fort +9, Ref +10, Will +5

Abilities: Str 18 (+4), Dex 17 (+3), Con 15 (+2), Int 1 (-5), Wis 14 (+2), Cha 2 (-4)

Skills: Hide +6, Move Silently +8, Spot +7, Survival +4, Swim +9

Feats: Run, Skill Focus (Spot), Stealthy, Track

Environment: cold aquatic (Mt. Gagazet)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Water Gem ($\times 2$)/Water Gem ($\times 3$)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 10d6+40 (75MP)

- **Maelstrom (Su):** this attack inflicts 1d4+4 points of water (force) damage to all opponents within 40'; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4+1 rounds, & can only be used underwater
- **Rush (Ex):** in addition to the normal benefits & hazards of a charge, this allows the creature to make a single Gore attack (+13 melee) that deals 2d6+8 points of damage; this can only be done while swimming



Mafdet

Small Aberration (Fiend)

Hit Dice: 5d8+20 (42HP)

Initiative: -1

Speed: 20' (4 squares)

Armor Class: 19 (+1 size, -1 Dex, +9 natural); touch 10; flat-footed 19

Base Attack/Grapple: +3/+3

Attack: Slam +8 melee (1d4+4 + Slow)

Full Attack: 2 Slams +8 melee (1d4+4 + Slow)

Space/Reach: 5'/5'

Special Attacks: Slow

Special Qualities: Aberration traits

Saves: Fort +6, Ref +0, Will +6

Abilities: Str 18 (+4), Dex 9 (-1), Con 17 (+3), Int 4 (-3), Wis 15 (+2), Cha 10 (+0)

Skills: Balance +1, Listen +5, Spot +3, Survival +4

Feats: Great Fortitude, Improved Toughness

Environment: cold plains (Macalania)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Hi-Potion/Hypello Potion

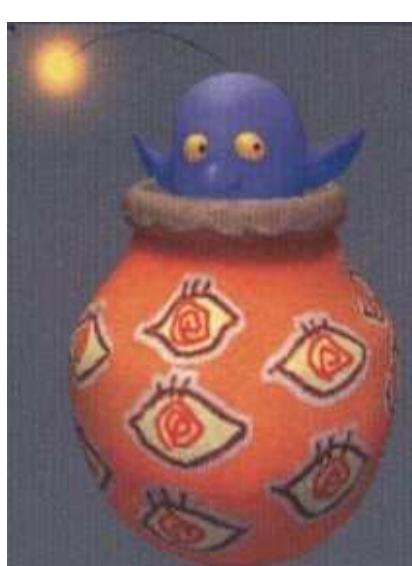
Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 10d6+40 (75MP)

- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Magic Urn

Small Outsider

Hit Dice: 20d8+900 (990HP)

Initiative: +4
 Speed: 0' (0 squares)
 Armor Class: 25 (+1 size, +14 natural); touch 11; flat-footed 25
 Base Attack/Grapple: +20/+16
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Wrong!
 Special Qualities: Damage Reduction 30/--, Fast Healing 30, Lucky Seven, Outsider traits
 Saves: Fort +56, Ref +15, Will +16
 Abilities: Str 10 (+0), Dex -- (+0), Con 99 (+44), Int 8 (-1), Wis 12 (+1), Cha 14 (+2)
 Skills: Concentration +51, Diplomacy +21, Gather Information +19, Hide +15, Knowledge (planes) +21, Listen +22, Search +14, Sense Motive +17, Spellcraft +20, Spot +18
 Feats: Ability Focus (Wrong!), Alertness, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Skill Focus (Spellcraft)
 Environment: any (Calm Lands)
 Organization: solitary
 Challenge Rating: 35
 Treasure: N/A
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 40d6+160 (300MP)

- **Wrong! (Su):** when an opponent hits an incorrect spot, the creature blasts all opponents within 25' with 3d6+12 force damage & teleports away; Reflex save (DC23) for half damage; the save DC is Wisdom-based; this is an immediate action that does not provoke attacks of opportunity
- **Lucky Seven (Su):** the creature has 7 targetable spots on its body; these spots look like stylized eyes painted on its urn; the creature automatically dodges any attacks aimed at other body parts; if an opponent successfully strikes the correct spot, then the creature throws an item at the opponent as an immediate action; the correct spot is determined randomly after each strike (roll 1d8, re-roll on an 8); if an opponent hits an incorrect spot, then it counters with a **Wrong!** attack (see above); the items that the creature gives to its luckier opponents are determined randomly (roll 1d8) from among the following options:
 - 1: Antidote
 - 2: Ether
 - 3: Hi-Potion
 - 4: Holy Water
 - 5: Phoenix Down
 - 6: Potion
 - 7: Remedy
 - 8: Soft



Malboro

Huge Plant (Fiend)
 Hit Dice: 9d8+27 (67HP)
 Initiative: +1
 Speed: 20' (4 squares)
 Armor Class: 15 (-2 size, -3 Dex, +10 natural); touch 5; flat-footed 15
 Base Attack/Grapple: +6/+18
 Attack: Gastric Juice +8 ranged touch (2d6 acid)
 Full Attack: Gastric Juice +8 ranged touch (2d6 acid)
 Space/Reach: 15'/10'
 Special Attacks: Bad Breath
 Special Qualities: Plant traits
 Saves: Fort +9, Ref +0, Will +5
 Abilities: Str 19 (+4), Dex 4 (-3), Con 17 (+3), Int 13 (+1), Wis 15 (+2), Cha 11 (+0)
 Skills: Bluff +3, Gather Information +4, Intimidate +5, Listen +8, Move Silently +1, Search +5, Sense Motive +6, Spot +11, Survival +6
 Feats: Alertness, Ability Focus (Bad Breath), Improved Initiative, Skill Focus (Spot)
 Environment: temperate plains (Calm Lands)
 Organization: solitary
 Challenge Rating: 10
 Treasure: standard
 Normal/Rare Steal: Remedy/Remedy
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 9d6+36 (67MP)

- **Bad Breath (Su):** the creature emits a 50' cloud of foul gas; this attack is a full-round action that does not provoke attacks of opportunity; all creatures caught within the cloud are affected by the following status effects:
 - inflicts Berserk status on 1 opponent; Will save (DC16) to resist; the save DC is Wisdom-based
 - inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC16) to resist; the save DC is Wisdom-based
 - inflicts Confused status on 1 opponent; Will save (DC16) to resist; the save DC is Wisdom-based
 - inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC16) to resist; the save DC is Wisdom-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC16) to resist; the save DC is Wisdom-based
 - inflicts Slowed status for 5 rounds on 1 opponent; Fortitude save (DC16) to resist; the save DC is Wisdom-based



Mandragora

Large Plant (Fiend)
 Hit Dice: 12d8+48 (102HP)
 Initiative: +1
 Speed: 15' (3 squares)
 Armor Class: 14 (-1 size, +1 Dex, +3 natural); touch 11; flat-footed 13
 Base Attack/Grapple: +9/+20
 Attack: Tentacle +15 melee (1d8+7 + Poison)
 Full Attack: 2 Tentacles +15 melee (1d8+7 + Poison)
 Space/Reach: 10'/10'
 Special Attacks: Earthquake, Ochu Dance, Poison
 Special Qualities: Plant traits

Saves: Fort +12, Ref +5, Will +3
 Abilities: Str 25 (+7), Dex 13 (+1), Con 19 (+4), Int 3 (-4), Wis 8 (-1), Cha 3 (-4)
 Skills: Climb +9, Listen +7, Move Silently +6
 Feats: Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Listen)
 Environment: cold mountains or cold desert (Mt. Gagazet, Zanarkand Ruins)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 11
 Treasure: standard
 Normal/Rare Steal: Remedy ($\times 2$)/Remedy ($\times 3$)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 12d6+48 (90MP)

- **Earthquake (Ex):** the creature can leap into the air & crash to the ground, shaking the earth with its bulk; all creatures standing on the ground within 65' must make a Fortitude save (DC23) or suffer a -5 Initiative penalty for the next round; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity
- **Ochu Dance (Su):** the creature dances as it releases a 65' cloud of spores; this attack is a full-round action that does not provoke attacks of opportunity; all creatures caught within the cloud are affected by the following status effects:
 - inflicts Blind status for 3 rounds; Fortitude save (DC15) to resist; the save DC is Wisdom-based
 - inflicts Confused status; Will save (DC15) to resist; the save DC is Wisdom-based
 - inflicts Mute status for 3 rounds; Fortitude save (DC15) to resist; the save DC is Wisdom-based
 - inflicts Slowed status for 5 rounds; Fortitude save (DC15) to resist; the save DC is Wisdom-based
- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC15) to resist; the save DC is Wisdom-based



Master Coeurl

Large Magical Beast (Fiend)
 Hit Dice: 11d10+22 (82HP)
 Initiative: +5
 Speed: 30' (6 squares)
 Armor Class: 17 (-1 size, +5 Dex, +3 natural); touch 14; flat-footed 12
 Base Attack/Grapple: +11/+18
 Attack: Claw +13 melee (1d8+3)
 Full Attack: 2 Claws +13 melee (1d8+3)
 Space/Reach: 10'/5'
 Special Attacks: Blaster, Blizzaga, Confuse, Drain, Silence, Thundaga
 Special Qualities: Magical Beast traits
 Saves: Fort +9, Ref +12, Will +6
 Abilities: Str 16 (+3), Dex 21 (+5), Con 14 (+2), Int 11 (+0), Wis 12 (+1), Cha 18 (+4)
 Skills: Jump +11, Listen +7, Move Silently +8, Spellcraft +10
 Feats: Iron Will, Silent Spell, Skill Focus (Spellcraft), Still Spell, Track
 Environment: underground (Omega Ruins)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 9
 Treasure: standard
 Normal/Rare Steal: Farplane Shadow ($\times 2$)/Farplane Shadow ($\times 4$)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A

Magic Pool: 22d6+88 (165MP)

- **Blaster (Su):** inflicts Dead status on 1 opponent within 45'; usable once every 1d4+1 rounds; Fortitude save (DC19) to resist; the save DC is Charisma-based; this is a standard action that does not provoke attacks of opportunity
- **Blizzaga (Sp):** this is a ranged touch attack that deals 11d8+22 points of cold damage to 1 opponent within 45' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Confuse (Sp):** 1 opponent within 45' must make a Will save (DC19) or be rendered Confused; the save DC is Charisma-based; this is a full-round action that provokes attacks of opportunity; this ability costs 7MP to use
- **Drain (Sp):** this is a touch attack that transfers 11d4 from 1 opponent's HP pool to the creature's own; Fortitude save (DC19) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Silence (Sp):** inflicts Mute status for 3 rounds on 1 opponent within 45'; Fortitude save (DC19) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 5MP to use
- **Thundaga (Sp):** this is a ranged touch attack that deals 11d8+22 points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use



Master Tonberry

Small Aberration (Fiend)

Hit Dice: 14d8+70 (133HP)

Initiative: +0

Speed: 10' (2 squares)

Armor Class: 19 (+1 size, +8 natural); touch 11; flat-footed 19

Base Attack/Grapple: +10/+14

Attack: Chef's Knife +19 melee (4d6+8 + Vorpal)

Full Attack: Chef's Knife +19 melee (4d6+8 + Vorpal)

Space/Reach: 5'/5'

Special Attacks: Karma, Voodoo, Vorpal

Special Qualities: Aberration traits

Saves: Fort +9, Ref +4, Will +13

Abilities: Str 27 (+8), Dex 10 (+0), Con 21 (+5), Int 12 (+1), Wis 15 (+2), Cha 18 (+4)

Skills: Heal +10, Listen +12, Move Silently +7, Search +8, Sense Motive +10, Spot +8, Survival +11

Feats: Ability Focus (Karma), Diehard, Endurance, Iron Will, Self-Sufficient

Environment: underground (Omega Ruins)

Organization: solitary

Challenge Rating: 14

Treasure: standard

Normal/Rare Steal: Mana Spring/Tetra Elemental

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 28d6+112 (210MP)

- **Karma (Su):** upon being hit by a successful attack, the creature blasts opponent that successfully hit them, automatically dealing 13 points of non-specified damage per level of the opponent; Will save (DC19) for half damage; the save DC is Wisdom-based; this ability is a immediate action that does not provoke attacks of opportunity
- **Voodoo (Su):** +11 ranged attack that deals 1,000 points of non-specified damage; 85' range; Fortitude save (DC21) for half damage; the save DC is Charisma-based; this ability is a full-round action that does not

- provoke attacks of opportunity, & can be done up to once every 1d4+1 rounds (this attack will only be used against a summoned Aeon)
- **Vorpal (Su):** once per round, the creature can add the Vorpal weapon ability to a bladed melee weapon that it wields as an immediate action; this only works if the creature makes no other attacks during that round



Maze Larva

Large Outsider (Fiend)

Hit Dice: 10d8+50 (95HP)

Initiative: +7

Speed: Fly 20' (4 squares, clumsy maneuverability)

Armor Class: 17 (-1 size, +7 Dex, +1 natural); touch 16; flat-footed 10

Base Attack/Grapple: +10/+10

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/5'

Special Attacks: Fire, Watera

Special Qualities: Outsider traits

Saves: Fort +12, Ref +14, Will +9

Abilities: Str 2 (-4), Dex 25 (+7), Con 20 (+5), Int 1 (-5), Wis 14 (+2), Cha 17 (+3)

Skills: Concentration +12, Gather Information +9, Hide +18, Listen +10, Move Silently +15, Spot +13

Feats: Alertness, Dodge, Hover^B, Mobility, Stealthy

Environment: any (Bevelle)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 8

Treasure: standard

Normal/Rare Steal: Fish Scale (x2)/Dragon Scale (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 40d6+160 (300MP)

- **Fire (Sp):** this is a ranged touch attack that deals 10d4 points of fire damage to 1 opponent within 45' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Watera (Sp):** this is a ranged touch attack that deals 10d6+10 points of water (force) damage to 1 opponent within 45' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use



Mech Defender

Medium Construct (Machina)

Hit Dice: 10d10+30 (85HP)

Initiative: -1

Speed: 30' (6 squares)
Armor Class: 13 (-1 Dex, +4 natural); touch 9; flat-footed 13
Base Attack/Grapple: +7/+14
Attack: Slam +14 melee (1d8+7)
Full Attack: 2 Slams +14 melee (1d8+7)
Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Construct traits, Damage Reduction 20/magic, Machina traits
Saves: Fort +5, Ref +2, Will +3
Abilities: Str 25 (+7), Dex 9 (-1), Con -- (+0), Int 2 (-4), Wis 11 (+0), Cha 1 (-5)
Skills: Listen +6, Spot +10
Feats: Great Fortitude, Improved Natural Attack, Improved Toughness, Skill Focus (Spot)
Environment: any (Mt. Gagazet)
Organization: pair or party (1 with a group of 1-3 Fiends/Machina)
Challenge Rating: 10
Treasure: standard + 1 Phoenix Down
Normal/Rare Steal: Al Bhed Potion ($\times 2$)/Al Bhed Potion ($\times 3$)
Alignment: always Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 10d4 (25MP)



Mech Guard

Small Construct (Machina)
Hit Dice: 8d10+18 (62HP)
Initiative: +2
Speed: 30' (6 squares)
Armor Class: 15 (+1 size, +2 Dex, +2 natural); touch 13; flat-footed 13
Base Attack/Grapple: +6/+6
Attack: Gore +11 melee (1d4+4)
Full Attack: Gore +11 melee (1d4+4)
Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Construct traits, Damage Reduction 16/magic, Machina traits
Saves: Fort +4, Ref +4, Will +2
Abilities: Str 19 (+4), Dex 14 (+2), Con -- (+0), Int 2 (-4), Wis 11 (+0), Cha 1 (-5)
Skills: Listen +5, Spot +9
Feats: Great Fortitude, Improved Toughness, Skill Focus (Spot)
Environment: any (Sanubia Desert)
Organization: pair or party (1 with a group of 1-3 Fiends/Machina)
Challenge Rating: 7
Treasure: standard + 1 Hi-Potion
Normal/Rare Steal: Grenade ($\times 2$)/Grenade ($\times 3$)
Alignment: always Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 8d4 (20MP)



Mech Gunner

Medium Construct (Machina)

Hit Dice: 8d10+28 (72HP)

Initiative: -2

Speed: 30' (6 squares)

Armor Class: 12 (-2 Dex, +4 natural); touch 8; flat-footed 12

Base Attack/Grapple: +6/+12

Attack: Slam +12 melee (1d6+6)

Full Attack: 2 Slams +12 melee (1d6+6)

Space/Reach: 5'/5'

Special Attacks: N/A

Special Qualities: Construct traits, Damage Reduction 16/magic, Machina traits

Saves: Fort +4, Ref +0, Will +2

Abilities: Str 23 (+6), Dex 7 (-2), Con -- (+0), Int 2 (-4), Wis 11 (+0), Cha 1 (-5)

Skills: Listen +5, Spot +9

Feats: Great Fortitude, Improved Toughness, Skill Focus (Spot)

Environment: any (Sanubia Desert)

Organization: pair or party (1 with a group of 1-3 Fiends/Machina)

Challenge Rating: 8

Treasure: standard + 2 Hi-Potions

Normal/Rare Steal: Al Bhed Potion/Al Bhed Potion (×2)

Alignment: always Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 8d4 (20MP)

Mech Hunter

Medium Construct (Machina)

Hit Dice: 9d10+29 (78HP)

Initiative: -2

Speed: 30' (6 squares)

Armor Class: 12 (-2 Dex, +4 natural); touch 8; flat-footed 12

Base Attack/Grapple: +6/+13

Attack: Slam +13 melee (1d8+7)

Full Attack: 2 Slams +13 melee (1d8+7)

Space/Reach: 5'/5'

Special Attacks: N/A

Special Qualities: Construct traits, Damage Reduction 18/magic, Machina traits

Saves: Fort +5, Ref +1, Will +3

Abilities: Str 25 (+7), Dex 7 (-2), Con -- (+0), Int 2 (-4), Wis 11 (+0), Cha 1 (-5)

Skills: Listen +6, Spot +9

Feats: Great Fortitude, Improved Natural Attack, Improved Toughness, Skill Focus (Spot)

Environment: any (Calm Lands)

Organization: pair or party (1 with a group of 1-3 Fiends/Machina)

Challenge Rating: 9

Treasure: standard + 1 Phoenix Down

Normal/Rare Steal: Al Bhed Potion/Al Bhed Potion (×2)

Alignment: always Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 9d4 (22MP)



Mech Leader

Small Construct (Machina)

Hit Dice: 10d10+20 (75HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 16 (+1 size, +3 Dex, +2 natural); touch 14; flat-footed 13

Base Attack/Grapple: +7/+9

Attack: Slam +14 melee (1d6+6)

Full Attack: 2 Slams +14 melee (1d6+6)

Space/Reach: 5'/5'

Special Attacks: Electrocute

Special Qualities: Construct traits, Damage Reduction 20/magic, Machina traits

Saves: Fort +5, Ref +6, Will +3

Abilities: Str 23 (+6), Dex 16 (+3), Con -- (+0), Int 2 (-4), Wis 11 (+0), Cha 1 (-5)

Skills: Listen +6, Spot +10

Feats: Great Fortitude, Improved Natural Attack, Improved Toughness, Skill Focus (Spot)

Environment: any (Mt. Gagazet)

Organization: pair or party (1 with a group of 1-3 Fiends/Machina)

Challenge Rating: 9

Treasure: standard + 1 Hi-Potion

Normal/Rare Steal: Grenade ($\times 2$)/Frag Grenade ($\times 2$)

Alignment: always Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 10d4 (25MP)

- **Electrocute (Ex):** +14 touch attack; deals 2d6 points of electricity damage; Fortitude save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity

Mech Scouter

Small Construct (Machina)

Hit Dice: 9d10+19 (68HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 16 (+1 size, +3 Dex, +2 natural); touch 14; flat-footed 13

Base Attack/Grapple: +6/+6

Attack: Gore +11 melee (1d6+4)

Full Attack: Gore +11 melee (1d6+4)

Space/Reach: 5'/5'

Special Attacks: N/A

Special Qualities: Construct traits, Damage Reduction 18/magic, Machina traits

Saves: Fort +5, Ref +6, Will +3

Abilities: Str 19 (+4), Dex 16 (+3), Con -- (+0), Int 2 (-4), Wis 11 (+0), Cha 1 (-5)

Skills: Listen +6, Spot +9

Feats: Great Fortitude, Improved Natural Attack, Improved Toughness, Skill Focus (Spot)

Environment: any (Calm Lands)

Organization: pair or party (1 with a group of 1-3 Fiends/Machina)

Challenge Rating: 8

Treasure: standard + 1 Hi-Potion

Normal/Rare Steal: Grenade/Grenade ($\times 3$)

Alignment: always Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 9d4 (22MP)



Melusine

Medium Animal (Fiend)

Hit Dice: 7d8+7 (38HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 14 (+3 Dex, +1 natural); touch 13; flat-footed 11

Base Attack/Grapple: +5/+5

Attack: Bite +5 melee (1d6 + Mute or Petrified)

Full Attack: Bite +5 melee (1d6 + Mute or Petrified)

Space/Reach: 5'/5'

Special Attacks: Mute, Petrified

Special Qualities: Animal traits

Saves: Fort +6, Ref +10, Will +3

Abilities: Str 11 (+0), Dex 16 (+3), Con 13 (+1), Int 1 (-5), Wis 12 (+1), Cha 7 (-2)

Skills: Jump +3, Listen +7, Spot +6

Feats: Alertness, Dodge, Lightning Reflexes

Environment: temperate plains (Thunder Plains)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 5

Treasure: standard

Normal/Rare Steal: Soft/Petrify Grenade

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 7d6+28 (52MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Petrified (Su):** inflicts Petrified status on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Mi'ihen Fang

Medium Animal (Fiend)

Hit Dice: 4d8+4 (22HP)

Initiative: +4

Speed: 50' (10 squares)

Armor Class: 14 (+4 Dex); touch 14; flat-footed 10

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (1d6+2 + Mute or Sleep)

Full Attack: Bite +5 melee (1d6+2 + Mute or Sleep)

Space/Reach: 5'/5'

Special Attacks: Mute, Sleep

Special Qualities: Animal traits

Saves: Fort +5, Ref +8, Will +3

Abilities: Str 15 (+2), Dex 18 (+4), Con 13 (+1), Int 2 (-4), Wis 14 (+2), Cha 10 (+0)

Skills: Listen +5, Move Silently +6

Feats: Run, Track

Environment: temperate plains (Mi'ihen Highroad)

Organization: 3 or party (1 with a group of 1-3 Fiends)

Challenge Rating: 3

Treasure: standard

Normal/Rare Steal: Potion/Sleeping Powder

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 4d6+16 (30MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Mimic #1

Large Aberration (Fiend)

Hit Dice: 18d8+90 (171HP)

Initiative: +4

Speed: 30' (6 squares)

Armor Class: 20 (-1 size, +4 Dex, +7 natural); touch 13; flat-footed 16
Base Attack/Grapple: +13/+26
Attack: Slam +21 melee (1d8+9)
Full Attack: 2 Slams +21 melee (1d8+9)
Space/Reach: 10'/10'
Special Attacks: N/A
Special Qualities: Aberration traits, Energy Resistance, Mimic Shape
Saves: Fort +11, Ref +10, Will +14
Abilities: Str 28 (+9), Dex 19 (+4), Con 20 (+5), Int 12 (+1), Wis 16 (+3), Cha 17 (+3)
Skills: Bluff +9, Climb +13, Disguise +18, Hide +11, Intimidate +10, Listen +8, Move Silently +12, Spot +10, Survival +7

Feats: Cleave, Dodge, Improved Bullrush, Mighty Blow, Mobility, Power Attack, Spring Attack

Environment: underground (Omega Ruins)

Organization: party (1 with another Fiend)

Challenge Rating: 15

Treasure: standard

Normal/Rare Steal: N/A/N/A

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 36d6+144 (270MP)

- **Energy Resistance (Su):** the creature only takes 50% damage from cold, electricity, fire, & water (force) energy types
- **Mimic Shape (Ex):** a Mimic can assume the general shape of any object that fills roughly 1,000 cubic feet (10'×10'×10'), such as a massive boulder, a wagon, or a vault; the creature can substantially alter its size by expanding or contracting its internal mass (this does not alter its statistics), allowing it to appear as small as a Medium-sized object (examples: chest, bed, corpse) or as large as a Huge-sized object (examples: house, tree, pond); anyone who examines the Mimic closely (within 5') can detect the ruse with a successful Spot check opposed by the Mimic's Disguise check + 10 (of course, by this time it is generally far too late); changing to a different shape is a free action, & so it does not provoke attacks of opportunity

Mimic #2

Large Aberration (Fiend)

Hit Dice: 17d8+85 (161HP)

Initiative: +6

Speed: 30' (6 squares)

Armor Class: 22 (-1 size, +6 Dex, +7 natural); touch 15; flat-footed 16

Base Attack/Grapple: +12/+23

Attack: Slam +18 melee (1d8+7)

Full Attack: 2 Slams +18 melee (1d8+7)

Space/Reach: 10'/10'

Special Attacks: N/A

Special Qualities: Aberration traits, Energy Resistance, Mimic Shape

Saves: Fort +10, Ref +11, Will +13

Abilities: Str 24 (+7), Dex 23 (+6), Con 20 (+5), Int 12 (+1), Wis 16 (+3), Cha 17 (+3)

Skills: Bluff +8, Climb +12, Disguise +17, Hide +13, Intimidate +9, Listen +7, Move Silently +14, Spot +10, Survival +7

Feats: Dodge, Improved Bullrush, Mighty Blow, Mobility, Power Attack, Spring Attack

Environment: underground (Omega Ruins)

Organization: party (1 with another Fiend)

Challenge Rating: 15

Treasure: standard

Normal/Rare Steal: N/A/N/A

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 34d6+136 (255MP)

- **Energy Resistance (Su):** the creature only takes 50% damage from cold, electricity, fire, & water (force) energy types
- **Mimic Shape (Ex):** a Mimic can assume the general shape of any object that fills roughly 1,000 cubic feet (10'×10'×10'), such as a massive boulder, a wagon, or a vault; the creature can substantially alter its size by expanding or contracting its internal mass (this does not alter its statistics), allowing it to appear as small as a

Medium-sized object (examples: chest, bed, corpse) or as large as a Huge-sized object (examples: house, tree, pond); anyone who examines the Mimic closely (within 5') can detect the ruse with a successful Spot check opposed by the Mimic's Disguise check + 10 (of course, by this time it is generally far too late); changing to a different shape is a free action, & so it does not provoke attacks of opportunity

Mimic #3

Large Aberration (Fiend)

Hit Dice: 16d8+96 (168HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 21 (-1 size, +5 Dex, +7 natural); touch 14; flat-footed 16

Base Attack/Grapple: +12/+24

Attack: Slam +19 melee (1d8+8)

Full Attack: 2 Slams +19 melee (1d8+8)

Space/Reach: 10'/10'

Special Attacks: N/A

Special Qualities: Aberration traits, Energy Resistance, Mimic Shape

Saves: Fort +11, Ref +10, Will +13

Abilities: Str 26 (+8), Dex 21 (+5), Con 22 (+6), Int 12 (+1), Wis 16 (+3), Cha 15 (+2)

Skills: Bluff +7, Climb +12, Disguise +14, Hide +11, Intimidate +8, Listen +7, Move Silently +13, Spot +10, Survival +6

Feats: Dodge, Improved Bullrush, Mighty Blow, Mobility, Power Attack, Spring Attack

Environment: underground (Omega Ruins)

Organization: party (1 with another Fiend)

Challenge Rating: 15

Treasure: standard

Normal/Rare Steal: N/A/N/A

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 32d6+128 (240MP)

- **Energy Resistance (Su):** the creature only takes 50% damage from cold, electricity, fire, & water (force) energy types
- **Mimic Shape (Ex):** a Mimic can assume the general shape of any object that fills roughly 1,000 cubic feet (10'×10'×10'), such as a massive boulder, a wagon, or a vault; the creature can substantially alter its size by expanding or contracting its internal mass (this does not alter its statistics), allowing it to appear as small as a Medium-sized object (examples: chest, bed, corpse) or as large as a Huge-sized object (examples: house, tree, pond); anyone who examines the Mimic closely (within 5') can detect the ruse with a successful Spot check opposed by the Mimic's Disguise check + 10 (of course, by this time it is generally far too late); changing to a different shape is a free action, & so it does not provoke attacks of opportunity

Mimic #4

Large Aberration (Fiend)

Hit Dice: 15d8+105 (172HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 21 (-1 size, +5 Dex, +7 natural); touch 14; flat-footed 16

Base Attack/Grapple: +11/+22

Attack: Slam +21 melee (1d8+11)

Full Attack: 2 Slams +21 melee (1d8+11)

Space/Reach: 10'/10'

Special Attacks: N/A

Special Qualities: Aberration traits, Energy Resistance, Mimic Shape

Saves: Fort +12, Ref +10, Will +13

Abilities: Str 32 (+11), Dex 20 (+5), Con 25 (+7), Int 12 (+1), Wis 18 (+4), Cha 15 (+2)

Skills: Bluff +6, Climb +15, Disguise +14, Hide +11, Intimidate +7, Listen +8, Move Silently +12, Spot +11, Survival +7

Feats: Dodge, Improved Bullrush, Mighty Blow, Mobility, Power Attack, Spring Attack

Environment: underground (Omega Ruins)

Organization: party (1 with another Fiend)

Challenge Rating: 15

Treasure: standard
Normal/Rare Steal: N/A/N/A
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 10MP
Magic Pool: 30d6+120 (225MP)

- **Energy Resistance (Su):** the creature only takes 50% damage from cold, electricity, fire, & water (force) energy types
- **Mimic Shape (Ex):** a Mimic can assume the general shape of any object that fills roughly 1,000 cubic feet ($10' \times 10' \times 10'$), such as a massive boulder, a wagon, or a vault; the creature can substantially alter its size by expanding or contracting its internal mass (this does not alter its statistics), allowing it to appear as small as a Medium-sized object (examples: chest, bed, corpse) or as large as a Huge-sized object (examples: house, tree, pond); anyone who examines the Mimic closely (within 5') can detect the ruse with a successful Spot check opposed by the Mimic's Disguise check + 10 (of course, by this time it is generally far too late); changing to a different shape is a free action, & so it does not provoke attacks of opportunity



Mortibody
Medium Undead (Fiend)
Hit Dice: 12d12 (78HP)
Initiative: +5

Speed: Fly 20' (4 squares, poor maneuverability)
 Armor Class: 18 (+5 Dex, +3 natural); touch 15; flat-footed 13
 Base Attack/Grapple: +6/+14
 Attack: Shattering Claw +14 melee (1d6+8)
 Full Attack: 2 Shattering Claws +14 melee (1d6+8)
 Space/Reach: 5'/5'
 Special Attacks: Blizzard All, Desperado, Fire All, Thunder All, Water All
 Special Qualities: Cura, Mortibsortion, Undead traits
 Saves: Fort +4, Ref +9, Will +9
 Abilities: Str 26 (+8), Dex 20 (+5), Con -- (+0), Int 2 (-4), Wis 12 (+1), Cha 1 (-5)
 Skills: Listen +4, Spellcraft +6, Spot +3, Use Magic Device +2
 Feats: Cleave, Combat Expertise, Hover^B, Magical Aptitude, Power Attack, Skill Focus (Spellcraft)
 Environment: any (Bevelle)
 Organization: pair (with **Seymour Natus**)
 Challenge Rating: 14
 Treasure: 2× standard
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 12d4 (30MP)

- **Blizzard All (Sp):** this is a ranged touch attack that deals 12d4 points of cold damage to all opponents within 60' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Desperado (Sp):** remove many positive conditions from all opponents within 60' (no saving throw); positive conditions that this negates include *haste* effects, *nul* effects (but not *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Fire All (Sp):** this is a ranged touch attack that deals 12d4 points of fire damage to all opponents within 60' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Thunder All (Sp):** this is a ranged touch attack that deals 12d4 points of electricity damage to all opponents within 60' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Water All (Sp):** this is a ranged touch attack that deals 12d4 points of water (force) damage to all opponents within 60' on a successful hit; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Cura (Sp):** cures 3d8+10 points of damage of any 1 ally within 60' (including itself); since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
- **Mortibsortion (Sp):** the creature draws health from allies to sustain itself; on a successful touch attack, it transfers 1HP per HD from an ally's HP pool to its own; the ally can make a Fortitude save (DC17) for half damage, if they wish, which reduces the amount of HP gained accordingly; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this can only be used on allies within your party; this ability costs 10MP to use

Mortivessel/Mortiorchis

Huge Undead (Fiend)
 Hit Dice: 16d12 (104HP)
 Initiative: +4
 Speed: Fly 40' (8 squares, poor maneuverability)
 Armor Class: 18 (-2 size, +4 Dex, +6 natural); touch 12; flat-footed 14
 Base Attack/Grapple: +8/+31
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 15'/10'
 Special Attacks: Cross Cleave, Mortibsortion, Total Annihilation
 Special Qualities: Full-Life, Undead traits
 Saves: Fort +5, Ref +9, Will +10
 Abilities: Str 40 (+15), Dex 18 (+4), Con -- (+0), Int -- (+0), Wis 10 (+0), Cha 1 (-5)

Skills: N/A
 Feats: Full-Life^B, Hover^B
 Environment: any (Mt. Gagazet)
 Organization: pair (with **Seymour Flux**)
 Challenge Rating: 16
 Treasure: 2× standard
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 16d4 (40MP)

- **Cross Cleave (Su):** the creature creates a whirl of blades; all creatures within reach take 2d6+15 slashing damage & a -20 Initiative penalty for the next round; if a creature makes a Fortitude save (DC22), then they only take half damage & negate the Initiative penalty; the save DC is Dexterity-based; this is a full-round action that does not provoke attacks of opportunity
- **Mortibsortion (Sp):** the creature draws health from allies to sustain itself; on a successful touch attack, it transfers 1HP per HD from an ally's HP pool to its own; the ally can make a Fortitude save (DC18) for half damage, if they wish, which reduces the amount of HP gained accordingly; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this can only be used on allies within your party; this ability costs 10MP to use
- **Total Annihilation (Su):** the creature creates an obliterating explosion; all creatures within 100' take 1d8+15 non-specified damage (no saving throw); this damage ignores Damage Reduction; this is a full-round action that does not provoke attacks of opportunity
- **Full-Life (Sp):** raises 1 ally from the dead; this also negates KO status; raises an ally that has been dead for no longer than one minute per caster level; in addition, the subject's soul must be free & 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; a raised creature has a number of hit points equal to its maximum HP; any ability scores damaged to 0 are raised to their normal maximum amount; normal poisons & diseases are cured in the process of raising the subject, but magical diseases & curses are not undone; while the spell closes mortal wounds & 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; Constructs, Elementals, Outsiders, & Undead creatures cannot be raised; this ability cannot bring back a creature that has died of old age; this is a full-round action that does not provoke attacks of opportunity; this ability costs 60MP to use



Murussu

Small Aberration (Fiend)

Hit Dice: 5d8+25 (47HP)

Initiative: -1

Speed: 20' (4 squares)

Armor Class: 19 (+1 size, -1 Dex, +9 natural); touch 10; flat-footed 19

Base Attack/Grapple: +3/+2

Attack: Slam +7 melee (1d4+3 + Slow)

Full Attack: 2 Slams +7 melee (1d4+3 + Slow)

Space/Reach: 5'/5'

Special Attacks: Slow

Special Qualities: Aberration traits

Saves: Fort +8, Ref +0, Will +5

Abilities: Str 16 (+3), Dex 9 (-1), Con 19 (+4), Int 4 (-3), Wis 13 (+1), Cha 12 (+1)

Skills: Listen +4, Spot +3, Survival +4

Feats: Great Fortitude, Improved Toughness

Environment: cold forest (Macalania)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 6
 Treasure: standard
 Normal/Rare Steal: Hi-Potion/Hypello Potion
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 10d6+40 (75MP)

- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC13) to resist; the save DC is Wisdom-based



Mushussu

Large Animal (Fiend)
 Hit Dice: 6d8+18 (45HP)
 Initiative: +3
 Speed: 30' (6 squares)
 Armor Class: 14 (-1 size, +3 Dex, +2 natural); touch 12; flat-footed 11
 Base Attack/Grapple: +4/+13
 Attack: Bite +8 melee (1d8+5 + Slow)
 Full Attack: Bite +8 melee (1d8+5 + Slow)
 Space/Reach: 10'/5'
 Special Attacks: Breath, Slow
 Special Qualities: Animal traits
 Saves: Fort +5, Ref +8, Will +4
 Abilities: Str 21 (+5), Dex 16 (+3), Con 17 (+3), Int 1 (-5), Wis 15 (+2), Cha 14 (+2)
 Skills: Listen +9, Spot +8
 Feats: Alertness, Great Fortitude, Track
 Environment: warm desert (Sanubia Desert)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 6
 Treasure: standard + 1 Al Bhed Potion
 Normal/Rare Steal: Hi-Potion/Gold Hourglass
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 6d6+24 (45MP)

- **Breath (Su):** once every 1d4+1 rounds, the creature can emit a 45' cone of deadly breath, dealing 2d6 points of acid damage; Reflex save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC15) to resist; the save DC is Wisdom-based



Nebiros

Medium Vermin (Fiend)

Hit Dice: 6d8 (27HP)

Initiative: +5

Speed: 10' (2 squares), Fly 50' (10 squares, good maneuverability)

Armor Class: 16 (+5 Dex, +1 natural); touch 15; flat-footed 11

Base Attack/Grapple: +4/+4

Attack: Sting +4 melee (1d6 + Poison)

Full Attack: Sting +4 melee (1d6 + Poison)

Space/Reach: 5'/5'

Special Attacks: Poison

Special Qualities: Vermin traits

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 11 (+0), Dex 20 (+5), Con 11 (+0), Int -- (+0), Wis 13 (+1), Cha 9 (-1)

Skills: N/A

Feats: Hover^B

Environment: temperate plains (Calm Lands)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 4

Treasure: standard

Normal/Rare Steal: Poison Fang/Poison Fang (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 6d6+24 (45MP)

- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based

Negator

Tiny Construct

Hit Dice: 3d10 (16HP)

Initiative: +4

Speed: Fly 50' (10 squares, perfect maneuverability)

Armor Class: 17 (+2 size, +4 Dex, +1 natural); touch 16; flat-footed 13

Base Attack/Grapple: +2/-5

Attack: N/A

Full Attack: N/A

Space/Reach: 2½' / 0'

Special Attacks: Anti-Magic Field

Special Qualities: Construct traits

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 12 (+1), Dex 18 (+4), Con -- (+0), Int 1 (-5), Wis 15 (+2), Cha 1 (-5)

Skills: Listen +5, Spot +8

Feats: Great Fortitude, Skill Focus (Spot)

Environment: any (Macalania)

Organization: unit (with **Crawler** or group of 1-3 Fiends)

Challenge Rating: 2

Treasure: standard + 1 Potion

Normal/Rare Steal: Hi-Potion/Hi-Potion

Alignment: always Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 3d4 (7MP)

- **Anti-Magic Field:** the creature emits an anti-magic field with a radius of 20'; no supernatural ability, spell-like ability, or spell works within the area (see **Antimagic** for details), the creature can emit or remove the field as a swift action



Nidhogg

Large Animal (Fiend)

Hit Dice: 7d8+28 (59HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 14 (-1 size, +3 Dex, +2 natural); touch 12; flat-footed 11

Base Attack/Grapple: +5/+15

Attack: Bite +10 melee (1d8+6 + Slow)

Full Attack: Bite +10 melee (1d8+6 + Slow)

Space/Reach: 10'/5'

Special Attacks: Breath, Slow

Special Qualities: Animal traits

Saves: Fort +11, Ref +8, Will +4

Abilities: Str 23 (+6), Dex 17 (+3), Con 19 (+4), Int 1 (-5), Wis 15 (+2), Cha 15 (+2)

Skills: Listen +9, Spot +9

Feats: Alertness, Great Fortitude, Track

Environment: underground or cold mountains (Calm Lands, Mt. Gagazet)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 7

Treasure: standard

Normal/Rare Steal: Hi-Potion/Gold Hourglass

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 7d6+28 (52MP)

- **Breath (Su):** once every 1d4+1 rounds, the creature can emit a 45' cone of deadly breath, dealing 2d6 points of acid damage; Reflex save (DC15) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC15) to resist; the save DC is Wisdom-based

**Oblitzerator**

Huge Construct

Hit Dice: 8d10+40 (84HP)

Initiative: -4

Speed: 10' (2 squares)

Armor Class: 12 (-2 size, -4 Dex, +8 natural); touch 4; flat-footed 12

Base Attack/Grapple: +6/+23

Attack: Blitzball +6 ranged (2d6+9, 50' range)

Full Attack: Blitzball +6/+1 ranged (2d6+9, 50' range)

Space/Reach: 15'/10'

Special Attacks: Blind Ball, Mute Ball, Sleep Ball

Special Qualities: Construct traits

Saves: Fort +2, Ref -2, Will +2

Abilities: Str 28 (+9), Dex 14 (+2), Con -- (+0), Int -- (+0), Wis 11 (+0), Cha 1 (-5)

Skills: N/A

Feats: Power Attack^B

Environment: any (Luca)

Organization: solitary

Challenge Rating: 7

Treasure: 2× standard + 1 Elixir

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 8d4 (20MP)

- **Blind Ball (Ex):** once every 1d4+1 rounds, 1 successful Blitzball attack has inflicts Blind status for 1 round on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Mute Ball (Ex):** once every 1d4+1 rounds, 1 successful Blitzball attack has inflicts Mute status for 1 round on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Sleep Ball (Ex):** once every 1d4+1 rounds, 1 successful Blitzball attack has inflicts Sleep status for 1 round on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Ochu

Large Plant (Fiend)

Hit Dice: 7d8+21 (52HP)

Initiative: +5

Speed: 15' (3 squares)

Armor Class: 12 (-1 size, +1 Dex, +2 natural); touch 10; flat-footed 11

Base Attack/Grapple: +5/+15

Attack: Tentacle +10 melee (1d8+6 + Poison)

Full Attack: 2 Tentacles +10 melee (1d8+6 + Poison)

Space/Reach: 10'/10'

Special Attacks: Ochu Dance, Poison

Special Qualities: Plant traits

Saves: Fort +8, Ref +8, Will +1

Abilities: Str 23 (+6), Dex 13 (+1), Con 17 (+3), Int 3 (-4), Wis 8 (-1), Cha 3 (-4)

Skills: Climb +9, Listen +2, Move Silently +5

Feats: Dodge, Improved Initiative, Lightning Reflexes

Environment: temperate marshes (Moonflow)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Remedy/Remedy (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 7d6+28 (52MP)

- **Ochu Dance (Su):** the creature dances as it releases a 45' cloud of spores; this attack is a full-round action that does not provoke attacks of opportunity; all creatures caught within the cloud are affected by the following status effects:
 - inflicts Blind status for 3 rounds; Fortitude save (DC12) to resist; the save DC is Wisdom-based
 - inflicts Confused status; Will save (DC12) to resist; the save DC is Wisdom-based
 - inflicts Mute status for 3 rounds; Fortitude save (DC12) to resist; the save DC is Wisdom-based
 - inflicts Slowed status for 5 rounds; Fortitude save (DC12) to resist; the save DC is Wisdom-based
- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC12) to resist; the save DC is Wisdom-based



Octopus

Large Animal (Aquatic, Fiend)

Hit Dice: 10d8+20 (65HP)

Initiative: +2

Speed: 15' (3 squares), Swim 40' (8 squares)

Armor Class: 14 (-1 size, +2 Dex, +3 natural); touch 11; flat-footed 12

Base Attack/Grapple: +7/+16

Attack: Slap +11 melee (1d8+5) or Tentacle +11 melee (1d8+5 + Slow)

Full Attack: 2 Slaps +11 melee (1d8+5) or 2 Tentacles +11 melee (1d8+5 + Slow)

Space/Reach: 10'/10'

Special Attacks: Slow

Special Qualities: Animal traits, Aquatic traits

Saves: Fort +8, Ref +9, Will +4

Abilities: Str 20 (+5), Dex 15 (+2), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 3 (-4)

Skills: Hide +8, Listen +7, Spot +5, Swim +9

Feats: Alertness, Improved Toughness, Run, Skill Focus (Hide)

Environment: temperate aquatic (Bevelle)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Dragon Scale (×2)/Water Gem (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 10d6+40 (75MP)

- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC16) to resist; the save DC is Wisdom-based



Ogre

Large Monstrous Humanoid (Fiend)

Hit Dice: 11d8+22 (71HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 11 (-1 size, +2 natural); touch 9; flat-footed 11

Base Attack/Grapple: +11/+20

Attack: Slam +15 melee (1d8+5)

Full Attack: 2 Slams +15 melee (1d8+5)

Space/Reach: 10'/10'

Special Attacks: Counterattack

Special Qualities: Monstrous Humanoid traits, Powerful Build

Saves: Fort +5, Ref +7, Will +8
 Abilities: Str 20 (+5), Dex 10 (+0), Con 15 (+2), Int 7 (-2), Wis 12 (+1), Cha 8 (-1)
 Skills: Listen +6, Spot +5, Survival +6
 Feats: Cleave, Great Cleave, Improved Bullrush, Power Attack
 Environment: temperate plains (Calm Lands)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 9
 Treasure: standard
 Normal/Rare Steal: Stamina Spring/Stamina Spring (×2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 11d6+44 (82MP)

- **Counterattack (Ex):** upon being hit by a successful physical attack, the creature gains 1 extra attack of opportunity against an opponent that successfully hit them, even if the attack wouldn't normally allow an attack of opportunity
- **Powerful Build (Ex):** whenever the creature is subject to any size modifier, it is treated as 1 size larger if doing so is advantageous to it; it is also considered to be 1 size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it; the creature can use weapons designed for a creature 1 size larger without penalty; however, its space & reach remain those of a creature of its actual size; the benefits of this racial trait stack with the effects of powers, abilities, & spells that change the subject's size category



Omega Weapon

Gargantuan Aberration (Fiend)

Hit Dice: 37d8+481 (647HP)

Initiative: +5

Speed: 40' (8 squares)

Armor Class: 19 (-4 size, +1 Dex, +12 natural); touch 7; flat-footed 18

Base Attack/Grapple: +27/+56

Attack: Slam +40 melee (3d8+17) or Core Energy +24 ranged (2d8, 19-20/×3, 140' range)

Full Attack: 2 Slams +40 melee (3d8+17) or Core Energy +24 ranged (2d8, 19-20/×3, 140' range)

Space/Reach: 20'/20'

Special Attacks: Break, Confuse, Demi, Nova, Shimmering Rain, Ultima

Special Qualities: Aberration traits, Damage Reduction 9/–, Spell Resistance 18

Saves: Fort +25, Ref +15, Will +24

Abilities: Str 44 (+17), Dex 12 (+1), Con 36 (+13), Int 7 (-2), Wis 19 (+4), Cha 24 (+7)

Skills: Balance +6, Concentration +18, Jump +22, Knowledge (arcana) +3, Listen +9, Spellcraft +6, Spot +9, Survival +9

Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Improved Bullrush, Improved Initiative, Improved Natural Attack (Slam), Improved Overrun, Improved Sunder, Lightning Reflexes, Mighty Blow, Power Attack, Skill Focus (Spellcraft)

Environment: underground (Omega Ruins)

Organization: solitary

Challenge Rating: 24

Treasure: 2× standard

Normal/Rare Steal: N/A/N/A

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 74d6+296 (555MP)

- **Break (Sp):** ranged touch attack that inflicts Petrified status on 1 opponent within 140' on a successful hit; Fortitude save (DC32) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 18MP to use
- **Confuse (Sp):** inflicts Confused status on 1 opponent within 140'; Will save (DC35) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 7MP to use
- **Demi (Sp):** this ability reduces the current HP of all opponents within 140' by 25%; Fortitude save (DC32) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use
- **Nova (Su):** automatically hits all opponents within 140', dealing 20d12 points of non-specified damage (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability can be used once per day
- **Shimmering Rain (Sp):** you can pelt your opponents with searing rain; this attack inflicts 37d6+37 points of acid damage per class level to all opponents within 140'; your opponent can each make a Fortitude save (DC26) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 42MP to use
- **Ultima (Sp):** this attack inflicts 20d6+80 points of non-specified damage to all opponents within 140'; your opponents can each make a Fortitude save (DC26) for half damage; the save DC is Intelligence-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use



Phlegyas

Medium Animal (Aquatic, Fiend)

Hit Dice: 10d8+10 (55HP)

Initiative: +7

Speed: 10' (2 squares), Swim 30' (6 squares)

Armor Class: 15 (+3 Dex, +2 natural); touch 13; flat-footed 12

Base Attack/Grapple: +7/+8

Attack: Tentacle +8 melee (1d6+1)

Full Attack: 2 Tentacles +8 melee (1d6+1)

Space/Reach: 5'/5'

Special Attacks: Sonic Wave

Special Qualities: Animal traits, Aquatic traits

Saves: Fort +8, Ref +10, Will +3

Abilities: Str 13 (+1), Dex 17 (+3), Con 12 (+1), Int 3 (-4), Wis 11 (+0), Cha 5 (-3)

Skills: Climb +6, Listen +5, Spot +5, Swim +10

Feats: Alertness, Athletic, Improved Initiative, Skill Focus (Swim)

Environment: temperate aquatic (Bevelle)
Organization: solitary
Challenge Rating: 8
Treasure: standard
Normal/Rare Steal: Dragon Scale ($\times 2$)/Water Gem
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 10d6+40 (75MP)

- **Sonic Wave (Su):** this attack inflicts 1d6+1 points of water (force) damage to all opponents within 40'; Fortitude save (DC16) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity



Piranha

Small Animal (Aquatic, Fiend)
Hit Dice: $\frac{1}{2}$ d8 (2HP)
Initiative: +1
Speed: Swim 30' (6 squares)
Armor Class: 14 (+1 size, +1 Dex, +2 natural); touch 12; flat-footed 13
Base Attack/Grapple: +0/-6
Attack: Bite -1 melee (1d4-2)
Full Attack: Bite -1 melee (1d4-2)
Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Animal traits, Aquatic traits
Saves: Fort +1, Ref +2, Will +1
Abilities: Str 7 (-2), Dex 13 (+1), Con 11 (+0), Int 1 (-5), Wis 12 (+1), Cha 3 (-4)
Skills: Swim +0
Feats: N/A
Environment: warm aquatic (Al Bhed Territory)
Challenge Rating: $\frac{1}{4}$
Treasure: standard
Normal/Rare Steal: Grenade/Grenade ($\times 2$)
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 0MP



Pteryx (Valefor)

Large Outsider (Aeon)

Hit Dice: 14d8+84 (147HP)

Initiative: +5

Speed: 30' (6 squares), Fly 90' (18 squares, average maneuverability)

Armor Class: 27 (-1 size, +5 Dex, +13 natural); touch 14; flat-footed 22

Base Attack/Grapple: +14/+24

Attack: Bite +19 melee (1d8+6)

Full Attack: Bite +19 melee (1d8+6)

Space/Reach: 10'/10'

Special Attacks: Energy Ray, Sonic Wings

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Outsider traits

Saves: Fort +15, Ref +14, Will +14

Abilities: Str 23 (+6), Dex 21 (+5), Con 23 (+6), Int 22 (+6), Wis 20 (+5), Cha 22 (+6)

Skills: Balance +21, Climb +22, Concentration* +14, Gather Information* +14, Intimidate +22, Jump +22, Knowledge (geography)* +14, Knowledge (planes)* +14, Listen +21, Search* +14, Sense Motive +21, Spellcraft* +14, Spot +21, Survival +19, Tumble +21

Feats: Dodge, Flyby Attack, Hover^B, Mobility, Power Attack, Wingover

Environment: any (Bevelle)

Organization: solitary

Challenge Rating: 13

Treasure: 2× standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 56d6+224 (420MP)

- **Energy Ray (Su):** automatically hits all opponents within 65' with a ray of fierce energy, dealing 4d8 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Sonic Wings (Su):** Pteryx can beat its wings with deadly force while hovering; all creatures within 65' take sonic damage equal to 1d8+6 & a -5 Initiative penalty for the next round; if a creature makes a Fortitude save (DC22), then they only take half damage & negate the Initiative penalty; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Aeon Boost (Ex):** Pteryx can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3

- **Aeon Shield (Ex):** Ptery can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeons is reduced by 75%; because of this, the Aeons cannot accrue Overdrive Points (OP's) during that round



Puroboros

Medium Outsider (Fiend)

Hit Dice: 14d8+70 (133HP)

Initiative: +10

Speed: Fly 20' (4 squares, clumsy maneuverability)

Armor Class: 21 (+6 Dex, +5 natural); touch 16; flat-footed 15

Base Attack/Grapple: +14/+18

Attack: Blast +20 ranged (1d6+4 + 3d6 fire, 19-20/x2, 30' range)

Full Attack: Blast +20 ranged (1d6+4 + 3d6 fire, 19-20/x2, 30' range)

Space/Reach: 5'/5'

Special Attacks: Firaga, Self-Destruct

Special Qualities: Outsider traits

Saves: Fort +14, Ref +17, Will +11

Abilities: Str 18 (+4), Dex 23 (+6), Con 21 (+5), Int 6 (-2), Wis 15 (+2), Cha 13 (+1)

Skills: Bluff +14, Hide +15, Intimidate +10, Listen +8, Move Silently +16, Search +7, Sense Motive +12, Spot +13, Survival +9

Feats: Dodge, Hover^B, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack

Environment: underground (Omega Ruins)

Organization: 3 or party (1 with a group of 1-3 Fiends)

Challenge Rating: 12

Treasure: standard

Normal/Rare Steal: Fire Gem (x3)/Fire Gem (x4)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 56d6+224 (420MP)

- **Firaga (Sp):** this is a ranged touch attack that deals 14d8+28 points of fire damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Self-Destruct (Su):** after taking damage from a physical attack, the creature increases in size by 1' in diameter (no stat changes, size increase lasts for 1d6+4 minutes); after the 3rd successful physical attack, the creature explodes as an immediate action, destroying it & dealing 6d6 points of fire damage to everything within a 60' radius (no saving throw)



Qactuar

Tiny Plant (Fiend)

Hit Dice: 5d8+5 (27HP)

Initiative: +5
 Speed: 30' (6 squares)
 Armor Class: 19 (+2 size, +5 Dex, +2 natural); touch 17; flat-footed 14
 Base Attack/Grapple: +3/-5
 Attack: Slam +5 melee (1d3)
 Full Attack: Slam +5 melee (1d3)
 Space/Reach: 2½/0'
 Special Attacks: 100 Needles
 Special Qualities: Plant traits
 Saves: Fort +5, Ref +6, Will +2
 Abilities: Str 10 (+0), Dex 21 (+5), Con 13 (+1), Int 11 (+0), Wis 13 (+1), Cha 14 (+2)
 Skills: Balance +7, Hide +8, Jump +5, Move Silently +6, Tumble +11
 Feats: Dodge, Mobility
 Environment: temperate plains (Thunder Plains)
 Organization: 3 or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 6
 Treasure: standard
 Normal/Rare Steal: Chocobo Feather/Chocobo Feather
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 5d6+20 (37MP)

- **100 Needles (Su):** the creature can emit 100 deadly needles, targeting 1 opponent; this is a +7 ranged attack that deals 10 points of piercing damage (no saving throw); 30' range; this ability is a standard action that does not provoke attacks of opportunity, & can be done up to once every round



Ragora

Medium Plant (Fiend)
 Hit Dice: 2d8+6 (15HP)
 Initiative: -1
 Speed: 5' (1 square)
 Armor Class: 7 (-5 Dex, +2 natural); touch 5; flat-footed 7
 Base Attack/Grapple: +1/+1
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Seed Cannon
 Special Qualities: Plant traits
 Saves: Fort +6, Ref -5, Will +1
 Abilities: Str 10 (+0), Dex 1 (-5), Con 16 (+3), Int 1 (-5), Wis 12 (+1), Cha 5 (-3)
 Skills: Listen +4, Survival +3
 Feats: Improved Initiative
 Environment: warm forests (Kilika)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 1
 Treasure: standard
 Normal/Rare Steal: Antidote/Remedy
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 2d6+8 (15MP)

- **Seed Cannon (Ex):** the creature can spew forth a barrage of seed pellets, targeting 1 opponent; this is a +1 ranged attack that deals 1d6 points of piercing damage; Reflex save (DC12) for half damage; the save DC is Wisdom-based; 30' range; this ability is a standard action that does not provoke attacks of opportunity, & can be done up to once per round



Raldo

Small Aberration (Fiend)

Hit Dice: 3d8+15 (28HP)

Initiative: -2

Speed: 20' (4 squares)

Armor Class: 16 (+1 size, -2 Dex, +7 natural); touch 9; flat-footed 16

Base Attack/Grapple: +2/+0

Attack: Slam +5 melee (1d4+2 + Slow)

Full Attack: Slam +5 melee (1d4+2 + Slow)

Space/Reach: 5'/5'

Special Attacks: Slow

Special Qualities: Aberration traits

Saves: Fort +7, Ref -1, Will +3

Abilities: Str 14 (+2), Dex 7 (-2), Con 19 (+4), Int 4 (-3), Wis 11 (+0), Cha 11 (+0)

Skills: Listen +3, Survival +3

Feats: Great Fortitude, Improved Toughness

Environment: temperate plains (Mi'ihen Highroad)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 3

Treasure: standard

Normal/Rare Steal: Potion/Hypello Potion

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 6d6+24 (45MP)

- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC11) to resist; the save DC is Wisdom-based



Raptor

Medium Animal (Fiend)

Hit Dice: 4d8 (18HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 14 (+3 Dex, +1 natural); touch 13; flat-footed 11

Base Attack/Grapple: +3/+3

Attack: Bite +3 melee (1d6 + Mute or Petrified)

Full Attack: Bite +3 melee (1d6 + Mute or Petrified)
 Space/Reach: 5'/5'
 Special Attacks: Mute, Petrified
 Special Qualities: Animal traits
 Saves: Fort +4, Ref +7, Will +2
 Abilities: Str 11 (+0), Dex 16 (+3), Con 11 (+0), Int 1 (-5), Wis 12 (+1), Cha 5 (-3)
 Skills: Jump +2, Listen +6, Spot +5
 Feats: Alertness, Dodge
 Environment: temperate plains (Mushroom Rock Road)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 2
 Treasure: standard
 Normal/Rare Steal: Soft/Petrify Grenade
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 4d6+16 (30MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC13) to resist; the save DC is Wisdom-based
- **Petrified (Su):** inflicts Petrified status on 1 opponent; Fortitude save (DC13) to resist; the save DC is Wisdom-based



Red Element

Medium Elemental (Fire, Fiend)
 Hit Dice: 6d8+6 (33HP)
 Initiative: +7
 Speed: Fly 20' (4 squares, poor maneuverability)
 Armor Class: 15 (+3 Dex, +2 natural); touch 13; flat-footed 12
 Base Attack/Grapple: +4/+5
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Fire
 Special Qualities: Damage Reduction 6/magic, Elemental traits, Fire traits
 Saves: Fort +3, Ref +8, Will +2
 Abilities: Str 12 (+1), Dex 16 (+3), Con 13 (+1), Int 4 (-3), Wis 11 (+0), Cha 13 (+1)
 Skills: Listen +7, Spot +6
 Feats: Alertness, Dodge, Hover^B, Improved Initiative
 Environment: any warm (Mushroom Rock Road)
 Organization: 3 or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 4
 Treasure: standard
 Normal/Rare Steal: Bomb Fragment/Bomb Fragment (×2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 12d6+48 (90MP)

- **Fire (Sp):** this is a ranged touch attack that deals 6d4 points of fire damage to 1 opponent within 30' on a successful hit; Fortitude save (DC13) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Remora

Medium Animal (Aquatic, Fiend)

Hit Dice: 6d8+6 (33HP)

Initiative: +2

Speed: Swim 40' (8 squares)

Armor Class: 15 (+2 Dex, +3 natural); touch 12; flat-footed 13

Base Attack/Grapple: +4/+7

Attack: Gore +7 melee (1d6+3)

Full Attack: Gore +7 melee (1d6+3)

Space/Reach: 5'/5'

Special Attacks: Maelstrom, Rush

Special Qualities: Animal traits, Aquatic traits

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 16 (+3), Dex 15 (+2), Con 13 (+1), Int 1 (-5), Wis 12 (+1), Cha 2 (-4)

Skills: Hide +7, Move Silently +7, Swim +6

Feats: Run, Stealthy, Track

Environment: underground (Bevelle)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 5

Treasure: standard

Normal/Rare Steal: Dragon Scale/Dragon Scale (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 6d6+24 (45MP)

- **Maelstrom (Su):** this attack inflicts 1d4+3 points of water (force) damage to all opponents within 30'; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4+1 rounds, & can only be used underwater
- **Rush (Ex):** in addition to the normal benefits & hazards of a charge, this allows the creature to make a single Gore attack (+2 melee) that deals 2d6+6 points of damage; this can only be done while swimming

Right Fin of Sin

Gargantuan Outsider (Aeon)

Hit Dice: 20d8+180 (270HP)

Initiative: +2

Speed: 40' (8 squares), Fly 120' (24 squares, poor maneuverability), Swim 60' (12 squares)

Armor Class: 27 (-4 size, +2 Dex, +19 natural); touch 8; flat-footed 25

Base Attack/Grapple: +20/+43

Attack: Slam +26 melee (2d8+11)

Full Attack: 2 Slams +26 melee (2d8+11)

Space/Reach: 20'/15'

Special Attacks: Gravija, Negation, Super Slam

Special Qualities: Aeon traits, Outsider traits

Saves: Fort +21, Ref +14, Will +16

Abilities: Str 33 (+11), Dex 15 (+2), Con 29 (+9), Int -- (+0), Wis 18 (+4), Cha 24 (+7)

Skills: N/A

Feats: Gravija^B, Improved Bullrush^B, Mighty Blow^B, Power Attack^B

Environment: any (Sin)

Organization: solitary

Challenge Rating: 18

Treasure: 2× standard

Normal/Rare Steal: X-Potion/Shining Gem

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 80d6+320 (600MP)

- **Gravija (Sp):** this ability reduces the current HP of all opponents within 110' by 75%; opponents can each make a Reflex save (DC20) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 256MP to use
- **Negation (Su):** removes any status conditions from all creatures within 110', including opponents, allies, & bystanders (no saving throw); status conditions include *Armor Break*, Berserk, Blind, Confuse, *Haste*, *Hastega*, *Magic Break*, *Mental Break*, Mute, *Nul*, Petrified, Poison, *Power Break*, *Protect*, *Provoke*, *Reflect*, *Regen*, *Shell*, Sleep, Slow, *Threaten*, & Zombie; this is a full-round action that does not provoke attacks of opportunity
- **Super Slam (Ex):** the creature swings its mighty fin; all creatures within reach take 2d8+11 bludgeoning damage & a -20 Initiative penalty for the next round; if a creature makes a Reflex save (DC31), then they only take half damage & negate the Initiative penalty; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity



Sahagin #1

Medium Monstrous Humanoid (Aquatic, Fiend)

Hit Dice: 1d8 (4HP)

Initiative: +1

Speed: 20' (4 squares), Swim 40' (8 squares)

Armor Class: 12 (+1 Dex, +1 natural); touch 11; flat-footed 11

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d6+1)

Full Attack: Claw +2 melee (1d6+1)

Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Aquatic traits, Monstrous Humanoid traits
Saves: Fort +2, Ref +3, Will +3
Abilities: Str 12 (+1), Dex 13 (+1), Con 11 (+0), Int 12 (+1), Wis 13 (+1), Cha 7 (-2)
Skills: Handle Animal +4, Hide +4, Search +4, Swim +4
Feats: Great Fortitude
Environment: warm aquatic (Al Bhed Territory)
Organization: 3 or party (1 with a group of 1-3 Fiends)
Challenge Rating: ½
Treasure: standard
Normal/Rare Steal: N/A/N/A
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 1d6+4 (7MP)

Sahagin #2

Medium Monstrous Humanoid (Aquatic, Fiend)
Hit Dice: 3d8+3 (16HP)
Initiative: +1
Speed: 20' (4 squares), Swim 40' (8 squares)
Armor Class: 13 (+1 Dex, +2 natural); touch 11; flat-footed 12
Base Attack/Grapple: +3/+5
Attack: Claw +5 melee (1d6+2) or Squirt Gun +4 ranged (1d8 water (force), 20' maximum range)
Full Attack: Claw +5 melee (1d6+2) or Squirt Gun +4 ranged (1d8 water (force), 20' maximum range)
Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Aquatic traits, Monstrous Humanoid traits
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 14 (+2), Dex 13 (+1), Con 12 (+1), Int 14 (+2), Wis 13 (+1), Cha 9 (-1)
Skills: Handle Animal +7, Hide +7, Search +8, Swim +8
Feats: Great Fortitude, Power Attack
Environment: underground (Bevelle)
Organization: 3 or party (1 with a group of 1-3 Fiends)
Challenge Rating: 2
Treasure: standard
Normal/Rare Steal: Fish Scale (x2)/Dragon Scale
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 3d6+12 (22MP)

Sahagin #3

Medium Monstrous Humanoid (Aquatic, Fiend)
Hit Dice: 8d8+8 (44HP)
Initiative: +2
Speed: 20' (4 squares), Swim 40' (8 squares)
Armor Class: 15 (+2 Dex, +3 natural); touch 12; flat-footed 13
Base Attack/Grapple: +8/+11
Attack: Claw +11 melee (1d6+3)
Full Attack: 2 Claws +11 melee (1d6+3)
Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Aquatic traits, Monstrous Humanoid traits
Saves: Fort +5, Ref +8, Will +7
Abilities: Str 16 (+3), Dex 15 (+2), Con 12 (+1), Int 14 (+2), Wis 13 (+1), Cha 11 (+0)
Skills: Handle Animal +12, Hide +13, Search +13, Swim +17
Feats: Great Fortitude, Power Attack, Skill Focus (Swim)
Environment: temperate aquatic (Bevelle)
Organization: 3 or party (1 with a group of 1-3 Fiends)
Challenge Rating: 6

Treasure: standard
Normal/Rare Steal: Fish Scale (x2)/Dragon Scale (x2)
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 8d6+32 (60MP)

Sahagin Chief

Medium Monstrous Humanoid (Aquatic, Fiend)
Hit Dice: 2d8+2 (11HP)
Initiative: +1
Speed: 20' (4 squares), Swim 40' (8 squares)
Armor Class: 12 (+1 Dex, +1 natural); touch 11; flat-footed 11
Base Attack/Grapple: +2/+4
Attack: Claw +4 melee (1d6+2)
Full Attack: Claw +4 melee (1d6+2)
Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Aquatic traits, Monstrous Humanoid traits
Saves: Fort +3, Ref +4, Will +4
Abilities: Str 14 (+2), Dex 13 (+1), Con 12 (+1), Int 16 (+3), Wis 13 (+1), Cha 11 (+0)
Skills: Handle Animal +7, Hide +7, Search +9, Swim +9
Feats: Great Fortitude, Leadership
Environment: warm aquatic (Luca)
Organization: 3 or party (1 with a group of 1-3 Fiends)
Challenge Rating: 1
Treasure: standard
Normal/Rare Steal: N/A/N/A
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 2d6+8 (15MP)

Sanctuary Keeper

Huge Magical Beast (Fiend)
Hit Dice: 30d10+210 (375HP)
Initiative: +8
Speed: 50' (10 squares)
Armor Class: 24 (-2 size, +4 Dex, +12 natural); touch 12; flat-footed 20
Base Attack/Grapple: +30/+47
Attack: Claw +37 melee (2d6+9)
Full Attack: 2 Claws +37 melee (2d6+9)
Space/Reach: 15'/10'
Special Attacks: Mana Breath, Photon Wings, Reflect, Tail Sweep
Special Qualities: Curaga, Esuna, Haste, Magical Beast traits, Protect, Regen
Saves: Fort +24, Ref +21, Will +15
Abilities: Str 29 (+9), Dex 19 (+4), Con 25 (+7), Int 3 (-4), Wis 17 (+3), Cha 14 (+2)
Skills: Concentration +13, Intimidate +10, Jump +15, Listen +12, Move Silently +11
Feats: Cleave, Dodge, Great Cleave, Improved Bullrush, Improved Initiative, Iron Will, Mighty Blow, Mobility, Power Attack, Skill Focus (Listen), Spring Attack
Environment: cold mountains (Mt. Gagazet)
Organization: solitary
Challenge Rating: 19
Treasure: 2x standard
Normal/Rare Steal: Turbo Ether/Turbo Ether (x2)
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 60d6+240 (450MP)

- **Mana Breath (Su):** 100' cone; deals 3d6+6 points of force damage; Reflex save (DC27) for half damage; the save DC is Charisma-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4+1 rounds

- **Photon Wings (Su):** this ability showers creatures with an aura of chaos; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4+2 rounds; all opponents with 100' must make a Will save (DC28; the save DC is Wisdom-based) or be affected by the following status effects:
 - inflicts Blind status for 3 rounds
 - inflicts Confused status
 - inflicts Cursed status
 - inflicts Mute status for 3 rounds
 - inflicts Sleep status for 3 rounds
- **Reflect (Sp):** the creature can cast a magical reflecting aura on any 1 creature within 100' (including itself); this aura reflects all spells (both helpful & harmful) that target that creature, causing the spell to bounce off & hit another random creature within 100'; area-effect spells still function properly on that creature, as do any spells that have already been reflected off of another creature; multiple *reflect* effects do not stack, but overlap; this effect lasts for the rest of the encounter; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 14MP to use
- **Tail Sweep (Ex):** the creature can spin rapidly, sweeping its long tail around; all creatures standing on the ground within reach take 1d8+4 bludgeoning damage, as well as suffer a -20 Initiative penalty for the next round; if a creature makes a Reflex save (DC34), then they only take half damage & negate the Initiative penalty; the save DC is Strength-based; this ability also negates any *haste* or *hastega* effects of all creatures that it hits; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
- **Curaga (Sp):** cures 6d8+20 points of damage to itself; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use
- **Esuna (Sp):** removes most negative conditions from itself; negative conditions include: Berserk, Blind, Confused, Mute, Petrified, Poison, Sleep, Slowed; this cannot remove Curse, Doomed, Hasted, KO, or Zombie (see **Status Effects**, above); this is a standard action that provokes attacks of opportunity; this ability costs 5MP to use
- **Haste (Sp):** the creature grants itself a +10 bonus to its initiative for the rest of the encounter; in addition, it can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated if it is successfully hit with a *slow* effect, a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *haste* effects do not stack; this is a standard action that does not provoke attacks of opportunity (although subsequent hasted actions provoke attacks of opportunity as normal); this ability costs 8MP to use
- **Protect (Sp):** this ability grants any 1 ally within 100' (including itself) Damage Reduction 8 for the rest of the encounter; multiple *protect* effects do not stack, but overlap; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Regen (Sp):** this ability grants Fast Healing 5 to itself; multiple *regen* effects do not stack, but overlap; this effect lasts for 1 minute (10 rounds); this effect is negated if the regenerating creature is successfully hit with a *curse* effect, a *dispel* effect, or dies (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 40MP to use



Sand Wolf

Medium Animal (Fiend)

Hit Dice: 7d8+7 (38HP)

Initiative: +7

Speed: 50' (10 squares)

Armor Class: 13 (+3 Dex); touch 13; flat-footed 10

Base Attack/Grapple: +5/+7

Attack: Bite +7 melee (1d6+2 + Mute or Sleep)

Full Attack: Bite +7 melee (1d6+2 + Mute or Sleep)

Space/Reach: 5'/5'

Special Attacks: Mute, Sleep

Special Qualities: Animal traits

Saves: Fort +6, Ref +8, Will +3

Abilities: Str 14 (+2), Dex 17 (+3), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 10 (+0)

Skills: Hide +6, Listen +4, Move Silently +7

Feats: Improved Initiative, Run, Track

Environment: warm desert (Sanubia Desert)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Sleeping Powder (x2)/Sleeping Powder (x2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 7d6+28 (52MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Sand Worm

Colossal Vermin (Fiend)

Hit Dice: 14d8+112 (175HP)

Initiative: +0

Speed: 20' (4 squares)

Armor Class: 8 (-8 size, +6 natural); touch 2; flat-footed 8

Base Attack/Grapple: +10/+41

Attack: Slam +17 melee (4d6+15)

Full Attack: 2 Slams +17 melee (4d6+15)

Space/Reach: 30'/20'

Special Attacks: Earthquake, Improved Grab, Regurgitate, Swallow Whole

Special Qualities: Vermin traits

Saves: Fort +17, Ref +4, Will +5

Abilities: Str 40 (+15), Dex 11 (+0), Con 26 (+8), Int -- (+0), Wis 12 (+1), Cha 7 (-2)

Skills: N/A

Feats: Improved Bullrush^B, Mighty Blow^B, Power Attack^B

Environment: warm desert (Sanubia Desert)

Organization: solitary

Challenge Rating: 9

Treasure: standard

Normal/Rare Steal: Shadow Gem (×2)/Stamina Spring (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 14d6+56 (105MP)

- **Earthquake (Ex):** the creature can leap into the air & crash to the ground, shaking the earth with it's bulk; all creatures standing on the ground within 80' must make a Fortitude save (DC32) or suffer a -5 Initiative

penalty for the next round; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity

- **Improved Grab (Ex):** to use this ability, the creature must hit with a 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 & can Swallow Whole
- **Regurgitate (Ex):** the creature will spit out a swallowed creature after 1d4+1 rounds, dealing 1d6 falling damage; in addition, the spat creature must make a Fortitude save (DC32) or suffer a -20 Initiative penalty for the next round; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Swallow Whole (Ex):** the creature can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check; once inside, the opponent takes 4d6+15 points of crushing damage plus 2d6 points of acid damage per round from the creature's digestive juices; a swallowed creature can cut its way out by dealing 17 points of damage to the digestive tract (2AC); once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out; the creature's gullet can hold 1 Huge, 2 Large, 4 Medium, 8 Small, or 16 Tiny or smaller creatures



Sandragora

Large Plant (Fiend)

Hit Dice: 9d8+36 (76HP)

Initiative: +0

Speed: 5' (1 square)

Armor Class: 13 (-1 size, -4 Dex, +8 natural); touch 5; flat-footed 13

Base Attack/Grapple: +6/+13

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/5'

Special Attacks: Seed Burst

Special Qualities: Plant traits

Saves: Fort +10, Ref +1, Will +4

Abilities: Str 16 (+3), Dex 3 (-4), Con 18 (+4), Int 1 (-5), Wis 12 (+1), Cha 7 (-2)

Skills: Listen +10, Survival +7

Feats: Ability Focus (Seed Burst), Improved Initiative, Lightning Reflexes, Skill Focus (Listen)

Environment: warm desert (Sanubia Desert)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 8

Treasure: standard

Normal/Rare Steal: Remedy (x2)/Musk (x10)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 9d6+36 (67MP)

- **Seed Burst (Ex):** the creature can spew forth a massive seed pellet, targeting 1 opponent; this is a +8 ranged attack that deals 2d6+3 points of bludgeoning damage; Reflex save (DC17) for half damage & to avoid the Confused effect; the save DC is Strength-based; 45' range; inflicts Confused status on 1 opponent; this ability is a standard action that does not provoke attacks of opportunity, & can be done up to once per round



Seymour Guado

Half-Guado Summoner 5/Black Mage 8

Medium Monstrous Humanoid

Hit Dice: (5d4+10) + (8d4+16) (56HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 15 (+1 Dex, +4 bangle); touch 11; flat-footed 14

Base Attack/Grapple: +6/+5

Attack: Quarterstaff +5 melee (1d6-1/1d6-1, 20/x2)

Full Attack: Quarterstaff +5 melee (1d6-1/1d6-1, 20/x2)

Space/Reach: 5'/5'

Special Attacks: Blizzaga, Blizzara, Fira, Firaga, Multi-Blizzara, Multi-Fira, Multi-Thundara, Multi-Waterga, Thundaga, Thundara, Watera, Waterga

Special Qualities: Shell

Saves: Fort +5, Ref +6, Will +9

Abilities: Str 8 (-1), Dex 12 (+1), Con 14 (+2), Int 17 (+3), Wis 9 (-1), Cha 15 (+2)

Skills: Bluff +13, Concentration +9, Diplomacy +10, Gather Information +9, Knowledge (religion) +10, Knowledge (planes) +10, Listen +6, Profession (maester) +6, Search +10, Sense Motive +6, Spellcraft +12, Use Magic Device +12

Feats: Combat Casting, Improved Initiative, Lightning Reflexes, Magical Aptitude, Skill Focus (Bluff), Still Spell

Environment: any (Macalania)

Organization: solitary or entourage (1 with 2 **Guado Guardian #2**)

Challenge Rating: 13

Treasure: 2x standard

Normal/Rare Steal: Turbo Ether/Elixir

Alignment: Neutral Evil

Advancement: by character class

Level Adjustment: N/A

Magic Pool: (25d6+100) + (40d6+160) (487MP)

- **Blizzaga (Sp):** this is a ranged touch attack that deals 13d8+26 points of cold damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Blizzara (Sp):** this is a ranged touch attack that deals 13d6+13 points of cold damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Fira (Sp):** this is a ranged touch attack that deals 13d6+13 points of fire damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Firaga (Sp):** this is a ranged touch attack that deals 13d8+26 points of fire damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use

- **Multi-Blizzara (Sp):** this is a ranged touch attack that deals 13d6+13 points of cold damage to 2 opponents within 60' on a successful hit; your opponents can each make a Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Multi-Fira (Sp):** this is a ranged touch attack that deals 13d6+13 points of fire damage to 2 opponents within 60' on a successful hit; your opponents can each make a Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Multi-Thundara (Sp):** this is a ranged touch attack that deals 13d6+13 points of electricity damage to 2 opponents within 60' on a successful hit; your opponents can each make a Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Multi-Watera (Sp):** this is a ranged touch attack that deals 13d6+13 points of water (force) damage to 2 opponents within 60' on a successful hit; your opponents can each make a Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Thundaga (Sp):** this is a ranged touch attack that deals 13d8+26 points of electricity damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals 13d6+13 points of electricity damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Watera (Sp):** this is a ranged touch attack that deals 13d6+13 points of water (force) damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Waterga (Sp):** this is a ranged touch attack that deals 13d8+26 points of water (force) damage to 1 opponent within 60' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Shell (Sp):** the creature can strengthen either his own magic defense or that of an ally within 60'; this ability multiplies 1 ally's SR by 2 for the rest of the encounter; multiple Shell effects do not stack, but overlap; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use

Seymour Flux

Large Undead (Unsent) Half-Guado Summoner 12/Black Mage 13

Hit Dice: 25d12+25 (187HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 16 (-1 size, +1 Dex, +6 bangle); touch 10; flat-footed 15

Base Attack/Grapple: +12/+18

Attack: +2 Lance of Atrophy +15 melee (6d8+4 + Zombie, 19-20/×3, 15' reach)

Full Attack: +2 Lance of Atrophy +15/+10/+5 melee (6d8+4 + Zombie, 19-20/×3, 15' reach)

Space/Reach: 10'/10'

Special Attacks: Banish, Dispel-All, Flare, Reflect, Zombie

Special Qualities: Protect, Undead traits, Unsent traits

Saves: Fort +10, Ref +9, Will +16

Abilities: Str 14 (+2), Dex 12 (+1), Con -- (+0), Int 18 (+4), Wis 10 (+0), Cha 17 (+3)

Skills: Bluff +24, Concentration +15, Diplomacy +19, Gather Information +18, Knowledge (religion) +19, Knowledge (planes) +20, Listen +15, Profession (maester) +15, Search +19, Sense Motive +18, Spellcraft +21, Use Magic Device +21

Feats: Banish, Combat Casting, Dispel-All, Great Fortitude, Improved Initiative, Improved Toughness, Magical Aptitude, Negotiator, Skill Focus (Bluff), Still Spell

Environment: any (Mt. Gagazet)

Organization: pair (with **Mortivessel**)

Challenge Rating: 17

Treasure: standard + Lance of Atrophy (+2 keen lance)

Normal/Rare Steal: Elixir/Elixir

Alignment: Neutral Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: (60d6+240) + (65d6+260) (937MP)

- **Banish (Sp):** with a successful ranged touch attack, banishes 1 Aeon within 95' back to its transdimensional pocket for the rest of the encounter (it can only be called back out afterward); the opponent's Aeon can make a Will save (DC25) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 75MP to use
- **Dispel-All (Sp):** removes any positive status conditions (see **Status Effects**, above) from all opponents within 95' (no saving throw); positive conditions include ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects; this is a standard action that provokes attacks of opportunity; this ability costs 112MP to use
- **Flare (Sp):** this is a ranged touch attack that deals 25d10+50 points of non-specified damage to 1 opponent within 95' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Reflect (Sp):** the creature can cast a magical reflecting aura on any 1 creature within 95' (including itself); this aura reflects all spells (both helpful & harmful) that target that creature, causing the spell to bounce off & hit another random creature within 95'; area-effect spells still function properly on that creature, as do any spells that have already been reflected off of another creature; multiple *reflect* effects do not stack, but overlap; this effect lasts for the rest of the encounter; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 14MP to use
- **Zombie (Su):** inflicts Zombie status on 1 opponent; Fortitude save (DC26) to resist; the save DC is Intelligence-based
- **Protect (Sp):** this ability grants any 1 ally within 95' (including itself) Damage Reduction 8 for the rest of the encounter; multiple *protect* effects do not stack, but overlap; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use



Seymour Natus

Large Undead (Unsent) Half-Guado Summoner 10/Black Mage 10

Hit Dice: 20d12 (130HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 15 (-1 size, +1 Dex, +5 bangle); touch 10; flat-footed 14

Base Attack/Grapple: +10/+15

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Banish, Break, Flare, Multi-Blizzara, Multi-Fira, Multi-Thundara, Multi-Waterga

Special Qualities: Protect, Undead traits, Unsent traits

Saves: Fort +8, Ref +7, Will +13

Abilities: Str 12 (+1), Dex 12 (+1), Con -- (+0), Int 18 (+4), Wis 9 (-1), Cha 17 (+3)

Skills: Bluff +20, Concentration +13, Diplomacy +18, Gather Information +15, Knowledge (religion) +16, Knowledge (planes) +17, Listen +11, Profession (maester) +11, Search +16, Sense Motive +14, Spellcraft +16, Use Magic Device +16

Feats: Banish, Combat Casting, Great Fortitude, Improved Initiative, Magical Aptitude, Negotiator, Skill Focus (Bluff), Still Spell

Environment: any (Bevelle)

Organization: pair (with **Mortibody**)

Challenge Rating: 15

Treasure: 2x standard

Normal/Rare Steal: Tetra Elemental (x2)/Tetra Elemental (x3)

Alignment: Neutral Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: (50d6+200) + (50d6+200) (750MP)

- **Banish (Sp):** with a successful ranged touch attack, banishes 1 Aeon within 65' back to its transdimensional pocket for the rest of the encounter (it can only be called back out afterward); the opponent's Aeon can make a Will save (DC23) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 75MP to use
- **Break (Sp):** ranged touch attack that inflicts Petrified status on 1 opponent within 65' on a successful hit; Fortitude save (DC24) to resist; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 18MP to use
- **Flare (Sp):** this is a ranged touch attack that deals 20d10+40 points of non-specified damage to 1 opponent within 65' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Multi-Blizzara (Sp):** this is a ranged touch attack that deals 20d6+20 points of cold damage to 2 opponents within 65' on a successful hit; your opponents can each make a Fortitude save (DC24) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Multi-Fira (Sp):** this is a ranged touch attack that deals 20d6+20 points of fire damage to 2 opponents within 65' on a successful hit; your opponents can each make a Fortitude save (DC24) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Multi-Thundara (Sp):** this is a ranged touch attack that deals 20d6+20 points of electricity damage to 2 opponents within 65' on a successful hit; your opponents can each make a Fortitude save (DC24) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Multi-Watera (Sp):** this is a ranged touch attack that deals 20d6+20 points of water (force) damage to 2 opponents within 65' on a successful hit; your opponents can each make a Fortitude save (DC24) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 60MP to use
- **Protect (Sp):** this ability grants any 1 ally within 65' (including itself) Damage Reduction 8 for the rest of the encounter; multiple *protect* effects do not stack, but overlap; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

Seymour Omnis

Huge Undead (Unsent) Half-Guado Summoner 18/Black Mage 17

Hit Dice: 35d12+35 (262HP)

Initiative: +6

Speed: 30' (6 squares)

Armor Class: 17 (-2 size, +2 Dex, +7 bangle); touch 10; flat-footed 15

Base Attack/Grapple: +17/+28

Attack: N/A

Full Attack: N/A

Space/Reach: 15'/15'

Special Attacks: Banish, Blizzaga, Blizzara, Dispel-All, Fira, Firaga, Thundaga, Thundara, Ultima, Watera, Waterga

Special Qualities: Undead traits, Unsent traits

Saves: Fort +13, Ref +13, Will +21

Abilities: Str 16 (+3), Dex 14 (+2), Con -- (+0), Int 20 (+5), Wis 11 (+0), Cha 18 (+4)

Skills: Bluff +31, Concentration +23, Diplomacy +28, Gather Information +27, Knowledge (religion) +28, Knowledge (planes) +29, Listen +23, Profession (maester) +23, Search +28, Sense Motive +26, Spellcraft +30, Use Magic Device +30

Feats: Ability Focus (Blizzaga, Firaga, Ultima), Banish, Combat Casting, Dispel-All, Great Fortitude, Improved

Initiative, Improved Toughness, Magical Aptitude, Negotiator, Skill Focus (Bluff), Still Spell 13

Environment: any (Sin)

Organization: solitary

Challenge Rating: 21

Treasure: 2x standard

Normal/Rare Steal: Shining Gem/Supreme Gem

Alignment: Neutral Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: $(90d6+360) + (85d6+340)$ (1,312MP)

- **Banish (Sp):** with a successful ranged touch attack, banishes 1 Aeon within 130' back to its transdimensional pocket for the rest of the encounter (it can only be called back out afterward); the opponent's Aeon can make a Will save (DC31) to resist; this is a standard action that provokes attacks of opportunity; this ability costs 75MP to use
- **Blizzaga (Sp):** this is a ranged touch attack that deals $35d8+70$ points of cold damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Blizzara (Sp):** this is a ranged touch attack that deals $35d6+35$ points of cold damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Dispel-All (Sp):** removes any positive status conditions (see **Status Effects**, above) from all opponents within 130' (no saving throw); positive conditions include ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects; this is a standard action that provokes attacks of opportunity; this ability costs 112MP to use
- **Fira (Sp):** this is a ranged touch attack that deals $35d6+35$ points of fire damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Firaga (Sp):** this is a ranged touch attack that deals $35d8+70$ points of fire damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundaga (Sp):** this is a ranged touch attack that deals $35d8+70$ points of electricity damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals $35d6+35$ points of electricity damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Ultima (Sp):** this attack inflicts $20d6+80$ points of non-specified damage to all opponents within 130'; your opponents can each make a Fortitude save (DC32) for half damage; the save DC is Intelligence-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
- **Watera (Sp):** this is a ranged touch attack that deals $35d6+35$ points of water (force) damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Waterga (Sp):** this is a ranged touch attack that deals $35d8+70$ points of water (force) damage to 1 opponent within 130' on a successful hit; Fortitude save (DC32) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use



Shred

Small Aberration (Fiend)

Hit Dice: $6d8+30$ (57HP)

Initiative: +4

Speed: 20' (4 squares)

Armor Class: 18 (+1 size, +7 natural); touch 11; flat-footed 18

Base Attack/Grapple: +4/+4

Attack: Slam +9 melee ($1d4+4$ + Slow)

Full Attack: 2 Slams +9 melee (1d4+4 + Slow)
Space/Reach: 5'/5'
Special Attacks: Slow
Special Qualities: Aberration traits
Saves: Fort +4, Ref +6, Will +6
Abilities: Str 18 (+4), Dex 10 (+0), Con 19 (+4), Int 5 (-3), Wis 12 (+1), Cha 8 (-1)
Skills: Balance +1, Listen +4, Spot +3, Survival +4
Feats: Great Fortitude, Improved Initiative, Improved Toughness
Environment: temperate plains (Calm Lands)
Organization: pair or party (1 with a group of 1-3 Fiends)
Challenge Rating: 7
Treasure: standard
Normal/Rare Steal: Hypello Potion/Hypello Potion (x2)
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 12d6+48 (90MP)

- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Simurgh

Medium Animal (Fiend)
Hit Dice: 1d8 (4HP)
Initiative: +4
Speed: 15' (3 squares), Fly 50' (10 squares, good maneuverability)
Armor Class: 15 (+4 Dex, +1 natural); touch 14; flat-footed 11
Base Attack/Grapple: +0/+0
Attack: Talon +0 melee (1d6 + Blind)
Full Attack: Talon +0 melee (1d6 + Blind)
Space/Reach: 5'/5'
Special Attacks: Blind
Special Qualities: Animal traits
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 11 (+0), Dex 18 (+4), Con 10 (+0), Int 1 (-5), Wis 12 (+1), Cha 8 (-1)
Skills: Listen +3, Move Silently +3
Feats: Flyby Attack, Hover^B
Environment: temperate plains (Djose Highroad)
Organization: pair or party (1 with a group of 1-3 Fiends)
Challenge Rating: ½
Treasure: standard
Normal/Rare Steal: Smoke Bomb/Smoke Bomb (x2)
Alignment: always Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 1d6+4 (7MP)

- **Blind (Ex):** inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC11) to resist; the save DC is Wisdom-based



Sin (Core)

Large Outsider (Aeon)

Hit Dice: 22d8+330 (429HP)

Initiative: -5

Speed: 0' (0 squares, attached to **Sin**)

Armor Class: 30 (-1 size, -5 Dex, +26 natural); touch 4; flat-footed 30

Base Attack/Grapple: +22/+49

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/5'

Special Attacks: Blizzard, Fire, Gravija, Negation, Thunder, Water

Special Qualities: Aeon traits, Outsider traits

Saves: Fort +28, Ref +8, Will +17

Abilities: Str 36 (+13), Dex 1 (-5), Con 41 (+15), Int -- (+0), Wis 18 (+4), Cha 24 (+7)

Skills: N/A

Feats: Gravija^B

Environment: any (Sin)

Organization: solitary

Challenge Rating: 19

Treasure: 2× standard

Normal/Rare Steal: Stamina Spring (x3)/Stamina Spring (x4)

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 88d6+352 (660MP)

- **Blizzard (Sp):** this is a ranged touch attack that deals 13d4 points of cold damage to 1 opponent within 95' on a successful hit; Fortitude save (DC25) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Fire (Sp):** this is a ranged touch attack that deals 13d4 points of fire damage to 1 opponent within 95' on a successful hit; Fortitude save (DC25) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Gravija (Sp):** this ability reduces the current HP of all opponents within 95' by 75%; opponents can each make a Reflex save (DC21) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 256MP to use
- **Negation (Su):** removes any status conditions from all creatures within 95', including opponents, allies, & bystanders (no saving throw); status conditions include *Armor Break*, Berserk, Blind, Confuse, *Haste*, *Hastega*, *Magic Break*, *Mental Break*, Mute, *Nul*, Petrified, Poison, *Power Break*, *Protect*, *Provoke*, *Reflect*, *Regen*, *Shell*, Sleep, Slow, *Threaten*, & *Zombie*; this is a full-round action that does not provoke attacks of opportunity

- **Thunder (Sp):** this is a ranged touch attack that deals 13d4 points of electricity damage to 1 opponent within 95' on a successful hit; Fortitude save (DC25) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Water (Sp):** this is a ranged touch attack that deals 13d4 points of water (force) damage to 1 opponent within 95' on a successful hit; Fortitude save (DC25) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Sin (Fin)

Gargantuan Outsider (Aeon)

Hit Dice: 3d8+21 (34HP)

Initiative: -1

Speed: 40' (8 squares), Fly 120' (24 squares, poor maneuverability), Swim 60' (12 squares)

Armor Class: 13 (-4 size, -1 Dex, +8 natural); touch 5; flat-footed 13

Base Attack/Grapple: +3/+21

Attack: Slam +5 melee (2d8+6)

Full Attack: Slam +5 melee (2d8+6)

Space/Reach: 20'/15'

Special Attacks: N/A

Special Qualities: Aeon traits, Outsider traits

Saves: Fort +10, Ref +2, Will +7

Abilities: Str 23 (+6), Dex 8 (-1), Con 25 (+7), Int -- (+0), Wis 18 (+4), Cha 24 (+7)

Skills: N/A

Feats: N/A

Environment: any (S.S. Liki)

Organization: solitary

Challenge Rating: 3

Treasure: 2× standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d6+48 (90MP)



Sin (Head) / Overdrive Sin

Colossal Outsider (Aeon)

Hit Dice: 23d8+414 (517HP)

Initiative: +2

Speed: 40' (8 squares), Fly 120' (24 squares, poor maneuverability), Swim 60' (12 squares)

Armor Class: 28 (-8 size, -2 Dex, +28 natural); touch 0; flat-footed 28

Base Attack/Grapple: +23/+54

Attack: Glare +13 ranged (4d6, 20/x3, 130' maximum range)

Full Attack: Glare +13 ranged (4d6, 20/x3, 130' maximum range)

Space/Reach: 30'/20'

Special Attacks: Confuse Glare, Giga-Graviton, Stone Glare, Zombie Glare

Special Qualities: Aeon traits, Outsider traits

Saves: Fort +30, Ref +13, Will +17

Abilities: Str 40 (+15), Dex 7 (-2), Con 45 (+17), Int 1 (-5), Wis 18 (+4), Cha 24 (+7)

Skills: Concentration +24, Hide +1, Intimidate +14, Jump +22, Listen +13, Move Silently +7, Search +2, Spot +13, Survival +11, Swim +23

Feats: Alertness, Hover^B, Giga-Graviton, Improved Initiative, Improved Toughness, Lightning Reflexes, Point Blank Shot, Skill Focus (Hide), Stealthy

Environment: any (Sin)

Organization: solitary

Challenge Rating: 20

Treasure: 2x standard

Normal/Rare Steal: Ether/Supreme Gem

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 92d6+368 (690MP)

- **Confuse Glare (Su):** adds a Confused status to a successful hit; Will save (DC28) to resist; the save DC is Charisma-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 20MP to use
- **Giga-Graviton (Sp):** unleashes a 130' ray that instantly disintegrates all creatures within it (-20HP; no saving throw); this takes 1 minute (10 rounds) to activate, with 1 standard action that provokes attacks of opportunity each round to prepare the activation (although attacks of opportunity do not disrupt the preparations); this ability can be done once per day, & costs 300MP to use
- **Stone Glare (Su):** adds a Petrified status to a successful hit; Fortitude save (DC25) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 40MP to use
- **Zombie Glare (Su):** adds a Zombie status to a successful hit; Fortitude save (DC25) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 30MP to use



Sinscale #1

Small Outsider

Hit Dice: $\frac{1}{2}d8$ (2HP)

Initiative: -4

Speed: 5' (1 square)

Armor Class: 7 (+1 size, -4 Dex, +2 natural); touch 5; flat-footed 7

Base Attack/Grapple: +0/-4

Attack: Sting +1 melee (1d4)

Full Attack: Sting +1 melee (1d4)

Space/Reach: 5'/5'

Special Attacks: Spines

Special Qualities: Outsider traits

Saves: Fort +2, Ref -2, Will +3

Abilities: Str 10 (+0), Dex 2 (-4), Con 11 (+0), Int -- (+0), Wis 13 (+1), Cha 5 (-3)

Skills: N/A

Feats: N/A

Environment: any (Zanarkand)

Organization: litany (3-10)

Challenge Rating: $\frac{1}{4}$

Treasure: standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 0MP

- **Spines (Ex):** a Sinscale can fire several spines at an opponent; this is a special ranged attack (-2 ranged; 1d4-2 piercing damage) that does not provoke attacks of opportunity; 25' range; it can fire a number of spines per round equal to its remaining HP, but all spines fired in a round must be directed at a single opponent; this is a standard action that does not provoke attacks of opportunity

Sinscale #2

Small Outsider

Hit Dice: $\frac{1}{2}d8$ (2HP)

Initiative: +1

Speed: 20' (4 squares)

Armor Class: 12 (+1 size, +1 Dex); touch 12; flat-footed 11

Base Attack/Grapple: +0/-4

Attack: Sting +1 melee (1d4)

Full Attack: Sting +1 melee (1d4)

Space/Reach: 5'/5'

Special Attacks: Spines

Special Qualities: Outsider traits

Saves: Fort +2, Ref +3, Will +3

Abilities: Str 10 (+0), Dex 12 (+1), Con 11 (+0), Int -- (+0), Wis 13 (+1), Cha 5 (-3)

Skills: N/A

Feats: N/A

Environment: any (Zanarkand)

Organization: litany (3-10)

Challenge Rating: $\frac{1}{4}$

Treasure: standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: OMP

- **Spines (Ex):** a Sinscale can fire several spines at an opponent; this is a special ranged attack (+0 ranged; 1d4 piercing damage) that does not provoke attacks of opportunity; 25' range; it can fire a number of spines per round equal to its remaining HP, but all spines fired in a round must be directed at a single opponent; this is a standard action that does not provoke attacks of opportunity

Sinscale #3

Small Outsider

Hit Dice: 1d8 (4HP)

Initiative: +1

Speed: 20' (4 squares), Swim 20' (4 squares)

Armor Class: 13 (+1 size, +1 Dex, +1 natural); touch 12; flat-footed 12

Base Attack/Grapple: +1/-2

Attack: Sting +3 melee (1d4+1)

Full Attack: Sting +3 melee (1d4+1)

Space/Reach: 5'/5'

Special Attacks: Powerful Charge

Special Qualities: Outsider traits

Saves: Fort +2, Ref +3, Will +3

Abilities: Str 12 (+1), Dex 12 (+1), Con 11 (+0), Int -- (+0), Wis 13 (+1), Cha 5 (-3)

Skills: N/A

Feats: Power Attack^B

Environment: any (S.S. Liki, Luca)

Organization: litany (3-10)

Challenge Rating: ½

Treasure: standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 4d6+16 (30MP)

- **Powerful Charge (Ex):** in addition to the normal benefits & hazards of a charge, this allows the creature to make a single Sting attack with a +3 attack bonus that deals 2d4+2 points of damage; this attack can be done underwater, as well as on land

Sinspawn: Ammes

Large Outsider

Hit Dice: 2d8+5 (14HP)

Initiative: +1

Speed: 10' (2 squares)

Armor Class: 12 (-1 size, +1 Dex, +2 natural); touch 10; flat-footed 11

Base Attack/Grapple: +2/+8

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Demi

Special Qualities: Outsider traits

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 15 (+2), Dex 12 (+1), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 8 (-1)

Skills: Concentration +6, Heal +6, Listen +6, Spot +6

Feats: Toughness

Environment: any (Zanarkand)

Organization: solitary

Challenge Rating: 1

Treasure: 2× standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 8d6+32 (60MP)

- **Demi (Sp):** this ability reduces the current HP of all opponents within 35' by 25%; Fortitude save (DC12) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use

Sinspawn: Echuilles

Huge Outsider

Hit Dice: 4d8+12 (30HP)

Initiative: +4

Speed: 20' (4 squares), Swim 20' (4 squares)

Armor Class: 14 (-2 size, +4 Dex, +2 natural); touch 12; flat-footed 10

Base Attack/Grapple: +4/+15

Attack: Tentacle +5 melee (2d6+3 + Drain Touch)

Full Attack: Tentacle +5 melee (2d6+3 + Drain Touch)

Space/Reach: 15'/15'

Special Attacks: Blender, Drain Touch

Special Qualities: Outsider traits

Saves: Fort +8, Ref +6, Will +5

Abilities: Str 17 (+3), Dex 18 (+4), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 14 (+2)

Skills: Concentration +11, Heal +8, Listen +8, Spot +8

Feats: Improved Toughness, Power Attack

Environment: any (S.S. Liki)

Organization: solitary

Challenge Rating: 4

Treasure: 2x standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 16d6+64 (120MP)

- **Blender (Su):** this attack inflicts 2d6+3 points of water (force) damage to all opponents within 40'; Fortitude save (DC15) for half damage; the save DC is standard; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4+2 rounds
- **Drain Touch (Su):** anytime the Echuilles damages an opponent with its normal tentacle attack; it gains HP equal to ½ the damage dealt

Sinspawn: Genais

Huge Outsider

Hit Dice: 26d8+208 (325HP)

Initiative: +1

Speed: 20' (4 squares)

Armor Class: 21 (-2 size, +1 Dex, +12 natural); touch 9; flat-footed 20

Base Attack/Grapple: +26/+44

Attack: Thrashing Tentacle +34 melee (2d6+10)

Full Attack: 2 Thrashing Tentacles +34 melee (2d6+10)

Space/Reach: 15'/15'

Special Attacks: Sigh, Venom, Waterga

Special Qualities: Cura, Outsider traits

Saves: Fort +23, Ref +16, Will +19

Abilities: Str 31 (+10), Dex 12 (+1), Con 27 (+8), Int 2 (-4), Wis 18 (+4), Cha 14 (+2)

Skills: Balance +11, Concentration +18, Heal +6, Hide +13, Intimidate +14, Listen +15, Move Silently +13, Spellcraft +9, Spot +14, Survival +14, Tumble +11

Feats: Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Multiattack, Multiattack, Power Attack, Stealthy

Environment: any (Sin)

Organization: solitary

Challenge Rating: 18

Treasure: 2x standard

Normal/Rare Steal: Star Curtain/Shining Gem

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 104d6+416 (780MP)

- **Sigh (Su):** inflicts Blind status on all opponents for 3 rounds within a 100' cone; +25 ranged attack; Fortitude save (DC27) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Venom (Su):** inflicts Poison status on all opponents within a 100' cone; +25 ranged attack; Fortitude save (DC27) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Waterga (Sp):** this is a ranged touch attack that deals 26d8+52 points of water (force) damage to 1 opponent within 100' on a successful hit; Fortitude save (DC27) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Cura (Sp):** cures 3d8+10 points of damage to itself; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use

Sinspawn: Geneaux

Huge Outsider

Hit Dice: 7d8+21 (52HP)

Initiative: -1

Speed: 20' (4 squares)

Armor Class: 11 (-2 size, -1 Dex, +4 natural); touch 7; flat-footed 11

Base Attack/Grapple: +7/+20

Attack: Tentacle +10 melee (2d6+5 + Poison)

Full Attack: 2 Tentacles +10 melee (2d6+5 + Poison)

Space/Reach: 15'/15'

Special Attacks: Poison, Sigh, Staccato, Water

Special Qualities: Outsider traits

Saves: Fort +8, Ref +4, Will +6

Abilities: Str 21 (+5), Dex 8 (-1), Con 17 (+3), Int 2 (-4), Wis 12 (+1), Cha 12 (+1)

Skills: Concentration +8, Heal +6, Intimidate +8, Listen +9, Move Silently +4, Spot +7, Survival +5

Feats: Blind-Fight, Cleave, Power Attack

Environment: any (Kilika)

Organization: body (pair with **Geneaux's Tentacles**)

Challenge Rating: 6

Treasure: 2× standard

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 28d6+112 (210MP)

- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Sigh (Su):** this attack inflicts 10d4 points of sonic damage to all opponents within 50'; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Staccato (Ex):** this attack inflicts 10d4 points of bludgeoning damage to all opponents within reach; Fortitude save (DC18) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Water (Sp):** this is a ranged touch attack that deals 7d4 points of water (force) damage to 1 opponent within 50' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use

Sinspawn: Gui

Huge Outsider

Hit Dice: 10d8+30 (75HP)

Initiative: +2

Speed: 20' (4 squares)

Armor Class: 15 (-2 size, +2 Dex, +5 natural); touch 10; flat-footed 13

Base Attack/Grapple: +10/+23

Attack: N/A

Full Attack: N/A

Space/Reach: 15'/15'

Special Attacks: Demi

Special Qualities: Outsider traits

Saves: Fort +10, Ref +9, Will +11
 Abilities: Str 21 (+5), Dex 14 (+2), Con 17 (+3), Int 2 (-4), Wis 14 (+2), Cha 12 (+1)
 Skills: Balance +11, Concentration +12, Heal +10, Intimidate +10, Listen +13, Move Silently +11, Spot +12, Survival +11, Tumble +11
 Feats: Ability Focus (Demi), Alertness, Blind-Fight, Iron Will
 Environment: any (Mushroom Rock Road)
 Organization: body (with **Arms of Gui & Head of Gui**)
 Challenge Rating: 9
 Treasure: 2× standard
 Normal/Rare Steal: Potion/Potion
 Alignment: Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 40d6+160 (300MP)

- **Demi (Sp):** this ability reduces the current HP of all opponents within 50' by 25%; Fortitude save (DC17) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use



Skoll

Medium Magical Beast (Fiend)
 Hit Dice: 7d10 (38HP)
 Initiative: +7
 Speed: 50' (10 squares)
 Armor Class: 13 (+3 Dex); touch 13; flat-footed 10
 Base Attack/Grapple: +7/+9
 Attack: Bite +9 melee (1d6+2)
 Full Attack: Bite +9 melee (1d6+2)
 Space/Reach: 5'/5'
 Special Attacks: Mute, Sleep
 Special Qualities: Magical Beast traits
 Saves: Fort +5, Ref +8, Will +3
 Abilities: Str 14 (+2), Dex 17 (+3), Con 11 (+0), Int 2 (-4), Wis 12 (+1), Cha 10 (+0)
 Skills: Hide +6, Listen +4, Move Silently +7
 Feats: Improved Initiative, Run, Track
 Environment: temperate plains (Calm Lands)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 5
 Treasure: standard
 Normal/Rare Steal: Dream Powder/Dream Powder (×2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 14d6+56 (105MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Snow Flan

Medium Ooze (Cold, Fiend)

Hit Dice: 4d10+12 (34HP)

Initiative: -5

Speed: 10' (2 squares)

Armor Class: 11 (-5 Dex, +6 natural); touch 5; flat-footed 11

Base Attack/Grapple: +3/+6

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Blizzard

Special Qualities: Cold traits, Damage Reduction 8/magic, Ooze traits, Skills

Saves: Fort +4, Ref -4, Will -4

Abilities: Str 16 (+3), Dex 1 (-5), Con 16 (+3), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: Climb +11

Feats: N/A

Environment: temperate marshes & any cold (Moonflow)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 4

Treasure: standard

Normal/Rare Steal: Antarctic Wind ($\times 2$)/Antarctic Wind ($\times 2$)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 8d6+32 (60MP)

- **Blizzard (Sp):** this is a ranged touch attack that deals 4d4 points of cold damage to 1 opponent within 30' on a successful hit; Fortitude save (DC12) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Skills:** the creature has a +8 racial bonus on Climb checks, & can always choose to take 10 on a Climb check, even if rushed or threatened



Snow Wolf

Medium Magical Beast (Cold, Fiend)

Hit Dice: 6d10+6 (39HP)

Initiative: +6

Speed: 50' (10 squares)

Armor Class: 12 (+2 Dex); touch 12; flat-footed 10

Base Attack/Grapple: +6/+8

Attack: Bite +8 melee (1d6+2 + Mute or Sleep)

Full Attack: Bite +8 melee (1d6+2 + Mute or Sleep)

Space/Reach: 5'/5'
 Special Attacks: Mute, Sleep
 Special Qualities: Cold traits, Magical Beast traits
 Saves: Fort +6, Ref +7, Will +3
 Abilities: Str 14 (+2), Dex 15 (+2), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 10 (+0)
 Skills: Hide +5, Listen +4, Move Silently +5
 Feats: Improved Initiative, Run, Track
 Environment: cold plains (Macalania)
 Organization: 3 or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 5
 Treasure: standard
 Normal/Rare Steal: Sleeping Powder/Sleeping Powder (x2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 12d6+48 (90MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Spathi (Bahamut)
 Huge Outsider (Aeon)
 Hit Dice: 15d8+105 (172HP)
 Initiative: +5
 Speed: 40' (8 squares), Fly 60' (12 squares, poor maneuverability)
 Armor Class: 23 (-2 size, +1 Dex, +14 natural); touch 9; flat-footed 22
 Base Attack/Grapple: +15/+31
 Attack: Claw +21 melee (2d6+8)
 Full Attack: 2 Claws +21 melee (2d6+8)
 Space/Reach: 15'/15'
 Special Attacks: Impulse, Mega Flare
 Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Outsider traits
 Saves: Fort +16, Ref +10, Will +15
 Abilities: Str 27 (+8), Dex 13 (+1), Con 25 (+7), Int 17 (+3), Wis 22 (+6), Cha 20 (+5)
 Skills: Balance +11, Climb +18, Concentration +17, Diplomacy +15, Gather Information +15, Heal +16, Intimidate +15, Jump +19, Knowledge (arcana) +14, Knowledge (planes) +13, Listen +18, Move Silently +11, Search +14, Sense

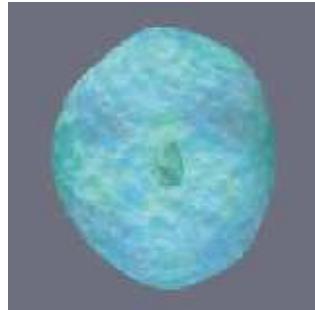
Motive +16, Spellcraft +14, Spot +17, Survival +16, Tumble +12, Use Magic Device +13
 Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack
 Environment: underground (Bevelle)
 Organization: solitary
 Challenge Rating: 14
 Treasure: 2× standard
 Normal/Rare Steal: N/A/N/A
 Alignment: Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 60d6+240 (450MP)

- **Impulse (Su):** Spathi can blast enemies with a potent magical pulse; all creatures within 70' take force damage equal to 3d8+8 (no saving throw); this is a standard action that does not provoke attacks of opportunity
- **Mega Flare (Su):** automatically hits all opponents within 70' with a devastating blast of magical power, dealing 10d8 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Aeon Boost (Ex):** Spathi can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Spathi can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round

Spectral Keeper

Huge Outsider (Fiend)
 Hit Dice: 33d8+99 (247HP)
 Initiative: +13
 Speed: 40' (8 squares)
 Armor Class: 26 (-2 size, +13 Dex, +5 natural); touch 21; flat-footed 13
 Base Attack/Grapple: +33/+50
 Attack: Berserk Tail +40 (2d6+9 + Berserk)
 Full Attack: 2 Berserk Tails +40 (2d6+9 + Berserk)
 Space/Reach: 15'/15'
 Special Attacks: Berserk, Cross Slash, Glyph Mine
 Special Qualities: Outsider traits
 Saves: Fort +21, Ref +31, Will +20
 Abilities: Str 28 (+9), Dex 37 (+13), Con 17 (+3), Int 10 (+0), Wis 14 (+2), Cha 20 (+5)
 Skills: Balance +28, Climb +24, Concentration +13, Diplomacy +20, Gather Information +17, Heal +17, Hide -2, Intimidate +20, Jump +26, Knowledge (arcana) +15, Knowledge (planes) +15, Listen +19, Move Silently +29, Search +16, Sense Motive +17, Spellcraft +15, Spot +19, Survival +17, Tumble +28, Use Magic Device +15
 Feats: Alertness, Awesome Blow, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Mobility, Power Attack, Skill Focus (Hide), Spring Attack, Stealthy
 Environment: any (Zamarkand Ruins)
 Organization: solitary
 Challenge Rating: 19
 Treasure: 2× standard
 Normal/Rare Steal: Ether/Turbo Ether
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 132d6+528 (990MP)

- **Berserk (Su):** inflicts Berserk status on 1 opponent; Will save (DC31) to resist; the save DC is Charisma-based
- **Cross Slash (Ex):** the creature can swing its bladelike arms wildly; all creatures within reach take 1d8+4 slashing damage; if a creature makes a Reflex save (DC39), then they only take half damage; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
- **Glyph Mine (Su):** the creature forms a 10' circular sigil of death below an enemy, which detonates with deadly force 1 round later; 1 opponent within 100' instantly dies (-10HP); Fortitude save (DC28) to resist; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4+2 rounds



Spherimorph

Large Ooze (Fiend)

Hit Dice: 13d10+104 (162HP)

Initiative: -5

Speed: Fly 10' (2 squares, average maneuverability)

Armor Class: 14 (-1 size, -5 Dex, +10 natural); touch 4; flat-footed 14

Base Attack/Grapple: +9/+26

Attack: Slap +17 melee (1d8+9)

Full Attack: 2 Slaps +17 melee (1d8+9)

Space/Reach: 10'/5'

Special Attacks: Blizzard, Blizzard All, Fire, Fire All, Press, Thunder, Thunder All, Water, Water All

Special Qualities: Ooze traits, Round Robin

Saves: Fort +12, Ref -1, Will -1

Abilities: Str 28 (+9), Dex 1 (-5), Con 26 (+8), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: N/A

Feats: Hover^B

Environment: cold forest (Macalania)

Organization: solitary

Challenge Rating: 13

Treasure: 2× standard

Normal/Rare Steal: Ether/Turbo Ether

Alignment: always Chaotic Evil

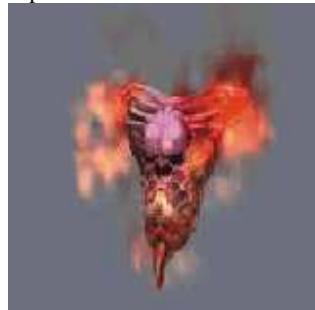
Advancement: N/A

Level Adjustment: N/A

Magic Pool: 26d6+104 (195MP)

- **Blizzard (Sp):** this is a ranged touch attack that deals 13d4 points of cold damage to 1 opponent within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Blizzard All (Sp):** this is a ranged touch attack that deals 13d4 points of cold damage to all opponents within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Fire (Sp):** this is a ranged touch attack that deals 13d4 points of fire damage to 1 opponent within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Fire All (Sp):** this is a ranged touch attack that deals 13d4 points of fire damage to all opponents within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Press (Ex):** once every 1d4+1 rounds, the creature can crush its enemies with a trample-like attack, reducing the current HP of all opponents caught underneath it by 50%; Reflex save (DC25) for half damage; the save DC is Strength-based; after this action, the creature is considered prone, & must take a move action to stand up; this is a full-round action that does not provoke attacks of opportunity (although the move action to stand from being prone does provoke attacks of opportunity)
- **Thunder (Sp):** this is a ranged touch attack that deals 13d4 points of electricity damage to 1 opponent within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Thunder All (Sp):** this is a ranged touch attack that deals 13d4 points of electricity damage to all opponents within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use

- **Water (Sp):** this is a ranged touch attack that deals 13d4 points of water (force) damage to 1 opponent within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Water All (Sp):** this is a ranged touch attack that deals 13d4 points of water (force) damage to all opponents within 65' on a successful hit; Fortitude save (DC16) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Round Robin (Su):** the creature can switch its elemental configuration once per round, as a swift action, meaning that it will randomly have 1 of the following configurations (roll 1d4):
 - **Burning:** immune to fire damage; takes 50% more damage from cold energy; uses Fire & Fire All special attacks
 - **Dousing:** immune to water (force) damage; takes 50% more damage from electricity energy; uses Water & Water All special attacks
 - **Freezing:** immune to cold damage; takes 50% more damage from fire energy; uses Blizzard & Blizzard All special attacks
 - **Shocking:** immune to electricity damage; takes 50% more damage from water (force) energy; uses Thunder & Thunder All special attacks



Spirit

Large Outsider (Fiend)

Hit Dice: 12d8+72 (126HP)

Initiative: +8

Speed: Fly 20' (4 squares, clumsy maneuverability)

Armor Class: 19 (-1 size, +8 Dex, +2 natural); touch 17; flat-footed 11

Base Attack/Grapple: +12/+12

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/5'

Special Attacks: Blizzara, Fira, Poison Mist, Thundaga, Thundara, Watera

Special Qualities: Outsider traits, White Wind

Saves: Fort +14, Ref +16, Will +10

Abilities: Str 3 (-4), Dex 27 (+8), Con 22 (+6), Int 1 (-5), Wis 14 (+2), Cha 17 (+3)

Skills: Concentration +14, Gather Information +10, Hide +18, Listen +11, Move Silently +17, Spot +12

Feats: Alertness, Combat Reflexes, Dodge, Hover^B, Mobility, Stealthy

Environment: any (Omega Ruins)

Organization: solitary or pair

Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Healing Spring/Healing Spring (×2)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 48d6+192 (360MP)

- **Blizzara (Sp):** this is a ranged touch attack that deals 12d6+12 points of cold damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Fira (Sp):** this is a ranged touch attack that deals 12d6+12 points of fire damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Poison Mist (Su):** inflicts Poison status on all opponents within 45'; also has a inflicts Confused status; Will save (DC19) to resist; the save DC is Charisma-based; this is a full-round action that does not provoke attacks of opportunity

- **Thundaga (Sp):** this is a ranged touch attack that deals $12d6+24$ points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundara (Sp):** this is a ranged touch attack that deals $12d6+12$ points of electricity damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Watera (Sp):** this is a ranged touch attack that deals $12d6+12$ points of water (force) damage to 1 opponent within 45' on a successful hit; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **White Wind (Sp):** fully restores HP to itself; cannot heal an ally so that they have more HP than their maximum; this is a standard action that provokes attacks of opportunity; this ability costs 180MP to use



Splasher

Small Animal (Aquatic, Fiend)

Hit Dice: 3d8+3 (16HP)

Initiative: +6

Speed: Swim 30' (6 squares)

Armor Class: 15 (+1 size, +2 Dex, +2 natural); touch 13; flat-footed 13

Base Attack/Grapple: +2/-3

Attack: Slap +2 melee (1d4-1) or Bite +2 melee (1d4-1 + Poison)

Full Attack: Slap +2 melee (1d4-1) & Bite +2 melee (1d4-1 + Poison)

Space/Reach: 5'/5'

Special Attacks: Poison, Self-Destruct

Special Qualities: Animal traits, Aquatic traits

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 9 (-1), Dex 15 (+2), Con 13 (+1), Int 1 (-5), Wis 12 (+1), Cha 5 (-3)

Skills: Listen +4, Swim +2

Feats: Dodge, Improved Initiative

Environment: cold aquatic (Mt. Gagazet)

Challenge Rating: 2

Treasure: standard

Normal/Rare Steal: Grenade/Frag Grenade

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 3d6+12 (22MP)

- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC12) to resist; the save DC is Wisdom-based
- **Self-Destruct (Su):** the creature performs a suicide charge; upon a successful touch attack (+2 melee), it explodes as an immediate action, destroying it & dealing $2d6$ points of fire damage to everything within a 25' radius (no saving throw); this can only be done while swimming

**Swamp Mafdet**

Small Aberration (Fiend)

Hit Dice: 6d8+30 (57HP)

Initiative: +4

Speed: 20' (4 squares)

Armor Class: 18 (+1 size, +7 natural); touch 11; flat-footed 18

Base Attack/Grapple: +4/+4

Attack: Slam +9 melee (1d4+4)

Full Attack: 2 Slams +9 melee (1d4+4)

Space/Reach: 5'/5'

Special Attacks: N/A

Special Qualities: Aberration traits

Saves: Fort +8, Ref +2, Will +7

Abilities: Str 18 (+4), Dex 10 (+0), Con 19 (+4), Int 4 (-3), Wis 15 (+2), Cha 10 (+0)

Skills: Listen +5, Spot +5, Survival +5

Feats: Great Fortitude, Improved Initiative, Improved Toughness

Environment: underground (Bevelle)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 7

Treasure: standard

Normal/Rare Steal: N/A/N/A

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d6+48 (90MP)

**Thorn**

Medium Plant (Fiend)

Hit Dice: 7d8+14 (45HP)

Initiative: +0

Speed: 5' (1 square)

Armor Class: 8 (-4 Dex, +2 natural); touch 6; flat-footed 8

Base Attack/Grapple: +5/+6

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Fira, Pollen

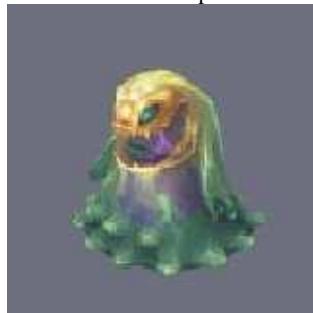
Special Qualities: Plant traits

Saves: Fort +9, Ref -2, Will +3

Abilities: Str 12 (+1), Dex 2 (-4), Con 15 (+2), Int 1 (-5), Wis 13 (+1), Cha 5 (-3)

Skills: Hide +2, Listen +4, Survival +5
 Feats: Great Fortitude, Improved Initiative, Skill Focus (Hide)
 Environment: underground (Calm Lands)
 Organization: 3 or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 7
 Treasure: standard
 Normal/Rare Steal: Silence Grenade ($\times 2$)/Ether
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 7d6+28 (52MP)

- **Fira (Sp):** this is a ranged touch attack that deals 7d6+7 points of fire damage to 1 opponent within 40' on a successful hit; Fortitude save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Pollen (Ex):** once every 1d4+1 rounds, the creature can emit a 40' cloud of deadly spores; inflicts Blind status for 3 rounds; inflicts Sleep status for 3 rounds; Fortitude save (DC14) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity



Thunder Flan

Medium Ooze (Lightning, Fiend)
 Hit Dice: 4d10+12 (34HP)
 Initiative: -5
 Speed: 10' (2 squares)
 Armor Class: 11 (-5 Dex, +6 natural); touch 5; flat-footed 11
 Base Attack/Grapple: +3/+5
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Thunder
 Special Qualities: Damage Reduction 8/magic, Lightning traits, Ooze traits, Skills
 Saves: Fort +4, Ref -1, Will -4
 Abilities: Str 14 (+2), Dex 1 (-5), Con 16 (+3), Int -- (+0), Wis 1 (-5), Cha 1 (-5)
 Skills: Climb +10
 Feats: N/A
 Environment: temperate plains (Mushroom Rock Road)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 4
 Treasure: standard
 Normal/Rare Steal: Electro Marble/Electro Marble ($\times 2$)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 8d6+32 (60MP)

- **Thunder (Sp):** this is a ranged touch attack that deals 4d4 points of electricity damage to 1 opponent within 30' on a successful hit; Fortitude save (DC12) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Skills:** the creature has a +8 racial bonus on Climb checks, & can always choose to take 10 on a Climb check, even if rushed or threatened



Tonberry

Small Aberration (Fiend)

Hit Dice: 12d8+48 (102HP)

Initiative: +0

Speed: 10' (2 squares)

Armor Class: 13 (+1 size, +2 natural); touch 11; flat-footed 13

Base Attack/Grapple: +9/+10

Attack: Chef's Knife +15 melee (4d6+5 + Vorpal)

Full Attack: Chef's Knife +15 melee (4d6+5 + Vorpal)

Space/Reach: 5'/5'

Special Attacks: Karma, Voodoo, Vorpal

Special Qualities: Aberration traits

Saves: Fort +8, Ref +4, Will +12

Abilities: Str 21 (+5), Dex 10 (+0), Con 19 (+4), Int 12 (+1), Wis 15 (+2), Cha 17 (+3)

Skills: Heal +10, Listen +9, Move Silently +6, Search +7, Sense Motive +9, Spot +8, Survival +11

Feats: Ability Focus (Karma), Diehard, Endurance, Iron Will, Self-Sufficient

Environment: underground (Calm Lands)

Organization: solitary

Challenge Rating: 12

Treasure: standard

Normal/Rare Steal: Hi-Potion/Farplane Shadow

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Karma (Su):** upon being hit by a successful attack, the creature blasts opponent that successfully hit them, automatically dealing 6 points of non-specified damage per level of the opponent; Will save (DC18) for half damage; the save DC is Wisdom-based; this ability is an immediate action that does not provoke attacks of opportunity

- **Voodoo (Su):** +10 ranged attack that deals 1,000 points of non-specified damage; 55' range; Fortitude save (DC19) for half damage; the save DC is Charisma-based; this ability is a full-round action that does not provoke attacks of opportunity, & can be done up to once every 1d4+1 rounds
- **Vorpal (Su):** once per round, the creature can add the Vorpal weapon ability to a bladed melee weapon that it wields as an immediate action; this only works if the creature makes no other attacks during that round

Tros

Medium Animal (Aquatic, Fiend)

Hit Dice: 2d8+2 (9HP)

Initiative: +3

Speed: 15' (3 squares), Swim 40' (8 squares)

Armor Class: 15 (+3 Dex, +2 natural); touch 13; flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Tentacle +2 melee (1d6+1, slashing) or Slam +2 melee (1d6+1, bludgeoning)

Full Attack: Tentacle +2 melee (1d6+1, slashing) or Slam +2 melee (1d6+1, bludgeoning)

Space/Reach: 5'/5'

Special Attacks: Nautilus Charge

Special Qualities: Animal traits, Aquatic traits

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 12 (+1), Dex 17 (+3), Con 11 (+0), Int 2 (-4), Wis 12 (+1), Cha 3 (-4)

Skills: Hide +8, Swim +4

Feats: Skill Focus (Hide)

Environment: warm aquatic (Al Bhed Territory)

Organization: solitary

Challenge Rating: 1

Treasure: standard

Normal/Rare Steal: Grenade/Grenade (x3)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 2d6+8 (15MP)

- **Nautilus Charge (Ex):** in addition to the normal benefits & hazards of a charge, this allows the creature to make a single Slam attack with a +2 attack bonus that deals 2d6+2 points of damage; this can only be done while swimming



Ultima Weapon

Huge Aberration (Fiend)

Hit Dice: 32d8+320 (464HP)

Initiative: +4
 Speed: 40' (8 squares)
 Armor Class: 18 (-2 size, +10 natural); touch 8; flat-footed 18
 Base Attack/Grapple: +24/+47
 Attack: Slam +37 melee (2d6+15) or Core Energy +22 ranged (2d6, 19-20/×3, 130' range)
 Full Attack: 2 Slams +37 melee (2d6+15) or Core Energy +22 ranged (2d6, 19-20/×3, 130' range)
 Space/Reach: 15'/15'
 Special Attacks: Break, Confused, Holy, Shimmering Rain, Silence, Sleep
 Special Qualities: Aberration traits
 Saves: Fort +20, Ref +10, Will +22
 Abilities: Str 41 (+15), Dex 10 (+0), Con 31 (+10), Int 5 (-3), Wis 18 (+4), Cha 24 (+7)
 Skills: Balance +5, Concentration +15, Jump +20, Listen +9, Spellcraft +5, Spot +9, Survival +9
 Feats: Cleave, Dodge, Great Cleave, Improved Bullrush, Improved Initiative, Improved Natural Attack (Slam), Improved Overrun, Lightning Reflexes, Mighty Blow, Power Attack, Skill Focus (Spellcraft)
 Environment: underground (Omega Ruins)
 Organization: solitary
 Challenge Rating: 21
 Treasure: 2× standard
 Normal/Rare Steal: Door to Tomorrow (×10)/Door to Tomorrow (×20)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 64d6+256 (480MP)

- **Break (Sp):** ranged touch attack that inflicts Petrified status on 1 opponent within 130' on a successful hit; Fortitude save (DC30) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 18MP to use
- **Confuse (Sp):** inflicts Confused status on 1 opponent within 130'; Will save (DC33) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 7MP to use
- **Holy (Sp):** this attack inflicts 20d6+80 points of non-specified damage to 1 opponent within 130'; Fortitude save (DC30) for half damage; the save DC is Wisdom-based; this is a full-round action that provokes attacks of opportunity; this ability costs 85MP to use
- **Shimmering Rain (Sp):** you can pelt your opponents with searing rain; this attack inflicts 32d6+32 points of acid damage to all opponents within 130'; your opponent can each make a Fortitude save (DC26) for half damage; the save DC is Intelligence -based; this is a standard action that provokes attacks of opportunity; this ability costs 42MP to use
- **Silence (Su):** inflicts Mute status for 3 rounds on 1 opponent within 130'; Fortitude save (DC30) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 5MP to use
- **Sleep (Sp):** with a successful ranged touch attack, you can inflict Sleep status (see **Status Conditions: Sleep**, above) on 1 opponent within 130'; your opponent can make a Will save (DC33) to resist; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 28MP to use



Valaha

Large Magical Beast (Fiend)
 Hit Dice: 8d10+56 (100HP)
 Initiative: +5
 Speed: 40' (8 squares)
 Armor Class: 13 (-1 size, +1 Dex, +3 natural); touch 10; flat-footed 12
 Base Attack/Grapple: +8/+18
 Attack: Bite +13 melee (1d6+6) or Gore +13 melee (1d8+6)
 Full Attack: Bite +13 melee (1d6+6) & Gore +8 melee (1d8+6)

Space/Reach: 10'/5'
 Special Attacks: Flame Ball, Trample
 Special Qualities: Magical Beast traits
 Saves: Fort +13, Ref +7, Will +3
 Abilities: Str 23 (+6), Dex 12 (+1), Con 25 (+7), Int 4 (-3), Wis 13 (+1), Cha 10 (+0)
 Skills: Jump +9, Listen +8, Survival +5
 Feats: Improved Initiative, Power Attack, Skill Focus (Listen)
 Environment: underground (Calm Lands)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 8
 Treasure: standard
 Normal/Rare Steal: Hi-Potion/Hi-Potion (x2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 16d6+64 (120MP)

- **Flame Ball (Su):** +8 ranged touch attack; inflicts 3d6 points of fire damage to all opponents within 45'; Reflex save (DC20) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4+1 rounds
- **Trample (Ex):** 1d8+9 damage; Reflex save (DC20) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity



Varuna

Large Outsider (Fiend)
 Hit Dice: 13d8+39 (97HP)
 Initiative: +6
 Speed: 40' (8 squares), Fly 60' (12 squares, average maneuverability)
 Armor Class: 19 (-1 size, +2 Dex, +8 natural); touch 11; flat-footed 19
 Base Attack/Grapple: +13/+23
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 10'/10'
 Special Attacks: Blizzaga, Death, Demi, Dispel-All, Emblem of Fate, Firaga, Pharaoh's Curse, Silence, Thundaga, Waterga
 Special Qualities: Haste, Outsider traits
 Saves: Fort +11, Ref +10, Will +10
 Abilities: Str 22 (+6), Dex 15 (+2), Con 16 (+3), Int 16 (+3), Wis 15 (+2), Cha 22 (+6)
 Skills: Bluff +18, Concentration +13, Diplomacy +16, Gather Information +13, Heal +12, Hide +13, Intimidate +16, Jump +16, Knowledge (arcana) +13, Knowledge (planes) +14, Listen +13, Move Silently +14, Search +13, Sense Motive +12, Spellcraft +14, Spot +12, Use Magic Device +13
 Feats: Dodge, Improved Initiative, Mobility, Skill Focus (Hide), Stealthy
 Environment: any (Omega Ruins)
 Organization: solitary or pair
 Challenge Rating: 11
 Treasure: standard
 Normal/Rare Steal: Farplane Wind/Shining Gem
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 52d6+208 (390MP)

- **Blizzaga (Sp):** this is a ranged touch attack that deals $13d8+26$ points of cold damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Death (Sp):** inflicts Dead status on 1 opponent within 65'; Fortitude save (DC19) to resist; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use
- **Demi (Sp):** this ability reduces the current HP of all opponents within 65' by 25%; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use
- **Dispel-All (Sp):** removes any positive conditions from all opponents within 65' (no saving throw); positive conditions include ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects; this is a full-round action that provokes attacks of opportunity; this ability costs 12MP to use
- **Emblem of Fate (Su):** this attack inflicts $13d6+13$ points of non-specified damage to all opponents within 65'; Fortitude save (DC18) to resist; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity
- **Firaga (Sp):** this is a ranged touch attack that deals $13d8+26$ points of fire damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Pharaoh's Curse (Su):** upon being hit by a successful physical attack, the creature retaliates with a blast of magical energy (as an immediate action that does not provoke attacks of opportunity) that strikes the opponent who hit it, inflicting the following status effects:
 - inflicts Blind status for 1 hour on 1 opponent; Fortitude save (DC22) to resist; the save DC is Charisma-based
 - inflicts Cursed status on 1 opponent; Fortitude save (DC22) to resist; the save DC is Charisma-based
 - inflicts Mute status for 1 hour on 1 opponent; Fortitude save (DC22) to resist; the save DC is Charisma-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC22) to resist; the save DC is Charisma-based
- **Silence (Su):** inflicts Mute status for 3 rounds on 1 opponent within 65'; Fortitude save (DC18) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 5MP to use
- **Thundaga (Sp):** this is a ranged touch attack that deals $13d8+26$ points of electricity damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Waterga (Sp):** this is a ranged touch attack that deals $13d8+26$ points of water (force) damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Haste (Sp):** the creature grants itself a +10 bonus to its initiative for the rest of the encounter; in addition, it can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated if it is successfully hit with a *slow* effect, a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *haste* effects do not stack; this is a standard action that does not provoke attacks of opportunity (although subsequent hasted actions provoke attacks of opportunity as normal); this ability costs 8MP to use



Vouivre #1

Large Animal (Fiend)

Hit Dice: $3d8+6$ (19HP)

Initiative: +1

Speed: 30' (6 squares)

Armor Class: 12 (-1 size, +1 Dex, +2 natural); touch 10; flat-footed 11
 Base Attack/Grapple: +2/+9
 Attack: Bite +4 melee (1d8+3)
 Full Attack: Bite +4 melee (1d8+3)
 Space/Reach: 10'/5'
 Special Attacks: N/A
 Special Qualities: Animal traits
 Saves: Fort +5, Ref +4, Will +3
 Abilities: Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 1 (-5), Wis 15 (+2), Cha 8 (-1)
 Skills: Listen +5, Spot +5
 Feats: Alertness, Track
 Environment: temperate plains (Luca)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 2
 Treasure: standard
 Normal/Rare Steal: N/A/N/A
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 3d6+12 (22MP)

Vouivre #2

Large Animal (Fiend)
 Hit Dice: 4d8+4 (22HP)
 Initiative: +2
 Speed: 30' (6 squares)
 Armor Class: 13 (-1 size, +2 Dex, +2 natural); touch 11; flat-footed 11
 Base Attack/Grapple: +3/+11
 Attack: Bite +6 melee (1d8+4 + Slow)
 Full Attack: Bite +6 melee (1d8+4 + Slow)
 Space/Reach: 10'/5'
 Special Attacks: Breath, Slow
 Special Qualities: Animal traits
 Saves: Fort +5, Ref +6, Will +3
 Abilities: Str 19 (+4), Dex 14 (+2), Con 13 (+1), Int 1 (-5), Wis 15 (+2), Cha 8 (-1)
 Skills: Listen +6, Spot +5
 Feats: Alertness, Track
 Environment: temperate plains (Mushroom Rock Road)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 4
 Treasure: standard
 Normal/Rare Steal: Potion/Silver Hourglass
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 4d6+16 (30MP)

- **Breath (Su):** once every 1d4+1 rounds, the creature can emit a 35' cone of deadly breath, dealing 1d8 points of acid damage; Reflex save (DC14) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Slow (Su):** inflicts Slowed status for 3 rounds on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based

Warrior Monk #1

Hume Crusader 8
 Medium Humanoid
 Hit Dice: 8d8+8 (44HP)
 Initiative: +0
 Speed: 30' (6 squares)
 Armor Class: 14 (+4 light fortification chain shirt); touch 10; flat-footed 14
 Base Attack/Grapple: +6/+8
 Attack: +2 Wounding Gun +8 ranged (2d6+2 +1Con, 19-20/x2, 40' range)
 Full Attack: +2 Wounding Gun +8/+3 ranged (2d6+2 +1Con, 19-20/x2, 40' range)

Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Humanoid traits
Saves: Fort +1, Ref +0, Will +2
Abilities: Str 14 (+2), Dex 11 (+0), Con 13 (+1), Int 9 (-1), Wis 10 (+0), Cha 8 (-1)
Skills: Climb +4, Jump +5, Profession (crusader) +4, Sense Motive +2
Feats: Iron Will, Point Blank Shot, Rapid Shot, Weapon Focus (Gun)
Environment: any (Bevelle)
Challenge Rating: 7
Treasure: standard + Medium +2 Wounding Gun & Light Fortification Chain Shirt
Normal/Rare Steal: Hi-Potion (x2)/Purifying Salt
Alignment: often Lawful Neutral
Advancement: by character class
Level Adjustment: N/A
Magic Pool: 8d6+32 (60MP)

Warrior Monk #2

Hume Crusader 8
Medium Humanoid
Hit Dice: 8d8+19 (55HP)
Initiative: +0
Speed: 30' (6 squares)
Armor Class: 14 (+4 light fortification chain shirt); touch 10; flat-footed 14
Base Attack/Grapple: +6/+7
Attack: +1 Flamethrower +7 ranged (3d6+1 fire, 25' maximum range)
Full Attack: +1 Flamethrower +7 ranged (3d6+1 fire, 25' maximum range)
Space/Reach: 5'/5'
Special Attacks: N/A
Special Qualities: Humanoid traits
Saves: Fort +2, Ref +0, Will +2
Abilities: Str 13 (+1), Dex 11 (+0), Con 14 (+2), Int 8 (-1), Wis 10 (+0), Cha 9 (-1)
Skills: Climb +5, Jump +4, Profession (crusader) +5, Sense Motive +2
Feats: Iron Will, Skill Focus (Profession), Toughness, Track
Environment: any (Bevelle)
Challenge Rating: 7
Treasure: standard + Medium +1 Flamethrower & Light Fortification Chain Shirt
Normal/Rare Steal: Hi-Potion/Purifying Salt
Alignment: often Lawful Neutral
Advancement: by character class
Level Adjustment: N/A
Magic Pool: 8d6+32 (60MP)



Wasp

Medium Vermin (Fiend)

Hit Dice: 7d8+7 (38HP)

Initiative: +5

Speed: 10' (2 squares), Fly 50' (10 squares, good maneuverability)

Armor Class: 17 (+5 Dex, +2 natural); touch 15; flat-footed 12

Base Attack/Grapple: +5/+5

Attack: Sting +5 melee (1d6 + Poison)

Full Attack: Sting +5 melee (1d6 + Poison)

Space/Reach: 5'/5'

Special Attacks: Poison

Special Qualities: Vermin traits

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 10 (+0), Dex 20 (+5), Con 13 (+1), Int -- (+0), Wis 12 (+1), Cha 9 (-1)

Skills: N/A
 Feats: Hover^B
 Environment: cold forest (Macalania)
 Organization: 3 or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 5
 Treasure: standard
 Normal/Rare Steal: Hi-Potion/Poison Fang
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 7d6+28 (52MP)

- **Poison (Ex):** inflicts Poison status on 1 opponent; Fortitude save (DC14) to resist; the save DC is Wisdom-based



Water Flan
 Medium Ooze (Aquatic, Fiend)
 Hit Dice: 1d10+2 (7HP)
 Initiative: -5
 Speed: 10' (2 squares)
 Armor Class: 11 (-5 Dex, +6 natural); touch 5; flat-footed 11
 Base Attack/Grapple: +0/+1
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Water
 Special Qualities: Aquatic traits, Damage Reduction 2/magic, Ooze traits, Skills
 Saves: Fort +2, Ref -5, Will -5
 Abilities: Str 12 (+1), Dex 1 (-5), Con 14 (+2), Int -- (+0), Wis 1 (-5), Cha 1 (-5)
 Skills: Climb +9
 Feats: N/A
 Environment: warm aquatic, warm marshes, or warm plains (Besaid)
 Organization: pair or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 1
 Treasure: standard
 Normal/Rare Steal: Fish Scale/Dragon Scale
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 2d6+8 (30MP)

- **Water (Sp):** this is a ranged touch attack that deals 1d4 points of water (force) damage to 1 opponent within 30' on a successful hit; Fortitude save (DC10) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use
- **Skills:** the creature has a +8 racial bonus on Climb checks, & can always choose to take 10 on a Climb check, even if rushed or threatened

Wendigo
 Large Monstrous Humanoid (Fiend)

Hit Dice: 14d8+42 (105HP)
 Initiative: +1
 Speed: 40' (8 squares)
 Armor Class: 12 (-1 size, +1 Dex, +2 natural); touch 10; flat-footed 11
 Base Attack/Grapple: +14/+25
 Attack: Slam +20 melee (2d6+7)
 Full Attack: 2 Slams +20 melee (2d6+7)
 Space/Reach: 10'/10'
 Special Attacks: Counterattack
 Special Qualities: Monstrous Humanoid traits, Powerful Build
 Saves: Fort +9, Ref +10, Will +11
 Abilities: Str 24 (+7), Dex 12 (+1), Con 17 (+3), Int 7 (-2), Wis 14 (+2), Cha 10 (+0)
 Skills: Climb +11, Jump +12, Intimidate +4, Survival +6
 Feats: Cleave, Great Fortitude, Improved Bullrush, Power Attack, Run
 Environment: cold plains (Macalania)
 Organization: hunting party (1 with 2 **Guado Guardian #1**)
 Challenge Rating: 12
 Treasure: 2× standard
 Normal/Rare Steal: Hi-Potion/X-Potion
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 14d6+52 (105MP)

- **Counterattack (Ex):** upon being hit by a successful physical attack, the creature gains 1 extra attack of opportunity against an opponent that successfully hit them, even if the attack wouldn't normally allow an attack of opportunity
- **Powerful Build (Ex):** whenever the creature is subject to any size modifier, it is treated as 1 size larger if doing so is advantageous to it; it is also considered to be 1 size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it; the creature can use weapons designed for a creature 1 size larger without penalty; however, its space & reach remain those of a creature of its actual size; the benefits of this racial trait stack with the effects of powers, abilities, & spells that change the subject's size category



White Element

Medium Elemental (Cold, Fiend)
 Hit Dice: 5d8+5 (27HP)
 Initiative: +6
 Speed: Fly 20' (4 squares, poor maneuverability)
 Armor Class: 15 (+2 Dex, +3 natural); touch 12; flat-footed 13
 Base Attack/Grapple: +3/+4
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 5'/5'
 Special Attacks: Blizzard
 Special Qualities: Cold traits, Damage Reduction 5/magic, Elemental traits

Saves: Fort +5, Ref +3, Will +1
 Abilities: Str 12 (+1), Dex 14 (+2), Con 12 (+1), Int 4 (-3), Wis 11 (+0), Cha 12 (+1)
 Skills: Listen +6, Spot +6
 Feats: Alertness, Hover^B, Improved Initiative
 Environment: any (Mi'ihen Highroad)
 Organization: 3 or party (1 with a group of 1-3 Fiends)
 Challenge Rating: 3
 Treasure: standard
 Normal/Rare Steal: Antarctic Wind/Antarctic Wind (×2)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 10d6+40 (75MP)

- **Blizzard (Sp):** this is a ranged touch attack that deals 5d4 points of cold damage to 1 opponent within 30' on a successful hit; Fortitude save (DC12) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Worker

Small Construct (Machina)
 Hit Dice: 3d10+10 (26HP)
 Initiative: +0
 Speed: 30' (6 squares)
 Armor Class: 13 (+1 size, +2 natural); touch 11; flat-footed 13
 Base Attack/Grapple: +2/+0
 Attack: Gore +5 melee (1d4+2)
 Full Attack: Gore +5 melee (1d4+2)
 Space/Reach: 5'/5'
 Special Attacks: N/A
 Special Qualities: Construct traits, Machina traits
 Saves: Fort +3, Ref +1, Will +1
 Abilities: Str 15 (+2), Dex 10 (+0), Con -- (+0), Int 1 (-5), Wis 11 (+0), Cha 1 (-5)
 Skills: Listen +3, Spot +6
 Feats: Great Fortitude, Skill Focus (Spot)
 Environment: any (Luca)
 Challenge Rating: 2
 Treasure: standard + 1 Hi-Potion
 Normal/Rare Steal: N/A/N/A
 Alignment: always Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 3d4 (7MP)



Wraith

Large Undead (Fiend, Incorporeal)

Hit Dice: 14d12+14 (105HP)

Initiative: +7

Speed: Fly 30' (6 squares, perfect maneuverability)

Armor Class: 20 (-1 size, +7 Dex, +4 deflection); touch 20; flat-footed 13

Base Attack/Grapple: +7/+17

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Blizzaga, Death, Doom, Firaga, Thundaga, Waterga

Special Qualities: Incorporeal traits, Undead traits

Saves: Fort +4, Ref +11, Will +12

Abilities: Str 22 (+6), Dex 25 (+7), Con -- (+0), Int 14 (+2), Wis 16 (+3), Cha 19 (+4)

Skills: Bluff +10, Concentration +8, Diplomacy +9, Hide +13, Intimidate +12, Knowledge (religion) +8, Listen +9, Move Silently +14, Search +8, Sense Motive +10, Spot +9

Feats: Ghostly Grasp, Improved Initiative, Improved Toughness, Persuasive, Stealthy

Environment: any (Sin)

Organization: solitary or pair

Challenge Rating: 11

Treasure: standard

Normal/Rare Steal: Farplane Shadow/Farplane Wind

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 14d4 (35MP)

- **Blizzaga (Sp):** this is a ranged touch attack that deals 14d8+28 points of cold damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Death (Sp):** inflicts Dead status on 1 opponent within 65'; Fortitude save (DC19) to resist; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use
- **Doom (Sp):** 1 opponent within 65' automatically acquires Doomed status (no saving throw); this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Firaga (Sp):** this is a ranged touch attack that deals 14d8+28 points of fire damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Thundaga (Sp):** this is a ranged touch attack that deals 14d8+28 points of electricity damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use

- **Waterga (Sp):** this is a ranged touch attack that deals 14d8+28 points of water (force) damage to 1 opponent within 65' on a successful hit; Fortitude save (DC19) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use



Xiphos

Large Magical Beast (Fiend)

Hit Dice: 9d10+18 (67HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 14 (-1 size, +3 Dex, +2 natural); touch 12; flat-footed 11

Base Attack/Grapple: +9/+14

Attack: Slam +9 melee (1d8+1)

Full Attack: 2 Slams +9 melee (1d8+1)

Space/Reach: 10'/5'

Special Attacks: N/A

Special Qualities: Magical Beast traits

Saves: Fort +8, Ref +9, Will +3

Abilities: Str 13 (+1), Dex 17 (+3), Con 14 (+2), Int 3 (-4), Wis 11 (+0), Cha 10 (+0)

Skills: Hide +4, Jump +4, Listen +3, Move Silently +8

Feats: Dodge, Mobility, Spring Attack, Stealthy

Environment: cold forest (Macalania)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 7

Treasure: standard

Normal/Rare Steal: Hi-Potion/Mega Potion

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 18d6+72 (135MP)



YAT-97

Large Construct

Hit Dice: 10d10+30 (85HP)

Initiative: +8

Speed: Fly 20' (4 squares, clumsy maneuverability)

Armor Class: 19 (-1 size, +8 Dex, +2 natural); touch 17; flat-footed 11

Base Attack/Grapple: +7/+13

Attack: Cannon +14 ranged (3d6, 45' range)

Full Attack: 2 Cannons +14 ranged (3d6, 45' range)

Space/Reach: 10'/5'
 Special Attacks: Big Gun
 Special Qualities: Construct traits, Damage Reduction 15/magic
 Saves: Fort +5, Ref +11, Will +5
 Abilities: Str 14 (+2), Dex 27 (+8), Con -- (+0), Int 1 (-5), Wis 14 (+2), Cha 1 (-5)
 Skills: Listen +6, Move Silently +12, Spot +7
 Feats: Hover^B, Far Shot, Great Fortitude, Point Blank Shot, Precise Shot
 Environment: any (Zanarkand Ruins)
 Organization: pair or party (1 with a group of 2 Constructs)
 Challenge Rating: 10
 Treasure: standard + 2 Phoenix Downs
 Normal/Rare Steal: Holy Water (x3)/Ether (x2)
 Alignment: always Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 10d4 (25MP)

- **Big Gun (Ex):** once every 1d4 rounds, the creature can launch an explosive blast; this attack that deals 2d6 points of piercing damage & 2d6 points of fire damage to all opponents within 45'; all creatures can make a Fortitude save (DC23) for half damage; the save DC is Dexterity-based; this ability is a standard action that does not provoke attacks of opportunity



YAT-99

Large Construct
 Hit Dice: 8d10+30 (74HP)
 Initiative: +7
 Speed: Fly 20' (4 squares, clumsy maneuverability)
 Armor Class: 18 (-1 size, +7 Dex, +2 natural); touch 16; flat-footed 11
 Base Attack/Grapple: +6/+11
 Attack: Cannon +12 ranged (2d8, 45' range)
 Full Attack: 2 Cannons +12 ranged (2d8, 45' range)
 Space/Reach: 10'/5'
 Special Attacks: Big Gun
 Special Qualities: Construct traits, Damage Reduction 12/magic
 Saves: Fort +4, Ref +9, Will +3
 Abilities: Str 12 (+1), Dex 25 (+7), Con -- (+0), Int 1 (-5), Wis 12 (+1), Cha 1 (-5)
 Skills: Listen +5, Move Silently +11, Spot +6
 Feats: Hover^B, Far Shot, Great Fortitude, Point Blank Shot, Precise Shot
 Environment: any (Bevelle)
 Organization: pair or party (1 with a group of 2 Constructs)
 Challenge Rating: 8
 Treasure: standard + 1 Phoenix Down
 Normal/Rare Steal: Remedy/Ether
 Alignment: always Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 8d4 (20MP)

- **Big Gun (Ex):** once every 1d4 rounds, the creature can launch an explosive blast; this attack that deals 2d6 points of piercing damage & 2d6 points of fire damage to all opponents within 45'; all creatures can make a Fortitude save (DC21) for half damage; the save DC is Dexterity-based; this ability is a standard action that does not provoke attacks of opportunity



Yellow Element

Medium Elemental (Lightning, Fiend)

Hit Dice: 2d8 (9HP)

Initiative: +2

Speed: Fly 20' (4 squares, poor maneuverability)

Armor Class: 14 (+2 Dex, +2 natural); touch 12; flat-footed 12

Base Attack/Grapple: +1/+2

Attack: N/A

Full Attack: N/A

Space/Reach: 5'/5'

Special Attacks: Thunder

Special Qualities: Damage Reduction 2/magic, Elemental traits, Lightning traits

Saves: Fort +0, Ref +5, Will -1

Abilities: Str 12 (+1), Dex 14 (+2), Con 10 (+0), Int 4 (-3), Wis 9 (-1), Cha 12 (+1)

Skills: Listen +4, Spot +3

Feats: Alertness, Hover^B

Environment: any (Kilika)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 1

Treasure: standard

Normal/Rare Steal: Electro Marble/Lightning Marble

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 4d6+16 (30MP)

- **Thunder (Sp):** this is a ranged touch attack that deals 2d4 points of electricity damage to 1 opponent within 30' on a successful hit; Fortitude save (DC10) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use



Yenke Ronso

Ronso Pugilist 11/Lancer 2

Large Monstrous Humanoid

Hit Dice: (11d8+55) + (2d12+10) (127HP)

Initiative: +2

Speed: 40' (8 squares)

Armor Class: 14 (-1 size, +2 Dex, +3 buckler); touch 11; flat-footed 12
 Base Attack/Grapple: +10/+18
 Attack: Gore +13 melee (1d4+4)
 Full Attack: Gore +13 melee (1d4+4) & Slam +8 melee (1d8+4)
 Space/Reach: 10'/10'
 Special Attacks: Aqua Breath, Bulldoze, Flame Breath
 Special Qualities: Haste, White Wind
 Saves: Fort +11, Ref +9, Will +5
 Abilities: Str 19 (+4), Dex 14 (+2), Con 20 (+5), Int 12 (+1), Wis 11 (+2), Cha 8 (+1)
 Skills: Balance +7, Climb +6, Concentration +6, Gather Information +6, Handle Animal +6, Jump +7, Listen +6, Move Silently +6, Ride +5, Search +6, Sense Motive +6, Spot +6, Tumble +7
 Feats: Cleave, Combat Casting, Empower Spell, Power Attack, Run
 Environment: cold mountains (Mt. Gagazet)
 Organization: pair (with **Biran Ronso**)
 Challenge Rating: 14
 Treasure: standard
 Normal/Rare Steal: Level 3 Key Sphere/Level 3 Key Sphere (x2)
 Alignment: Chaotic Neutral
 Advancement: by character class
 Level Adjustment: +1
 Magic Pool: (33d6+132) + (8d6+32) (307MP)

- **Aqua Breath (Su):** automatically hits all opponents within 65', dealing 2d8+4 points of water (force) damage; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Bulldoze (Ex):** in addition to the normal benefits & hazards of a charge, this allows the creature to make a single Gore attack with a +2 attack bonus that deals (1d4+6)x2 points of damage
- **Flame Breath (Su):** automatically hits all opponents within 65', dealing 2d6 points of fire damage; Fortitude save (DC18) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Haste (Sp):** the creature grants itself a +10 bonus to its initiative for the rest of the encounter; in addition, it can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated if it is successfully hit with a *slow* effect, a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *haste* effects do not stack; this is a standard action that does not provoke attacks of opportunity (although subsequent hastened actions provoke attacks of opportunity as normal); this ability costs 8MP to use
- **White Wind (Sp):** fully restores HP to all allies within 65' (including itself); cannot heal an ally so that they have more HP than their maximum; this is a standard action that provokes attacks of opportunity; this ability costs 180MP to use



YKT-11

Large Construct
 Hit Dice: 10d10+30 (85HP)
 Initiative: +7
 Speed: 30' (6 squares)
 Armor Class: 18 (-1 size, +7 Dex, +2 natural); touch 16; flat-footed 11
 Base Attack/Grapple: +7/+15
 Attack: Slam +9 melee (1d8+3)
 Full Attack: 2 Slams +9 melee (1d8+3)
 Space/Reach: 10'/10'
 Special Attacks: Thrust Kick
 Special Qualities: Construct traits, Damage Reduction 10/magic

Saves: Fort +5, Ref +10, Will +5
 Abilities: Str 16 (+3), Dex 25 (+7), Con -- (+0), Int 1 (-5), Wis 14 (+2), Cha 1 (-5)
 Skills: Jump +7, Listen +9, Spot +8
 Feats: Alertness, Cleave, Great Fortitude, Power Attack
 Environment: any (Zanarkand Ruins)
 Organization: pair or party (1 with a group of 2 Constructs)
 Challenge Rating: 10
 Treasure: standard + 2 Hi-Potions
 Normal/Rare Steal: Holy Water ($\times 3$)/Ether ($\times 2$)
 Alignment: Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 10d4 (25MP)

- **Thrust Kick (Ex):** the creature can unleash a devastating kick, hitting 1 opponent within reach with a Slam attack at +9 melee (1d8+3); opponent must make a Reflex save (DC22) or be thrown $(1d6+2) \times 10'$, taking 1d6 falling damage for each 10'; the save DC is Dexterity-based; this is a full-round action that does not provoke attacks of opportunity



YKT-63

Large Construct
 Hit Dice: 8d10+30 (74HP)
 Initiative: +6
 Speed: 30' (6 squares)
 Armor Class: 17 (-1 size, +6 Dex, +2 natural); touch 15; flat-footed 11
 Base Attack/Grapple: +6/+12
 Attack: Slam +7 melee (1d8+2)
 Full Attack: 2 Slams +7 melee (1d8+2)
 Space/Reach: 10'/10'
 Special Attacks: Thrust Kick
 Special Qualities: Construct traits, Damage Reduction 8/magic
 Saves: Fort +4, Ref +8, Will +3
 Abilities: Str 14 (+2), Dex 23 (+6), Con -- (+0), Int 1 (-5), Wis 12 (+1), Cha 1 (-5)
 Skills: Jump +6, Listen +7, Spot +6
 Feats: Alertness, Great Fortitude, Power Attack
 Environment: any (Bevelle)
 Organization: pair or party (1 with a group of 2 Constructs)
 Challenge Rating: 8
 Treasure: standard + 1 Hi-Potion
 Normal/Rare Steal: Remedy/Ether
 Alignment: Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 8d4 (20MP)

- **Thrust Kick (Ex):** the creature can unleash a devastating kick, hitting 1 opponent within reach with a Slam attack at +7 melee (1d8+2); opponent must make a Reflex save (DC20) or be thrown $(1d4+2) \times 10'$, taking 1d6 falling damage for each 10'; the save DC is Dexterity-based; this is a full-round action that does not provoke attacks of opportunity



Yojimbo

Large Outsider (Aeon)

Hit Dice: 18d8+144 (225HP)

Initiative: +3

Speed: 30' (6 squares)

Armor Class: 29 (-1 size, +3 Dex, +17 natural); touch 12; flat-footed 26

Base Attack/Grapple: +18/+31

Attack: +3 Katana +30 melee (4d6+14, 17-20/x2)

Full Attack: +3 Katana +30/+25/+20/+15 melee (4d6+14, 17-20/x2)

Space/Reach: 10'/10'

Special Attacks: Daigoro, Kozuka, Wakizashi, Zanmato

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Outsider traits

Saves: Fort +19, Ref +14, Will +16

Abilities: Str 29 (+9), Dex 16 (+3), Con 26 (+8), Int 18 (+4), Wis 20 (+5), Cha 23 (+6)

Skills: Balance +15, Climb +21, Concentration +20, Diplomacy +18, Gather Information +17, Heal +19, Intimidate +18, Jump +21, Knowledge (arcana) +16, Knowledge (planes) +16, Listen +17, Move Silently +15, Perform +16, Search +16, Sense Motive +17, Spellcraft +16, Spot +17, Survival +19, Tumble +15, Use Magic Device +16

Feats: Improved Critical, Power Attack, Quick Draw, Self-Sufficient, Two-Weapon Fighting, Weapon Focus, Weapon Specialization

Environment: any (Calm Lands)

Organization: solitary

Challenge Rating: 17

Treasure: 2x standard + Large +3 Katana (bastard sword)

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 72d6+288 (540MP)

- **Daigoro (Su):** Daigoro can make a special slam attack (+11 melee; 1d8+10 bludgeoning damage) to 1 opponent within 50' of your companion; this is a standard action that does not provoke an attack opportunity for either Yojimbo or Daigoro
- **Kozuka (Su):** throwing a magical knife is a +31 ranged attack on a single opponent within 95' that deals 2d8 force damage; this is a standard action that does not provoke attacks of opportunity
- **Wakizashi (Su):** +26 melee attacks (using the Katana) against all opponents within reach, dealing 21 points of slashing damage to all; this is a standard action that does not provoke attacks of opportunity
- **Zanmato (Su):** +27 melee attack (using the Katana) against any 1 opponent within reach, severing the head of any creature it successfully strikes (no saving throw); some creatures, such as many Aberrations & all Oozes, have no heads; others, such as golems & Undead creatures other than vampires, are not affected by the loss of their heads; most other creatures, however, automatically die (-10HP) when their heads are cut off; this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use

- **Aeon Boost (Ex):** Yojimbo can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Yojimbo can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round



Yowie

Medium Animal (Fiend)

Hit Dice: 7d8+7 (38HP)

Initiative: +4

Speed: 30' (6 squares)

Armor Class: 16 (+4 Dex, +2 natural); touch 14; flat-footed 12

Base Attack/Grapple: +5/+7

Attack: Bite +7 melee (1d6+2 + Mute or Petrified)

Full Attack: Bite +7 melee (1d6+2 + Mute or Petrified)

Space/Reach: 5'/5'

Special Attacks: Mute, Petrified

Special Qualities: Animal traits

Saves: Fort +6, Ref +11, Will +4

Abilities: Str 14 (+2), Dex 18 (+4), Con 13 (+1), Int 1 (-5), Wis 14 (+2), Cha 7 (-2)

Skills: Jump +5, Listen +8, Spot +7

Feats: Alertness, Dodge, Lightning Reflexes

Environment: underground (Calm Lands)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 6

Treasure: standard

Normal/Rare Steal: Soft/Petrify Grenade

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 7d6+28 (52MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent within 30'; Fortitude save (DC15) to resist; the save DC is Wisdom-based
- **Petrified (Su):** inflicts Petrified status on 1 opponent within 30'; Fortitude save (DC15) to resist; the save DC is Wisdom-based

Yu Pagoda

Huge Construct

Hit Dice: 20d10+40 (150HP)

Initiative: +1

Speed: Fly 10' (2 squares, poor maneuverability)

Armor Class: 15 (-2 size, -1 Dex, +8 natural); touch 7; flat-footed 15

Base Attack/Grapple: +15/+40

Attack: N/A

Full Attack: N/A

Space/Reach: 15'/15'

Special Attacks: Curse, Osmose

Special Qualities: Construct traits, Power Heave, Resurgent Form

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 35 (+17), Dex 9 (-1), Con -- (+0), Int -- (+0), Wis 11 (+0), Cha 1 (-5)

Skills: N/A

Feats: Hover^B

Environment: any (Sin)

Organization: cabal (pair with **Braska's Final Aeon** or **Yu Yevon**)

Challenge Rating: 14

Treasure: N/A

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 20d4 (50MP)

- **Curse (Su):** upon being hit by a successful physical attack, the creature retaliates with a blast of magical energy (as an immediate action that does not provoke attacks of opportunity) that strikes the opponent who hit it, inflicting the following status effects:
 - inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC20) to resist; the save DC is Charisma-based
 - inflicts Cursed status on 1 opponent; Fortitude save (DC20) to resist; the save DC is Charisma-based
 - inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC20) to resist; the save DC is Charisma-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC20) to resist; the save DC is Charisma-based
 - inflicts Sleep status for 3 rounds on 1 opponent; Fortitude save (DC20) to resist; the save DC is Charisma-based
- **Osmose (Su):** this is a touch attack that transfers 1 opponent's entire MP pool to the creature's own; the opponent can make a Will save (DC20) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use
- **Power Heave (Su):** cures $3d6+20$ points of damage to any ally within 70' (including itself); since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Fortitude save (DC25) to take half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Resurgent Form (Ex):** if the creatures hit points fall below -10, it will return to life in $1d4+2$ rounds, regaining its full amount of HP in the process; the only way to permanently destroy the creature is to kill the being that is assigned to protect (see Organization); this an immediate action that does not provoke attacks of opportunity



Yu Yevon

Large Undead (Unsent, Incorporeal) Hume Summoner 30

Hit Dice: 50d12+50 (375HP)

Initiative: +21

Speed: 30' (6 squares), Fly 60' (12 squares, poor maneuverability)

Armor Class: 40 (-1 size, +21 Dex, +10 ring); touch 30; flat-footed 19

Base Attack/Grapple: +25/+48

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Gravija, Osmose, Possession, Ultima

Special Qualities: Curaga, Incorporeal traits, Undead traits, Unsent traits

Saves: Fort +15, Ref +36, Will +40

Abilities: Str 48 (+19), Dex 52 (+21), Con -- (+0), Int 27 (+8), Wis 36 (+13), Cha 22 (+6)

Skills: Appraise +31, Bluff +35, Concentration +24, Craft (Aeon) +31, Decipher Script +31, Diplomacy +29, Disable Device +44, Disguise +32, Gather Information +36, Heal +36, Hide +36, Intimidate +32, Knowledge (arcana) +32, Knowledge (geography) +31, Knowledge (history) +32, Knowledge (religion) +31, Knowledge (planes) +31, Listen +38, Move Silently +47, Perform +27, Search +31, Sense Motive +37, Spellcraft +36, Spot +38, Survival +36, Tumble +44, Use Magic Device +33

Feats: Alertness, Dodge, Combat Casting, Craft Construct, Gravija, Great Fortitude, Hover, Improved Toughness, Leadership, Lightning Reflexes, Magical Aptitude, Mobility, Persuasive, Silent Spell, Skill Focus (Hide), Stealthy, Still Spell, Wingover

Environment: any (Sin)

Organization: cabal (1 with 2 **Yu Pagoda**)

Challenge Rating: 25

Treasure: N/A

Normal/Rare Steal: N/A/N/A

Alignment: Lawful Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 150d6+600 (1,125MP)

- **Gravija (Sp):** this ability reduces the current HP of all opponents within 125' by 75%; opponents can each make a Reflex save (DC43) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 256MP to use

- **Osmose (Su):** this is a touch attack that transfers 1 opponent's entire MP pool to the creature's own; the opponent can make a Will save (DC41) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use
- **Possession (Sp):** Yu Yevon can attempt to invade the body of any summoned Aeon within 125'; the Aeon can make a Will save (DC41) to resist possession, adding their Summoner's Wisdom modifier to the saving throw; the save DC is Charisma-based; upon a successful possession, the creature can control the Aeon's body, inhabiting like a second skin for as long as the creature wishes; this is a full-round action that provokes attack of opportunity; this ability costs 117MP to use
- **Ultima (Sp):** this attack inflicts $20d6+80$ points of non-specified damage to all opponents within 125'; your opponents can each make a Fortitude save (DC43) for half damage; the save DC is Intelligence-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
- **Curaga (Sp):** cures $6d8+20$ points of damage to itself; since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC41) to take half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use



Yunalesca (1st Form)

Medium Undead (Unsent) Hume Summoner 25
Hit Dice: 25d12 (162HP)
Initiative: +3
Speed: 30' (6 squares)
Armor Class: 23 (+3 Dex, +10 ring); touch 13; flat-footed 20
Base Attack/Grapple: +12/+13
Attack: Tentacle +13 melee (5d6+1 + Dispel)
Full Attack: 2 Tentacles +13 melee (5d6+1 + Dispel)
Space/Reach: 5'/5'
Special Attacks: Absorb, Blind, Dispel, Mute, Sleep
Special Qualities: Resurgent Form, Undead traits, Unsent traits
Saves: Fort +10, Ref +11, Will +18
Abilities: Str 12 (+1), Dex 17 (+3), Con -- (+0), Int 19 (+4), Wis 18 (+4), Cha 16 (+3)
Skills: Appraise +13, Bluff +14, Concentration +9, Decipher Script +13, Diplomacy +12, Disguise +12, Gather Information +12, Heal +13, Hide +12, Intimidate +13, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (religion) +13, Knowledge (planes) +13, Listen +15, Move Silently +12, Perform +12, Search +13, Sense Motive +13, Spellcraft +18, Spot +15, Survival +13, Tumble +12, Use Magic Device +15
Feats: Absorb, Alertness, Combat Casting, Great Fortitude, Magical Aptitude, Persuasive, Power Attack, Silent Spell, Skill Focus (Spellcraft), Still Spell
Environment: any (Zanarkand Ruins)
Organization: solitary
Challenge Rating: 16
Treasure: N/A
Normal/Rare Steal: Mega Potion/Farplane Wind
Alignment: Lawful Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 125d6+500 (937MP)

- **Absorb (Sp):** with a successful ranged touch attack, the creature reduces the current HP of 1 opponent within 90' by 50%, transferring ½ of those hit points from the opponent's HP pool to their own (the remaining 25% is lost); the opponent can make a Fortitude save (DC25) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 108MP to use
- **Blind (Ex):** inflicts Blind status for 3 rounds on 1 opponent within 90'; Fortitude save (DC26) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
- **Dispel (Sp):** removes positive conditions from 1 opponent within 90' (no saving throw); positive conditions include *haste* effects, *hastega* effects, *shell* effects, & *protect* effects
- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent within 90'; Fortitude save (DC26) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent within 90'; Fortitude save (DC26) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
- **Resurgent Form (Ex):** when Yunalesca's hit points fall below 1, she will transform into her second form, regaining her full amount of HP in the process; this an immediate action that does not provoke attacks of opportunity



Yunalesca (2nd Form)

Large Undead (Unsent) Hume Summoner 25

Hit Dice: 27d12 (175HP)

Initiative: +2

Speed: 20' (4 squares)

Armor Class: 22 (-1 size, +3 Dex, +10 ring); touch 12; flat-footed 19

Base Attack/Grapple: +13/+22

Attack: Tentacle +17 melee (5d8+5 + Dispel)

Full Attack: Hell Biter (4 Tentacles) +17 melee (5d8+5 + Zombie)

Space/Reach: 10'/10'

Special Attacks: Absorb, Dispel, Zombie

Special Qualities: Cura, Curaga, Regen, Resurgent Form, Undead traits, Unsent traits

Saves: Fort +11, Ref +13, Will +19

Abilities: Str 20 (+5), Dex 15 (+2), Con -- (+0), Int 19 (+4), Wis 18 (+4), Cha 16 (+3)

Skills: Appraise +14, Bluff +14, Concentration +10, Decipher Script +14, Diplomacy +13, Disguise +12, Gather Information +13, Heal +14, Hide +11, Intimidate +14, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (nature) +13, Knowledge (religion) +14, Knowledge (planes) +13, Listen +16, Move Silently +11, Perform +12, Search +14, Sense Motive +14, Spellcraft +19, Spot +16, Survival +13, Tumble +11, Use Magic Device +16

Feats: Absorb, Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Magical Aptitude, Persuasive, Power Attack, Silent Spell, Skill Focus (Spellcraft), Still Spell

Environment: any (Zanarkand Ruins)

Organization: solitary

Challenge Rating: 17

Treasure: N/A

Normal/Rare Steal: Mega Potion/Farplane Wind

Alignment: Lawful Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 125d6+500 (937MP)

- **Absorb (Sp):** with a successful ranged touch attack, the creature reduces the current HP of 1 opponent within 95' by 50%, transferring ½ of those hit points from the opponent's HP pool to their own (the remaining 25% is lost); the opponent can make a Fortitude save (DC26) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 108MP to use
- **Dispel (Sp):** removes positive conditions from 1 opponent within 95' (no saving throw); positive conditions include *haste* effects, *hastega* effects, *shell* effects, & *protect* effects
- **Zombie (Su):** inflicts Zombie status on 1 opponent; Fortitude save (DC27) to resist; the save DC is Wisdom-based
- **Cura (Sp):** cures 3d8+10 points of damage to itself; since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC27) to take half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
- **Curaga (Sp):** cures 6d8+20 points of damage to itself; since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC27) to take half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use
- **Regen (Sp):** this ability grants Fast Healing 5 to itself; multiple *regen* effects do not stack, but overlap; this effect lasts for 1 minute (10 rounds); this effect is negated if the regenerating creature is successfully hit with a *curse* effect, a *dispel* effect, or dies (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 40MP to use
- **Resurgent Form (Ex):** when Yunalesca's hit points fall below 1, she will transform into her third form, regaining her full amount of HP in the process; this is an immediate action that does not provoke attacks of opportunity

Yunalesca (3rd Form)

Huge Undead (Unsent) Hume Summoner 25

Hit Dice: 30d12 (195HP)

Initiative: +1

Speed: 20' (4 squares)

Armor Class: 21 (-2 size, +3 Dex, +10 ring); touch 11; flat-footed 18

Base Attack/Grapple: +15/+32

Attack: Tentacle +22 melee (6d6+9 + Dispel)

Full Attack: Hell Biter (4 Tentacles) +22 melee (6d6+9 + Zombie)

Space/Reach: 15'/15'

Special Attacks: Absorb, Dispel, Mega Death, Mind Blast, Osmose, Zombie

Special Qualities: Cura, Curaga, Regen, Undead traits, Unsent traits

Saves: Fort +12, Ref +13, Will +21

Abilities: Str 28 (+9), Dex 13 (+1), Con -- (+0), Int 19 (+4), Wis 18 (+4), Cha 16 (+3)

Skills: Appraise +15, Bluff +15, Concentration +11, Decipher Script +15, Diplomacy +14, Disguise +14, Gather Information +15, Heal +15, Hide +11, Intimidate +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +14, Knowledge (religion) +15, Knowledge (planes) +14, Listen +16, Move Silently +11, Perform +13, Search +15, Sense Motive +15, Spellcraft +20, Spot +16, Survival +14, Tumble +11, Use Magic Device +17

Feats: Absorb, Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Magical Aptitude, Mega Death, Persuasive, Power Attack, Silent Spell, Skill Focus (Spellcraft), Still Spell

Environment: any (Zanarkand Ruins)

Organization: solitary

Challenge Rating: 18

Treasure: 2x standard

Normal/Rare Steal: Mega Potion/Farplane Wind

Alignment: Lawful Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 125d6+500 (937MP)

- **Absorb (Sp):** with a successful ranged touch attack, the creature reduces the current HP of 1 opponent within 100' by 50%, transferring ½ of those hit points from the opponent's HP pool to their own (the

- remaining 25% is lost); the opponent can make a Fortitude save (DC28) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 108MP to use
- **Dispel (Sp):** removes positive conditions from 1 opponent within 100' (no saving throw); positive conditions include *haste* effects, *hastega* effects, *shell* effects, & *protect* effects
 - **Mega Death (Sp):** ranged touch attack that kills all opponents within 100' (0HP or less, see **Status Effects: KO**, below); opponents can each make a Fortitude save (DC29) to resist; the save DC is Intelligence -based; this attack has no effect on the undead, such as creatures with Zombie status; this is a full-round action that provokes attacks of opportunity; this ability costs 160MP to use
 - **Mind Blast (Su):** this attack inflicts 2d6+9 points of non-specified damage to all opponents within 100' (no saving throw); in addition, inflicts Confused status on all damaged opponents (except opponents with the [Aeon] subtype, which have a 50% chance to acquire Cursed instead; Will save (DC28) to resist; the save DC is Charisma-based); this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
 - **Osmose (Su):** this is a touch attack that transfers 2d4MP per HD (theirs) from 1 opponent's MP pool to the creature's own; the opponent can make a Will save (DC28) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use
 - **Zombie (Su):** inflicts Zombie status on 1 opponent; Fortitude save (DC29) to resist; the save DC is Wisdom-based
 - **Cura (Sp):** cures 3d8+10 points of damage to itself; since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC29) to take half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
 - **Curaga (Sp):** cures 6d8+20 points of damage to itself; since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC29) to take half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use
 - **Regen (Sp):** this ability grants Fast Healing 5 to itself; multiple *regen* effects do not stack, but overlap; this effect lasts for 1 minute (10 rounds); this effect is negated if the regenerating creature is successfully hit with a *curse* effect, a *dispel* effect, or dies (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 40MP to use



Zaurus

Medium Animal (Fiend)

Hit Dice: 12d8+24 (78HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 18 (+5 Dex, +3 natural); touch 15; flat-footed 13

Base Attack/Grapple: +9/+13

Attack: Bite +13 melee (1d6+4 + Mute or Petrified)

Full Attack: Bite +13 melee (1d6+4 + Mute or Petrified)

Space/Reach: 5'/5'

Special Attacks: Mute, Petrified

Special Qualities: Animal traits

Saves: Fort +10, Ref +15, Will +6

Abilities: Str 18 (+4), Dex 20 (+5), Con 15 (+2), Int 2 (-4), Wis 14 (+2), Cha 9 (-1)

Skills: Jump +9, Listen +9, Spot +9

Feats: Alertness, Dodge, Lightning Reflexes, Mobility, Spring Attack

Environment: underground (Omega Ruins)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 10

Treasure: standard

Normal/Rare Steal: Petrify Grenade ($\times 2$)/ Petrify Grenade ($\times 3$)

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 12d6+48 (90MP)

- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent within 30'; Fortitude save (DC18) to resist; the save DC is Wisdom-based
- **Petrified (Su):** inflicts Petrified status on 1 opponent within 30'; Fortitude save (DC18) to resist; the save DC is Wisdom-based



Zu #1

Huge Animal (Fiend)

Hit Dice: 10d8+20 (65HP)

Initiative: +4

Speed: 20' (4 squares), Fly 60' (12 squares, poor maneuverability)

Armor Class: 15 (-2 size, +4 Dex, +3 natural); touch 12; flat-footed 11

Base Attack/Grapple: +7/+18

Attack: Talon +8 melee (2d6+3 + Blind, airborne only) or Bite +8 melee (1d8+3, ground only)

Full Attack: 2 Talons +8 melee (2d6+3 + Blind, airborne only) & Bite +3 melee (1d8+3, ground only)

Space/Reach: 15'/15'

Special Attacks: Blind, Sonic Boom

Special Qualities: Animal traits, Grounder

Saves: Fort +9, Ref +13, Will +6

Abilities: Str 17 (+3), Dex 18 (+4), Con 15 (+2), Int 2 (-4), Wis 16 (+3), Cha 10 (+0)

Skills: Move Silently +13, Spot +10

Feats: Flyby Attack, Hover^B, Lightning Reflexes, Skill Focus (Move Silently), Wingover

Environment: warm desert (Sanubia Desert)

Organization: solitary or party (1 with another Fiend)

Challenge Rating: 8

Treasure: standard + 2 Al Bhed Potions

Normal/Rare Steal: Smoke Bomb/Smoke Bomb

Alignment: always Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 10d6+40 (75MP)

- **Blind (Ex):** inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC18) to resist; the save DC is Wisdom-based
- **Sonic Boom (Su):** this attack inflicts 1d4+2 points of sonic damage to all opponents within 50'; Fortitude save (DC18) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4+2 rounds
- **Grounder:** whenever the creature has 50% or less of its maximum HP, it cannot fly, & remains on the ground until it has more than 50% of its maximum HP; landing or taking off is a swift action that does not provoke attacks of opportunity; the creature takes no damage from landing in this manner

Zu #2

Huge Animal (Fiend)

Hit Dice: 12d8+24 (78HP)

Initiative: +5

Speed: 20' (4 squares), Fly 60' (12 squares, poor maneuverability)

Armor Class: 17 (-2 size, +5 Dex, +4 natural); touch 13; flat-footed 12
 Base Attack/Grapple: +9/+20
 Attack: Talon +10 melee (2d6+3 + Blind, airborne only) or Bite +10 melee (1d8+3, ground only)
 Full Attack: 2 Talons +10 melee (2d6+3 + Blind, airborne only) & Bite +5 melee (1d8+3, ground only)
 Space/Reach: 15'/15'
 Special Attacks: Blind, Sonic Boom
 Special Qualities: Animal traits, Grounder
 Saves: Fort +10, Ref +15, Will +7
 Abilities: Str 17 (+3), Dex 20 (+5), Con 15 (+2), Int 2 (-4), Wis 16 (+3), Cha 12 (+1)
 Skills: Move Silently +15, Spot +11
 Feats: Dodge, Flyby Attack, Hover^B, Lightning Reflexes, Skill Focus (Move Silently), Wingover
 Environment: warm desert (Sanubia Desert)
 Organization: solitary or party (1 with another Fiend)
 Challenge Rating: 10
 Treasure: standard + 2 Al Bhed Potions
 Normal/Rare Steal: Smoke Bomb (x3)/Smoke Bomb (x4)
 Alignment: always Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 12d6+48 (90MP)

- **Blind (Ex):** inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC19) to resist; the save DC is Wisdom-based
- **Sonic Boom (Su):** this attack inflicts 1d4+2 points of sonic damage to all opponents within 50'; Fortitude save (DC19) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4+2 rounds
- **Grounder:** whenever the creature has 50% or less of its maximum HP, it cannot fly, & remains on the ground until it has more than 50% of its maximum HP; landing or taking off is a swift action that does not provoke attacks of opportunity; the creature takes no damage from landing in this manner

Appendix 1: Bonus Material

The Arena (& Other Mega-Monsters)

Arena Subtype

Created via a mysterious arcane process, the creatures made in the Monster Arena are truly frightening abominations. If they were ever set loose upon Spira, they would undoubtedly have a combined destructive power rivaling Sin itself. Fortunately for the denizens of Spira, the mad trainer/shopkeeper of the Monster Arena is not only able to create these monstrosities, but is also (somehow) able to contain them. Arena creatures are always epic monsters, able to destroy entire armies with frightening ease.

Arena Traits

- An Arena creature can be of any type or sub-type
- **Mindless:** no Intelligence score (+0 modifier), & immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, & morale effects); in addition, mindless creatures are of the True Neutral alignment only, has only racial bonus skill ranks, & has only racial bonus feats
- Arena creatures have Damage Reduction/- equal to 1/2 of their HD
- Arena creatures have Spell Resistance equal to their HD
- Arena creatures often have some kind of energy resistance/immunity
- Arena creatures are immune to all forms of ability damage, ability drain, disease, energy drain, non-lethal damage, poison, polymorphing, death effects, & sleep effects

Abaddon

Large Outsider (Arena, Fiend)

Hit Dice: 52d8+364 (598HP)

Initiative: +0

Speed: 60' (12 squares), Fly 120' (24 squares, average maneuverability)

Armor Class: 35 (-1 size, +0 Dex, +26 natural); touch 9; flat-footed 35

Base Attack/Grapple: +52/+70

Attack: N/A

Full Attack: N/A

Space/Reach: 10'/10'

Special Attacks: Blizzaga, Demi, Emblem of the Cosmos, Firaga, Flare, Pharaoh's Curse, Thundaga, Waterga

Special Qualities: Damage Reduction 26/--, Haste, Outsider traits, Spell Resistance 52

Saves: Fort +35, Ref +28, Will +30
 Abilities: Str 38 (+14), Dex 11 (+0), Con 24 (+7), Int -- (+0), Wis 31 (+10), Cha 22 (+6)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 36
 Treasure: standard + 1 Mana Tablet (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Purifying Salt (x3)/Shining Gem
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 208d6+832 (1,560MP)

- **Blizzaga (Sp):** this is a ranged touch attack that deals 52d8+104 points of cold damage to 1 opponent within 255' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Demi (Sp):** this ability reduces the current HP of all opponents within 255' by 25%; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use
- **Emblem of the Cosmos (Su):** this attack inflicts 52d8+52 points of non-specified damage to all opponents within 255'; Fortitude save (DC46) to resist; the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity
- **Firaga (Sp):** this is a ranged touch attack that deals 52d8+104 points of fire damage to 1 opponent within 255' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Flare (Sp):** this attack inflicts 52d10+156 points of non-specified damage to 1 opponent within 255' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Pharaoh's Curse (Su):** upon being hit by a successful physical attack, the creature retaliates with a blast of magical energy (as an immediate action that does not provoke attacks of opportunity) that strikes the opponent who hit it, inflicting the following status effects:
 - inflicts Blind status for 1 hour on 1 opponent; Fortitude save (DC42) to resist; the save DC is Charisma-based
 - inflicts Cursed status on 1 opponent; Fortitude save (DC42) to resist; the save DC is Charisma-based
 - inflicts Mute status for 1 hour on 1 opponent; Fortitude save (DC42) to resist; the save DC is Charisma-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC42) to resist; the save DC is Charisma-based
- **Thundaga (Sp):** this is a ranged touch attack that deals 52d8+104 points of electricity damage to 1 opponent within 255' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Waterga (Sp):** this is a ranged touch attack that deals 52d8+104 points of water (force) damage to 1 opponent within 255' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Haste (Sp):** the creature grants itself a +10 bonus to its initiative for the rest of the encounter; in addition, it can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated if it is successfully hit with a *slow* effect, a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *haste* effects do not stack; this is a standard action that does not provoke attacks of opportunity (although subsequent hastened actions provoke attacks of opportunity as normal); this ability costs 8MP to use

Abyss Worm

Colossal Vermin (Arena, Fiend)

Hit Dice: 64d8+704 (922HP)

Initiative: +0

Speed: 20' (4 squares)

Armor Class: 18 (-8 size, +16 natural); touch 2; flat-footed 18

Base Attack/Grapple: +48/+84

Attack: Headbutt +60 melee (4d6+20)

Full Attack: Headbutt +60 melee (4d6+20) & Tail Slap +55 melee (3d6+20)

Space/Reach: 30'/20'
 Special Attacks: Earthquake, Improved Grab, Regurgitate, Swallow Whole
 Special Qualities: Damage Reduction 32/-, Spell Resistance 64, Vermin traits
 Saves: Fort +45, Ref +21, Will +22
 Abilities: Str 50 (+20), Dex 11 (+0), Con 33 (+11), Int -- (+0), Wis 12 (+1), Cha 9 (-1)
 Skills: N/A
 Feats: Improved Bullrush ^B, Mighty Blow ^B, Power Attack ^B
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 35
 Treasure: standard + 1 Stamina Tonic (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Shadow Gem (x4)/Stamina Tablet
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 64d6+256 (480MP)

- **Earthquake (Ex):** the creature can leap into the air & crash to the ground, shaking the earth with it's bulk; all creatures standing on the ground within 240' must make a Fortitude save (DC62) or suffer a -5 Initiative penalty for the next round; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity
- **Improved Grab (Ex):** to use this ability, the creature must hit with a 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 & can Swallow Whole
- **Regurgitate (Ex):** the creature will spit out a swallowed creature after 1d4+1 rounds, dealing 3d6 falling damage; in addition, the spat creature must make a Fortitude save (DC62) or suffer a -20 Initiative penalty for the next round; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Swallow Whole (Ex):** the creature can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check; once inside, the opponent takes 6d6+20 points of crushing damage plus 4d6 points of acid damage per round from the creature's digestive juices; a swallowed creature can cut its way out by dealing 92 points of damage to the digestive tract (2AC); once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out; the creature's gullet can hold 1 Huge, 2 Large, 4 Medium, 8 Small, or 16 Tiny or smaller creatures

Bomb King
 Huge Outsider (Arena, Fiend)
 Hit Dice: 56d8+504 (756HP)
 Initiative: +4
 Speed: Fly 20' (4 squares, clumsy maneuverability)
 Armor Class: 21 (-2 size, +4 Dex, +20 natural); touch 16; flat-footed 15
 Base Attack/Grapple: +56/+76
 Attack: Bash +58 melee (2d6+12 + 12d6 fire)
 Full Attack: 2 Bashes +58 melee (2d6+12 + 12d6 fire)
 Space/Reach: 15'/15'
 Special Attacks: Fira, Firaga, Fire, Ultima
 Special Qualities: Damage Reduction 28/-, Fire Absorption, Growth, Outsider traits, Spell Resistance 56
 Saves: Fort +39, Ref +34, Will +32
 Abilities: Str 34 (+12), Dex 19 (+4), Con 29 (+9), Int -- (+0), Wis 15 (+2), Cha 13 (+1)
 Skills: N/A
 Feats: Hover ^B
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 37
 Treasure: standard + 1 Door to Tomorrow (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Fire Gem/Shining Gem
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 56d6+224 (420MP)

- **Fira (Sp):** this is a ranged touch attack that deals 56d6+56 points of fire damage to 1 opponent within 260' on a successful hit; Fortitude save (DC40) for half damage; the save DC is Wisdom-based; this is a standard

action that provokes attacks of opportunity; this ability costs 8MP to use, & will only be used when the creature has increased its size once (18' diameter, see **Growth** below)

- **Firaga (Sp):** this is a ranged touch attack that deals $56d8+112$ points of fire damage to 1 opponent within 260' on a successful hit; Fortitude save (DC40) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use, & will only be used when the creature has increased its size twice (21' diameter, see **Growth** below)
- **Fire (Sp):** this is a ranged touch attack that deals $56d4$ points of fire damage to 1 opponent within 260' on a successful hit; Fortitude save (DC40) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 4MP to use, & will only be used when the creature is its original size (15' diameter, see **Growth** below)
- **Ultima (Sp):** this attack inflicts $200d6$ points of non-specified damage to all opponents within 260'; your opponents can each make a Fortitude save (DC40) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use, & will only be used when the creature has increased its size to the maximum (24' diameter, see **Growth** below)
- **Fire Absorption (Su):** whenever the creature is dealt fire damage, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP
- **Growth (Su):** after taking damage from a physical attack (counterattacks don't count), the creature increases in size by 3' in diameter (no stat changes, size increase lasts for 1 hour); the creature can increase in size 3 times

Cactuar King

Tiny Plant (Arena, Fiend)

Hit Dice: $28d8+140$ (266HP)

Initiative: +13

Speed: 60' (12 squares)

Armor Class: 37 (+2 size, +13 Dex, +12 natural); touch 25; flat-footed 24

Base Attack/Grapple: +21/+21

Attack: Slam +31 melee ($2d6+8$)

Full Attack: 2 Slams +31 melee ($2d6+8$)

Space/Reach: $2\frac{1}{2}'/0'$

Special Attacks: 10,000 Needles, 99,999 Needles

Special Qualities: Damage Reduction 14/-, Energy Immunity, Plant traits, Spell Resistance 28

Saves: Fort +16, Ref +24, Will +11

Abilities: Str 26 (+8), Dex 36 (+13), Con 21 (+5), Int -- (+0), Wis 14 (+2), Cha 17 (+3)

Skills: Hide +12, Tumble +6

Feats: Lightning Reflexes ^B

Environment: any (Monster Arena)

Organization: 3 or party (1 with a group of 1-3 Fiends)

Challenge Rating: 33

Treasure: standard + 3 Blessed Gems (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Chocobo Wing ($\times 2$)/Designer Wallet

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: $28d6+112$ (210MP)

- **10,000 Needles (Su):** the creature can emit 10,000 deadly needles, targeting 1 opponent within 190'; this is a +34 ranged attack that deals 1,000 points of piercing damage (no saving throw); this ability is a standard action that does not provoke attacks of opportunity, & can be done up to once every $1d4+1$ rounds
- **99,999 Needles (Su):** the creature can emit 99,999 deadly needles, targeting 1 opponent within 190'; this is a +34 ranged attack that deals 9,999 points of piercing damage (no saving throw); this ability is a full-round action that does not provoke attacks of opportunity, & can be done once per day
- **Energy Immunity (Su):** the creature is immune to all damage from cold, fire, lightning, & water (force) energy types; in addition, the creature is immune to all damage from positive & negative energy (which includes spell-like abilities, such as *holy*)

Catastrophe

Colossal Outsider (Arena, Fiend)

Hit Dice: $104d8+1,248$ (1,716HP)

Initiative: -1

Speed: 30' (6 squares)

Armor Class: 49 (-8 size, -1 Dex, +48 natural); touch 1; flat-footed 49
 Base Attack/Grapple: +104/+138
 Attack: Hundred Thorns +114 melee (4d6+18)
 Full Attack: 2 Hundred Thorns +114 melee (4d6+18)
 Space/Reach: 30'/30'
 Special Attacks: Demi, Toxic Cloud, Toxic Spray
 Special Qualities: Adamantine Shell, Damage Reduction 52/-, Outsider traits, Spell Resistance 104
 Saves: Fort +66, Ref +53, Will +58
 Abilities: Str 47 (+18), Dex 8 (-1), Con 35 (+12), Int -- (+0), Wis 18 (+4), Cha 14 (+2)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 43
 Treasure: 2x standard + 1 Designer Wallet (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Gambler's Spirit/Level 2 Key Sphere
 Alignment: Neutral
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 416d6+1,664 (3,120MP)

- **Demi (Sp):** this ability reduces the current HP of all opponents within line of sight by 25%; Fortitude save (DC66) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use, & can only be used if the creature's Adamantine Shell (see below) has been broken
- **Toxic Cloud (Su):** the creature emits a 160' cloud of poisonous gas; this attack is a full-round action that does not provoke attacks of opportunity; this ability costs 128MP to use; this ability can be used once every other round, & can only be used if the creature is within its Adamantine Shell (see below); all creatures caught within the cloud are affected by the following status effects:
 - inflicts Confused status on 1 opponent; Will save (DC66) to resist; the save DC is Wisdom-based
 - inflicts Cursed status on 1 opponent; Will save (DC66) to resist; the save DC is Wisdom-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC66) to resist; the save DC is Wisdom-based
- **Toxic Spray (Su):** +95 special ranged attack (4d6 acid); line of sight range; Reflex save (DC61) for half damage & avoid the break effects; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 64MP to use, & can only be used if the creature's Adamantine Shell (see below) has been broken; opponents that fail their Reflex save are subject to the following effects:
 - Power Break: any Strength bonus to attacks is negated for 2d6+8 rounds
 - Magic Break: all damage dealt by that opponent's spells is reduced by $\frac{1}{2}$ for 2d6+8 rounds; the opponent's healing magic is only $\frac{1}{2}$ as effective, as well; multiple *break* effects do not stack
 - Armor Break: any armor bonus for natural or worn armor is negated for 2d6+8 rounds
 - Mental Break: any SR is negated for 2d6+8 rounds
- **Adamantine Shell (Ex):** the creature is initially protected by a spherical shell of adamantine, adding +20 hardness to its Damage Reduction; this shell shatters once the creature's HP drops below 50% (858HP, on average); this shell does not regenerate if the creature's HP raises above 50% again (it will regenerate if the creature's HP returns to 100%)

Catoblepas

Colossal Magical Beast (Fiend)
 Hit Dice: 60d10+660 (990HP)
 Initiative: -1
 Speed: 50' (10 squares)
 Armor Class: 33 (-8 size, -1 Dex, +32 natural); touch 1; flat-footed 33
 Base Attack/Grapple: +60/+96
 Attack: Bite +72 melee (4d6+20) or Slam +72 melee (4d6+20)
 Full Attack: Bite +72 melee (4d6+20) & 2 Slams +67 melee (4d6+20)
 Space/Reach: 30'/30'
 Special Attacks: Flare, Improved Grab, Pop Fly, Ultima
 Special Qualities: Damage Reduction 30/-, Magical Beast traits, Spell Resistance 60
 Saves: Fort +43, Ref +31, Will +22
 Abilities: Str 50 (+20), Dex 9 (-1), Con 33 (+11), Int -- (+0), Wis 14 (+2), Cha 14 (+2)
 Skills: N/A
 Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 38

Treasure: standard + 1 Three Stars (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Healing Spring ($\times 3$)/Stamina Tonic

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 120d6+480 (900MP)

- **Flare (Sp):** this attack inflicts 60d10+180 points of non-specified damage to 1 opponent within 290' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Improved Grab (Ex):** to use this ability, the creature must hit with a 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 & can Pop Fly
- **Pop Fly (Ex):** the creature can throw a grabbed opponent of Gargantuan or smaller size into the air by making a successful grapple check; once thrown, the opponent takes 10d6 points of falling damage, plus an additional 10d6 points of damage for each size category smaller than Gargantuan the opponent is (for example, a Medium-sized creature would be 3 categories smaller than Gargantuan, & therefore would take 40d6 falling damage); this is a standard action that does not provoke attacks of opportunity
- **Ultima (Sp):** this attack inflicts 200d6 points of non-specified damage to all opponents within 290'; your opponents can each make a Fortitude save (DC42) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use

Chimerageist

Gargantuan Magical Beast (Arena, Fiend)

Hit Dice: 52d10+416 (702HP)

Initiative: +0

Speed: 50' (10 squares)

Armor Class: 30 (-4 size, +24 natural); touch 6; flat-footed 30

Base Attack/Grapple: +52/+77

Attack: Megiddo Flame +48 ranged (2d8+13 + 4d6 fire, 50' range)

Full Attack: 2 Megiddo Flames +48 ranged (2d8+13 + 4d6 fire, 50' range)

Space/Reach: 20'/20'

Special Attacks: Aqua Breath, Blizzaga, Charge, Thundaga

Special Qualities: Damage Reduction 26/--, Magical Beast traits, Spell Resistance 52

Saves: Fort +36, Ref +28, Will +18

Abilities: Str 37 (+13), Dex 10 (+0), Con 26 (+8), Int -- (+0), Wis 13 (+1), Cha 10 (+0)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 35

Treasure: standard + 1 Return Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Mana Spring ($\times 2$)/Stamina Spring

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 104d6+416 (780MP)

- **Aqua Breath (Su):** the creature spews forth a jet of water from its mouth; +48 ranged attack; 220' cone; deals 4d6+13 points of water (force) damage; Fortitude save (DC49) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Blizzaga (Sp):** this is a ranged touch attack that deals 52d8+112 points of cold damage to 1 opponent within 220' on a successful hit; Fortitude save (DC37) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Charge (Su):** this ability reduces the current HP of all opponents within 220' by 25%; Fortitude save (DC37) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Thundaga (Sp):** this is a ranged touch attack that deals 52d8+112 points of electricity damage to 1 opponent within 220' on a successful hit; Fortitude save (DC37) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use

Coeurlregina

Gargantuan Magical Beast (Arena, Fiend)

Hit Dice: 44d10+264 (506HP)

Initiative: +3

Speed: 40' (8 squares)

Armor Class: 21 (-4 size, +3 Dex, +12 natural); touch 9; flat-footed 18

Base Attack/Grapple: +44/+67

Attack: Claw +51 melee (2d8+11)

Full Attack: 2 Claws +51 melee (2d8+11)

Space/Reach: 20'/15'

Special Attacks: Chaos, Drain, Flare, Hyper Blaster, Thundaga

Special Qualities: Damage Reduction 22/-, Magical Beast traits, Spell Resistance 44

Saves: Fort +30, Ref +27, Will +15

Abilities: Str 32 (+11), Dex 17 (+3), Con 22 (+6), Int -- (+0), Wis 12 (+1), Cha 18 (+4)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: pair or party (1 with a group of 1-3 Fiends)

Challenge Rating: 34

Treasure: standard + 3 Shining Gems (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Farplane Wind (x2)/Blessed Gem

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 88d6+352 (660MP)

- **Chaos (Su):** this blast of pure chaotic energy unerringly strikes 1 opponent within 220'; usable once every 1d4+1 rounds; Will save (DC36) to resist; the save DC is Charisma-based; opponents who fail their saves are inflicted with Confused, Cursed, & Doomed statuses; this is a standard action that does not provoke attacks of opportunity
- **Drain (Sp):** this is a touch attack that transfers 44d4 from 1 opponent's HP pool to own; Fortitude save (DC36) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
- **Flare (Sp):** this attack inflicts 44d10+132 points of non-specified damage to 1 opponent within 220' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Hyper Blaster (Su):** inflicts Dead status on 1 opponent within 220'; usable once every 1d4+1 rounds; Fortitude save (DC36) to resist; the save DC is Charisma-based; this is a standard action that does not provoke attacks of opportunity
- **Thundaga (Sp):** this is a ranged touch attack that deals 44d8+88 points of electricity damage to 1 opponent within 220' on a successful hit; Fortitude save (DC33) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use

Dark Anima

Aeon 20/Suffering Fayth 5/Dark Fayth 13

Gargantuan Outsider (Aeon)

Hit Dice: 38d8+410 (581HP)

Initiative: +4

Speed: 30' (6 squares)

Armor Class: 35 (-4 size, +29 natural armor); touch 6; flat-footed 35

Base Attack/Grapple: +31/+59

Attack: Pain +36 ranged (4d8 + Death, 60' range)

Full Attack: Pain +36 ranged (4d8 + Death, 60' range)

Space/Reach: 20'/20'

Special Attacks: Death, Mega-Graviton, Oblivion

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 38/epic, Dark Defenses, Darkness Unleashed, Energy Absorption, Immortality, Lost Opportunities, Outsider traits, Spell Resistance 76, Status Immunity

Saves: Fort +33, Ref +22, Will +26

Abilities: Str 42 (+16), Dex 10 (+0), Con 31 (+10), Int 10 (+0), Wis 12 (+1), Cha 8 (-1)

Skills: Balance +25, Climb +39, Concentration +14, Hide -12, Intimidate +34, Jump +41, Listen +27, Sense Motive +28, Spot +26, Survival +31, Swim +20, Tumble +25

Feats: Awesome Blow, Cleave, Epic Prowess, Epic Toughness, Far Shot, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Power Attack, Skill Focus (Intimidate)

Environment: any (Mt. Gagazet)
Organization: solitary
Challenge Rating: 38
Treasure: 2× standard
Normal/Rare Steal: Three Stars/Elixir
Alignment: Chaotic Evil
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 185d6+740 (1,387MP)

- **Death (Su):** inflicts Dead status on 1 opponent; Fortitude save (DC30) to resist; the save DC is Wisdom-based
- **Mega-Graviton (Su):** Dark Anima can unleash a 270' blast that instantly strikes all creatures within it, dealing damage to each creature equal to 50% of their current maximum HP (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 240MP to use; this blast inflicts the following status effects:
 - Blind (10 minutes)
 - Doomed
 - Mute (10 minutes)
 - Sleep (10 minutes)
 - Slowed
- **Oblivion (Su):** automatically hits all opponents within 270' with an apocalyptic flurry of blows & explosive force, dealing 200d6 points of force damage to each (no saving throw); in addition, any opponent hit by this attack must make a successful Fortitude save (DC28) or die; the save DC is Charisma-based; this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Aeon Boost (Ex):** Dark Anima can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Anima can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Dark Defenses (Su):** Dark Anima is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
- **Darkness Unleashed:** Dark Anima is free to act as she will, no longer being bound by the goal of destroying Sin; she cannot be called by a summoner to battle, & she is no longer compelled to act as a summoner wishes; her transdimensional pocket shrunk to nonexistence, forcing her onto the Material Plane, so she can no longer retreat back to it
- **Energy Absorption (Su):** whenever Dark Anima is dealt cold, fire, lightning, or water (force) damage, she actually gains HP equal to the damage that she normally would have taken; she cannot gain HP in excess of her maximum HP
- **Immortality (Ex):** Dark Anima no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Su):** Dark Anima's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Status Immunity (Su):** Dark Anima is immune to all status effects (other than Hasted, KO, or Regen)

Dark Bahamut

Aeon 17/Dragon Fayth 5/Dark Fayth 9

Huge Outsider (Aeon)

Hit Dice: 31d8+217 (356HP)

Initiative: +5

Speed: 30' (6 squares), Fly 90' (18 squares, poor maneuverability)

Armor Class: 32 (-2 size, +1 Dex, +22 natural armor); touch 9; flat-footed 31

Base Attack/Grapple: +26/+45

Attack: Claw +36 melee (3d6+11)

Full Attack: 2 Claws +36 melee (3d6+11)

Space/Reach: 15'/15'
 Special Attacks: Impulse, Mega Flare
 Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 31/epic, Dark Defenses, Darkness Unleashed, Energy Immunity, Immortality, Outsider traits, Spell Resistance 62, Status Immunity
 Saves: Fort +28, Ref +20, Will +21
 Abilities: Str 32 (+11), Dex 12 (+1), Con 24 (+7), Int 10 (+0), Wis 12 (+1), Cha 10 (+0)
 Skills: Balance +25, Climb +36, Concentration +16, Hide -5, Intimidate +30, Jump +34, Listen +25, Spot +28, Survival +23, Swim, +19, Tumble +24
 Feats: Awesome Blow, Cleave, Epic Prowess, Epic Will, Flyby Attack, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Toughness, Power Attack
 Environment: any (Zanarkand Ruins)
 Organization: solitary
 Challenge Rating: 31
 Treasure: 2× standard
 Normal/Rare Steal: Twin Stars/Elixir
 Alignment: Lawful Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 155d6+620 (1,162MP)

- **Impulse (Su):** Dark Bahamut can blast enemies with a potent magical pulse; all creatures within 210' take force damage equal to 12d6+48 (no saving throw); this is a standard action that does not provoke attacks of opportunity
- **Mega Flare (Su):** automatically hits all opponents within 210' with a devastating blast of magical power, dealing 100d8 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Aeon Boost (Ex):** Dark Bahamut can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Bahamut can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Dark Defenses (Su):** Dark Bahamut is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
- **Darkness Unleashed:** Dark Bahamut is free to act as he will, no longer being bound by the goal of destroying Sin; he cannot be called by a summoner to battle, & he is no longer compelled to act as a summoner wishes; his transdimensional pocket shrunk to nonexistence, forcing him onto the Material Plane, so he can no longer retreat back to it
- **Energy Immunity (Su):** Dark Bahamut is immune to all damage from cold, fire, lightning, & water (force) energy types
- **Immortality (Ex):** Dark Bahamut no longer takes penalties to his ability scores for aging & cannot be magically aged; any such penalties that he has already taken, however, remain in place; bonuses no longer accrue either, but he does not die of old age when his time is up, & in fact his maximum age no longer exists as a meaningful statistic
- **Status Immunity (Su):** Dark Bahamut is immune to all status effects (other than Hasted, KO, or Regen)

Dark Ifrit

Aeon 15/Burning Fayth 5/Dark Fayth 3
 Huge Outsider (Aeon, Fire)
 Hit Dice: 23d8+260 (363HP)
 Initiative: +1
 Speed: 40' (8 squares)
 Armor Class: 30 (-2 size, +1 Dex, +21 natural); touch 9; flat-footed 29
 Base Attack/Grapple: +21/+39
 Attack: Claw +29 melee (4d6+10 + 4d6 fire)
 Full Attack: 2 Claws +29 melee (4d6+10 + 4d6 fire)
 Space/Reach: 15'/15'
 Special Attacks: Fira, Hellfire, Meteor Strike
 Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 23/epic, Fire traits, Outsider traits, Spell Resistance 46
 Saves: Fort +25, Ref +17, Will +15
 Abilities: Str 31 (+10), Dex 12 (+1), Con 31 (+10), Int 12 (+1), Wis 16 (+3), Cha 20 (+5)

Skills: Balance +29, Climb +34, Intimidate +29, Jump +37, Listen +31, Sense Motive +26, Spot +27, Survival +25, Tumble +24

Feats: Awesome Blow, Cleave, Epic Prowess, Epic Reflexes, Epic Toughness, Improved Bull Rush, Power Attack, Skill Focus (Jump)

Environment: any (Sanubia Sands)

Organization: solitary

Challenge Rating: 23

Treasure: 2× standard

Normal/Rare Steal: Mega-Phoenix/Elixir

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 110d6+440 (825MP)

- **Fira (Sp):** this is a ranged touch attack that deals 23d6+23 points of fire damage to 1 opponent within 130' on a successful hit; Fortitude save (DC22) for half damage; the save DC is Intelligence-based; this is a standard action that provokes attacks of opportunity; this ability costs 8MP to use
- **Hellfire (Su):** automatically hits all opponents within 130' with a catastrophic inferno that lifts them high into the air, dealing 12d6 points of fire damage & 12d6 points of falling damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Meteor Strike (Su):** +20 ranged on a single opponent; deals 3d8 bludgeoning damage + 6d6 fire damage; Reflex save (DC24) for half damage; the save DC is Wisdom-based; 130' range; this is a standard action that does not provoke attacks of opportunity
- **Aeon Boost (Ex):** Dark Ifrit can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Ifrit can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Darkness Unleashed:** Dark Ifrit is free to act as he will, no longer being bound by the goal of destroying Sin; he cannot be called by a summoner to battle, & he is no longer compelled to act as a summoner wishes; his transdimensional pocket shrunk to nonexistence, forcing him onto the Material Plane, so he can no longer retreat back to it

Dark Ixion

Aeon 15/Shocking Fayth 5/Dark Fayth 5

Large Outsider (Aeon, Lightning)

Hit Dice: 25d8+100 (212HP)

Initiative: +6

Speed: 60' (12 squares)

Armor Class: 28 (-1 size, +6 Dex, +16 natural armor); touch 12; flat-footed 25

Base Attack/Grapple: +22/+33

Attack: Horn +25 melee (2d8+3 + 5d6 electricity)

Full Attack: Horn +25 melee (2d8+3 + 5d6 electricity)

Space/Reach: 10'/10'

Special Attacks: Aerospark, Thor's Hammer, Thundaja

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 25/epic, Dark Defenses, Darkness

Unleashed, Outsider traits, Spell Resistance 50

Saves: Fort +13, Ref +16, Will +15

Abilities: Str 16 (+3), Dex 22 (+6), Con 19 (+4), Int 8 (-1), Wis 13 (+1), Cha 10 (+0)

Skills: Balance +29, Climb +22, Jump +27, Listen +21, Survival +23, Tumble +24

Feats: Alertness, Diehard, Endurance, Epic Prowess, Epic Speed, Improved Overrun, Iron Will, Power Attack, Run

Environment: any (Thunder Plains)

Organization: solitary

Challenge Rating: 25

Treasure: standard

Normal/Rare Steal: Stamina Tablet/Elixir

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 115d6+460 (862MP)

- **Aerospark (Su):** Dark Ixion can blast his enemies with shocking energy; this is a special +33 ranged attack on a single opponent within 125' that deals 4d6 electricity damage & suffer a *dispel* effect (opponent loses all

- positive conditions such as ability boosts from spells or spell-like effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, & *regen* effects); if a creature makes a Fortitude save (DC23), then they only take half damage & negate the *dispel* effect; this is a standard action that does not provoke attacks of opportunity
- **Thor's Hammer (Su):** Dark Ixion can automatically hit all opponents within 125' with a deadly lightning bolt, dealing 40d8 points of electricity damage to each; this ability costs 100 OP to use
 - **Thundaja (Sp):** this is a ranged touch attack that deals 16d10+48 points of electricity damage to 1 opponent within 125' on a successful hit; Fortitude save (DC37) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 32MP to use
 - **Aeon Boost (Ex):** Dark Ixion can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
 - **Aeon Shield (Ex):** Dark Ixion can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
 - **Dark Defenses (Su):** Dark Ixion is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
 - **Darkness Unleashed:** Dark Ixion is free to act as he will, no longer being bound by the goal of destroying Sin; he cannot be called by a summoner to battle, & he is no longer compelled to act as a summoner wishes; his transdimensional pocket shrunk to nonexistence, forcing him onto the Material Plane, so he can no longer retreat back to it

Dark Magus Sister: Cindy

Aeon 20/Joined Fayth 5/Dark Fayth 13

Huge Outsider (Aeon)

Hit Dice: 38d8+266 (437HP)

Initiative: +5

Speed: 30' (6 squares)

Armor Class: 35 (-2 size, +1 Dex, +26 natural armor); touch 9; flat-footed 34

Base Attack/Grapple: +31/+51

Attack: Slam +42 melee (4d6+12)

Full Attack: 2 Slams +42 melee (4d6+12)

Space/Reach: 15'/15'

Special Attacks: Camisade, Delta Attack, Mega-Graviton

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 38/epic, Dark Defenses, Darkness Unleashed, Energy Absorption, Immortality, Lost Opportunities, Outsider traits, Spell Resistance 76, Status Immunity

Saves: Fort +30, Ref +24, Will +23

Abilities: Str 35 (+12), Dex 12 (+1), Con 24 (+7), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)

Skills: Balance +29, Climb +36, Concentration +11, Hide -3, Intimidate +28, Jump +44, Listen +23, Sense Motive +25, Spot +32, Survival +22, Swim +16, Tumble +35

Feats: Acrobatic, Awesome Blow, Cleave, Dodge, Epic Prowess, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Toughness, Mobility, Power Attack, Spring Attack

Environment: any (Mushroom Rock Road)

Organization: solitary

Challenge Rating: 38

Treasure: standard

Normal/Rare Steal: Return Sphere/Elixir

Alignment: Neutral Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 190d6+760 (1,425MP)

- **Camisade:** Dark Cindy can leap high into the air & strike a single opponent within 260' from above; this is a special +42 melee attack that deals 12d8+48 bludgeoning damage; if a creature makes a Reflex save (DC29), then they only take half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Delta Attack (Su):** Dark Cindy can combine her Limit Break with the Limit Breaks of 2 siblings to automatically hit all opponents within 255' with the ultimate arcane attack, dealing 200d12+200 points of damage to each. In addition, any opponent hit by this attack must make a successful Fortitude save (DC29) or die; must have 2 siblings who have fully charged OP pools (100 OP's each); this ability costs 100 OP to use
- **Mega-Graviton (Sp):** Dark Cindy can unleash a 260' blast that instantly strikes all creatures within it, dealing damage to each creature equal to 50% of their current maximum HP (no saving throw); this is a full-

round action that does not provoke attacks of opportunity; this ability costs 240MP to use; this blast inflicts the following status effects:

- Blind (10 minutes)
- Doomed
- Mute (10 minutes)
- Sleep (10 minutes)
- Slowed

- **Aeon Boost (Ex):** Dark Cindy can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Cindy can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Dark Defenses (Su):** Dark Cindy is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
- **Darkness Unleashed:** Dark Cindy is free to act as she will, no longer being bound by the goal of destroying Sin; she cannot be called by a summoner to battle, & she is no longer compelled to act as a summoner wishes; her transdimensional pocket shrunk to nonexistence, forcing her onto the Material Plane, so she can no longer retreat back to it
- **Energy Absorption (Su):** whenever Dark Cindy is dealt cold, fire, lightning, or water (force) damage, she actually gains HP equal to the damage that she normally would have taken; she cannot gain HP in excess of her maximum HP
- **Immortality (Ex):** Dark Cindy no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Su):** Dark Cindy's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Status Immunity (Su):** Dark Cindy is immune to all status effects (other than Hasted, KO, or Regen)

Dark Magus Sister: Mindy

Aeon 20/Joined Fayth 5/Dark Fayth 13

Medium Outsider (Aeon)

Hit Dice: 38d8+114 (285HP)

Initiative: +9

Speed: 30' (6 squares)

Armor Class: 37 (+5 Dex, +22 natural armor); touch 15; flat-footed 32

Base Attack/Grapple: +31/+33

Attack: Stinger +34 melee (2d6+2)

Full Attack: Stinger +34 melee (2d6+2)

Space/Reach: 5'/5'

Special Attacks: Calamity, Delta Attack, Mega-Graviton, Passado

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 38/epic, Dark Defenses, Darkness

Unleashed, Energy Absorption, Immortality, Lost Opportunities, Outsider traits, Spell Resistance 76, Status Immunity

Saves: Fort +26, Ref +34, Will +25

Abilities: Str 14 (+2), Dex 20 (+5), Con 17 (+3), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)

Skills: Balance +36, Climb +29, Intimidate +21, Jump +28, Listen +30, Sense Motive +26, Spot +34, Survival +27,

Tumble +42

Feats: Cleave, Dodge, Epic Prowess, Epic Reflexes, Great Cleave, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Tumble), Spring Attack

Environment: any (Mushroom Rock Road)

Organization: solitary

Challenge Rating: 38

Treasure: standard

Normal/Rare Steal: Teleport Sphere/Elixir

Alignment: Neutral Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 190d6+760 (1,425MP)

- **Calamity (Su):** +34 special ranged attack (8d6+8); 250' range; Reflex save (DC34) for half damage & avoid the status effects; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 384MP to use; opponents that fail their Reflex save are subject to the following effects:
 - Blind (25 minutes)
 - Cursed
 - Mute (25 minutes)
 - Poison
 - Power Break: any Strength bonus to attacks is negated for 4d6+16 rounds
 - Magic Break: all damage dealt by that opponent's spells is reduced by $\frac{1}{2}$ for 4d6+16 rounds; the opponent's healing magic is only $\frac{1}{2}$ as effective, as well; multiple *break* effects do not stack
 - Armor Break: any armor bonus for natural or worn armor is negated for 4d6+16 rounds
 - Mental Break: any SR is negated for 4d6+16 rounds
- **Delta Attack (Su):** Dark Mindy can combine her Limit Break with the Limit Breaks of 2 siblings to automatically hit all opponents within 255' with the ultimate arcane attack, dealing 200d12+200 points of damage to each. In addition, any opponent hit by this attack must make a successful Fortitude save (DC29) or die; must have 2 siblings who have fully charged OP pools (100 OP's each); this ability costs 100 OP to use
- **Mega-Graviton (Sp):** Dark Mindy can unleash a 250' blast that instantly strikes all creatures within it, dealing damage to each creature equal to 50% of their current maximum HP (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 240MP to use; this blast inflicts the following status effects:
 - Blind (10 minutes)
 - Doomed
 - Mute (10 minutes)
 - Sleep (10 minutes)
 - Slowed
- **Passado (Su):** Dark Mindy can pelt 1 opponent within 250' with a barrage of stingers; this is 3d6+12 special ranged attacks, all using her full BAB (+31); each stinger that hits deals maximized piercing damage (14 points); if a creature makes a Reflex save (DC29), then they only take half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Aeon Boost (Ex):** Dark Mindy can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Mindy can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Dark Defenses (Su):** Dark Mindy is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
- **Darkness Unleashed:** Dark Mindy is free to act as she will, no longer being bound by the goal of destroying Sin; she cannot be called by a summoner to battle, & she is no longer compelled to act as a summoner wishes; her transdimensional pocket shrunk to nonexistence, forcing her onto the Material Plane, so she can no longer retreat back to it
- **Energy Absorption (Su):** whenever Dark Mindy is dealt cold, fire, lightning, or water (force) damage, she actually gains HP equal to the damage that she normally would have taken; she cannot gain HP in excess of her maximum HP
- **Immortality (Ex):** Dark Mindy no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Su):** Dark Mindy's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Status Immunity (Su):** Dark Mindy is immune to all status effects (other than Hasted, KO, or Regen)

Dark Magus Sister: Sandy
 Aeon 20/Joined Fayth 5/Dark Fayth 13
 Large Outsider (Aeon)
 Hit Dice: 38d8+190 (361HP)

Initiative: +8
 Speed: 30' (6 squares)
 Armor Class: 36 (-1 size, +3 Dex, +24 natural armor); touch 12; flat-footed 33
 Base Attack/Grapple: +31/+41
 Attack: Claw +38 melee (4d8+7)
 Full Attack: 2 Claws +38 melee (4d8+7)
 Space/Reach: 10'/10'
 Special Attacks: Delta Attack, Mega-Graviton, Razzia
 Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 38/epic, Dark Defenses, Darkness Unleashed, Energy Absorption, Immortality, Lost Opportunities, Outsider traits, Spell Resistance 76, Status Immunity
 Saves: Fort +28, Ref +28, Will +27
 Abilities: Str 25 (+7), Dex 16 (+3), Con 20 (+5), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)
 Skills: Balance +29, Climb +32, Intimidate +28, Jump +36, Listen +26, Sense Motive +25, Spot +33, Survival +27, Tumble +37
 Feats: Acrobatic, Cleave, Dodge, Epic Prowess, Epic Will, Great Cleave, Improved Initiative, Improved Toughness, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Superior Initiative
 Environment: any (Mushroom Rock Road)
 Organization: solitary
 Challenge Rating: 38
 Treasure: standard
 Normal/Rare Steal: Friend Sphere/Elixir
 Alignment: Neutral Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 190d6+760 (1,425MP)

- **Delta Attack (Su):** Dark Sandy can combine her Limit Break with the Limit Breaks of 2 siblings to automatically hit all opponents within 255' with the ultimate arcane attack, dealing 200d12+200 points of damage to each. In addition, any opponent hit by this attack must make a successful Fortitude save (DC40) or die; must have 2 siblings who have fully charged OP pools (100 OP's each); this ability costs 100 OP to use
- **Razzia (Su):** Dark Sandy can slash 1 opponent within range with blades that grow from her arms; this is 2 standard melee attacks, both using her full BAB (+31); each blade that hits deals maximized slashing damage (25 points); if a creature makes a Fortitude save (DC22), then they only take half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Mega-Graviton (Sp):** Dark Sandy can unleash a 255' blast that instantly strikes all creatures within it, dealing damage to each creature equal to 50% of their current maximum HP (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 240MP to use; this blast inflicts the following status effects:
 - Blind (10 minutes)
 - Doomed
 - Mute (10 minutes)
 - Sleep (10 minutes)
 - Slowed
- **Aeon Boost (Ex):** Dark Sandy can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Sandy can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Dark Defenses (Su):** Dark Sandy is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
- **Darkness Unleashed:** Dark Sandy is free to act as she will, no longer being bound by the goal of destroying Sin; she cannot be called by a summoner to battle, & she is no longer compelled to act as a summoner wishes; her transdimensional pocket shrunk to nonexistence, forcing her onto the Material Plane, so she can no longer retreat back to it
- **Energy Absorption (Su):** whenever Dark Sandy is dealt cold, fire, lightning, or water (force) damage, she actually gains HP equal to the damage that she normally would have taken; she cannot gain HP in excess of her maximum HP
- **Immortality (Ex):** Dark Sandy no longer takes penalties to her ability scores for aging & cannot be magically aged; any such penalties that she has already taken, however, remain in place; bonuses no longer accrue either, but she does not die of old age when her time is up, & in fact her maximum age no longer exists as a meaningful statistic

- **Lost Opportunities (Su):** Dark Sandy's opponents can no longer make attacks of opportunity against her; even if she is flat-footed or otherwise denied her Dexterity bonus to her AC, all attacks of opportunity made against her automatically fail; the only time that an attack of opportunity can be made successfully against her is when she is immobilized, helpless, or when she loses her natural armor bonus by wearing armor or using a shield
- **Status Immunity (Su):** Dark Sandy is immune to all status effects (other than Hasted, KO, or Regen)

Dark Shiva

Aeon 15/Freezing Fayth 5/Dark Fayth 7

Large Outsider (Aeon, Cold)

Hit Dice: 27d8+135 (256HP)

Initiative: +7

Speed: 30' (6 squares)

Armor Class: 30 (-1 size, +3 Dex, +18 natural armor); touch 12; flat-footed 27

Base Attack/Grapple: +23/+30

Attack: Claw +26 melee (2d8+3)

Full Attack: 2 Claws +26 melee (2d8+3)

Space/Reach: 10'/10'

Special Attacks: Diamond Dust, Heavenly Strike

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Cold Absorption, Cold traits, Damage Reduction 27/epic,

Dark Defenses, Darkness Unleashed, Energy Immunity, Frozen Flesh, Outsider traits, Spell Resistance 54

Saves: Fort +19, Ref +21, Will +18

Abilities: Str 16 (+3), Dex 16 (+3), Con 20 (+5), Int 10 (+0), Wis 12 (+1), Cha 14 (+2)

Skills: Balance +25, Climb +22, Intimidate +23, Jump +25, Listen +22, Sense Motive +30, Spot +22, Survival +22, Tumble +27

Feats: Acrobatic, Combat Reflexes, Dodge, Epic Prowess, Epic Reflexes, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Sense Motive), Spring Attack

Environment: any (Macalania Temple)

Organization: solitary

Challenge Rating: 27

Treasure: standard

Normal/Rare Steal: Mana Tablet/Elixir

Alignment: Neutral Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 130d6+520 (975MP)

- **Diamond Dust (Su):** Dark Shiva can automatically hit all opponents within 165' with freezing ice shards, dealing 50d8 points of cold damage to each; this ability costs 100 OP to use
- **Heavenly Strike (Su):** Dark Shiva can blast her enemies with a frozen touch; this is a special +26 melee attack on a single opponent within 165' that deals 20d6+20 cold damage & a -20 Initiative penalty for the next round; if a creature makes a Fortitude save (DC24), then they only take half damage & negate the Initiative penalty; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Aeon Boost (Ex):** Dark Shiva can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Shiva can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Dark Defenses (Su):** Dark Shiva is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
- **Darkness Unleashed:** Dark Shiva is free to act as she will, no longer being bound by the goal of destroying Sin; she cannot be called by a summoner to battle, & she is no longer compelled to act as a summoner wishes; her transdimensional pocket shrunk to nonexistence, forcing her onto the Material Plane, so she can no longer retreat back to it
- **Frozen Flesh (Su):** Dark Shiva's flesh becomes rimed with frost, granting her a natural armor bonus equal to $\frac{1}{4}$ th of her HD; this bonus does not apply against touch attacks; in addition, any creature that touches her (either through an unarmed melee attack, a touch attack, a grapple, or some other direct physical contact) suffers 6d6 cold damage per round (no saving throw); she loses these bonuses when she wear any armor

Dark Valefor

Aeon 15/Winged Fayth 5/Dark Fayth 1

Large Outsider (Aeon)
 Hit Dice: 21d8+126 (220HP)
 Initiative: +6
 Speed: 30' (6 squares), Fly 90' (18 squares, average maneuverability)
 Armor Class: 31 (-1 size, +6 Dex, +16 natural); touch 15; flat-footed 25
 Base Attack/Grapple: +20/+31
 Attack: Bite +27 melee (2d8+7)
 Full Attack: Bite +27 melee (2d8+7)
 Space/Reach: 10'/10'
 Special Attacks: Energy Blast, Energy Ray, Sonic Wings
 Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Darkness Unleashed, Energy Resistance, Outsider traits
 Saves: Fort +17, Ref +22, Will +16
 Abilities: Str 24 (+7), Dex 22 (+6), Con 23 (+6), Int 22 (+6), Wis 20 (+5), Cha 22 (+6)
 Skills: Balance +29, Climb +28, Concentration +20, Gather Information +20, Intimidate +28, Jump +30, Knowledge (geography) +20, Knowledge (planes) +20, Listen +27, Search +20, Sense Motive +27, Spellcraft +20, Spot +27, Survival +25, Tumble +27
 Feats: Dodge, Epic Prowess, Flyby Attack, Hover ^B, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Wingover
 Environment: any (Besaid)
 Organization: solitary
 Challenge Rating: 21
 Treasure: 2× standard
 Normal/Rare Steal: X-Potion/Elixir
 Alignment: Lawful Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 140d6+560 (1,050MP)

- **Energy Blast (Su):** Dark Valefor automatically hits all opponents within 125' with a blast of fierce energy, dealing 80d6 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Energy Ray (Su):** Dark Valefor automatically hits all opponents within 125' with a ray of fierce energy, dealing 60d8 points of damage to each (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Sonic Wings (Su):** Dark Valefor can beat its wings with deadly force while hovering; all creatures within 125' take sonic damage equal to 10d8+10 & a -20 Initiative penalty for the next round; if a creature makes a Fortitude save (DC25), then they only take half damage & negate the Initiative penalty; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Aeon Boost (Ex):** Dark Valefor can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Valefor can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Darkness Unleashed:** Dark Valefor is free to act as she will, no longer being bound by the goal of destroying Sin; she cannot be called by a summoner to battle, & she is no longer compelled to act as a summoner wishes; her transdimensional pocket shrunk to nonexistence, forcing her onto the Material Plane, so she can no longer retreat back to it
- **Energy Resistance (Su):** the creature only takes 50% damage from cold, electricity, fire, & water (force) energy types

Dark Yojimbo

Aeon 20/Samurai Fayth 5/Dark Fayth 11
 Large Outsider (Aeon)
 Hit Dice: 36d8+324 (486HP)
 Initiative: +4
 Speed: 30' (6 squares)
 Armor Class: 40 (-1 size, +4 Dex, +27 natural); touch 13; flat-footed 36
 Base Attack/Grapple: +30/+44
 Attack: +7 Odachi +50 melee (4d6+25, 17-20/×2)
 Full Attack: +7 Odachi +50/+45/+40/+35 melee (4d6+25, 17-20/×2)
 Space/Reach: 10'/10'
 Special Attacks: Daigoro, Kozuka, Wakizashi, Zanmato

Special Qualities: Aeon Boost, Aeon Shield, Aeon traits, Damage Reduction 36/epic, Dark Defenses, Darkness Unleashed, Energy Absorption, Immortality, Lost Opportunities, Outsider traits, Spell Resistance 72, Status Immunity
Saves: Fort +28, Ref +24, Will +27

Abilities: Str 30 (+10), Dex 18 (+4), Con 28 (+9), Int 18 (+4), Wis 20 (+5), Cha 23 (+6)

Skills: Balance +23, Climb +29, Concentration +28, Diplomacy +29, Gather Information +25, Heal +27, Intimidate +28, Jump +29, Knowledge (arcana) +24, Knowledge (planes) +24, Listen +25, Move Silently +23, Perform +24, Search +24, Sense Motive +23, Spellcraft +24, Spot +26, Survival +28, Tumble +25, Use Magic Device +27

Feats: Cleave, Epic Prowess, Epic Weapon Focus, Epic Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Power Attack, Quick Draw, Self-Sufficient, Two-Weapon Fighting, Weapon Focus, Weapon Specialization

Environment: any (Cavern of Stolen Fayth)

Organization: solitary

Challenge Rating: 36

Treasure: 2x standard + Large +7 Odachi (bastard sword)

Normal/Rare Steal: Stamina Tonic/Elixir

Alignment: Lawful Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 170d6+680 (1,275MP)

- **Daigoro (Su):** Daigoro can make a special slam attack (+55 melee; 5d8+50 bludgeoning damage) to 1 opponent within 80' of your companion; this is a standard action that does not provoke an attack opportunity for either Yojimbo or Daigoro
- **Kozuka (Su):** throwing a magical knife is a +33 ranged attack on a single opponent within 255' that deals 40d8 force damage; this is a standard action that does not provoke attacks of opportunity
- **Wakizashi (Su):** +43 melee attacks (using the Odachi) against all opponents within reach, dealing 164 points of slashing damage to all; this is a standard action that does not provoke attacks of opportunity
- **Zanmato (Su):** +43 melee attack (using the Odachi) against any 1 opponent within reach, severing the head of any creature it successfully strikes (no saving throw); some creatures, such as many Aberrations & all Oozes, have no heads; others, such as golems & Undead creatures other than vampires, are not affected by the loss of their heads; most other creatures, however, automatically die (-10HP) when their heads are cut off; this is a full-round action that does not provoke attacks of opportunity; this ability costs 100OP to use
- **Aeon Boost (Ex):** Dark Yojimbo can choose, as a swift action, to lower its defenses for 1 round; during that round, all damage sustained by the Aeon is multiplied by 1.5; because of this, all Overdrive Points (OP's) accrued during that round are multiplied by 3
- **Aeon Shield (Ex):** Dark Yojimbo can choose, as a swift action, to raise its defenses for 1 round; during that round, all damage sustained by the Aeon is reduced by 75%; because of this, the Aeon cannot accrue Overdrive Points (OP's) during that round
- **Dark Defenses (Su):** Dark Yojimbo is immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic
- **Darkness Unleashed:** Dark Yojimbo is free to act as he will, no longer being bound by the goal of destroying Sin; he cannot be called by a summoner to battle, & he is no longer compelled to act as a summoner wishes; his transdimensional pocket shrunk to nonexistence, forcing him onto the Material Plane, so he can no longer retreat back to it
- **Energy Absorption (Su):** whenever Dark Yojimbo is dealt cold, fire, lightning, or water (force) damage, he actually gains HP equal to the damage that he normally would have taken; he cannot gain HP in excess of his maximum HP
- **Immortality (Ex):** Dark Yojimbo no longer takes penalties to his ability scores for aging & cannot be magically aged; any such penalties that he has already taken, however, remain in place; bonuses no longer accrue either, but he does not die of old age when his time is up, & in fact his maximum age no longer exists as a meaningful statistic
- **Lost Opportunities (Su):** Dark Yojimbo's opponents can no longer make attacks of opportunity against him; even if he is flat-footed or otherwise denied his Dexterity bonus to his AC, all attacks of opportunity made against him automatically fail; the only time that an attack of opportunity can be made successfully against him is when he is immobilized, helpless, or when he loses his natural armor bonus by wearing armor or using a shield
- **Status Immunity (Su):** Dark Yojimbo is immune to all status effects (other than Hasted, KO, or Regen)

Don Tonberry

Small Aberration (Arena, Fiend)

Hit Dice: 56d8+504 (756HP)

Initiative: -2

Speed: 15' (3 squares)
 Armor Class: 29 (+1 size, -2 Dex, +20 natural); touch 9; flat-footed 29
 Base Attack/Grapple: +42/+54
 Attack: Chef's Knife +59 melee (64d6+16 + Vorpal)
 Full Attack: Chef's Knife +59 melee (64d6+16 + Vorpal)
 Space/Reach: 5'/5'
 Special Attacks: Karma, Voodoo, Vorpal
 Special Qualities: Aberration traits, Damage Reduction 28/--, Spell Resistance 56
 Saves: Fort +27, Ref +16, Will +32
 Abilities: Str 43 (+16), Dex 6 (-2), Con 29 (+9), Int -- (+0), Wis 15 (+2), Cha 18 (+4)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 39
 Treasure: standard + 3 Farplane Winds (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Candle of Life (x2)/Designer Wallet
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 112d6+448 (840MP)

- **Karma (Su):** upon being hit by a successful attack, the creature blasts opponent that successfully hit them, automatically dealing 13 points of non-specified damage per level of the opponent; Will save (DC40) for half damage; the save DC is Wisdom-based; this ability is a immediate action that does not provoke attacks of opportunity
- **Voodoo (Su):** +39 ranged attack that deals 1,000 points of non-specified damage; 245' range; Fortitude save (DC42) for half damage; the save DC is Charisma-based; this ability is a full-round action that does not provoke attacks of opportunity, & can be done up to once every 1d4+1 rounds; this attack will only be used against a summoned Aeon
- **Vorpal (Su):** once per round, the creature can add the Vorpal weapon ability to a bladed melee weapon that it wields as an immediate action; this only works if the creature makes no other attacks during that round

Earth Eater

Gargantuan Aberration (Arena, Fiend)
 Hit Dice: 36d8+216 (378HP)
 Initiative: -2
 Speed: 50' (10 squares)
 Armor Class: 44 (-4 size, -2 Dex, +40 natural); touch 4; flat-footed 44
 Base Attack/Grapple: +27/+51
 Attack: Slam +35 melee (2d8+12)
 Full Attack: 2 Slams +35 melee (2d8+12)
 Space/Reach: 20'/20'
 Special Attacks: Flare, Megaton Punch
 Special Qualities: Aberration traits, Damage Reduction 18/--, Spell Resistance 36
 Saves: Fort +18, Ref +10, Will +21
 Abilities: Str 35 (+12), Dex 6 (-2), Con 22 (+6), Int -- (+0), Wis 12 (+1), Cha 11 (+1)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 33
 Treasure: 2x standard + 1 Fortune Sphere (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Gambler's Spirit/Level 1 Key Sphere
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 72d6+288 (135MP)

- **Flare (Sp):** this attack inflicts 36d10+108 points of non-specified damage to 1 opponent within 220' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use, & is only used if the creature is prone
- **Megaton Punch (Su):** this is a special +35 melee attack on a single opponent within reach that deals 4d6+12 bludgeoning damage; if a creature makes a Fortitude save (DC29), then they only take half damage; the save

DC is Wisdom-based; opponents that fail their saves immediately die (-10HP); this is a standard action that does not provoke attacks of opportunity

Espada

Gargantuan Magical Beast (Arena, Fiend)

Hit Dice: 48d10+288 (552HP)

Initiative: +1

Speed: 40' (8 squares)

Armor Class: 26 (-4 size, +1 Dex, +16 natural); touch 12; flat-footed 13

Base Attack/Grapple: +48/+71

Attack: Claw +55 melee (2d8+11)

Full Attack: Blade Shower (4 Claws) +55 melee (2d8+11)

Space/Reach: 20'/15'

Special Attacks: Hades Claw

Special Qualities: Damage Reduction 24/-, Magical Beast traits, Spell Resistance 48

Saves: Fort +32, Ref +27, Will +17

Abilities: Str 33 (+11), Dex 13 (+1), Con 22 (+6), Int -- (+0), Wis 13 (+1), Cha 10 (+0)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 35

Treasure: standard + 1 Rename Card (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Farplane Shadow ($\times 4$)/Farplane Wind

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 96d6+384 (720MP)

- **Hades Claw (Su):** +55 melee attack against 1 opponent within reach, dealing 2d8+11 points of slashing damage; in addition, an opponent struck by this attack must make successful Fortitude saves or be inflicted with Dead status (-10HP, DC35) & Poison status (DC35); the save DC's are Wisdom-based; this is a standard action that does not provoke attacks of opportunity



Fafnir

Gargantuan Magical Beast (Arena, Fiend)

Hit Dice: 28d8+224 (350HP)

Initiative: +1

Speed: 40' (8 squares)

Armor Class: 27 (-4 size, +1 Dex, +20 natural); touch 7; flat-footed 26
 Base Attack/Grapple: +28/+54
 Attack: Bite +38 melee (2d8+14 + Slow)
 Full Attack: Bite +38 melee (2d8+14 + Slow)
 Space/Reach: 20'/15'
 Special Attacks: Fire Breath, Ice Breath, Lightning Breath, Triple Attack
 Special Qualities: Damage Reduction 14/--, Energy Absorption, Magical Beast traits, Spell Resistance 28
 Saves: Fort +24, Ref +17, Will +11
 Abilities: Str 39 (+14), Dex 13 (+1), Con 27 (+8), Int -- (+0), Wis 15 (+2), Cha 15 (+2)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 32
 Treasure: standard + 20 Light Curtains (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Gold Hourglass ($\times 2$)/Stamina Spring ($\times 2$)
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 28d6+112 (208MP)

- **Fire Breath (Su):** automatically hits all opponents within 220', dealing 6d6+14 points of fire damage; Fortitude save (DC26) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Ice Breath (Su):** automatically hits all opponents within 220', dealing 6d6+14 points of cold damage; Fortitude save (DC26) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Lightning Breath (Su):** automatically hits all opponents within 220', dealing 6d6+14 points of electricity damage; Fortitude save (DC26) for half damage; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Triple Attack (Su):** once every 1d4+1 rounds, the creature can blast a single opponent with a trifecta of deadly energy attacks; automatically hits 1 opponent within 220', dealing 6d6+14 points of fire damage, 6d6+14 points of cold damage, & 6d6+14 points of electricity damage; Fortitude save (DC26) for half damage for each; the save DC's are Wisdom-based; this is a full-round action that does not provoke attacks of opportunity
- **Energy Absorption (Su):** whenever the creature is dealt cold, electricity, or fire damage, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP

Fenrir

Huge Magical Beast (Arena, Fiend)
 Hit Dice: 44d8+264 (462HP)
 Initiative: +0
 Speed: 75' (15 squares)
 Armor Class: 30 (-2 size, +22 natural); touch 8; flat-footed 30
 Base Attack/Grapple: +44/+63
 Attack: Fang of Ruin +53 melee (2d6+11)
 Full Attack: Fang of Ruin +53 melee (2d6+11)
 Space/Reach: 15'/15'
 Special Attacks: Fangs of Chaos, Fangs of Hell
 Special Qualities: Damage Reduction 22/--, Energy Resistance, Low-Light Vision, Magical Beast traits, Spell Resistance 44
 Saves: Fort +30, Ref +24, Will +17
 Abilities: Str 32 (+11), Dex 11 (+0), Con 23 (+6), Int -- (+0), Wis 12 (+1), Cha 10 (+0)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 32
 Treasure: standard + 1 Agility Sphere (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Chocobo Feather ($\times 2$)/Chocobo Wing
 Alignment: Chaotic Evil
 Advancement: N/A

Level Adjustment: N/A

Magic Pool: 44d6+176 (330MP)

- **Fangs of Chaos (Su):** +53 melee attack against 1 opponent within reach, dealing 2d6+11 points of piercing damage; in addition, an opponent struck by this attack must make a Will save or be inflicted with Confused status (DC33) & a Fortitude save or have their current HP reduced by 90% (DC33); the save DC's are Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Fangs of Hell (Su):** +53 melee attack against 1 opponent within reach, dealing 2d6+11 points of piercing damage; in addition, an opponent struck by this attack must make a Reflex save (DC43) or be inflicted with Dead status (-10HP); the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Energy Resistance (Su):** the creature only takes 50% damage from cold, electricity, fire, & water (force) energy types

Greater Sphere

Gargantuan Ooze (Arena, Fiend)

Hit Dice: 52d10+624 (910HP)

Initiative: -5

Speed: Fly 20' (4 squares, average maneuverability)

Armor Class: 41 (-4 size, -5 Dex, +40 natural); touch 1; flat-footed 41

Base Attack/Grapple: +39/+68

Attack: Slap +52 melee (2d8+17)

Full Attack: 2 Slaps +52 melee (2d8+17)

Space/Reach: 20'/15'

Special Attacks: Blizzaga, Firaga, Flare, Hydraulic Press, Thundaga, Ultima, Waterga

Special Qualities: Damage Reduction 26/--, Ooze traits, Spell Resistance 52, Variable Absorption, Variable Immunity, Variable Resistance, Variable Weakness

Saves: Fort +29, Ref +12, Will +12

Abilities: Str 44 (+17), Dex 1 (-5), Con 34 (+12), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: N/A

Feats: Hover ^B

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 38

Treasure: 2× standard + 1 Luck Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Gambler's Spirit/Return Sphere

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 104d6+416 (780MP)

- **Blizzaga (Sp):** this is a ranged touch attack that deals 52d8+104 points of cold damage to 1 opponent within 270' on a successful hit; Fortitude save (DC31) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Firaga (Sp):** this is a ranged touch attack that deals 52d8+104 points of fire damage to 1 opponent within 270' on a successful hit; Fortitude save (DC31) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Flare (Sp):** this attack inflicts 52d10+156 points of non-specified damage to 1 opponent within 270' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Hydraulic Press (Ex):** once every 1d6+4 rounds, the creature can crush it's enemies with a trample-like attack, reducing the current HP of all opponents caught underneath it by 90%; this attack is considered bludgeoning damage that ignores armor, hardness, & damage reduction; Reflex save (DC53) for half damage; the save DC is Strength-based; after this action, the creature is considered prone, & must take a move action to stand up; this is a full-round action that does not provoke attacks of opportunity (although the move action to stand from being prone does provoke attacks of opportunity)
- **Thundaga (Sp):** this is a ranged touch attack that deals 52d8+104 points of electricity damage to 1 opponent within 270' on a successful hit; Fortitude save (DC31) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Ultima (Sp):** this attack inflicts 200d6 points of non-specified damage to all opponents within 270'; your opponents can each make a Fortitude save (DC31) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use

- **Waterga (Sp):** this is a ranged touch attack that deals $52d8+104$ points of water (force) damage to 1 opponent within 270' on a successful hit; Fortitude save (DC31) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Variable Absorption (Su):** each round, whenever the creature is dealt damage from attacks of a different energy type, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP; the energy types rotate in a cyclical pattern, as follows: cold (1st), fire (2nd), lightning (3rd), & water (force, 4th)
- **Variable Immunity (Su):** each round, the creature is immune to all damage from attacks of a different energy type; the energy types rotate in a cyclical pattern, as follows: water (force, 1st), cold (2nd), fire (3rd), & lightning (4th)
- **Variable Resistance (Su):** each round, the creature only takes 50% damage from attacks of a different energy type; the energy types rotate in a cyclical pattern, as follows: lightning (1st), water (force, 2nd), cold (3rd), & fire (4th)
- **Variable Weakness (Su):** each round, the creature takes 50% more damage from attacks of a different energy type; the energy types rotate in a cyclical pattern, as follows: fire (1st), lightning (2nd), water (force, 3rd), & cold (4th)

Hornet

Huge Vermin (Arena, Fiend)

Hit Dice: 24d8+96 (204HP)

Initiative: +3

Speed: 20' (4 squares), Fly 60' (12 squares, good maneuverability)

Armor Class: 41 (-2 size, +3 Dex, +30 natural); touch 11; flat-footed 38

Base Attack/Grapple: +18/+34

Attack: Sting +24 melee ($2d6+8$ + Blind, Dead, Mute, or Sleep)

Full Attack: Sting +24 melee ($2d6+8$ + Blind, Dead, Mute, or Sleep)

Space/Reach: 15'/15'

Special Attacks: Bewitching Stab, Blind, Dead, Mute, Sleep, Venomous Stab

Special Qualities: Curaga, Damage Reduction 12/--, Spell Resistance 24, Vermin traits

Saves: Fort +18, Ref +11, Will +9

Abilities: Str 27 (+8), Dex 16 (+3), Con 19 (+4), Int -- (+0), Wis 13 (+1), Cha 9 (-1)

Skills: N/A

Feats: Hover ^B

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 29

Treasure: standard + 1 Accuracy Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Poison Fang ($\times 4$)/Purifying Salt ($\times 2$)

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 24d6+96 (180MP)

- **Bewitching Stab (Su):** +24 melee attack against 1 opponent within reach, dealing $2d6+8$ points of piercing damage; in addition, an opponent struck by this attack must make a Will save (DC23) or be inflicted with Confused status; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Blind (Ex):** inflicts Blind status for 3 rounds on 1 opponent; Fortitude save (DC23) to resist; the save DC is Wisdom-based
- **Dead (Sp):** inflicts Dead status on 1 opponent; Will save (DC23) to resist; the save DC is Wisdom-based
- **Mute (Su):** inflicts Mute status for 3 rounds on 1 opponent; Fortitude save (DC23) to resist; the save DC is Wisdom-based
- **Sleep (Su):** inflicts Sleep status for 3 rounds on 1 opponent; Will save (DC23) to resist; the save DC is Wisdom-based
- **Venomous Stab (Su):** +24 melee attack against 1 opponent within reach, dealing $2d6+8$ points of piercing damage; in addition, an opponent struck by this attack must make a Fortitude save (DC23) or be inflicted with Poison status; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Curaga (Sp):** cures $6d8+20$ points of damage to itself; since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC23) to take half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 20MP to use

Ironclad

Gargantuan Outsider (Arena, Fiend)

Hit Dice: 48d8+384 (600HP)

Initiative: +1

Speed: 40' (8 squares)

Armor Class: 31 (-4 size, +1 Dex, +24 natural); touch 7; flat-footed 30

Base Attack/Grapple: +48/+72

Attack: Reppageki +62 melee (4d6+18) or Shinryudan +62 melee (4d6+18)

Full Attack: Reppageki +62/+57/+52/+47 melee (4d6+18) or Shinryudan +62/+57/+52/+47 melee (4d6+18)

Space/Reach: 20'/20'

Special Attacks: Bushinzan

Special Qualities: Break Resistance, Damage Reduction 24/--, Energy Immunity, Outsider traits, Spell Resistance 48

Saves: Fort +34, Ref +27, Will +25

Abilities: Str 35 (+12), Dex 12 (+1), Con 26 (+8), Int -- (+0), Wis 8 (-1), Cha 10 (+0)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 35

Treasure: standard + Reppageki (Gargantuan +6 longsword) or Shinryudan (Gargantuan +6 heavy mace) + 1 HP

Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Light Curtain (x2)/Stamina Tablet

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 48d6+192 (360MP)

- **Bushinzan (Ex):** the creature can hit all opponents within reach for 4d6+12 points of damage to each; in addition, this attack reduces the Magic Pool of all opponents struck by it by 4d6+12MP; opponents can make a Will save (DC46) for half damage, both for HP & MP; the save DC is Strength-based; this attack is a full-round action that does not provoke attacks of opportunity
- **Break Resistance (Su):** the creature has only a 5% chance of being affected by Armor Break
- **Energy Immunity (Su):** the creature is immune to all damage from cold, fire, lightning, & water (force) energy types

Jormungand

Gargantuan Magical Beast (Arena, Fiend)

Hit Dice: 36d10+180 (306HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 38 (-4 size, +32 natural); touch 6; flat-footed 38

Base Attack/Grapple: +36/+61

Attack: Claw +45 melee (2d8+13)

Full Attack: 2 Claws +45 melee (2d8+13)

Space/Reach: 20'/15'

Special Attacks: Cold Stare, Space-Time Vorpal

Special Qualities: Damage Reduction 18/--, Magical Beast traits, Spell Resistance 36

Saves: Fort +25, Ref +20, Will +13

Abilities: Str 37 (+13), Dex 11 (+0), Con 21 (+5), Int -- (+0), Wis 12 (+1), Cha 4 (-3)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 33

Treasure: standard + 2 Supreme Gems (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Petrify Grenade (x4)/Three Stars

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 72d6+288 (540MP)

- **Cold Stare (Su):** this gaze attack inflicts Petrified status on 1 opponent within 220' (no saving throw); this is a standard action that does not provoke attacks of opportunity

- **Space-Time Vorpal (Su):** this attack inflicts 13d6+13 points of force damage to all opponents within 220'; Fortitude save (DC41) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity

Juggernaut

Colossal Magical Beast (Arena, Fiend)

Hit Dice: 44d10+528 (770HP)

Initiative: +0

Speed: 40' (8 squares)

Armor Class: 34 (-8 size, +32 natural); touch 2; flat-footed 34

Base Attack/Grapple: +44/+75

Attack: Bite +51 melee (4d6+15) or Gore +51 melee (6d6+15)

Full Attack: Bite +51 melee (4d6+15) & Gore +51 melee (6d6+15)

Space/Reach: 30'/20'

Special Attacks: Crush Spike, Salvo, Trample

Special Qualities: Damage Reduction 22/-, Fire Absorption, Magical Beast traits, Spell Resistance 44

Saves: Fort +36, Ref +24, Will +15

Abilities: Str 41 (+15), Dex 10 (+0), Con 35 (+12), Int -- (+0), Wis 13 (+1), Cha 10 (+0)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 35

Treasure: standard + 1 Strength Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Lunar Curtain/Shining Gem

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 88d6+352 (660MP)

- **Crush Spike (Su):** +51 melee attack against 1 opponent within reach, dealing 6d6+15 points of piercing damage; in addition, an opponent struck by this attack must make a Fortitude save (DC47) or be inflicted with Dead status (-10HP); the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds
- **Salvo (Su):** +36 ranged touch attack; inflicts 15d6+15 points of fire damage to all opponents within 240'; Reflex save (DC47) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity; this ability can be used once every other round
- **Trample (Ex):** 6d6+22 damage; Reflex save (DC47) for half damage; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity
- **Fire Absorption (Su):** whenever the creature is dealt fire damage, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP

Jumbo Flan

Colossal Ooze (Arena, Fiend)

Hit Dice: 48d10+84 (150HP)

Initiative: -5

Speed: 30' (6 squares)

Armor Class: 37 (-8 size, -5 Dex, +40 natural); touch -3; flat-footed 37

Base Attack/Grapple: +36/+64

Attack: N/A

Full Attack: N/A

Space/Reach: 30'/20'

Special Attacks: Blizzaga, Firaga, Flare, Thundaga, Ultima, Waterga

Special Qualities: Curaga, Damage Reduction 96/magic, Energy Absorption, Ooze traits, Reflect, Regen, Skills, Spell Resistance 48

Saves: Fort +27, Ref +11, Will +11

Abilities: Str 35 (+12), Dex 1 (-5), Con 32 (+11), Int -- (+0), Wis 1 (-5), Cha 1 (-5)

Skills: Climb +60

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 36

Treasure: standard + 1 Magic Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Lunar Curtain/Mana Tablet

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 96d6+384 (180MP)

- **Blizzaga (Sp):** this is a ranged touch attack that deals 48d8+96 points of cold damage to 1 opponent within 290' on a successful hit; Fortitude save (DC29) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Firaga (Sp):** this is a ranged touch attack that deals 48d8+96 points of fire damage to 1 opponent within 290' on a successful hit; Fortitude save (DC29) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Flare (Sp):** this attack inflicts 48d10+144 points of non-specified damage to 1 opponent within 290' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Thundaga (Sp):** this is a ranged touch attack that deals 48d8+96 points of electricity damage to 1 opponent within 290' on a successful hit; Fortitude save (DC29) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Ultima (Sp):** this attack inflicts 200d6 points of non-specified damage to all opponents within 290'; your opponents can each make a Fortitude save (DC29) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
- **Waterga (Sp):** this is a ranged touch attack that deals 48d8+96 points of water (force) damage to 1 opponent within 290' on a successful hit; Fortitude save (DC29) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Energy Absorption (Su):** whenever the creature is dealt cold, fire, lightning, or water (force) damage, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP
- **Skills:** the creature has a +48 racial bonus on Climb checks, & can always choose to take 10 on a Climb check, even if rushed or threatened

Kottos

Gargantuan Monstrous Humanoid (Arena, Fiend)

Hit Dice: 52d8+364 (598HP)

Initiative: -1

Speed: 50' (10 squares)

Armor Class: 31 (-4 size, -1 Dex, +26 natural); touch 5; flat-footed 31

Base Attack/Grapple: +52/+79

Attack: Slam +63 melee (8d8+15)

Full Attack: 2 Slams +63 melee (8d8+15)

Space/Reach: 20'/20'

Special Attacks: Counterattack

Special Qualities: Damage Reduction 26/--, Monstrous Humanoid traits, Spell Resistance 52

Saves: Fort +24, Ref +27, Will +30

Abilities: Str 40 (+15), Dex 8 (-1), Con 25 (+7), Int -- (+0), Wis 14 (+2), Cha 10 (+0)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 37

Treasure: 2x standard + 20 Healing Springs (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Stamina Spring (x4)/Soul Spring (x2)

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 52d6+208 (420MP)

- **Counterattack (Ex):** upon being hit by a successful attack, the creature gains 1 extra attack of opportunity against an opponent that successfully hit them, even if the attack wouldn't normally allow an attack of opportunity

Malboro Menace

Colossal Plant (Arena, Fiend)

Hit Dice: 44d8+352 (550HP)

Initiative: -5
 Speed: 20' (4 squares)
 Armor Class: 57 (-8 size, -5 Dex, +60 natural); touch -3; flat-footed 57
 Base Attack/Grapple: +33/+62
 Attack: Bite +38 melee (4d6+13)
 Full Attack: Chow Time (3 Bites) +38 melee (4d6+13)
 Space/Reach: 30'/20'
 Special Attacks: Gastric Juice Blast, Mega Gastric Juice, Putrid Breath
 Special Qualities: Damage Reduction 22/--, Plant traits, Spell Resistance 44, Status Immunity
 Saves: Fort +32, Ref +9, Will +17
 Abilities: Str 37 (+13), Dex 1 (-5), Con 26 (+8), Int -- (+0), Wis 17 (+3), Cha 12 (+1)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 37
 Treasure: standard + 2 Mana Tonics (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Remedy (x4)/Mana Spring (x2)
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 44d6+176 (330MP)

- **Gastric Juice Blast (Su):** the creature emits a 290' cloud of petrifying mist; this attack is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds; all creatures caught within the cloud are Petrified; Fortitude save (DC35) to resist; the save DC is Wisdom-based
- **Mega Gastric Juice (Su):** +20 special ranged attack (4d6 acid); 290' range; Reflex save (DC35) for half damage & avoid the break effects; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 64MP to use; opponents that fail their Reflex save are subject to the following effects:
 - Power Break: any Strength bonus to attacks is negated for 4d6+16 rounds
 - Magic Break: all damage dealt by that opponent's spells is reduced by ½ for 4d6+16 rounds; the opponent's healing magic is only ½ as effective, as well; multiple *break* effects do not stack
 - Armor Break: any armor bonus for natural or worn armor is negated for 4d6+16 rounds
 - Mental Break: any SR is negated for 4d6+16 rounds
- **Putrid Breath (Su):** the creature emits a 290' cloud of foul gas; this attack is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds; all creatures caught within the cloud are affected by the following status effects:
 - inflicts Blind status for 8 rounds on 1 opponent; Fortitude save (DC35) to resist; the save DC is Wisdom-based
 - inflicts Confused status on 1 opponent; Will save (DC35) to resist; the save DC is Wisdom-based
 - inflicts Mute status for 8 rounds on 1 opponent; Fortitude save (DC35) to resist; the save DC is Wisdom-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC35) to resist; the save DC is Wisdom-based
 - inflicts Slowed status on 1 opponent; Will save (DC35) to resist; the save DC is Wisdom-based
- **Status Immunity (Su):** the creature is immune to the following status effects: Blind, Doomed, Mute, Petrified, Poison, Sleep, Slow, & Zombie; in addition, the creature cannot be Provoked, Threatened, or hit by a Death attack

Nega Elemental

Huge Elemental (Arena, Fiend)
 Hit Dice: 72d8+432 (756HP)
 Initiative: +1
 Speed: Fly 40' (8 squares, poor maneuverability)
 Armor Class: 49 (-2 size, +1 Dex, +40 natural); touch 9; flat-footed 48
 Base Attack/Grapple: +54/+82
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 15'/15'
 Special Attacks: Bio, Blizzaga, Drain, Firaga, Flare, Osmose, Thundaga, Ultima, Waterga
 Special Qualities: Damage Reduction 72/magic, Elemental Absorption, Elemental traits, Reflect, Spell Resistance 72
 Saves: Fort +30, Ref +39, Will +24
 Abilities: Str 34 (+12), Dex 13 (+1), Con 23 (+6), Int -- (+0), Wis 11 (+0), Cha 11 (+0)

- Skills: N/A
 Feats: Hover ^B
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 34
 Treasure: standard + 2 Twin Stars (or, rarely, 2 Dark Matters instead)
 Normal/Rare Steal: Lunar Curtain/Twin Stars
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 144d6+576 (1,080MP)
- **Bio (Sp):** this ability inflicts 1 opponent within 210' with poison, dealing 1d3 points of damage per class level (theirs) every round (see **Status Effects: Poison**); the opponent remains poisoned for the rest of the encounter, unless the poison is somehow negated; Fortitude save (DC46) to resist; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use
 - **Blizzaga (Sp):** this is a ranged touch attack that deals 72d8+144 points of cold damage to 1 opponent within 210' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
 - **Drain (Sp):** this is a touch attack that transfers 72d4 from 1 opponent's HP pool to the creature's own; Fortitude save (DC46) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
 - **Firaga (Sp):** this is a ranged touch attack that deals 72d8+144 points of fire damage to 1 opponent within 210' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
 - **Flare (Sp):** this attack inflicts 72d10+216 points of non-specified damage to 1 opponent within 210' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
 - **Osmose (Su):** this is a touch attack that transfers 2d4MP per HD (theirs) from 1 opponent's MP pool to the creature's own; the opponent can make a Will save (DC46) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use
 - **Thundaga (Sp):** this is a ranged touch attack that deals 72d8+144 points of electricity damage to 1 opponent within 210' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
 - **Ultima (Sp):** this attack inflicts 200d6 points of non-specified damage to all opponents within 210'; your opponents can each make a Fortitude save (DC46) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
 - **Waterga (Sp):** this is a ranged touch attack that deals 72d8+144 points of water (force) damage to 1 opponent within 210' on a successful hit; Fortitude save (DC46) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
 - **Energy Absorption (Su):** whenever the creature is dealt cold, fire, positive energy (including spell-like abilities, such as *holy*), lightning, or water (force) damage, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP
 - **Reflect (Sp):** the creature can cast a magical reflecting aura on any 1 creature within 210' (including itself); this aura reflects all spells (both helpful & harmful) that target that creature, causing the spell to bounce off & hit another random creature within 210'; area-effect spells still function properly on that creature, as do any spells that have already been reflected off of another creature; multiple *reflect* effects do not stack, but overlap; this effect lasts for the rest of the encounter; this effect is negated for an ally if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 14MP to use

Nemesis

Colossal Aberration (Arena, Fiend)
 Hit Dice: 100d8+1,700 (2,150HP)
 Initiative: -1
 Speed: 50' (10 squares)
 Armor Class: 69 (-8 size, -1 Dex, +60 natural); touch 9; flat-footed 69
 Base Attack/Grapple: +75/+116
 Attack: Slam +92 melee (10d8+17) or Ethereal Cannon +66 ranged (100d8+25 non-specified, 19-20/×3, 60' range)
 Full Attack: 2 Slams +92 melee (10d8+17) or Ethereal Cannon +66 ranged (100d8+25 non-specified, 19-20/×3, 60' range)

Space/Reach: 30'/30'

Special Attacks: Armageddon, Ultima, Ultra Spark

Special Qualities: Aberration traits, Damage Reduction 50/-, Energy Absorption, Spell Resistance 100

Saves: Fort +50, Ref +32, Will +56

Abilities: Str 60 (+25), Dex 8 (-1), Con 44 (+17), Int -- (+0), Wis 19 (+4), Cha 24 (+7)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 49

Treasure: 2× standard + 1 Warp Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Level 4 Key Sphere/Warp Sphere

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 200d6+800 (1,500MP)

- **Armageddon (Su):** the creature emits a 290' shockwave of energy; this attack is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds; all creatures caught within the shockwave take 100d6 points of non-specified damage; this attack ignores armor, natural armor, damage reduction & hardness; your opponents can each make a Fortitude save (DC85) for half damage; the save DC is Strength-based
- **Ultima (Sp):** this attack inflicts 200d6 points of non-specified damage to all opponents within line of sight; your opponents can each make a Fortitude save (DC64) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
- **Ultra Spark (Su):** the creature emits a 290' shockwave of energy; this attack is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds; all creatures caught within the shockwave are affected by the following status effects:
 - inflicts Cursed status on 1 opponent; Will save (DC64) to resist; the save DC is Wisdom-based
 - inflicts Poison status on 1 opponent; Fortitude save (DC64) to resist; the save DC is Wisdom-based
 - inflicts Slowed status on 1 opponent; Will save (DC64) to resist; the save DC is Wisdom-based
 - Power Break: any Strength bonus to attacks is negated; Will save (DC64) to resist; the save DC is Wisdom-based
- **Energy Absorption (Su):** whenever the creature is dealt cold, fire, positive energy (including spell-like abilities, such as *holy*), lightning, or water (force) damage, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP



Neslug

Gargantuan Aberration (Arena, Fiend)

Hit Dice: 128d8+1,408 (1,984HP)

Initiative: +12

Speed: 20' (4 squares)

Armor Class: 64 (-4 size, +12 Dex, +46 natural); touch 18; flat-footed 52

Base Attack/Grapple: +96/+122

Attack: Slam +106 melee (10d10+14)

Full Attack: 2 Slams +106 melee (10d10+14)

Space/Reach: 20'/15'

Special Attacks: Megaton, Slime

Special Qualities: Aberration traits, Auto-Regen, Curaja, Damage Reduction 64/--, Force Shell, Spell Resistance 128,

Status Immunity

Saves: Fort +77, Ref +54, Will +42

Abilities: Str 38 (+14), Dex 35 (+12), Con 32 (+11), Int -- (+0), Wis 10 (+0), Cha 2 (-4)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 42

Treasure: standard + 1 Pendulum (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Gambler's Spirit/Friend Sphere

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 256d6+1,024 (1,920MP)

- **Megaton (Su):** +106 melee attack against 1 opponent within reach, dealing 10d10+14 points of bludgeoning damage; in addition, an opponent struck by this attack must make a Will save (DC74) or be inflicted with Confused status; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Slime (Su):** the creature emits a 290' blast of foul ichors; this attack is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds; all creatures caught within the blast must make a Reflex save (DC30, Wisdom-based) or be affected by the following status effects:
 - Cursed
 - Mute
 - Poison

- Slow
 - Armor Break: any armor bonus for natural or worn armor is negated until dispelled
 - Mental Break: any SR is negated until dispelled
 - Delay Buster: -20 Initiative penalty for the next round
- **Curaja (Sp)**: cures 36d8+120 points of damage to itself; since undead (but not [Unsent]) are powered by negative energy, this spell deals damage to them instead of curing their wounds, although an undead creature can apply spell resistance, & can attempt a Will save (DC74) to take half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 120MP to use
- **Force Shell (Ex)**: once the creature's HP drops below 50% (992HP, on average), it retreats into a shell of impenetrable magical force, making the creature immune to physical attacks (only supernatural, spells, & spell-like abilities can harm it); the creature will re-emerge from its shell if its HP raises above 50% again; retreating & re-emerging are both immediate actions that do not provoke attacks of opportunity; this shell shatters once the creature's HP drops below 25% (496HP, on average); this shell does not regenerate if the creature's HP raises above 25% again
- **Status Immunity (Su)**: the creature is immune to all status effects (other than KO)

One-Eye

Gargantuan Aberration (Arena, Fiend)

Hit Dice: 44d8+352 (550HP)

Initiative: +3

Speed: 15' (3 squares), Fly 60' (12 squares, perfect maneuverability)

Armor Class: 33 (-4 size, +3 Dex, +24 natural); touch 9; flat-footed 30

Base Attack/Grapple: +33/+56

Attack: N/A

Full Attack: N/A

Space/Reach: 20'/20'

Special Attacks: Black Stare, Shockwave

Special Qualities: Aberration traits, Damage Reduction 22/--, Energy Immunity, Spell Resistance 44

Saves: Fort +22, Ref +17, Will +26

Abilities: Str 33 (+11), Dex 16 (+3), Con 26 (+8), Int -- (+0), Wis 14 (+2), Cha 10 (+0)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 34

Treasure: standard + 1 Magic Defense Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Lunar Curtain/Blessed Gem

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 88d6+352 (660MP)

- **Black Stare (Su)**: +32 special ranged attack (2d8+3); 220' range; Reflex save (DC35) for half damage & to avoid the Cursed effect; the save DC is Dexterity-based; inflicts Cursed status; this is a standard action that does not provoke attacks of opportunity
- **Shockwave (Su)**: the creature emits a 220' shockwave of energy; this attack is a full-round action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds; all creatures caught within the shockwave are affected by the following status effects:
 - inflicts Blind status on 1 opponent for 10 rounds; Fortitude save (DC34) to resist; the save DC is Wisdom-based
 - inflicts Confused status on 1 opponent; Will save (DC34) to resist; the save DC is Wisdom-based
 - inflicts Mute status on 1 opponent for 10 rounds; Fortitude save (DC34) to resist; the save DC is Wisdom-based
 - inflicts Sleep status on 1 opponent for 10 rounds; Will save (DC34) to resist; the save DC is Wisdom-based
 - inflicts Slowed status on 1 opponent; Will save (DC34) to resist; the save DC is Wisdom-based
- **Energy Immunity (Su)**: the creature is immune to all damage from cold, fire, lightning, & water (force) energy types

Ornitholestes

Huge Magical Beast (Arena, Fiend)

Hit Dice: 48d8+288 (504HP)

Initiative: +3

Speed: 40' (8 squares)
 Armor Class: 41 (-2 size, +3 Dex, +30 natural); touch 11; flat-footed 38
 Base Attack/Grapple: +48/+68
 Attack: Bite +58 melee (2d6+12)
 Full Attack: Bite +58 melee (2d6+12)
 Space/Reach: 15'/15'
 Special Attacks: Drain Touch, Poison Touch
 Special Qualities: Damage Reduction 24/--, Fire Absorption, Magical Beast traits, Spell Resistance 48
 Saves: Fort +32, Ref +29, Will +18
 Abilities: Str 34 (+12), Dex 16 (+3), Con 23 (+6), Int -- (+0), Wis 14 (+2), Cha 9 (-1)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 35
 Treasure: standard + 2 Gambler's Spirits (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Chocobo Wing/Rename Card
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 48d6+192 (360MP)

- **Drain Touch (Su):** +58 melee attack against 1 opponent within reach, dealing 10d6+60 points of piercing damage; in addition, an opponent struck by this attack must make a Fortitude save (DC46) or have an additional 10d6+60HP drained from their HP pool into the creature's own; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Poison Touch (Su):** +58 melee attack against 1 opponent within reach, dealing 10d6+60 points of piercing damage; in addition, an opponent struck by this attack must make a Fortitude save (DC46) or be inflicted with Poison status; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Fire Absorption (Su):** whenever the creature is dealt fire damage, it actually gains HP equal to the damage that it normally would have taken; the creature cannot gain HP in excess of its maximum HP
- **Water Immunity (Su):** the creature is immune to all damage from the water (force) energy type



Penance (AKA Der Richter)

Gargantuan Construct (Arena, Fiend)
 Hit Dice: 440d10+80 (2,500HP)
 Initiative: +25
 Speed: 20' (4 squares), Fly 20' (4 squares, perfect maneuverability)
 Armor Class: 71 (-4 size, +25 Dex, +40 natural); touch 31; flat-footed 46
 Base Attack/Grapple: +330/+372
 Attack: Immolation +330 ranged (90d8+30 + 30d6 fire, 18-20/x3, line of sight range)
 Full Attack: Immolation +330 ranged (90d8+30 + 30d6 fire, 18-20/x3, line of sight range)

Space/Reach: 20'/20'
Special Attacks: Judgment Day, Obliteration
Special Qualities: Arcane Defense, Construct traits, Damage Reduction 220/--, Energy Absorption, Spell Resistance 440, Status Immunity
Saves: Fort +146, Ref +171, Will +146
Abilities: Str 70 (+30), Dex 60 (+25), Con -- (+0), Int -- (+0), Wis 11 (+0), Cha 11 (+0)
Skills: N/A
Feats: N/A
Environment: any (Monster Arena, Airship)
Organization: body (pair with **Penance's Left Arm & Penance's Right Arm**)
Challenge Rating: 60
Normal/Rare Steal: Elixir/Megalixir
Treasure: standard
Alignment: Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 440d4 (1,100MP)

- **Judgment Day (Sp):** unleashes a line of sight blast that deals 10,000 points of non-specified damage all creatures within it (no saving throw); in addition, this attack reduces the Magic Pool of all opponents struck by it by 10,000MP (no saving throw); this takes 1 minute (10 rounds) to activate, with 1 standard action that provokes attacks of opportunity each round to prepare the activation (although attacks of opportunity do not disrupt the preparations); this ability can be done once per day; this ability costs 512MP to use
- **Obliteration (Su):** the creature emits a line of sight shockwave of energy; this attack is a full-round action that does not provoke attacks of opportunity; this ability can be used once per round; all creatures caught within the shockwave take 90d6+90 points of non-specified damage; this attack ignores armor, natural armor, damage reduction & hardness; in addition, any creature struck by the shockwave is Slowed; your opponents can each make a Fortitude save (DC260) for half damage & to negate the Slowed status; the save DC is Strength-based
- **Arcane Defense (Su):** the creature only takes 50% damage from spells, spell-like abilities, & other effects that deal non-specified damage, such as Flare, Holy, Nova, & Ultima
- **Energy Absorption (Su):** whenever the creature is dealt cold, fire, lightning, or water (force) damage, it actually gains HP equal to the damage that it normally would have taken; in addition, the creature absorbs damage from positive & negative energy (which includes spell-like abilities, such as *holy*); the creature cannot gain HP in excess of its maximum HP
- **Status Immunity (Su):** the creature is immune to all status effects (other than KO)

Penance's Left Arm

Huge Construct (Arena, Fiend)
Hit Dice: 36d10+40 (238HP)
Initiative: +4
Speed: 0' (0 squares, attached to **Penance**)
Armor Class: 38 (-2 size, +4 Dex, +26 natural); touch 12; flat-footed 34
Base Attack/Grapple: +27/+49
Attack: Slam +39 melee (4d10+14 + Negation)
Full Attack: 2 Slams +39 melee (4d10+14 + Negation)
Space/Reach: 15'/15'
Special Attacks: Tera-Graviton, Negation, Slowga
Special Qualities: Arcane Defense, Construct traits, Damage Reduction 18/--, Energy Absorption, Fast Healing 10, Regeneration 10, Spell Resistance 36, Status Immunity
Saves: Fort +12, Ref +16, Will +12
Abilities: Str 39 (+14), Dex 19 (+4), Con -- (+0), Int -- (+0), Wis 11 (+0), Cha 1 (-5)
Skills: N/A
Feats: N/A
Environment: any (Monster Arena, Airship)
Organization: body (pair with **Penance & Penance's Right Arm**)
Challenge Rating: 20
Treasure: N/A
Normal/Rare Steal: N/A/N/A
Alignment: Neutral
Advancement: N/A
Level Adjustment: N/A
Magic Pool: 36d4 (90MP)

- **Tera-Graviton (Sp):** unleashes a 100' blast that instantly strikes all creatures within it, dealing damage to each creature equal to 75% of their current maximum HP (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 360MP to use; this blast inflicts the following status effects:
 - Blind (10 minutes)
 - Doomed
 - Mute (10 minutes)
 - Sleep (10 minutes)
 - Slowed
- **Negation (Su):** removes any status conditions from any creature struck by a melee attack (no saving throw); status conditions include *Armor Break*, Berserk, Blind, Confuse, *Haste*, *Hastega*, *Magic Break*, *Mental Break*, Mute, *Nul*, Petrified, Poison, *Power Break*, *Protect*, *Provoke*, *Reflect*, *Regen*, *Shell*, Sleep, Slow, Threaten, & Zombie
- **Slowga (Sp):** all opponents within 100' gain a -10 penalty to their Initiative for 2d6+8 rounds; in addition, those affected can only move at 1/2 speed, & can only perform partial actions each round for the same amount of time; these effects are negated for an opponent if they are successfully hit with a *haste* effect or the effect expires; multiple *slowga* effects do not stack, but overlap; affected creatures must make a Fortitude save (DC28) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke an attack opportunity; this ability costs 20MP to use
- **Arcane Defense (Su):** the creature only takes 50% damage from spells, spell-like abilities, & other effects that deal non-specified damage, such as Flare, Holy, Nova, & Ultima
- **Energy Absorption (Su):** whenever the creature is dealt cold, fire, lightning, or water (force) damage, it actually gains HP equal to the damage that it normally would have taken; in addition, the creature absorbs damage from positive & negative energy (which includes spell-like abilities, such as *holy*); the creature cannot gain HP in excess of its maximum HP
- **Regeneration (Ex):** the creature regains 10 points of nonlethal damage per round; all damage dealt to the creature (except force energy damage) is treated as nonlethal damage; force energy deals normal damage to an arm; if an arm loses a part, the lost portion regrows in 1d6+4 rounds; it can reattach the severed member instantly by holding it to the stump
- **Status Immunity (Su):** the creature is immune to all status effects (other than KO)

Penance's Right Arm

Huge Construct (Arena, Fiend)

Hit Dice: 36d10+40 (238HP)

Initiative: +4

Speed: 0' (0 squares, attached to **Penance**)

Armor Class: 38 (-2 size, +4 Dex, +26 natural); touch 12; flat-footed 34

Base Attack/Grapple: +27/+49

Attack: Slam +39 melee (4d10+14)

Full Attack: 2 Slams +39 melee (4d10+14)

Space/Reach: 15'/15'

Special Attacks: Calamity

Special Qualities: Arcane Defense, Construct traits, Damage Reduction 18/--, Energy Absorption, Fast Healing 10,

Mighty Guard, Regeneration 10, Spell Resistance 36, Status Immunity

Saves: Fort +12, Ref +16, Will +12

Abilities: Str 39 (+14), Dex 19 (+4), Con -- (+0), Int -- (+0), Wis 11 (+0), Cha 1 (-5)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena, Airship)

Organization: body (pair with **Penance & Penance's Left Arm**)

Challenge Rating: 20

Treasure: N/A

Normal/Rare Steal: N/A/N/A

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 36d4 (90MP)

- **Calamity (Su):** +29 special ranged attack (4d6+4); 100' range; Reflex save (DC32) for half damage & avoid the status effects; the save DC is Dexterity-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 74MP to use; opponents that fail their Reflex save are subject to the following effects:
 - Blind (25 minutes)

- Cursed
- Mute (25 minutes)
- Poison
- Power Break: any Strength bonus to attacks is negated for 4d6+16 rounds
- Magic Break: all damage dealt by that opponent's spells is reduced by $\frac{1}{2}$ for 4d6+16 rounds; the opponent's healing magic is only $\frac{1}{2}$ as effective, as well; multiple *break* effects do not stack
- Armor Break: any armor bonus for natural or worn armor is negated for 4d6+16 rounds
- Mental Break: any SR is negated for 4d6+16 rounds
- **Arcane Defense (Su):** the creature only takes 50% damage from spells, spell-like abilities, & other effects that deal non-specified damage, such as Flare, Holy, Nova, & Ultima
- **Energy Absorption (Su):** whenever the creature is dealt cold, fire, lightning, or water (force) damage, it actually gains HP equal to the damage that it normally would have taken; in addition, the creature absorbs damage from positive & negative energy (which includes spell-like abilities, such as *holy*); the creature cannot gain HP in excess of its maximum HP
- **Mighty Guard (Sp):** grants all allies within 100' (including itself) the following benefits: *nul* (all energy types), *protect*, & *shell*; this is a standard action that does not provoke an attack opportunity; this ability costs 16MP to use
- **Regeneration (Ex):** the creature regains 10 points of nonlethal damage per round; all damage dealt to the creature (except force energy damage) is treated as nonlethal damage; force energy deals normal damage to an arm; if an arm loses a part, the lost portion regrows in 1d6+4 rounds; it can reattach the severed member instantly by holding it to the stump
- **Status Immunity (Su):** the creature is immune to all status effects (other than KO)

Pteryx

Huge Magical Beast (Arena, Fiend)

Hit Dice: 32d8+192 (336HP)

Initiative: +2

Speed: 20' (3 squares), Fly 80' (16 squares, good maneuverability)

Armor Class: 22 (-2 size, +2 Dex, +12 natural); touch 10; flat-footed 20

Base Attack/Grapple: +32/+49

Attack: Beak +39 melee (12d6+9 + Delay Buster)

Full Attack: Beak +39 melee (12d6+9 + Delay Buster)

Space/Reach: 15'/15'

Special Attacks: Beak of Woe, Delay Buster

Special Qualities: Break Weakness, Damage Reduction 16/--, Magical Beast traits, Spell Resistance 32, Status Immunity

Saves: Fort +24, Ref +20, Will +11

Abilities: Str 29 (+9), Dex 14 (+2), Con 23 (+6), Int -- (+0), Wis 12 (+1), Cha 10 (+0)

Skills: N/A

Feats: Hover^B

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 31

Treasure: standard + 1 Evasion Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Smoke Bomb ($\times 4$)/Candle of Life

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 32d6+128 (240MP)

- **Beak of Woe (Su):** +39 melee attack against 1 opponent within reach, dealing 12d6+9 points of piercing damage; in addition, an opponent struck by this attack must make a Fortitude save (DC34) or be inflicted with Cursed status; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity
- **Delay Buster (Su):** any creature struck by a Beak attack must make a Will save (DC34) or suffer a -20 Initiative penalty for the next round; the save DC is Strength-based
- **Break Weakness (Ex):** this creature takes a -12 penalty on all saving throws to resist a Power Break, Magic Break, Armor Break, or Mental Break effect
- **Status Immunity (Su):** the creature is immune to all status effects (other than Break effects, Dead, & KO)

Shinryu

Colossal Dragon (Arena, Fiend)

Hit Dice: 88d12+968 (1,540HP)

Initiative: -2
 Speed: 40' (8 squares), Fly 300' (60 squares, poor maneuverability), Swim 60' (12 squares)
 Armor Class: 48 (-8 size, -2 Dex, +48 natural); touch 0; flat-footed 48
 Base Attack/Grapple: +88/+124
 Attack: Claw +100 melee (20d6+20)
 Full Attack: 2 Claws +100 melee (20d6+20)
 Space/Reach: 30'/20'
 Special Attacks: Eraser, Shining
 Special Qualities: Damage Reduction 44/--, Dragon traits, Spell Resistance 88
 Saves: Fort +57, Ref +44, Will +49
 Abilities: Str 51 (+20), Dex 6 (-2), Con 33 (+11), Int -- (+0), Wis 16 (+3), Cha 11 (+0)
 Skills: N/A
 Feats: Hover ^B
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 40
 Treasure: 2x standard + 1 Wings to Discovery (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Gambler's Spirit/Three Stars
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 352d6+1,408 (2,640MP)

- **Eraser (Su):** this attack inflicts Petrified status on 1 opponent within 290' (no saving throw); resistance/immunity against Petrified status offers no protection from this attack; the creature will not use this attack if there is only 1 living opponent within range; this is a standard action that does not provoke attacks of opportunity
- **Shining (Su):** this magical eruption unleashes 8 separate +78 special ranged attacks (24d8); 290' range; Reflex save (DC74) for half damage; the save DC is Strength-based; this is a standard action that does not provoke attacks of opportunity; this ability can be used once every 1d4 rounds

Sleep Sprout
 Huge Plant (Fiend)
 Hit Dice: 36d8+252 (414HP)
 Initiative: -5
 Speed: 10' (2 squares)
 Armor Class: 27 (-2 size, -5 Dex, +20 natural); touch 7; flat-footed 27
 Base Attack/Grapple: +27/+45
 Attack: N/A
 Full Attack: N/A
 Space/Reach: 15'/15'
 Special Attacks: Blizzaga, Firaga, Flare, Goodnight, Thundaga, Ultima, Waterga
 Special Qualities: Damage Reduction 18/--, Fast Healing 5, Fire Weakness, Plant traits, Spell Resistance 36
 Saves: Fort +27, Ref +7, Will +14
 Abilities: Str 30 (+10), Dex 1 (-5), Con 25 (+7), Int -- (+0), Wis 15 (+2), Cha 5 (-3)
 Skills: N/A
 Feats: N/A
 Environment: any (Monster Arena)
 Organization: solitary
 Challenge Rating: 34
 Treasure: standard + 1 Teleport Sphere (or, rarely, 1 Dark Matter instead)
 Normal/Rare Steal: Poison Fang/Farplane Wind
 Alignment: Chaotic Evil
 Advancement: N/A
 Level Adjustment: N/A
 Magic Pool: 144d6+576 (1,080MP)

- **Blizzaga (Sp):** this is a ranged touch attack that deals 36d8+72 points of cold damage to 1 opponent within 210' on a successful hit; Fortitude save (DC30) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Firaga (Sp):** this is a ranged touch attack that deals 36d8+72 points of fire damage to 1 opponent within 210' on a successful hit; Fortitude save (DC30) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use

- **Flare (Sp):** this attack inflicts $36d10+108$ points of non-specified damage to 1 opponent within 210' (no saving throw); this is a full-round action that provokes attacks of opportunity; this ability costs 54MP to use
- **Goodnight (Su):** once every $1d4+1$ rounds, the creature can emit a 210' cloud of deadly spores; Armor Break: any armor bonus for natural or worn armor is negated until dispelled; inflicts Berserk status; inflicts Poison status; Power Break: any Strength bonus to attacks is negated until dispelled; inflicts Sleep status for 10 minutes (100 rounds); Fortitude save (DC30) to resist; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Thundaga (Sp):** this is a ranged touch attack that deals $36d8+72$ points of electricity damage to 1 opponent within 210' on a successful hit; Fortitude save (DC30) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Ultima (Sp):** this attack inflicts $200d6$ points of non-specified damage to all opponents within 210'; your opponents can each make a Fortitude save (DC30) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
- **Waterga (Sp):** this is a ranged touch attack that deals $36d8+72$ points of water (force) damage to 1 opponent within 210' on a successful hit; Fortitude save (DC30) for half damage; the save DC is Wisdom-based; this is a standard action that provokes attacks of opportunity; this ability costs 16MP to use
- **Fire Weakness (Ex):** this creature takes 50% more damage from attacks of the fire energy type

Stratoavis

Colossal Magical Beast (Arena, Fiend)

Hit Dice: $48d8+288$ (504HP)

Initiative: +3

Speed: 30' (6 squares), Fly 120' (24 squares, poor maneuverability)

Armor Class: 45 (-8 size, +3 Dex, +40 natural); touch 5; flat-footed 42

Base Attack/Grapple: +48/+75

Attack: Talon +51 melee ($4d6+11$ + Blind, airborne only) or Bite +51 melee ($3d8+11$, ground only)

Full Attack: 2 Talons +51 melee ($4d6+11$ + Blind, airborne only) & Bite +46 melee ($3d8+11$, ground only)

Space/Reach: 30'/30'

Special Attacks: Paean of the Heavens

Special Qualities: Damage Reduction 24/--, Grounder, Magical Beast traits, Spell Resistance 48, Status Immunity,

Status Resistance

Saves: Fort +32, Ref +29, Will +19

Abilities: Str 33 (+11), Dex 16 (+3), Con 23 (+6), Int -- (+0), Wis 16 (+3), Cha 12 (+1)

Skills: N/A

Feats: Hover ^B

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 35

Treasure: standard + 2 Amulets (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Smoke Bomb ($\times 3$)/Stamina Spring ($\times 2$)

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: $48d6+192$ (360MP)

- **Paean of the Heavens (Su):** this ability reduces the current HP of all opponents within 240' by 90%; Fortitude save (DC37) for half damage (45% reduction); the save DC is Wisdom-based; this is a full-round action that does not provoke attacks of opportunity; this ability costs 180MP to use; in addition to the HP damage, this ability inflicts the following status effects upon any creature struck by this attack:
 - Blind for 3 minutes (30 rounds); Will save (DC35) to resist; the save DC is Charisma-based
 - -20 Initiative penalty for the next round; Reflex save (DC37) to resist; the save DC is Dexterity-based
- **Grounder:** whenever the creature has 50% or less of its maximum HP, it cannot fly, & remains on the ground until it has more than 50% of its maximum HP; landing or taking off is a swift action that does not provoke attacks of opportunity; the creature takes no damage from landing in this manner
- **Status Immunity (Su):** the creature is immune to the following status effects: Blind, Mute, Petrified, Sleep, & Zombie; in addition, the creature cannot be Provoked or Threatened
- **Status Resistance (Su):** the creature has only a 50% chance of being affected by the following status effects (even on a failed save): Slowed, Power Break, Magic Break, Armor Break, & Mental Break

Tanket

Large Aberration (Arena, Fiend)

Hit Dice: 36d8+288 (450HP)

Initiative: -2

Speed: 30' (6 squares)

Armor Class: 57 (-1 size, -2 Dex, +60 natural); touch 7; flat-footed 57

Base Attack/Grapple: +27/+44

Attack: Slam +39 melee (20d8+13 + Berserk & Delay Buster)

Full Attack: 2 Slams +39 melee (20d8+13 + Berserk & Delay Buster)

Space/Reach: 10'/10'

Special Attacks: Berserk, Delay Buster, Rush Attack

Special Qualities: Aberration traits, Damage Reduction 18/--, Spell Resistance 36

Saves: Fort +20, Ref +10, Will +22

Abilities: Str 36 (+13), Dex 6 (-2), Con 27 (+8), Int -- (+0), Wis 14 (+2), Cha 10 (+0)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 35

Treasure: standard + 1 Defense Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Light Curtain/Lunar Curtain

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 72d6+288 (540MP)

- **Berserk (Su):** inflicts Berserk status on 1 opponent within 205'; Will save (DC30) to resist; the save DC is Wisdom-based
- **Delay Buster (Su):** this attack confers a -20 Initiative penalty for the next round upon an opponent struck by a successful melee attack; affected creatures must make a Will save (DC30) to resist; the save DC is Wisdom-based
- **Rush Attack (Su):** +39 melee attack against 1 opponent within reach, dealing 40d8+26 points of bludgeoning damage; in addition, an opponent struck by this attack must make a Fortitude save (DC41) or be inflicted with Berserk status & a -20 Initiative penalty for the next round; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity

Th'uban

Colossal Magical Beast (Arena, Fiend)

Hit Dice: 120d10+1,320 (1,980HP)

Initiative: +2

Speed: 60' (12 squares)

Armor Class: 52 (-8 size, +2 Dex, +48 natural); touch 4; flat-footed 50

Base Attack/Grapple: +120/+153

Attack: Swipe +129 melee (40d6+17) or Convergence +114 ranged (60d6 force, 19-20/x2, 60' range)

Full Attack: 2 Swipes +129 melee (40d6+17) or Convergence +114 ranged (60d6 force, 19-20/x2, 60' range)

Space/Reach: 30'/20'

Special Attacks: Condemn, Rainbow

Special Qualities: Damage Reduction 60/--, Haste, Magical Beast traits, Protect, Regen, Shell, Spell Resistance 120

Saves: Fort +73, Ref +64, Will +43

Abilities: Str 45 (+17), Dex 15 (+2), Con 33 (+11), Int -- (+0), Wis 17 (+3), Cha 14 (+2)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 44

Treasure: 2x standard + 1 Underdog's Secret (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Gambler's Spirit/Teleport Sphere

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 240d6+960 (1,800MP)

- **Condemn (Su):** this attack inflicts 20d6 points of force damage to all opponents within line of sight; in addition, any creature struck by this attack suffers a *dispel* effect (opponent loses all positive conditions such

- as ability boosts from spells or spell-like effects, *auto-life* effects, *haste* effects, *hastega* effects, *nul* effects (including *mighty guard*), *shell* effects, *protect* effects, *reflect* effects, *regen* effects, & any Initiative penalties); if a creature makes a Fortitude save (DC73), then they only take half damage & negate the *dispel* effect; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity
- **Rainbow (Su):** unleashes a line of sight blast that instantly strikes all creatures within it; this is a full-round action that does not provoke attacks of opportunity; this ability costs 96MP to use; this ability can be used once every 1d4 rounds; this blast inflicts the following status effects (no saving throw):
 - Blind (3 rounds)
 - Confused
 - Cursed
 - Mute (3 rounds)
 - Slowed (3 rounds)
 - **Haste (Sp):** the creature grants itself a +10 bonus to its initiative for the rest of the encounter; in addition, it can perform an extra attack action, move action, or swift action each round for the rest of the encounter; these effects are negated if it is successfully hit with a *slow* effect, a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); multiple *haste* effects do not stack; this is a standard action that does not provoke attacks of opportunity (although subsequent hasted actions provoke attacks of opportunity as normal); this ability costs 8MP to use
 - **Protect (Sp):** this ability grants itself Damage Reduction 8 for the rest of the encounter; multiple *protect* effects do not stack, but overlap; this effect is negated if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 12MP to use
 - **Regen (Sp):** this ability grants Fast Healing 15 to itself; multiple *regen* effects do not stack, but overlap; this effect lasts for 1 minute (10 rounds); this effect is negated if it is successfully hit with a *curse* effect, a *dispel* effect, or dies (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 40MP to use
 - **Shell (Sp):** this ability multiplies its SR by 2 for the rest of the encounter; multiple *Shell* effects do not stack, but overlap; this effect is negated if they are successfully hit with a *curse* effect, a *dispel* effect, or die (even if they are revived during the same encounter); this is a standard action that provokes attacks of opportunity; this ability costs 10MP to use



Ultima Buster

Colossal Outsider (Arena, Fiend)

Hit Dice: 40d8+280 (460HP)

Initiative: +0

Speed: 30' (6 squares)

Armor Class: 52 (-8 size, +50 natural); touch 2; flat-footed 52

Base Attack/Grapple: +40/+69

Attack: N/A

Full Attack: N/A

Space/Reach: 30'/30'

Special Attacks: Contamination, Ultima

Special Qualities: Arm Block, Damage Reduction 20/--, Outsider traits, Spell Resistance 40

Saves: Fort +29, Ref +22, Will +24

Abilities: Str 37 (+13), Dex 10 (+0), Con 25 (+7), Int -- (+0), Wis 14 (+2), Cha 12 (+1)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 34

Treasure: 2x standard + 1 Winning Formula (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Gambler's Spirit/Level 3 Key Sphere

Alignment: Neutral

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 160d6+640 (1,200MP)

- **Contamination (Su):** +32 special ranged attack (4d6+13); 240' range; Fortitude save (DC32) for half damage & avoid the status effects; the save DC is Wisdom-based; this is a standard action that does not provoke attacks of opportunity; this ability costs 128MP to use; opponents that fail their Reflex save are subject to the following effects:
 - Confused
 - Poison
 - Slowed
 - Zombie
 - Power Break: any Strength bonus to attacks is negated
 - Magic Break: all damage dealt by that opponent's spells is reduced by 1/2; the opponent's healing magic is only 1/2 as effective, as well; multiple *break* effects do not stack
 - Armor Break: any armor bonus for natural or worn armor is negated
 - Mental Break: any SR is negated
- **Ultima (Sp):** this attack inflicts 200d6 points of non-specified damage to all opponents within 240'; your opponents can each make a Fortitude save (DC32) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
- **Arm Block (Ex):** once every 1d4 rounds, the creature can raise one of its arms to block a physical attack (melee or ranged) as an immediate action; this maneuver adds +20 to its Damage Reduction for 1 round

Vidatu

Huge Outsider (Arena, Fiend)

Hit Dice: 32d8+224 (368HP)

Initiative: +3

Speed: 40' (8 squares), Fly 40' (8 squares, perfect maneuverability)

Armor Class: 31 (-2 size, +3 Dex, +20 natural); touch 11; flat-footed 28

Base Attack/Grapple: +32/+52

Attack: N/A

Full Attack: N/A

Space/Reach: 15'/15'

Special Attacks: Osmose, Ultima

Special Qualities: Damage Reduction 16/--, Energy Immunity, Fast Healing 5, Outsider traits, Spell Resistance 32

Saves: Fort +25, Ref +21, Will +20

Abilities: Str 34 (+12), Dex 16 (+3), Con 24 (+7), Int -- (+0), Wis 15 (+2), Cha 15 (+2)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 31

Treasure: standard + 1 MP Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Lightning Gem ($\times 4$)/Mana Tonic

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 128d6+512 (960MP)

- **Osmose (Su):** this is a touch attack that transfers 8d4MP per HD (theirs) from 1 opponent's MP pool to the creature's own; the opponent can make a Will save (DC28) for half damage; the save DC is Charisma-based; this is a standard action that provokes attacks of opportunity; this ability does not consume any MP to use
- **Ultima (Sp):** this attack inflicts 200d6 points of non-specified damage to all opponents within 210'; your opponents can each make a Fortitude save (DC28) for half damage; the save DC is Wisdom-based; any opponent reduced to 0 or fewer HP by this attack is entirely disintegrated, leaving behind only a trace of fine dust; a disintegrated creature's equipment is unaffected; this attack can only target creatures, not objects; this is a full-round action that provokes attack of opportunity; this ability costs 90MP to use
- **Energy Immunity (Su):** the creature is immune to all damage from cold, fire, lightning, & water (force) energy types

Vorban

Colossal Aberration (Arena, Fiend)

Hit Dice: 56d8+672 (924HP)

Initiative: -1

Speed: 40' (8 squares)

Armor Class: 57 (-8 size, -1 Dex, +56 natural); touch 1; flat-footed 57

Base Attack/Grapple: +42/+74

Attack: Slam +50 melee (4d6+16)

Full Attack: 2 Slams +50 melee (4d6+16)

Space/Reach: 30'/30'

Special Attacks: Body Splash, Mortar

Special Qualities: Aberration traits, Body Shield, Damage Reduction 28/--, Spell Resistance 56

Saves: Fort +30, Ref +17, Will +29

Abilities: Str 43 (+16), Dex 9 (-1), Con 34 (+12), Int -- (+0), Wis 12 (+1), Cha 7 (-2)

Skills: N/A

Feats: N/A

Environment: any (Monster Arena)

Organization: solitary

Challenge Rating: 37

Treasure: standard + 1 Friend Sphere (or, rarely, 1 Dark Matter instead)

Normal/Rare Steal: Healing Spring ($\times 2$)/Stamina Tablet

Alignment: Chaotic Evil

Advancement: N/A

Level Adjustment: N/A

Magic Pool: 112d6+840 (900MP)

- **Body Splash (Ex):** once every other round, the creature can crush it's enemies with a trample-like attack, dealing 32d6+16 damage to all creatures caught underneath it; Reflex save (DC54) for half damage; the save DC is Strength-based; after this action, the creature is considered prone, & must take a move action to stand up; this is a standard action that does not provoke attacks of opportunity (although the move action to stand up from being prone does provoke attacks of opportunity)
- **Mortar (Ex):** once every 1d4 rounds, the creature can launch an explosive blast; this attack that deals 64d6+16 points of piercing damage & 16d8 points of fire damage to all creatures within 290' (including the creature); all creatures can make a Fortitude save (DC37) for half damage; the save DC is Dexterity-based; this ability is a standard action that does not provoke attacks of opportunity
- **Body Shield (Ex):** as a swift action, the creature can shield itself with its armor-plated arms; this grants it cover relative to a chosen opponent (+40AC), as well as DR24; this ability can be dropped at will, & does not provoke attacks of opportunity; however, the creature cannot attack while this ability is active

Dark Fayth (“Dark Aeon” Epic Monster PrC)

Requirements

- **Race:** Aeon only.
- **BAB:** +20.
- **Special:** You must have intentionally caused the death of the Summoner who has summoned you.

Fastest Route: Aeon 20

Class Information

Hit Die: d8.

Class Skills: The Dark Fayth’s class skills (& the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), & Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

MP per Level: 2d6+8.

Table 1-20: The Dark Fayth (Epic Monster PrC)

Level	Epic Attack Bonus	Epic Fort	Epic Reflex	Epic Will	Special	Average MP
1st	+0	+1	+1	+1	Darkness Unleashed	15
2nd	+1	+1	+1	+1	--	30
3rd	+1	+2	+2	+2	Spell Resistance, Damage Reduction	45
4th	+2	+2	+2	+2	--	60
5th	+2	+3	+3	+3	Dark Defenses	75
6th	+3	+3	+3	+3	--	90
7th	+3	+4	+4	+4	Energy Immunity	105
8th	+4	+4	+4	+4	--	120
9th	+4	+5	+5	+5	Status Immunity	135
10th	+5	+5	+5	+5	--	150
11th	+5	+6	+6	+6	Energy Absorption	165
12th	+6/+1	+6	+6	+6	--	180
13th	+6/+1	+7	+7	+7	Mega-Graviton	195

Class Features

All of the following are class features of the Dark Fayth. See level progression on **Table 1-20: The Dark Fayth (Epic Monster PrC)** for more information.

Weapon & Armor Proficiency: You gain no proficiency with any weapon or armor.

Darkness Unleashed: at 1st level, you are free to act as you will, no longer being bound by the goal of destroying Sin; you cannot be called by a summoner to battle, & you are no longer compelled to act as a summoner wishes; your transdimensional pocket shrinks to nonexistence, forcing you onto the Material Plane, so you can no longer retreat back to it; since qualifying for this prestige class involves killing your Summoner, your alignment probably changes from True Neutral (most likely to an Evil alignment, unless your Summoner was Evil)

Spell Resistance (Su): at 3rd level, you gain Spell Resistance equal to your Hit Die × 2

Damage Reduction (Ex): at 3rd level, you gain Damage Reduction/epic equal to your Hit Die

Dark Defenses (Ex): at 5th level, you become immune to all polymorphing magic, all mind-affecting magic, ability drain, ability damage, death from massive damage, & all divination magic

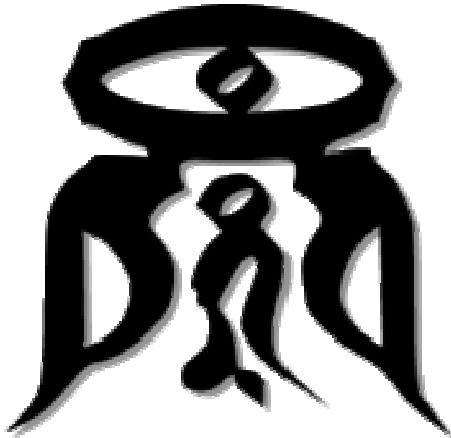
Energy Immunity (Ex): at 7th level, you are immune to all damage from cold, fire, lightning, & water (force) energy types

Status Immunity (Ex): at 9th level, you are immune to all status effects (other than Hasted, KO, or Regen)

Energy Absorption (Ex): at 11th level, whenever you are dealt cold, fire, lightning, or water (force) damage, you actually gain HP equal to the damage that you normally would have taken; you cannot gain HP in excess of your maximum HP; this ability replaces Energy Immunity

Mega-Graviton (Sp): at 13th level, you can unleash a 200' blast that instantly strikes all creatures within it, dealing damage to each creature equal to 50% of their current maximum HP (no saving throw); this is a full-round action that does not provoke attacks of opportunity; this ability costs 240MP to use; this blast inflicts the following status effects:

- Blind (10 minutes)
- Doomed
- Mute (10 minutes)
- Sleep (10 minutes)
- Slowed



The Church of Yevon

Yevon (Greater God, Lawful Good)

All across Spira, most people worship the one true god, Yevon. His teachings have united the peoples of Spira for over a thousand years, helping them to cope with the havoc of Sin. His teachings state that Spirans must atone for the misdeeds of their ancestors, & that only by doing so will they be rid of Sin forever & experience the peace of the Eternal Calm. The Church of Yevon bans the use of machina, & the persecution of those who do use such unholy devices. Yevonites also pray often, giving thanks to Yevon for the temporary Calms; they also sing the Hymn of the Fayth, a holy song of Yevon sung to soothe the souls of the dead as they pass into the Farplane.

The truth is, though, that the idea of Yevon as a god is lie. A thousand years ago, a Summoner named Yu Yevon lived in Zanarkand, which was losing a war with Bevelle. Rather than risk destruction of his beloved city, Yu Yevon had all the surviving citizens turn themselves into Fayth & began a massive group summoning of the city, one that never slept. In order to protect himself, he gathered a multitude of pyreflies & transformed them into an armor which became the monster known as Sin.

Yu Yevon gave this creature a set of very simple instructions: destroy any machina or settlement which grew larger than a small village in order to bring technical evolution to a halt, & retaliate to all hostility with extreme prejudice. However, the strain on summoning both Sin & maintaining his beloved Dream Zanarkand proved too much, even for his abilities. His humanity soon faded & Sin was left as a force relying solely on instinct & to comply with the instructions given to it upon creation. Sin's first act as such was to destroy the real Zanarkand. The armies of Bevelle saw this destruction & retreated, bringing the first news of the great beast.

Shortly before creating Sin, Yu Yevon informed his daughter, Yunalesca, of his plan & gave her a means of calming the creature. Yunalesca passed this knowledge on to the leaders of Bevelle, thus beginning the teachings of Yevon & the endless spiral of death that surrounds Spira. Every time a Summoner destroyed Sin, the Aeon used for the Final Summoning would be possessed by Yu Yevon & used to rebuild Sin. Yu Yevon continued to use this process to renew Sin time & time again.

- **Portfolio:** Atonement, Death, Lies, Rebirth, Secrets
- **Domains:** Destruction, Healing, Law, Trickery
- **Cleric Training:** Training to become a priest or a summoner of Yevon is conducted at one of several Yevonite temples scattered across Spira. Potential priest & summoners are typically chosen from a very early age, as one cannot wait for Sin to claim them. Elder priests take time to mentor each acolyte, so that they are all well-versed in Yevon's sacred teachings & the church's doctrine. To complete their training, acolytes must pass through the Cloister of Trials, a series of puzzle-locked rooms that test an applicant's resolve, ingenuity, & faith.
- **Quests:** The Church of Yevon sometimes sends newly ordained clergy to retrieve sacred or otherwise important items from areas devastated by Sin, if they have not been destroyed. They also send priests to assist those injured by Sin's attacks, as well perform the Sending for those who cannot be saved. The most important quest commissioned by the church, though, is that of the Pilgrimage. All summoners are expected to attempt a quest to attain the Final Aeon, & use it to destroy Sin. Many fail, or quit, as the journey is rarely an easy one. Priests of Yevon sometimes accompany a summoner as one of their guardians on the Pilgrimage.
- **Prayers:** A prayer to Yevon is typically a simple one. Little time is wasted on flowery language or circuitous phrasing. This worship often centers around Sin, & pleas for the Calm. Commonly heard prayers include "May Yevon protect us", "Thank Yevon for the Calm", "Yevon, please hear us, & deliver us from Sin", & "Praise be to Yevon." The Hymn of the Fayth is the most frequently-used prayer, & is sometimes sung during secular moments, such as while working or as a lullaby. Below are the lyrics:
 - **Japanese:** Inore yo, Ebon-ju, Yume mi yo, inoriko. Hatenaku, sakaetamae.

- **English:** Pray to Yu Yevon, & dream, Fayth. Forever & ever, grant us prosperity.
- **Temples:** Yevon has several temples scattered across Spira, mostly in current or former centers of civilization. The outer design of a Yevonite temple can vary greatly, but the inner chambers usually follow a similar design scheme. The first room is the largest one, a central hall that is filled with statues of prominent High Summoners, prayer mats, & symbols of Yevon. Side doors lead to priests' living quarters, private meditation rooms, & other facilities. The inner chambers are usually locked, as they are devoted to one of the Cloister of Trials. The cloister is always the only way to reach the innermost room, where the sarcophagus of the temple's patron Aeon is stored. The temples of Yevon are listed below:
 - Baaj (temple in ruins)
 - Besaid
 - Bevelle (capital city temple)
 - Djose (semi-hidden temple)
 - Kilika
 - Macalania
 - Remiem (lost temple)
- **Rites:** The Yevonites have few defined ceremonies. In centuries past, more rites existed, but they were gradually dropped as Sin's wrath took its toll on the people of Spira. The clergy of Yevon still officiate over weddings, trials, blitzball games, & other relatively-minor social events. The only major rite that they have remaining is the Sending ritual, which is performed by summoners (or priests) to usher the souls of the dead into the Farplane, so that they can leave the world of the living & find eternal rest.
- **Herald & Allies:** Yevon seldom has reason to employ a herald. On the rare occasions when Yevon does call upon a herald (usually to declare a Calm has begun, after a summoner defeats Sin), it's usually a 20th-level summoner, & is often a Guado, although Hume & Ronso heralds are not unheard of. Allies are invariably Aeons of some sort.
- **Relics:** The seven legendary weapons, the Final Aeon.
- **Symbol:** The Angelic Eye (*Yevonite Script, Letter A*).
- **Favored Weapon:** Quarterstaff.

The Sphere Grid

Overview

The game of *Final Fantasy X* is an RPG, much like any other. You battle enemies, & if you defeat them, then you gain points that you can use to improve your abilities. But this system is a bit different than the leveling system found in RPG's such as *Dungeons & Dragons*. The mechanics of *FFX* do not have discrete levels of achievement that you reach after gaining so many experience points (XP). Instead, the PC's gain spheres, which are small magical items that allow the characters to activate nodes on a chart known as the Sphere Grid. Each node on the Sphere Grid has a different small permanent boost to a PC's statistics, & so by moving about the Sphere Grid unlocking nodes, the PC's can gain power. This system has nothing like the levels seen in D&D, which are more like pre-made bundled packages filled with small permanent stat boosts.

The Sphere Grid

To use this new alternative to leveling, the entire advancement system of the D20 system can be discarded &/or ignored. Monsters, traps, & other obstacles no longer grant Experience Points to the characters that defeat them. Anytime that an XP reward would normally be given to a character, a magical sphere is created instead. This sphere can be used to activate nodes on the Sphere Grid (see **Table 6-1: Sphere Grid**). These spheres cannot be created via any other means. Even the most powerful magic (such as a *wish* or *miracle* spell) cannot create these concentrations of magical power. Indeed, each of these spheres represents a nexus of metaphysical energy, a distilled manifestation of the fundamental power in the universe. In the world of Spira, this is usually seen either as a gift from the fayth for defeating a fiend, or a crystallized remnant left behind by the pyreflies when a fiend is defeated.

Acquiring Spheres

When a party faces off against monsters or traps, they earn different types of spheres when they defeat those obstacles, depending on the challenge of the obstacles in question. If the CR of the obstacle is less than the party's average HD -1, then no spheres are produced; obstacles with a CR of less than 1 are rounded down to CR0. If the CR of the obstacle is between the party's average HD -1 & the party's average HD +2, then random spheres will be produced from **Table 6-2: Standard Drops**. If the CR of the obstacle is greater than the party's average HD +2, then random spheres will be produced from **Table 6-3: Elite Drops**. For either of these tables, it is recommended that the victor roll 1d20 to determine the results. Alternatively, the DM may allow the use of 2d10 as a viable variant; keep in mind that using this variant leads to slightly more spheres produced, but mostly of only average quality (IE fewer Key Spheres).

Table 6-1: Sphere Grid (next page)

Node	Summoner	Pugilist	Ruin	Lancer	Bandit	Blitzer	Black Mage
#1	HP +4d+Con	HP +8d+Con	HP +10d+Con	HP +12d+Con	HP +16d+Con	HP +18d+Con	HP +14d+Con
#2	Ability Score +1	Ability Score +1	BAB +1	Focus Focus	Skill +8d+Int +4	Feat +1	MP +2d6+8
#3	MP +2d6+8	MP +2d6+8	Feat +1	BAB +1	Feat +1	Skill +4d+Int +4	HP +1d+Con
#4	Will +1	Will +1	Skill +4d+Int +4	Feat +1	Feat +1	Feat +1	HP +1d+Con
#5	Fest +1	MP +1d6+4	Fest +1	Skill +4d+Int +4	MP +1d6+4	Dark Attack	HP +2d+Int +4
#6	Skill +4d+Int +4	Ref +1	Skill +2d+Int +4	MP +1d6+4	Ref +1	Feat +2	HP +2d+Int +4
#7	Will +1	Fest +1	MP +1d6+4	Fest +1	MP +1d6+4	Feat +1	Will +1
#8	HP +1d6+Con	HP +1d6+Con	HP +1d10+Con	Feat +2	HP +1d6+Con	HP +1d8+Con	HP +1d+Con
#9	HP +1d6+Con	Ref +1	BAB +1	HP +1d12+Con	Skill +8d+Int	BAB +1	HP +1d+Con
#10	HP +1d6+Con	HP +1d6+Con	Feat +1	HP +1d12+Con	HP +1d6+Con	HP +1d+Con	MP +2d6+8
#11	MP +2d6+8	MP +2d6+8	BAB +1	Feat +1	HP +1d6+Con	HP +1d+Con	HP +2d6+8
#12	Will +1	Will +1	Skill +4d+Int	Skill +4d+Int	BAB +1	Karen Blowing +1	Will +1
#13	Skill +4d+Int	MP +1d6+4	MP +1d6+4	MP +1d6+4	MP +1d6+4	Feat +1	Skill +2d+Int
#14	BAB +1	HP +1d6+Con	HP +1d10+Con	Feat +1	HP +1d6+Con	MP +1d6+4	BAB +1
#15	HP +1d6+Con	HP +1d6+Con	BAB +1	HP +1d12+Con	Skill +8d+Int	HP +1d+Con	HP +1d+Con
#16	HP +1d6+Con	Feat +1	Ref +1	HP +1d12+Con	HP +1d6+Con	HP +1d+Con	MP +2d6+8
#17	HP +1d6+Con	HP +1d6+Con	BAB +1	Feat +1	HP +1d6+Con	BAB +1	Ability Score +1
#18	MP +2d6+8	MP +2d6+8	BAB +1	Skill +4d+Int	MP +1d6+4	Feat +1	HP +1d+Con
#19	Will +1	Will +1	Fest +1	MP +1d6+4	BAB +1	Skill +4d+Int	HP +1d+Con
#20	Ref +1	Skill +4d+Int	Skill +2d+Int	Fest +1	MP +1d6+4	Will +1	HP +2d+Int
#21	Fest +1	MP +1d6+4	MP +1d6+4	MP +1d6+4	MP +1d6+4	Feat +1	Will +1
#22	Skill +4d+Int	Fest +1	Will +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	Skill +2d+Int
#23	HP +1d6+Con	HP +1d6+Con	HP +1d10+Con	HP +1d12+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#24	HP +1d6+Con	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	HP +1d+Con
#25	Ability Score +1	Ref +1	BAB +1	HP +1d6+Con	HP +1d6+Con	BAB +1	Ability Score +1
#26	Will +1	BAB +1	Feat +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	MP +2d6+8
#27	MP +2d6+8	Evasion	Disease Reduction +1	Skill +4d+Int	BAB +1	Ref +1	Fire
#28	Will +1	Skill +4d+Int	Skill +2d+Int	MP +1d6+4	MP +1d6+4	Feat +1	HP +Movement +1
#29	Skill +4d+Int	MP +1d6+4	MP +1d6+4	MP +1d6+4	MP +1d6+4	Will +1	Skill +2d+Int
#30	BAB +1	HP +1d6+Con	HP +1d10+Con	Feat +1	HP +1d6+Con	HP +1d6+Con	BAB +1
#31	HP +1d6+Con	BAB +1	HP +1d12+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#32	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	Skill +4d+Int	HP +1d6+Con	HP +1d+Con	HP +1d+Con
#33	Ability Score +1	Skill +4d+Int	Skill +2d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	Ability Score +1
#34	MP +2d6+8	MP +1d6+4	MP +1d6+4	MP +1d6+4	MP +1d6+4	HP +1d8+Con	HP +1d+Con
#35	Skill +4d+Int	HP +1d6+Con	HP +1d10+Con	HP +1d12+Con	Skill +8d+Int	HP +1d6+Con	Skill +2d+Int
#36	HP +1d6+Con	BAB +1	HP +1d12+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#37	HP +1d4+Con	HP +1d4+Con	Fest +1	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#38	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	HP +1d+Con
#39	MP +2d6+8	MP +2d6+8	MP +1d6+4	MP +1d6+4	MP +1d6+4	HP +1d6+Con	HP +1d+Con
#40	Will +1	Will +1	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+Con	HP +1d+Con
#41	Ref +1	Skill +4d+Int	Fest +1	HP +1d6+4	HP +1d6+4	HP +1d6+Con	HP +1d+Con
#42	Will +1	MP +1d6+4	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+Con	HP +1d+Con
#43	Fest +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#44	Skill +4d+Int	HP +1d6+Con	HP +1d10+Con	HP +1d12+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#45	BAB +1	HP +1d6+Con	BAB +1	HP +1d6+Con	Skill +8d+Int	BAB +1	BAB +1
#46	HP +1d4+Con	HP +1d4+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#47	HP +1d4+Con	Provoker	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#48	HP +1d4+Con	Skill +4d+Int	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#49	MP +2d6+8	HP +1d6+Con	HP +1d10+Con	HP +1d12+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#50	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#51	HP +1d6+Con	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	HP +1d+Con
#52	HP +1d4+Con	Ref +1	BAB +1	HP +1d6+Con	Skill +8d+Int	HP +1d6+Con	HP +1d+Con
#53	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	HP +1d+Con
#54	Prov.	Improved Use Dodge	Disease Reduction +1	MP +1d6+4	MP +1d6+4	HP +1d6+Con	HP +1d+Con
#55	MP +2d6+8	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#56	Will +1	MP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#57	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#58	BAB +1	HP +1d6+Con	BAB +1	HP +1d6+Con	Skill +8d+Int	HP +1d6+Con	BAB +1
#59	HP +1d6+Con	Fest +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#60	HP +1d4+Con	Will +1	Will +1	MP +1d6+4	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#61	Will +1	Delay Junkie	Arrow Brook	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#62	MP +2d6+8	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#63	Fest +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#64	Ref +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#65	Fest +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#66	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#67	HP +1d4+Con	HP +1d4+Con	BAB +1	HP +1d6+Con	Skill +8d+Int	HP +1d6+Con	HP +1d+Con
#68	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	HP +1d+Con
#69	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#70	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#71	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#72	BAB +1	HP +1d6+Con	BAB +1	HP +1d6+Con	Skill +8d+Int	BAB +1	Skill +2d+Int
#73	BAB +1	HP +1d6+Con	BAB +1	HP +1d6+Con	HP +1d6+Con	BAB +1	HP +1d+Con
#74	HP +1d4+Con	HP +1d4+Con	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#75	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#76	MP +2d6+8	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#77	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#78	HP +1d4+Con	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	HP +1d+Con
#79	Ability Score +1	Fest +1	BAB +1	HP +1d6+Con	Skill +8d+Int	BAB +1	HP +1d+Con
#80	Skill +4d+Int	Ref +1	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#81	MP +2d6+8	Will +1	Ref +1	Skill +4d+Int	HP +1d6+4	HP +1d6+4	HP +1d+Con
#82	Ref +1	Fest +1	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#83	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#84	Will +1	Skill +4d+Int	Fest +1	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#85	Fest +1	MP +1d6+4	Skill +2d+Int	Ref +1	Feat +1	Will +1	HP +1d6+4
#86	Skill +4d+Int	Fest +1	MP +1d6+4	Will +1	HP +1d6+4	HP +1d6+4	HP +1d+Con
#87	BAB +1	HP +1d6+Con	HP +1d10+Con	HP +1d12+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#88	HP +1d6+Con	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#89	HP +1d4+Con	HP +1d4+Con	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#90	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#91	MP +2d6+8	MP +1d6+4	MP +1d6+4	MP +1d6+4	MP +1d6+4	HP +1d6+Con	HP +1d+Con
#92	Skill +4d+Int	MP +1d6+4	HP +1d10+Con	HP +1d12+Con	Skill +8d+Int	BAB +1	HP +1d+Con
#93	HP +1d4+Con	Ref +1	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#94	Ref +1	BAB +1	Feat +1	HP +1d6+Con	Skill +8d+Int	BAB +1	HP +1d+Con
#95	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d+Con
#96	HP +1d6+4	HP +1d6+4	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#97	Skill +4d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#98	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#99	HP +1d6+Con	HP +1d10+Con	HP +1d12+Con	Skill +8d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#100	HP +1d4+Con	Feat +1	BAB +1	HP +1d6+Con	Skill +8d+Int	BAB +1	HP +1d+Con
#101	Ability Score +1	Ability Score +1	Ref +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#102	MP +2d6+8	MP +2d6+8	BAB +1	HP +1d6+Con	Skill +8d+Int	Skill +4d+Int	HP +1d+Con
#103	Will +1	Will +1	Fest +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#104	Ref +1	Skill +4d+Int	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#105	Fest +1	MP +1d6+4	Skill +2d+Int	Ref +1	Feat +1	HP +1d6+4	HP +1d6+4
#106	Skill +4d+Int	Fest +1	MP +1d6+4	Will +1	HP +1d6+4	HP +1d6+4	HP +1d+Con
#107	HP +1d4+Con	HP +1d4+Con	HP +1d10+Con	HP +1d12+Con	Skill +8d+Int	Ability Score +1	Ability Score +1
#108	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	Ability Score +1	HP +1d+Con
#109	HP +1d4+Con	HP +1d4+Con	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#110	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d+Con
#111	Will +1	Will +1	HP +1d6+Con	HP +1d6+Con	Skill +8d+Int	HP +1d6+Con	HP +1d+Con
#112	Skill +4d+Int	Skill +4d+Int	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#113	HP +1d4+Con	HP +1d4+Con	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#114	Ref +1	BAB +1	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d6+Con	HP +1d+Con
#115	HP +1d4+Con	HP +1d4+Con	BAB +1	HP +1d6+Con	Skill +8d+Int	HP +1d6+Con	HP +1d+Con
#116	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d6+8	HP +1d+Con
#117	MP +2d6+8	Skill +4d+Int	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#118	Skill +4d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#119	HP +1d4+Con	HP +1d4+Con	HP +1d10+Con	HP +1d12+Con	Skill +8d+Int	HP +1d6+Con	HP +1d+Con
#120	Curses	Fort +1	BAB +1	HP +1d6+Con	Skill +8d+Int	BAB +1	HP +1d6+Con
#121	HP +1d6+8	Ref +1	BAB +1	HP +1d6+Con	HP +1d6+Con	BAB +1	HP +1d6+8
#122	Will +1	Will +1	Fest +1	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#123	Ref +1	HP +1d6+4	Skill +2d+Int	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#124	Will +1	Will +1	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d6+4	HP +1d+Con
#125	Ref +1	Skill +4d+Int	Skill +2d+Int	HP +1d6+4	HP +1d		

Table 6-2: Standard Drops

d20	Sphere Dropped
1	Nothing
2	Nothing
3	1× Ability Sphere
4	1× Ability Sphere
5	2× Ability Sphere
6	1× Attack Sphere
7	2× Attack Sphere
8	1× Feature Sphere
9	2× Feature Sphere
10	1× Saving Sphere
11	1× Saving Sphere
12	2× Saving Sphere
13	1× Mana Sphere
14	2× Mana Sphere
15	1× Power Sphere
16	2× Power Sphere
17	1× Level 1 Key Sphere
18	2× Level 1 Key Sphere
19	1× Level 2 Key Sphere
20	Re-roll twice

Table 6-3: Elite Drops

d20	Sphere Dropped
1	Nothing
2	2× Ability Sphere
3	2× Attack Sphere
4	2× Feature Sphere
5	2× Saving Sphere
6	2× Mana Sphere
7	2× Power Sphere
8	1× Black Magic Sphere
9	1× White Magic Sphere
10	1× HP Sphere
11	1× MP Sphere
12	1× BAB Sphere
13	1× Feat Sphere
14	1× Score Sphere
15	1× Skill Sphere
16	1× Level 2 Key Sphere
17	2× Level 2 Key Sphere
18	1× Level 3 Key Sphere
19	1× Level 4 Key Sphere
20	Re-roll twice

Character Creation & Using Spheres

When a new character is created using this system, their race, class, alignment, & equipment are selected; all other character statistics are assumed to be 0. They then get the first 7 nodes of their class's column activated for free, placing their position on the Sphere Grid at row #7 of their class's column; this is assumed to be the character's total life experience up to this point. After that, the character will need to activate nodes that they can access using the appropriate spheres. To activate a node, a character needs to move to a node directly adjacent to their current position & spend a sphere that corresponds to that node. Nodes that are vertically-adjacent can be activated, but horizontally- & diagonally-adjacent nodes cannot; characters can only move vertically along their own class's column (unless, of course, they use Key Spheres, as seen below). Characters can move back over previously-activated nodes by spending another sphere of the appropriate type, but an already-activated node will not grant a bonus more than once for that character. Characters can move over empty nodes without spending spheres, but they cannot do so if they are spending spheres at the same time (& therefore must wait until they gain another sphere from an obstacle), & they gain no statistical benefit from doing so (unless they turn that empty node in another kind of node prior to activating it, see Sphere Grid Items below).

Converting to the Grid & Creating Higher-Level Characters

So far, we've assumed that the Sphere Grid would be used only for characters that start out at 1st level. But what if you want to create a character that's higher than 1st level? Or what if you already have a higher-level character, you want to switch over to using the Sphere Grid? As with anything involving variant rules (or rules in general), DM discretion is advised.

Well, the first one is easy. To create character that's higher than 1st level, simply give the character lots of free activated nodes. Activate as many as necessary in the class columns of your choice. Remember to also give them equipment & treasure according to the WBL chart; you can use the character's HD as an equivalent to class levels. Once that is done, just place the character's position on the Sphere Grid at their last activated node, & they are ready to enter play.

The second question is a bit more difficult. Converting to the Sphere Grid using a higher-level character is probably best done by determining their proper place on the Sphere Grid & assuming that all previous nodes in their class column(s) have been activated. To find an already-existing character's proper place on the grid, go to their class column. Now, go down the column, counting the nodes that add HP as you go. Once you've counted a number of HP nodes equal to your character's HD+1, stop & go back to the node directly above it. That's your character's position on the Sphere Grid. To get a ballpark estimate of where this should be, multiply your character's level by 7; the resulting number should the approximate row of your starting position on the grid.

Implications of the Grid

This system allows for strategic acquisition of abilities, enabling players to optimize their characters according to their tastes. Keep in mind that while this progression system tends to facilitate faster advancement than the standard XP system, it also tends to impede progress with inherent chokepoints. Players can only progress by activating adjacent nodes, & they can only do that by spending the corresponding spheres. As the acquisition of spheres is largely random, this can (& often does) lead to characters unable to advance (at least in the direction that they want to go) until they have a sphere of the correct type. This is an intentional consequence of the system, designed to promote strategy & keep out of control progression in check.

It is not recommended that DMs assist/hinder characters by fudging the dice rolls on Tables 6-2 or 6-3, as doing so could easily lead to overly-rapid/stagnant progression. This system also encourages DMs to pit the PCs against level-appropriate enemies (that is, opponents whose CR is roughly equal to the party's average HD). This is because if the CR is too low, then the PCs won't get any spheres as a reward, & if the CR is too high, then the PCs won't get enough useful spheres to justify the danger.

Some mechanical effects, such as WBL & certain class features, depend on a character's class level. In these cases, it is possible to use the number of Hit Die that a character has as a substitute for the number of levels that a character is supposed to have. Since characters using the XP system would always have 1HD per class level, it is preferable to refer to a character's HD to determine their ECL, so that effects that depend on levels can continue to function normally.

Example of Use

Let us use a PC named Tidus as an example of how the Sphere Grid can be used in an actual game. The character's player wants to make a new PC for a campaign that is just starting. He decides on making a Hume Pugilist named Tidus. After selecting his starting equipment & alignment, he is ready to calculate his statistics. Consulting the rules above for using the Sphere Grid, he gets the first 7 nodes of the Pugilist column activated for free. This has 2 implications: he has the exact same statistics as a Pugilist that was made via standard character creation methods, & his position on the Sphere Grid is determined to be Pugilist #7. He is then ready to begin play as a 1st-level character.

Tidus's party consists of himself, a Summoner, a Black Mage, & a Lancer. They are all 1st-level PCs. They soon get into a skirmish with 4 Sinscales (#1 type; CR $\frac{1}{4}$). After they defeat the litanies of Sinscales, they roll 4 times of

Table 6-2, once for each Sinscale that they killed. Together, the party rolls a 2, an 8, a 12, & a 17; this gives them 1 Feature Sphere, 2 Saving Spheres, & a Level 1 Key Sphere. Tidus needs a Power Sphere to activate the next node in his class column (Pugilist #8, HP +1d8+Con), so he cannot use any of these spheres to progress.

Later, Tidus's party encounters a Condor, a Dingo, & a Water Flan. After they defeat these opponents, they again roll on Table 6-2, once for each fiend that they killed. This time, the party rolls a 7, a 15, & a 16; this gives them 2 Attack Spheres & 3 Power Spheres. Now, Tidus can activate the next node in his class column & continue his progression. If the rest of his party permits it, he can even use one of the Saving Spheres that they got from the first battle to activate the next node after that (Pugilist #9, Reflex +1), advancing even further.

Sphere Grid Items

- **Ability Distiller:** forces an enemy to drop Ability Spheres
- **Ability Sphere:** activates an Ability Score, Feat, or Skill node on Sphere Grid (colored magenta on the grid)
- **Attack Distiller:** forces an enemy to drop Attack Spheres
- **Attack Sphere:** activates a BAB node on Sphere Grid (colored yellow on the grid)
- **BAB Sphere:** turns an empty node on the Sphere Grid into a BAB node (+1)
- **Black Magic Sphere:** activates a Black Magic node already activated by ally (colored purple on the grid)
- **Feat Sphere:** turns an empty node on the Sphere Grid into a Feat node (+1)
- **Feature Distiller:** forces an enemy to drop Feature Spheres
- **Feature Sphere:** activates a Class Feature node on Sphere Grid, such as a Black Magic node, a White Magic node, or some other node with a Class Feature on it (colored red on the grid)
- **Friend Sphere:** teleports you to any ally's current location on the Sphere Grid
- **HP Sphere:** turns an empty node on the Sphere Grid into an HP node (+4)
- **Level 1 Key Sphere:** allows 1 lateral movement between Nodes #1-#35
- **Level 2 Key Sphere:** allows 1 lateral movement between Nodes #36-#70
- **Level 3 Key Sphere:** allows 1 lateral movement between Nodes #71-#105
- **Level 4 Key Sphere:** allows 1 lateral movement between Nodes #106-#140
- **Mana Distiller:** forces an enemy to drop Mana Spheres
- **Mana Sphere:** activates an MP node on Sphere Grid (colored blue on the grid)
- **MP Sphere:** turns an empty node on the Sphere Grid into an MP node (+15)
- **Power Distiller:** forces an enemy to drop Power Spheres
- **Power Sphere:** activates an HP node on Sphere Grid (colored orange on the grid)
- **Return Sphere:** returns you to any previously activated node on the Sphere Grid
- **Saving Distiller:** forces an enemy to drop Saving Spheres
- **Saving Sphere:** activates an Fortitude, Reflex, or Will node on Sphere Grid (colored cyan on the grid)
- **Score Sphere:** turns an empty node on the Sphere Grid into an Ability Score node (+1)
- **Skill Sphere:** turns an empty node on the Sphere Grid into a Skill Point node (+4)
- **Teleport Sphere:** teleports you to any activated node on the Sphere Grid, even if it was not activated by you
- **Warp Sphere:** teleports you to any node on the Sphere Grid, even if not activated
- **White Magic Sphere:** activates a White Magic node already activated by ally (colored green on the grid)

Variant Ranges

The classes of *Final Fantasy X*, as they are presented here, have a finite range for their class features (usually about 30'). However, this range is impractically short at higher levels, not to mention boringly static. So this is a variant designed to remedy this. The monster statistics for FFX d20 all use this variant, so as to better fit their CR level.

Use the tables below to determine the ranges for all of a character's long-range (I.E. non-personal, non-touch-based) abilities. **Table 7-1** is for the base range; for creatures with class levels, use their HD instead of their CR. **Table 7-2** is a range modifier, based on size. If a creature's size changes for some reason, their ability ranges should be changed accordingly. A creature's ranged attacks cannot have a range of less than 10'.

Table 7-1: Ability Range #1

CR	Range
1-5	30'
6-10	40'
11-15	60'
16-20	90'
21-25	120'
26-30	160'
31-35	200'
36-40	250'
41+	Line of Sight

Table 7-2: Ability Range #2

Size	Range Modifier
Fine	-40'
Diminutive	-20'
Tiny	-10'
Small	-5'
Medium	+0'
Large	+5'
Huge	+10'
Gargantuan	+20'
Colossal	+40'

Spiran Equipment

The world of Spira has mostly the same weapons & forms of armor as those found on other worlds. There are swords, lances, & spears, as well as chainmail, helmets, & armor plating. However, the people of Spira have developed some unique gear not found elsewhere. This equipment is detailed below, & the statistics for each can be found in **Table 8-1: Spiran Weapons** as well as **Table 8-2: Spiran Armor**.

Battle Doll

Battle dolls are magically-enhanced clockwork automatons originally developed by the Al Bhed. They are usually less than a foot tall, & they automatically return to their wielder after an attack, as if they had the Returning special ability applied to them. These dolls come in several varieties, usually shaped to look like some mythical Spiran creature, such as a cactuar, a moogle, or a cait sith. They are exotic weapons for anyone except the Al Bhed. They are favored by casters, who like to stay out of the thick of combat.

Blitzball

A blitzball is a weaponized version of the titular game piece in the sport of Blitzball. It is usually a leather-covered orb (1' diameter), stuffed with hay or straw, & reinforced with various materials for increased durability & attack power. Most real blitzballs are covering in smooth bumps for improved hydrodynamic movement & grip, although the weapon version does not always have these.

Blitzballs bounce off of their targets, so a character that is proficient with them can catch their ball after a successful hit. The chance of catching the ball is 75% within the first range increment, 50% within the second range increment, & 25% within the third range increment. Blitzballs are exotic weapons for anyone except Blitzers or characters who have levels in a Blitzball-related prestige class.

Claw

A claw is a special kind of bracer that has one or more long blades affixed to the end. These blades extend 3"-12" beyond the wielder's hand. Claws do not offer any armor protection, but the wielder of one cannot be disarmed. A creature wearing a claw can still use both hands to perform other actions, such as carrying items, opening locks, or casting spells. Donning or removing a claw takes 5 full rounds. They do not usually come in pairs. They are the favored weapons among bandits for their hands-free ease of use.

Bangle

A bangle is a small charm that is hung from somewhere on a creature's person. It can be worn on one's ear (like an earring), on one's clothing (like a brooch), or on another piece of jewelry. Bangles can be made of wood, stone,

or bone, but they are most commonly made of metal. They are always less than 1" in all dimensions. Like protective rings, bangles offer no armor class bonuses in & of themselves. However, they can be magically enhanced to provide protection to their wearers, like any normal form of armor. They are favored by caster, due to the fact that they have no chance of interfering with their spells.

Bracer

Also known as armguards or armlets, bracers are sheaths that are worn on the forearms of a creature to keep them safe from certain injuries. They are commonly made of leather, metal, or both. They were originally worn by archers to protect their arm from the bowstring to the arrow's fletching. Bracers are usually about 1' long, & they commonly have heavier protection for the upper side of the forearm than they do for the lower side. Some extend further up the arm to guard the elbow, & some extend lower to defend the wrist or even the back of the hand, although these variants are not very common. Bracers almost always come in pairs.

Ring, Protective

A protective ring is a metal band worn around the finger which is decorated with defensive runes. Like bangles, protective rings offer no armor class bonuses in & of themselves. However, they can be magically enhanced to provide protection to their wearers, like any normal form of armor. They are favored by caster, due to the fact that they have no chance of interfering with their spells.

Table 8-1: Spirian Weapons

Name	Cost	Damage (S)	Damage (M)	Critical	Range Increment	Weight	Type
Battle Doll	500gp	1d3	1d4	19-20/x2	20' maximum	4 lbs.	bludgeoning
Blitzball	40gp	1d4	1d6	x2	10'	2 lbs.	bludgeoning
Claw	14gp	1d4	1d6	x3	--	3 lbs.	slashing

Table 8-2: Spirian Armor

Name	Cost	Armor/Shield Bonus	Maximum Dexterity Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed	Weight
Bangle	8gp	+0	--	-1	0%	--	0 lbs.
Bracers	12gp	+1	--	-1	5%	--	3 lbs.
Ring, Protective	7gp	+0	--	0	0%	--	0 lbs.



120 Adventure Ideas in the World of Spira

- 1) A novice summoner needs guardians to go on a pilgrimage.
- 2) The Crusaders are planning an attack on Sin.
- 3) A gang of bandits have robbed a merchant caravan.
- 4) A sahagin raiding party terrorizes a coastal town, demanding tribute.
- 5) The star blitzer of a local blitzball team has gone missing.
- 6) The tomb of a legendary summoner has been discovered.
- 7) A prominent local official has been outed as an Unsent.
- 8) A statue in the town square collapses, revealing a fiend-infested cavern below.
- 9) A wealthy merchant needs someone to escort a shipment of valuable goods through dangerous territory.
- 10) All of the Guado have seemingly disappeared overnight.
- 11) Sinspawn have attacked a coastal village.
- 12) A summoner is seeking to obtain a particular Aeon, which is thought to be lost.
- 13) Machina have been sighted on the outskirts of town.
- 14) Local bandits have joined forces with a tribe of Ronso.
- 15) An evil ronin is organizing a rebellion in the area.
- 16) Hypello merchants are being attacked, angering the Hypello community.
- 17) Miners have become trapped in a cave-in, & are set upon by fiends.
- 18) A powerful coalition of priests has challenged the maesters' interpretation of Yevonite doctrine.
- 19) Racial tensions rise between the Ronso & the Guado.
- 20) A mysterious fog rolls over Kilika, blanketing the island with a strange mist.
- 21) The monster arena is paying top dollar for captured fiends.
- 22) A blitzball tournament was interrupted by fiends.
- 23) The staff of the maester has been stolen.
- 24) Sin has attacked a merchant ship at sea, killing all but one of the crew.
- 25) A prized chocobo has run off, & its weathy owner has posted a reward for its return.
- 26) Someone in the community is suspected of being an Unsent.
- 27) Al Bhed continue to raid a local village.
- 28) A black mage's magical experiments lead to disaster.
- 29) Ronso have closed of Mount Gagazet
- 30) An Al Bhed group needs someone to round up rogue machina for them.
- 31) A prophecy foretells of an imminent Sin-attack on a town.
- 32) A Guado ambassador is coming to town.
- 33) A door in the house of a recently-deceased black mage is discovered to lead to a network of tunnels.
- 34) Two Ronso tribes threaten to go to war.
- 35) The gate to the Farplane has been sealed by unknown forces.
- 36) New construction reveals an underground dungeon.
- 37) Hypello have kidnapped a summoner in the middle of a pilgrimage.
- 38) Two well-known crusaders are scheduled to fight a duel.
- 39) A legendary weapon is being sought to defeat Sin.
- 40) Al Bhed kidnap the maester's daughter.
- 41) A summoner is accused of heresy by the church of Yevon.
- 42) A bandit has angered the local authorities by stealing important spheres.
- 43) A Ronso tribal leader is visiting the area on his way to negotiate with the maesters.
- 44) An outbreak of fiends threatens a community.
- 45) A village ravaged by fiends desperately needs someone to perform a Sending.
- 46) Hypello are being driven out of the sea by a local food shortage.
- 47) The pyreflies of the Moonflow are behaving strangely.
- 48) An Aeon has been seen battling fiends nearby, but nobody has seen its summoner.
- 49) A map showing the location of an ancient machina is discovered.
- 50) The sewers of the city have become infested with fiends.
- 51) A pair of guardians has lost their summoner.
- 52) Sin attacks a major city, despite the Crusader's best efforts to stop it.
- 53) Guado bandits are preying on a small, isolated village.
- 54) An Aeon's sarcophagus has mysteriously disappeared from a temple.
- 55) A convention of black images is in town.
- 56) Chocobos are disappearing from local farms.
- 57) A nearby Sin sighting has caused a city to panic.
- 58) The Djose Highroad has become impassable due to rising fiend attacks.
- 59) Crusaders begin building a fortress not far from the village.
- 60) Someone or something is creating fiends at a frightening rate.

- 61) A summoner's guardians abandon him in the middle of his pilgrimage for unknown reasons.
- 62) A Ronso blacksmith needs his latest masterpiece transported to a neighboring kingdom.
- 63) The Guado are trying to clear out all the fiends in the forest.
- 64) A group of merchants sell fake item in town & attempt to sneak away.
- 65) A recently-discovered Aeon has fallen into the wrong hands.
- 66) The maesters of Yevon have imprisoned an Al Bhed leader, sending her to the Via Purifico.
- 67) An Unsent has appeared in town, spreading word of a dreadful prophecy.
- 68) A team of explorers searching Baaj Temple have not returned for a week.
- 69) An eccentric black mage is trying to restore Machina, angering the church of Yevon.
- 70) Sinspawn are attacking nearby settlements, but Sin is nowhere to be found.
- 71) A blitzball exhibition match is being held in town.
- 72) A thousand-year-old recording sphere is found in the Zanarkand Ruins.
- 73) A local forest has become plagued with rumors of fiends after several villagers & travelers turn up missing.
- 74) A community of Al Bhed begins using gliders.
- 75) An island at the center of a lake is actually the top of an ancient submerged temple.
- 76) An enormous machina is discovered underground, & it appears to still be functional.
- 77) A lost child wanders into an area haunted by Unsent & fiends, & dusk is approaching quickly.
- 78) All the recording spheres in Bevelle have disappeared.
- 79) A chocobo race is being held on the Mi'ihen Highroad.
- 80) Mysterious groaning sounds are heard coming from Macalania Woods at night.
- 81) Bandits steal a great treasure & flee into the Omega Ruins.
- 82) A black mage disappears after a powerful magical experiment.
- 83) A ronin's quest for redemption leads him to a Sinspawn-infested ruin too well defended for him to tackle alone.
- 84) An Aeon has run amok, defying its master's orders & attacking people.
- 85) The Al Bhed have discovered another airship, & are close to completing its repairs.
- 86) A maester of Yevon is secretly an Unsent.
- 87) A famed summoner is leading a pilgrimage through town, & rumors abound of an assassination attempt.
- 88) A recently-deceased person is sought on the Farplane, but no one can find them there.
- 89) Multiple Sin sightings in the area have made it too dangerous to travel by ship.
- 90) A Guado tree-village is threatened by a strange fire.
- 91) A famed pugilist is hosting a combat contest in town.
- 92) The Crusaders are hiring an expedition to Zanarkand to retrieve a valuable item.
- 93) A secret guild is blackmailing a maester of Yevon.
- 94) People are mysteriously disappearing along Mushroom Rock Road.
- 95) An Al Bhed enclave has just been created in town, despite the wishes of many citizens.
- 96) The statue of a High Summoner has begun to weep.
- 97) Hypello merchants need help capturing wild shoopufs.
- 98) Someone or something is sabotaging wagons & carts coming & going from Luca.
- 99) Many Unsent are suddenly gathering around a local temple.
- 100) The Ronso are petitioning the Guado to settle around Macalania Lake.
- 101) A summoner who vanished years ago is seen wandering the Calm Lands.
- 102) An earthquake uncovers a cavern with working machina inside.
- 103) A disgraced priest needs someone to help clear her name.
- 104) A strange storm that regularly tears across the land seems to coincide with increased fiend activity.
- 105) People are growing suspicious of an Al Bhed merchant selling spheres in the local market.
- 106) An absentminded black mage lets a powerful item fall into the wrong hands.
- 107) The church of Yevon needs help moving an Aeon's sarcophagus to a new temple.
- 108) Pyreflies are circling the home of a recently-killed priest.
- 109) Bandits make a deal with a Hypello tribe to exact a high toll to cross the Moonflow.
- 110) One part of a legendary weapon is in enemy hands, another is lost, & the last part is locked away.
- 111) Sinspawn are preying upon local citizens as well as Chocobos.
- 112) Yevonites gather in secret to discuss the maester's odd behaviors lately.
- 113) A crusader is following a pilgrimage, recording their exploits in a sphere.
- 114) A legendary Aeon supposedly lies within an ancient ruined temple.
- 115) A lancer is selling his services as a mercenary to the highest bidder.
- 116) An upcoming Blitzball tournament is postponed for undisclosed reasons.
- 117) A Hypello tribe raids a local town, searching for a notorious bandit.
- 118) A merchant ship is said to be chased by Sin.
- 119) An ancient ship crewed by Unsent has just pulled into shore.
- 120) Fiend attacks were on the rise, but then suddenly stopped.

Metamagic in Spira

In the world of Spira, magic works rather differently than in other fantasy worlds. Almost all classes are capable of performing feats of magic, & these magical abilities use magic points (MP). This radical shift in the way that magic works means that metamagic is largely inapplicable to Spirian “spells”. To address this issue, & to provide support for classes that primarily use magical effects (such as the Summoner & the Black Mage), here is a list of retooled metamagic feats for use in *Final Fantasy X* d20. Spirian classes should use these versions instead of the metamagic feats presented in Chapter 5 of the *Player’s Handbook*.

These metamagic feats apply to all spell-like class features, which are marked with a (Sp). These feats cannot be used to augment class features that are extraordinary (Ex) or supernatural (Su). Essentially, a metamagic feat can be applied to any class feature that requires magic points to be used. Some classes have more spell-like features than others, & therefore some classes will find metamagic feats more useful than others.

Empower Spell [Metamagic]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. Saving throws & opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up magic points equal to the original MP cost $\times 3$.

Enlarge Spell [Metamagic]

Benefit: You can double the range of a spell. An enlarged spell uses up magic points equal to the original MP cost $\times 2$. Spells whose ranges are not defined by distance do not have increased ranges.

Extend Spell [Metamagic]

Benefit: An extended spell & its effects last twice as long as normal. A spell without a duration measured in rounds is not affected by this feat. An extended spell uses up magic points equal to the original MP cost $\times 2$.

Heighten Spell [Metamagic]

Benefit: A heightened spell is cast as if the caster’s class level were one level higher than normal. Unlike other metamagic feats, Heighten Spell actually increases the effective class level of the spell’s caster. All effects dependent on class level (such as saving throw DCs & damage/healing output) are calculated according to the heightened level. The heightened spell uses up magic points equal to the original MP cost $\times 1.5$.

Maximize Spell [Metamagic]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws & opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up magic points equal to the original MP cost $\times 4$. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Quicken Spell [Metamagic]

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. 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 magic points equal to the original MP cost $\times 5$. Casting a quickened spell doesn’t provoke an attack of opportunity.

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 magic points equal to the original MP cost $\times 2$. A caster that is afflicted with the Mute status (see **Status Effects**) can still cast a silent spell.

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 magic points equal to the original MP cost $\times 2$. A caster that is afflicted with the Petrified status (see **Status Effects**) can still cast a stilled spell.

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 are doubled. A widened spell uses up magic points equal to the original MP cost $\times 4$. Spells that do not have an area of one of these four sorts are not affected by this feat.

Appendix 2: Credits & Copyright

Author

Zeta Kai (Adrian Durbin)

Editor

Zeta Kai (Adrian Durbin)

Playtesters & Other Contributors

Afroakuma

Aleron

AstralFire

Dark-Penance

Debihuman

Devin

Drglenn

Eighth Seraph

EvilElitist

Fax Celestis

Hunter Noventa

Kellus

Kobold-Bard

Kwanzaabot

Lappy9000

Lochar

Realms of Chaos

SilentNight

Soup of Kings

Temotei221

Special Thanks

GameFAQs

Square-Enix

The Order of the Stick Homebrew Forum

Wizards of the Coast

This document is a semi-total conversion of the standard D20 rules & conventions. This document is not a campaign setting or a stand-alone game system, but it has many elements of both. The intent behind this document's creation is to accurately convert the world of Spira (as portrayed within the game *Final Fantasy X*) into the gameplay of *Dungeons & Dragons* while making the least amount of compromises possible.

The content in this document is fully compatible with the *Dungeons & Dragons 3.5 Edition* ruleset, & is meant to be played in conjunction with the *Player's Handbook*, the *Dungeon Master's Guide*, & the *Monster Manual* (I).

The game of *Dungeons & Dragons* is owned by Wizards of the Coast, a subsidiary of Hasbro. The game *Final Fantasy X* is owned by Square Enix Holdings Co., Ltd. No permission was requested or granted for the use of the images, trademarks, &/or other pieces of intellectual property contained within this document.

All material within this document uses the Open Game License (see copy of the license below). All contents of this document are Open Game Content. Open Game Content within this document is copyright 2007-2009 by the author.

Please send all suggestions, critiques, & comments to: zetakai@yahoo.com. This document is not for sale; it is intended to be distributed for free, & no profit has been made by the author.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product

Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.



Enter a world caught in a spiral of death...

Join the ranks of those dedicated to breaking the cycle...

Or watch as the land plunges into a final fantasy...