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THE BASICS

DICE NOTATION

These rules use the following die notations:

- d4 = four sided die
- d6 = six sided die
- d8 = eight sided die
- d10 = ten sided die
- d12 = twelve sided die
- d20 = twenty sided die
- d% = percentile dice

Die rolls are expressed in the format:

[#] die type [+/- modifiers]

Example: 3d6+2 means: "Roll 3 six sided dice. Add the result of the three dice together. Add 2."

ROUNDING FRACTIONS

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

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

MULTIPLYING

Sometimes a special rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because $2 + 1 = 3$).

BASIC TASK RESOLUTION SYSTEM

These rules assume a standardized system for determining the success or failure of any given task.

That system is:

d20 + Modifiers vs. Difficulty Class (DC)

The Modifiers and DC are determined by the type of task.

If the result of the d20 roll + the Modifiers equals or exceeds the DC, the test is successful. Any other result is a failure.

A "natural 20" on the die roll is not an automatic success. A "natural 1" on the die roll is not an automatic failure. Difficulty ratings are listed below.

DC	Difficulty
0	Very easy
5	Easy
10	Average
15	Tough
20	Challenging
25	Formidable
30	Heroic
35	Super heroic
40	Nearly Impossible

CHARACTER CREATION

ABILITY SCORES

Every character has six basic Ability Scores:

- Strength (STR)
- Dexterity (DEX)
- Constitution (CON)
- Intelligence (INT)
- Wisdom (WIS)
- Charisma (CHA)

The Score of these Abilities ranges from 0 to infinity. A limit, if any, will be specified in the rules. The normal human range is 3 to 18. It is possible for a creature to have a score of "none". A score of "none" is not the same as a score of "0". A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +0.

- STR 0 means that the character cannot move at all. He lies helpless on the ground.
- DEX 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- CON 0 means that the character is dead.
- INT 0 means that the character cannot think and is unconscious in a coma like stupor, helpless.
- WIS 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- CHA 0 means that the character is withdrawn into a catatonic, coma like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

ABILITY MODIFIERS

<i>Score</i>	<i>Modifier</i>
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
etc...	

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

USE OF ABILITY SCORES

Strength

Strength modifies the character's Attack and Damage rolls in melee combat.

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

Dexterity

Dexterity modifies the character's AC, Initiative, Ranged Attack and Reflex Save.

Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

Constitution

Constitution modifies the character's Hit Dice and Fortitude Save.

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, and energy drain, and always fails Constitution checks. If a character's Constitution changes enough to alter his or her Constitution modifier, his or her hit points also increase or decrease accordingly at the same time.

Intelligence

Intelligence modifies the character's Skill Points and Additional Languages.

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

Wisdom

Wisdom modifies the character's Will Saves.

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma

Charisma modifies the character's NPC Influence Rolls.

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score, and vice versa.

CHANGING ABILITY SCORES

Ability scores can increase with no limit.

- Poisons, diseases, and other effects can temporarily harm an ability (temporary ability damage). Ability points lost to damage return on their own, typically at a rate of 1 point per day.
- Some effects drain abilities, resulting in a permanent loss (permanent ability drain). Points lost this way don't return on their own.
- As a character ages, some ability scores go up and others go down.

When an ability score changes, the modifier associated with that score also changes.

ALIGNMENT

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

Good vs. Evil

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

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

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

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but he would not do so for strangers who are not related to him.

Animals and other creatures incapable of moral action are neutral rather than good or evil.

Law and Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, and a lack of adaptability.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility.

People who are neutral with respect to law and chaos have a normal respect for authority and feel neither a compulsion to obey nor to rebel. They are honest, but can be tempted into lying or deceiving others.

Animals and other creatures incapable of moral action are neutral.

CHARACTER RACES

Dwarves

- +2 Constitution, -2 Charisma.
- Medium size.
- Dwarven base speed is 20 feet.
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: Stonecunning grants dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +4 dodge bonus against giants.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven.
- Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter.

Elves

- +2 Dexterity, -2 Constitution.
- Medium size.
- Elven base speed is 30 feet.
- Immunity to magic sleep spells and effects.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with either longsword or rapier; proficient with shortbow, longbow, composite longbow, and composite shortbow.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.
- Automatic Languages: Common and Elven.
- Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard.

Gnomes

- +2 Constitution, -2 Strength.
- Small size.
- Gnome base speed is 20 feet.
- Low-light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. * +2 racial bonus on saving throws against illusions.
- +1 racial bonus to attack rolls against kobolds and goblinoids (goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus against giants.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Alchemy checks.

- Automatic Languages: Common and Gnome.
- Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.
- Once per day a gnome can use "Speak with Animals" [per the spell] as a spell-like ability to speak with a burrowing mammal (a badger, fox, rabbit, etc.). This ability is innate to gnomes. It has a duration of 1 minute (the gnome is considered a 1st-level caster when he uses this ability, regardless of his actual level).
- Gnomes with Intelligence scores of 10 or higher may cast the 0-level spells (cantrips) dancing lights, ghost sound, and prestidigitation, each once per day. These are arcane spells. Treat the gnome as a 1st-level caster for all spell effects dependent on level (range for all three spells and duration for ghost sound).
- Favored Class: Illusionist, which is a wizard who specializes in casting illusion spells.

Half-Elves

- Medium size.
- Half-elven base speed is 30 feet.
- Immunity to sleep spells and similar magical effects.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Half-elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks.
- Elven Blood: For all special abilities and effects, a half-elf is considered an elf.
- Automatic Languages: Common and Elven.
- Bonus Languages: Any.
- Favored Class: Any.

Half-Orcs

- +2 Strength, -2 Intelligence, -2 Charisma
- Medium size.
- Half-orc base speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all special abilities and effects, a half-orc is considered an orc.
- Automatic Languages: Common and Orc.
- Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal.
- Favored Class: Barbarian.

Halflings

- +2 Dexterity, -2 Strength.
- Small size.
- Halfling base speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear.
- +1 racial attack bonus with a thrown weapon.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common and Halfling.
- Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- Favored Class: Rogue.

Humans

- Medium size
- Human base speed is 30 feet.
- 1 extra feat at 1st level.

- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common.
- Bonus Languages: Any.
- Favored Class: Any.

Age

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM.

Table: Aging Effects

Race	Middle Age*	Old**	Venerable***	Maximum Age
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
Human	35 years	53 years	70 years	+2d20 years

*-1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

** -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

*** -3 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

Aging effects are cumulative.

Height and Weight

Table: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight		Weight Modifier
Dwarf, man	3' 9"	+2d4	130 lb.	X	(2d6) lb.
Dwarf, woman	3' 7"	+2d4	100 lb.	X	(2d6) lb.
Elf, man	4' 5"	+2d6	85 lb.	X	(1d6) lb.
Elf, woman	4' 5"	+2d6	80 lb.	X	(1d6) lb.
Gnome, man	3'	+2d4	40 lb.	X	1 lb.
Gnome, woman	2' 10"	+2d4	35 lb.	X	1 lb.
Half-elf, man	4' 7"	+2d8	100 lb.	X	(2d4) lb.
Half-elf, woman	4' 5"	+2d8	80 lb.	X	(2d4) lb.
Half-orc, man	4' 10"	+2d10	130 lb.	X	(2d4) lb.
Half-orc, woman	4' 4"	+2d10	90 lb.	X	(2d4) lb.
Halfling, man	2' 8"	+2d4	30 lb.	X	1 lb.
Halfling, woman	2' 6"	+2d4	25 lb.	X	1 lb.
Human, man	4' 10"	+2d10	120 lb.	X	(2d4) lb.
Human, woman	4' 5"	+2d10	85 lb.	X	(2d4) lb.

RACE AND LANGUAGES

All characters know how to speak Common.

Literacy: Your character can read and write all the languages he or she speaks.

CLASSES & LEVELS

Class Descriptions

- **Alignment:** A few classes restrict a character's possible alignments. An entry of "Any" means that characters of this class are not restricted in alignment.
- **Hit Die:** The type of Hit Die used by characters of the class determines the number of hit points gained per level.
- **Class Table:** This table details how a character improves as he or she gains experience levels. Class tables typically include the following:
 - **Level:** The character's level in that class.
 - **Base Attack Bonus:** The character's base attack bonus and number of attacks.
 - **Fort Save:** The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.
 - **Ref Save:** The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.
 - **Will Save:** The base save bonus on Will saving throws. The character's Wisdom modifier also applies.
 - **Special:** Level-dependent class abilities, each explained in the "Class Features" sections that follow.
- **Class Skills:** The number of skill points the character starts with at 1st level, the number of skill points gained each level thereafter, and the list of class skills.
- **Class Features:** Special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following.
- **Weapon and Armor Proficiency:** Which weapons and armor types the character is proficient with.
- **Other Features:** Each class has certain unique capabilities.
- **Ex-Members:** If, for some reason, a character is forced to give up this class, these are the rules for what happens.
- **Spells per Day:** How many spells of each spell level the character can cast each day. If the entry is "—" for a given level of spells, the character may not cast any spells of that level. If the entry is "0," the character may only cast spells of that level if he or she has bonus spells. If the entry is a number, the character may cast that many spells plus any bonus spells. Each spellcasting class has spellcasting capability tied to a specific Ability, as described by that class. Bonus spells for wizards are based on Intelligence. Bonus spells for clerics, druids, paladins, and rangers are based on Wisdom. Bonus spells for sorcerers and bards are based on Charisma. If a character's score in that ability is 9 or lower, the character can't cast spells tied to that ability.

Table: Bonus Spells

Score	Bonus Spells (by Spell Level)									
	0	1	2	3	4	5	6	7	8	9
1-9	-----Can't cast spells tied to this ability-----									
10-11	-	-	-	-	-	-	-	-	-	-
12-13	-	1	-	-	-	-	-	-	-	-
14-15	-	1	1	-	-	-	-	-	-	-
16-17	-	1	1	1	-	-	-	-	-	-
18-19	-	1	1	1	1	-	-	-	-	-
20-21	-	2	1	1	1	1	-	-	-	-
22-23	-	2	2	1	1	1	1	-	-	-
24-25	-	2	2	2	1	1	1	1	-	-
26-27	-	2	2	2	2	1	1	1	1	-
28-29	-	3	2	2	2	2	1	1	1	1
30-31	-	3	3	2	2	2	2	1	1	1
32-33	-	3	3	3	2	2	2	2	1	1
34-35	-	3	3	3	3	2	2	2	2	1
36-37	-	4	3	3	3	3	2	2	2	2
38-39	-	4	4	3	3	3	3	2	2	2
40-41	-	4	4	4	3	3	3	3	2	2
42-43	-	4	4	4	4	3	3	3	3	2
44-45	-	5	4	4	4	4	3	3	3	3
etc. . .										

- A character can always choose to memorize a lower-level spell to fill a higher-level slot.

ARCANE ARCHER (Prestige Class)

Alignment: Any

Hit Die: d8

Requirements:

- Race: Elf or half-elf.
- Base Attack Bonus: +6.
- Feats: Weapon Focus (any bow other than a crossbow), Point Blank Shot, Precise Shot.
- Spellcasting: Ability to cast 1st-level arcane spells.

Class Skills: The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Table: The Arcane Archer

<i>Class Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1st	+1	+2	+2	+0	Enchant arrow +1
2nd	+2	+3	+3	+0	Imbue arrow
3rd	+3	+3	+3	+1	Enchant arrow +2
4th	+4	+4	+4	+1	Seeker arrow
5th	+5	+4	+4	+1	Enchant arrow +3
6th	+6	+5	+5	+2	Phase arrow
7th	+7	+5	+5	+2	Enchant arrow +4
8th	+8	+6	+6	+2	Hail of arrows
9th	+9	+6	+6	+3	Enchant arrow +5
10th	+10	+7	+7	+3	Arrow of death

Enchant Arrow: At 1st level, every non-magical arrow an arcane archer nocks and lets fly becomes enchanted, gaining a +1 enhancement bonus. An archer's magic arrows only function for her. For every two levels of arcane archer the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency.

Imbue Arrow: At 2nd level, an arcane archer gains this spell-like ability, allowing her to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered upon where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow: At 4th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the end of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. This is a spell-like ability. (Shooting the arrow is part of the action.)

Phase Arrow: At 6th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (A wall of force, a wall of fire, or the like stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally. This is a spell-like ability. (Shooting the arrow is part of the action.)

Hail of Arrows: In lieu of her regular attacks, once per day the 8th-level arcane archer can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow. This is a spell-like ability.

Arrow of Death: At 10th level, the arcane archer can enchant an arrow of death that forces the target, if damaged by the arrow's attack, to make a Fortitude save (DC 20) or be slain immediately. It takes one day to create an arrow of death, and the arrow only functions for the arcane archer who created it. The enchantment lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

ASSASSIN (Prestige Class)

Hit Die: d6.

Requirements:

- To qualify to become an assassin, a character must fulfill all the following criteria.
- Alignment: Any evil.
- Move Silently: 8 ranks.
- Hide: 8 ranks.
- Disguise: 4 ranks.
- Special: In addition, he must kill someone for no other reason than to join the assassins.

Class Skills: The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, short bow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Table: The Assassin

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use
2nd	+1	+0	+3	+0	+1 save vs. poison, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	+2 save vs. poison
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked)
6th	+4	+2	+5	+2	+3 save vs. poison
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6	+2	+6	+2	+4 save vs. poison
9th	+6	+3	+6	+3	Sneak attack +5d6
10th	+7	+3	+7	+3	+5 save vs. poison, uncanny dodge (+1 vs. traps)

Level	Spells per Day			
	1st	2nd	3rd	4th
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	1	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

Class Features

Sneak Attack: Any time the assassin's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the assassin's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on). Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An assassin can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the assassin must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The assassin cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If an assassin gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Death Attack: If the assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC $10 +$ the assassin's class level $+$ the assassin's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for $1d6$ rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 1st level, an assassin gains the ability to cast a small number of arcane spells. To cast a spell, the assassin must have an Intelligence score of at least $10 +$ the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of $10 +$ spell level $+$ the assassin's Intelligence modifier (if any). When the assassin gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the assassin gets only bonus spells. An assassin without a bonus spell for that level cannot yet cast a spell of that level. The assassin's spell list appears below. An assassin prepares and casts spells just as a wizard does.

Saving Throw Bonus vs. Poison: Assassins train with poisons of all types and slowly grow more and more resistant to their effects. This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by $+1$ for every two levels the assassin gains ($+1$ at 2nd level, $+2$ at 4th level, $+3$ at 6th level, and so on).

Uncanny Dodge: Starting at 2nd level, the assassin gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 5th level, the assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

At 10th level, the assassin gains an intuitive sense that alerts him to danger from traps, giving him a $+1$ bonus to Reflex saves made to avoid traps.

If the assassin has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Assassins choose their spells from the following list:

1st level—change self, detect poison, ghost sound, obscuring mist, spider climb.
2nd level—alter self, darkness, pass without trace, undetectable alignment.

3rd level—deeper darkness, invisibility, misdirection, nondetection.

4th level—dimension door, freedom of movement, improved invisibility, poison.

BARBARIAN

Alignment: Any nonlawful.

Hit Die: d12.

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

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

Table: The Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rage 1/day; fast movement
2	+2	+3	+0	+0	Uncanny dodge (Dex bonus to AC)
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Uncanny dodge (can't be flanked)
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Rage 3/day
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Uncanny dodge (+1 against traps)
11	+11/+6/+1	+7	+3	+3	Damage reduction 1/-
12	+12/+7/+2	+8	+4	+4	Rage 4/day
13	+13/+8/+3	+8	+4	+4	Uncanny dodge (+2 against traps)
14	+14/+9/+4	+9	+4	+4	Damage reduction 2/-
15	+15/+10/+5	+9	+5	+5	Greater rage
16	+16/+11/+6/+1	+10	+5	+5	Rage 5/day, uncanny dodge (+3 against traps)
17	+17/+12/+7/+2	+10	+5	+5	Damage reduction 3/-
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Uncanny dodge (+4 against traps)
20	+20/+15/+10/+5	+12	+6	+6	Rage 6/day; no longer winded after rage; damage reduction 4/-

Barbarian Rage: Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, a barbarian cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Intuit Direction.) He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The barbarian may prematurely end the rage voluntarily. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

Starting at 15th level, the barbarian's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

Fast Movement: The barbarian has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load).

Uncanny Dodge: At 2nd level and above, the barbarian retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 5th level, the barbarian can no longer be flanked. The exception to this defense is that a rogue at least four levels higher than the barbarian can still flank.

At 10th level, the barbarian gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 13th level, these bonuses rise to +2. At 16th, they rise to +3, and at 19th they rise to +4.

Damage Reduction: Starting at 11th level, the barbarian gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the barbarian takes each time the barbarian is dealt damage. At 14th level, this damage reduction rises to 2. At 17th, it rises to 3. At 20th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

Illiteracy: Barbarians are the only characters that do not automatically know how to read and write. A barbarian must spend 2 skill points to gain the ability to read and write any language the barbarian is able to speak.

Ex-Barbarians: A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. The barbarian retains all the other benefits of the class.

BARD

Alignment: Any nonlawful.

Hit Die: d6.

Class Skills: The bard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scribe (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

Weapon and Armor Proficiency: A bard is proficient with all simple weapons. Additionally, the bard is proficient with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or whip. Bards are proficient with light armor, medium armor, and shields.

TABLE: The Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Bard Music; Bard Knowledge
2	+1	+0	+3	+3	
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	
15	+11/+6/+1	+5	+9	+9	
16	+12/+7/+2	+5	+10	+10	
17	+12/+7/+2	+5	+10	+10	
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	
20	+15/+10/+5	+6	+12	+12	

TABLE: Bard Spells Per Day

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

*Provided the bard has sufficient Charisma to have a bonus spell of this level.

Spells: A bard casts arcane spells. The bard casts these spells without needing to memorize them beforehand or keep a spellbook. Bards receive bonus spells for high Charisma, and to cast a spell a bard must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell's level + the bard's Charisma modifier.

Bardic Music: Once per day per level, a bard can use song or poetics to produce magical effects on those around him or her. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component, a deaf bard suffers a 20% chance to fail with bardic music. If the bard fails, the attempt still counts against the daily limit.

The Bardic Music effects are:

* Inspire Courage: A bard with 3 or more ranks in Perform can to inspire courage in his or her allies. To be affected, an ally must hear the bard sing for a full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.

* Countersong: A bard with 3 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a bard may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the bard makes a Perform check. Any creature within 30 feet of the bard (including the bard) who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

* Fascinate: A bard with 3 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the bard and must be within 90 feet. The bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other dangers prevents the ability from working. The bard makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the bard moving

behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the bard must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

* Inspire Competence: A bard with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 feet. The bard must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.

* Suggestion: A bard with 9 or more ranks in Perform can make a suggestion (as the spell) to a creature that he has already fascinated (see above). The suggestion doesn't count against the bard's daily limit on bardic music performances (one per day per level), but the fascination does. A Will saving throw (DC 13 + the bard's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.

* Inspire Greatness: A bard with 12 or more ranks in Perform can inspire greatness in another creature. For every three levels the bard attains beyond 9th, the bard can inspire greatness in one additional creature. To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:

- * +2 Hit Dice (d10s that grant temporary hit points).
- * +2 competence bonus on attacks.
- * +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

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

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

BLACKGUARD (Prestige Class)

Hit Die: d10.

Requirements:

- Alignment: Any evil.
- Base Attack Bonus: +6.
- Knowledge (religion): 2 ranks.
- Hide: 5 ranks.
- Feats: Cleave, Sunder.

- **Special:** The blackguard must have made peaceful contact with an evil outsider who was summoned by him or someone else to have contracted the taint of true evil.

Class Skills: The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Table: The Blackguard

<i>Class Level</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1st	+1	+2	0	0	Detect good, poison use
2nd	+2	+3	0	0	Dark blessing, smite good
3rd	+3	+3	+1	+1	Command undead, aura of despair
4th	+4	+4	+1	+1	Sneak attack +1d6
5th	+5	+4	+1	+1	Fiendish servant
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Sneak attack +2d6
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Sneak attack +3d6

Table: Blackguard Spells

<i>Class Level</i>	<i>Spells per Day</i>			
	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	1	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

Detect Good: At will, the blackguard can detect good as a spell-like ability. This ability duplicates the effects of the spell detect good.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing: A blackguard applies his Charisma modifier (if positive) as a bonus to all saving throws.

Spells: Beginning at 1st level, a blackguard gains the ability to cast a small number of divine spells. To cast a spell, the blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells. Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. When the blackguard gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A blackguard without a bonus spell for that level cannot yet cast a spell of that level.) The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just like a cleric. A blackguard prepares and casts spells just as a cleric does (though the blackguard cannot spontaneously cast cure or inflict spells).

Blackguards choose their spells from the following list:

1st level—cause fear, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I*.

2nd level—bull's strength, cure moderate wounds, darkness, death knell, inflict moderate wounds, shatter, summon monster II*.

3rd level—contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from elements, summon

monster III*.

4th level—cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV*.

*Evil creatures only.

Smite Good: Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level blackguard armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If the blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day. Smite good is a supernatural ability.

Aura of Despair: Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to suffer a -2 morale penalty on all saving throws. Aura of despair is a supernatural ability.

Command Undead: When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Sneak Attack: If a blackguard can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the blackguard's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the blackguard's attack deals +1d6 points of damage at 4th level and an additional +1d6 points for every three levels thereafter (+2d6 at 7th level, +3d6 at 10th level, and so on). Should the blackguard score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks only count as sneak attacks if the target is 30 feet away or less. A blackguard cannot make a sneak attack to deal subdual damage. The blackguard must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

A blackguard can only sneak attack living creatures with discernible anatomies. Undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is not subject to sneak attacks.

If a blackguard gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Fallen Paladins

Blackguards who possess levels of paladin (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they possess. Those who have tasted the light of goodness and justice and turned away make the foulest villains.

Fallen Paladin / Blackguard Abilities

Paladin Levels	Extra Ability
1–2:	Smite good once per day. (This is in addition to the ability granted to all blackguards at 2nd level, so that a fallen paladin blackguard can smite good a total of twice per day.)
3–4:	Lay on hands. Once per day, the blackguard can cure himself of damage equal to his Charisma bonus times his level. The blackguard can only cure himself or his fiendish servant with this spell-like ability.
5–6:	Sneak attack damage increased by +1d6.
7–8:	Fiendish summoning. Once per day, the blackguard can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.
9–10:	Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked by another and gains all special bonuses as a fiendish servant when the blackguard gains levels.

11+: Favored of the dark deities. Evil deities like nothing more than to see a pure heart corrupted, and thus a fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in. For example, a character who has twelve levels of paladin can immediately become a 10th-level blackguard with all abilities if he chooses to lose ten levels of paladin. The character level of the character does not change. This, of course, is in every way a profitable trade for the evil character, since he has already lost most of the benefits he gained from having those paladin levels. However, with the loss of paladin levels, the character no longer gains extra abilities found on this table. Thus, a fallen paladin of 15th level could become a 10th-level blackguard/5th-level paladin with the first three extra abilities on this chart because of those five levels of paladin.

CLERIC

Alignment: Varies by deity. A cleric's alignment must be within one step of his deity's, and it may not be neutral unless the deity's alignment is neutral.

Hit Die: d8.

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

Domains and Class Skills: A cleric who chooses Animal or Plant as one of his domains also has Knowledge (nature) (Int) as a class skill. A cleric who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills. A cleric who chooses Travel as one of his domains also has Wilderness Lore as a class skill. A cleric who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills. See Deity, Domains, and Domain Spells, below, for more information.

Armor and Weapon Proficiency: Clerics are proficient with all simple weapons. Clerics are proficient with all types of armor (light, medium, and heavy) and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

TABLE: The Cleric

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+0	+2	+0	+2	Turn or rebuke undead
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

TABLE: Cleric Spells Per Day

Level	Spells per Day*									
	0	1	2	3	4	5	6	7	8	9
1	3	1+1	—	—	—	—	—	—	—	—
2	4	2+1	—	—	—	—	—	—	—	—
3	4	2+1	1+1	—	—	—	—	—	—	—
4	5	3+1	2+1	—	—	—	—	—	—	—
5	5	3+1	2+1	1+1	—	—	—	—	—	—
6	5	3+1	3+1	2+1	—	—	—	—	—	—
7	6	4+1	3+1	2+1	1+1	—	—	—	—	—
8	6	4+1	3+1	3+1	2+1	—	—	—	—	—
9	6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12	6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

*In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

Some deities have favored weapons, and clerics consider it a point of pride to wield them. A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

Spells: A cleric casts divine spells. A cleric may prepare and cast any spell on the cleric spell list, provided he can cast spells of that level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell's level + the cleric's Wisdom modifier.

Each cleric must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells.

In addition to his standard spells, a cleric gets one domain spell of each spell level, starting at 1st. When a cleric prepares a domain spell, it must come from one of his two domains.

Deity, Domains, and Domain Spells: Choose a deity for your cleric. The cleric's deity influences his alignment, what magic he can perform, his values, and how others see him.

Choose two from among the deity's domains for your cleric's domains. You can only select an alignment domain (such as Good) for your cleric if his alignment matches that domain.

If your cleric is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies).

Each domain gives your cleric access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your cleric gets the granted powers of all the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day. If a domain spell is not on the Cleric Spells list, a cleric can only prepare it in his domain slot.

Spontaneous Casting: Good clerics (and neutral clerics of good deities) can channel stored spell energy into healing spells that they haven't prepared ahead of time. The cleric can "lose" a prepared spell in order to cast any cure spell of the same level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity), on the other hand, can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in the title).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells either to cure spells or to inflict spells (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric turns or commands undead (see below).

A cleric can't use spontaneous casting to convert domain spells into cure or inflict spells. These spells arise from the particular powers of the cleric's deity, not divine energy in general.

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to his own or to his deity's.

Turn or Rebuke Undead: A good cleric (or a neutral cleric who worships a good deity) has the supernatural ability to turn undead. Evil clerics (and neutral clerics who worship evil deities) can rebuke such creatures. Neutral clerics of neutral deities can do one or the other (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric can cast spontaneous cure or inflict spells (see above).

A cleric may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Extra Turning: As a feat, a cleric may take Extra Turning. This feat allows the cleric to turn undead four more times per day than normal. A cleric can take this feat multiple times, gaining four extra daily turning attempts each time.

Bonus Languages: A cleric's list of bonus languages includes Celestial, Abyssal, and Infernal, in addition to the bonus languages available to the character because of his race.

Ex-Clerics: A cleric who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as a cleric of that god until he atones.

DRUID

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

Hit Die: d8.

Class Skills: The druid's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, halfspear, long spear, quarterstaff, scimitar, sickle, shortspear, and sling. Their spiritual oaths prohibit them from using weapons other than these. They are proficient with light and medium armors but are prohibited from wearing metal armor (thus, they may wear only padded, leather, or hide armor). They are skilled with shields but must use only wooden ones.

TABLE: The Druid

Level	Base		Fort	Ref	Will	Special
	Attack	Bonus	Save	Save	Save	
1	0		+2	+0	+2	Nature sense, Animal companion
2	+1		+3	+0	+3	Woodland stride
3	+2		+3	+1	+3	Trackless step
4	+3		+4	+1	+4	Resist nature's lure
5	+3		+4	+1	+4	Wild shape (1/day)
6	+4		+5	+2	+5	Wild shape (2/day)
7	+5		+5	+2	+5	Wild shape (3/day)
8	+6/+1		+6	+2	+6	Wild shape (Large)
9	+6/+1		+6	+3	+6	Venom immunity
10	+7/+2		+7	+3	+7	Wild shape (4/day)
11	+8/+3		+7	+3	+7	Wild shape (Tiny)
12	+9/+4		+8	+4	+8	Wild shape (dire)
13	+9/+4		+8	+4	+8	A thousand faces
14	+10/+5		+9	+4	+9	Wild shape (5/day)
15	+11/+6/+1		+9	+5	+9	Wild shape (Huge), Timeless body
16	+12/+7/+2		+10	+5	+10	Wild shape (elemental 1/day)
17	+12/+7/+2		+10	+5	+10	
18	+13/+8/+3		+11	+6	+11	Wild shape (6/day, elemental 3/day)
19	+14/+9/+4		+11	+6	+11	
20	+15/+10/+5		+12	+6	+12	

TABLE: Druid Spells Per Day

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

A druid who wears prohibited armor or wields a prohibited weapon is unable to use any of her magical powers while doing so and for 24 hours thereafter. (Note: A druid can use wooden items that have been altered by the ironwood spell so that they function as though they were steel.)

Spells: A druid casts divine spells. A druid may prepare and cast any spell on the druid spell list provided she can cast spells of that level. She prepares and casts spells the way a cleric does (though she cannot lose a prepared spell to cast a cure spell in its place). To prepare or cast a spell, a druid must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier. Bonus spells for druids are based on Wisdom.

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own.

Bonus Languages: A druid may substitute Sylvan for one of the bonus languages available to her. In addition, a druid knows the Druidic language. This secret language is known only to druids, and druids are forbidden from teaching it to nondruids. Druidic has its own alphabet.

Nature Sense: A druid can identify plants and animals (their species and special traits) with perfect accuracy. The druid can determine whether water is safe to drink or dangerous.

Animal Companion: A 1st-level druid may begin play with an animal companion. This animal is one that the druid has befriended with the spell animal friendship.

Woodland Stride: Starting at 2nd level, a druid may move through natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

Trackless Step: Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure: Starting at 4th level, a druid gains a +4 bonus to saving throws against the spell-like abilities of feys.

Wild Shape: At 5th level, a druid gains the spell-like ability to polymorph self into a Small or Medium-size animal (but not a dire animal) and back again once per day. Unlike the standard use of the spell, however, the druid may only adopt one form. As stated in the spell description, the druid regains hit points as if he or she has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape.

The druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted. In addition, the druid gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. At 12th level or higher, she can take the form of a dire animal.

At 16th level or higher, the druid may use wild shape to change into a Small, Medium-size, or Large air, earth, fire, or water elemental once per day. The druid gains all the elemental's special abilities. At 18th level, the druid can do this three times per day.

Venom Immunity: At 9th level, a druid gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gas.

A Thousand Faces: At 13th level, a druid gains the supernatural ability to change his or her appearance at will, as if using the spell alter self.

Timeless Body: After achieving 15th level, a druid no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

Ex-Druids: A druid who ceases to revere nature or who changes to a prohibited alignment loses all spells and druidic abilities and cannot gain levels as a druid until she atones.

DWARVEN DEFENDER (Prestige Class)

Hit Die: d12.

Requirements:

- Alignment: Any lawful.
- Race: Dwarf.
- Base Attack Bonus: +7.
- Feats: Dodge, Endurance, Toughness.

Class Skills: The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Weapon and Armor Proficiency: The dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Table: The Dwarven Defender

<i>Class</i>	<i>Attack</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>AC</i>	
<i>Level</i>	<i>Bonus</i>	<i>Save</i>	<i>Save</i>	<i>Save</i>	<i>Bonus</i>	<i>Special</i>
1st	+1	+2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Defensive awareness (Dex bonus to AC)
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction (3), defensive awareness (no flank)
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction (6), defensive awareness (+1 vs.traps)

Defensive Stance: When he needs to, the defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains the following benefits:

- +2 Strength
- +4 Constitution
- +2 resistance bonus on all saves
- +4 dodge bonus to AC

While defending, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for 3 rounds, plus the character's (newly improved) Constitution modifier. The defender may end the defense voluntarily prior to this limit. At the end of the defense, the defender is winded and suffers a -2 penalty to Strength for the duration of that encounter. The defender can only take his defensive stance a certain number of times per day as determined by his level. Taking the stance takes no time itself, but the defender can only do so during his action.

Defensive Awareness: Starting at 2nd level, the dwarven defender gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if - immobilized.)

At 5th level, the dwarven defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender. The exception to this defense is that a rogue at least 4 levels higher than the dwarven defender can flank him (and thus sneak attack him).

At 10th level, the dwarven defender gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps.

Defensive awareness is cumulative with uncanny dodge. If the dwarven defender has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant these two abilities and determine the character's defensive awareness ability on that basis.

Damage Reduction: At 6th level, the dwarven defender gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 3 from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6. Damage reduction can reduce damage to 0 but not below 0. (That is, the defender cannot actually gain hit points in this manner.)

FIGHTER

Alignment: Any.

Hit Die: d10.

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

Weapon and Armor Proficiency: The fighter is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

TABLE: The Fighter

<i>Class Level</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+1	+2	+0	+0	Bonus feat
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat

Bonus Feats: At 1st level, the fighter gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A fighter can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Weapon Specialization: On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The fighter must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively. The fighter may take this feat as a bonus feat or as a regular one.

LOREMASTER (Prestige Class)

Alignment: Any

Hit Die: d4.

Requirements:

- Spellcasting: Ability to cast seven different divinations, one of which must be 3rd level or higher.
- Two Knowledge Skills (Any Type): 10 ranks in each.
- Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Class Skills: The loremaster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all

skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Speak Language, Spellcraft (Int), and Use Magic Device (Cha, exclusive skill).

Weapon and Armor Proficiency: Loremasters gain no proficiency in any weapon or armor.

Table: The Loremaster

<i>Class Level</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1st	+0	+0	+0	+2	Secret; Bonus spell level
2nd	+1	+0	+0	+3	Lore; Bonus spell level
3rd	+1	+1	+1	+3	Secret; Bonus spell level
4th	+2	+1	+1	+4	Bonus language; Bonus spell level
5th	+2	+1	+1	+4	Secret; Bonus spell level
6th	+3	+2	+2	+5	Greater lore; Bonus spell level
7th	+3	+2	+2	+5	Secret; Bonus spell level
8th	+4	+2	+2	+6	Bonus language; Bonus spell level
9th	+4	+3	+3	+6	Secret; Bonus spell level
10th	+5	+3	+3	+7	True lore; Bonus spell level

Spells per Day: A loremaster continues training in magic as well as her field of research. Thus, when a new loremaster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before she became a loremaster, she must decide to which class she adds each level of loremaster for purposes of determining spells per day when she adds the new level.

Secret: In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets. At 1st level and every two levels afterward (3rd, 5th, 7th, and 9th levels), the loremaster chooses one secret from Table: Loremaster Secrets. Her level plus Intelligence modifier determines which secrets she can choose. She can't choose the same secret twice.

Table: Loremaster Secrets

<i>Level + Int Modifier</i>	<i>Secret</i>	<i>Effect</i>
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+1 bonus to Will saves
4	The lore of true stamina	+1 bonus to Fortitude saves
5	Secret knowledge	+1 bonus to Reflex saves of avoidance
6	Weapon trick	+1 bonus to attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

*As if gained through having a high ability score.

Lore: Loremasters gather knowledge. At 2nd level, they gain the ability to know legends or information regarding various topics, just like a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the Knowledge check. See page 29 in the Player's Handbook for more information on bardic knowledge.

Bonus Languages: Loremasters, in their laborious studies, learn new languages in order to access more knowledge. The loremaster can choose any new language at 4th and 8th level.

Greater Lore: At 6th level, a loremaster gains the ability to identify magic items, as the spell, as an extraordinary ability. She may do this once per item examined.

True Lore: At 10th level, once per day a loremaster can use her knowledge to gain the effects of a legend lore spell or an analyze dweomer spell. True lore is an extraordinary ability.

MONK

Alignment: Any lawful.

Hit Die: d8.

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

Weapon and Armor Proficiency: Monks are proficient with basic peasant weapons and special weapons whose use is part of monk training. The full list includes club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling.

A monk using a kama, nunchaku, or siangham can strike with his or her unarmed base attack, including her more favorable number of attacks per round (see below). His or her damage, however, is standard for the weapon (1d6, crit X2), not his or her unarmed damage. The weapon must be light, so a Small monk must use Tiny versions of these weapons in order to use the more favorable base attack.

A monk adds her Wisdom bonus (if any) to AC, in addition to her normal Dexterity modifier, and her AC improves as she gains levels. (Only add this extra AC bonus if the total of the monk's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a monk does not lose either even in situations when he or she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Monks do lose these AC bonuses when immobilized.)

When wearing armor, a monk loses her AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement. Furthermore, her special abilities all face the arcane spell failure chance that the armor type normally imposes.

TABLE: The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	+2	+2	+2	Unarmed Strike, stunning attack, evasion
2	+1	+3	+3	+3	Deflect Arrows feat
3	+2	+3	+3	+3	Still mind
4	+3	+4	+4	+4	Slow fall (20 ft.)
5	+3	+4	+4	+4	Purity of body
6	+4	+5	+5	+5	Slow fall (30 ft.), Improved Trip feat
7	+5	+5	+5	+5	Wholeness of body, Leap of the clouds
8	+6/+1	+6	+6	+6	Slow fall (50 ft.)
9	+6/+1	+6	+6	+6	Improved evasion
10	+7/+2	+7	+7	+7	Ki strike (+1)
11	+8/+3	+7	+7	+7	Diamond body
12	+9/+4	+8	+8	+8	Abundant step
13	+9/+4	+8	+8	+8	Diamond soul, ki strike (+2)
14	+10/+5	+9	+9	+9	
15	+11/+6/+1	+9	+9	+9	Quivering palm
16	+12/+7/+2	+10	+10	+10	Ki strike (+3)
17	+12/+7/+2	+10	+10	+10	Timeless body, Tongue of the sun and moon
18	+13/+8/+3	+11	+11	+11	Slow fall (any distance)
19	+14/+9/+4	+11	+11	+11	Empty body
20	+15/+10/+5	+12	+12	+12	Perfect self

TABLE: More Monk Abilities

<i>Level</i>	<i>Unarmed Attack Bonus</i>	<i>Unarmed Damage*</i>	<i>AC Bonus</i>	<i>Unarmored Speed**</i>
1	+0	1d6	+0	30 ft.
2	+1	1d6	+0	30 ft.
3	+2	1d6	+0	40 ft.
4	+3	1d8	+0	40 ft.
5	+3	1d8	+1	40 ft.
6	+4/+1	1d8	+1	50 ft.
7	+5/+2	1d8	+1	50 ft.
8	+6/+3	1d10	+1	50 ft.
9	+6/+3	1d10	+1	60 ft.
10	+7/+4/+1	1d10	+2	60 ft.
11	+8/+5/+2	1d10	+2	60 ft.
12	+9/+6/+3	1d12	+2	70 ft.
13	+9/+6/+3	1d12	+2	70 ft.
14	+10/+7/+4/+1	1d12	+2	70 ft.
15	+11/+8/+5/+2	1d12	+3	80 ft.
16	+12/+9/+6/+3	1d20	+3	80 ft.
17	+12/+9/+6/+3	1d20	+3	80 ft.
18	+13/+10/+7/+4/+1	1d20	+3	90 ft.
19	+14/+11/+8/+5/+2	1d20	+3	90 ft.
20	+15/+12/+9/+6/+3	1d20	+4	90 ft.

*Small monks deal less damage.

**Small and dwarven monks are slower.

TABLE: Small Monk Unarmed Damage and Small Monk & Dwarf Monk Speed

<i>Level</i>	<i>Damage</i>	<i>Speed</i>
1-2	1d4	20 ft.
3	1d4	25 ft.
4-5	1d6	25 ft.
6-7	1d6	35 ft.
8	1d8	35 ft.
9-11	1d8	40 ft.
12-14	1d10	45 ft.
15	1d10	55 ft.
16-17	2d6	55 ft.
18-20	2d6	60 ft.

Unarmed Strike: A monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that she attacks.

Making an off-hand attack makes no sense for a monk striking unarmed.

A monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but she suffers the standard penalties for two-weapon fighting. Likewise, a monk with a weapon (other than a special monk weapon) in her off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows.

Flurry of Blows: The monk may make one extra attack in a round at her highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. The monk must use the full attack action to strike with a flurry of blows. A monk may also use the flurry of blows if armed with a special monk weapon (kama, nunchaku, or siangham). If armed with one such weapon, the monk makes the extra attack either with that weapon or unarmed. If armed with two such weapons, she uses one for the regular attack (or attacks) and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Usually, a monk's unarmed strikes deal normal damage rather than subdual damage. However, she can choose to deal her damage as subdual damage when grappling.

Stunning Attack: The monk can use this ability once per round, but no more than once per level per day. The monk must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the monk is forced to make a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier). In addition to receiving normal damage, if the saving throw fails, the opponent is stunned for 1 round. The stunning attack is a supernatural ability.

Evasion: If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the monk instead takes no damage. Evasion can only be used if the monk is wearing light armor or no armor. It is an extraordinary ability.

Deflect Arrows: At 2nd level, a monk gains the Deflect Arrows feat, even if she doesn't have the prerequisite Dexterity score.

Fast Movement: At 3rd level and higher, a monk moves faster than normal. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A dwarf or a Small monk moves more slowly than a Medium-size monk.

From 9th level on, the monk's running ability is actually a supernatural ability.

Still Mind: At 3rd level, a monk gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

Slow Fall: At 4th level, the monk takes damage as if a fall were 20 feet shorter than it actually is. At 18th level, the monk can use a nearby wall to slow her descent and fall any distance without harm.

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

Improved Trip: At 6th level, a monk gains the Improved Trip feat. She need not have taken the Expertise feat, normally a prerequisite.

Wholeness of Body: At 7th level, a monk can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses. Wholeness of body is a supernatural ability.

Leap of the Clouds: At 7th level or higher, a monk's jumping distance (vertical or horizontal) is not limited according to her height.

Improved Evasion: At 9th level, a monk only takes half damage on a failed save.

Ki Strike: At 10th level, a monk's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction as if the blow were made with a weapon with a +1 enhancement bonus. Ki strike is a supernatural ability.

Diamond Body: At 11th level, a monk gains immunity to poison of all kinds. Diamond body is a supernatural ability.

Abundant Step: At 12th level, a monk can slip magically between spaces, as per the spell dimension door, once per day. This is a spell-like ability, and the monk's effective casting level is one-half her actual level (rounded down).

Diamond Soul: At 13th level, a monk gains spell resistance. Her spell resistance equals her level + 10.

Quivering Palm: Starting at 15th level, a monk can use the quivering palm.

The monk can use the quivering palm attack once a week, and she must announce her intent before making her attack roll. Creatures immune to critical hits cannot be affected. The monk must be of higher level than the target (or have more levels than the target's number of Hit Dice). If the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can choose to try to slay the victim at any later time within 1 day per level of the monk. The monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack (but may be affected by another one at a later time). Quivering palm is a supernatural ability.

Timeless Body: After achieving 17th level, a monk no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses still accrue, and the monk still dies of old age when her time is up.

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

Empty Body: At 19th level or higher, a monk can assume an ethereal state for 1 round per level per day, as per the spell etherealness. The monk may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed her level. Empty body is a supernatural ability.

Perfect Self: At 20th level, a monk is forevermore treated as an outsider rather than as a humanoid. Additionally, the monk gains damage reduction 20/+1.

Ex-Monks: A monk who becomes nonlawful cannot gain new levels as a monk but retain all monk abilities.

PALADIN

Alignment: Lawful good.

Hit Die: d10.

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

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

TABLE: The Paladin

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+1	+2	+0	+0	Detect evil, divine grace, lay on hands, divine health
2	+2	+3	+0	+0	Aura of courage, smite evil
3	+3	+3	+1	+1	Remove disease, turn undead
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Special mount
6	+6/+1	+5	+2	+2	Remove disease 2/week
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Remove disease 3/week
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Remove disease 4/week
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	Remove disease 5/week
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Remove disease 6/week
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

TABLE: Paladin Spells Per Day

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

Detect Evil: At will, the paladin can detect evil as a spell-like ability. This ability duplicates the effects of the spell detect evil.

Divine Grace: A paladin applies her Charisma modifier (if positive) as a bonus to all saving throws.

Lay on Hands: Each day a paladin can cure a total number of hit points equal to the paladin's Charisma bonus (if any) times the paladin's level. The paladin can cure themselves. The paladin may choose to divide her curing among multiple recipients, and he or she doesn't have to use it all at once. Lay on hands is a spell-like ability whose use is a standard action.

Alternatively, the paladin can use any or all of these points to deal damage to undead creatures. Treat this attack just like a touch spell. The paladin decides how many cure points to use as damage after successfully touching the undead creature.

Divine Health: A paladin is immune to all diseases, including magical diseases.

Aura of Courage: Beginning at 2nd level, a paladin is immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Smite Evil: Once per day, a paladin of 2nd level or higher may attempt to smite evil with one normal melee attack. She adds her Charisma modifier (if positive) to the paladin's attack roll and deals 1 extra point of damage per level. If the paladin accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. Smite evil is a supernatural ability.

Remove Disease: Beginning at 3rd level, a paladin can remove disease, as per the spell remove disease, once per week. Remove disease is a spell-like ability for paladins.

Turn Undead: The paladin may use this ability a number of times per day equal to three plus the paladin's Charisma modifier. The paladin turns undead as a cleric of two levels lower would.

Extra Turning: As a feat, a paladin may take Extra Turning. This feat allows the paladin to turn undead four more times per day than normal. A paladin can take this feat multiple times, gaining four extra daily turning attempts each time.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells. To cast a spell, the paladin must have a Wisdom score of at least 10 + the spell's level. Paladin bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the paladin gets 0 spells of a given

level, such as 0 1st-level spells at 4th level, the paladin gets only bonus spells. A paladin has access to any spell on the paladin spell list and can freely choose which to prepare, just as a cleric can.

A paladin prepares and casts spells just as a cleric does (though the paladin cannot use spontaneous casting to substitute a cure spell in place of a prepared spell).

Through 3rd level, a paladin has no caster level. Starting at 4th level, a paladin's caster level is one-half his or her class level.

Special Mount: Upon or after reaching 5th level, a paladin can call an unusually intelligent, strong, and loyal steed to serve him or her in her crusade against evil. This mount is usually a heavy warhorse (for a Medium-size paladin) or a warpony (for a Small paladin).

Should the paladin's mount die, another cannot be called for a year and a day. The new mount has all the accumulated abilities due a mount of the paladin's level.

The DM will provide information about the mount that responds to the paladin's call.

Code of Conduct: A paladin must be of lawful good alignment and loses all special class abilities if she ever willingly commits an act of evil. Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters. A paladin will not continue an association with someone who consistently offends her moral code. A paladin may only hire henchmen or accept followers who are lawful good.

Ex-Paladins: A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all special abilities and spells, including the service of the paladin's warhorse. She also may not progress in levels as a paladin. She regains her abilities if she atones for her violations, as appropriate.

RANGER

Alignment: Any.

Hit Die: d10.

Class Skills: The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, light armor, medium armor, and shields.

TABLE: The Ranger

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

TABLE: Ranger Spells Per Day

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

When wearing light armor or no armor, a ranger can fight with two weapons as if he or she had the feats Ambidexterity and Two-Weapon Fighting. The ranger loses this special bonus when fighting in medium or heavy armor, or when using a double-headed weapon (such as a double sword).

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells. To cast a spell, the ranger must have a Wisdom score of at least 10 + the spell's level. Ranger bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the ranger gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the ranger gets only bonus spells. A ranger without a bonus spell for that level cannot yet cast a spell of that level. A ranger has access to any spell on the ranger spell list and can freely choose which to prepare. A ranger prepares and casts spells just as a cleric does (though the ranger cannot use spontaneous casting to lose a spell and cast a cure or inflict spell in its place).

Through 3rd level, a ranger has no caster level. Starting at 4th level, a ranger's caster level is one-half his class level.

Track: A ranger gains Track as a bonus feat.

Favored Enemy: At 1st level, a ranger may select a type of creature as a favored enemy. (A ranger can only select his own race as a favored enemy if he is evil.) Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 5th level and at every five levels thereafter (10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

Table: Ranger Favored Enemies

Type

- Aberrations
- Animals
- Beasts
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Humanoid type
- Magical beasts
- Oozes
- Outsider type
- Plants
- Shapechangers
- Undead
- Vermin

* Rangers may not select "humanoid" or "outsider" as a favored enemy, but they may select a more narrowly defined type of humanoid or outsider. A ranger can only select his own race as a favored enemy if he is evil.

Improved Two-Weapon Fighting: A ranger with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The ranger must be wearing light armor or no armor in order to use this benefit.

ROGUE

Alignment: Any.

Hit Die: d6.

Class Skills: The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Weapon and Armor Proficiency: A rogue's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus, all rogues are proficient with the crossbow (hand or light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword. Medium-size rogues are also proficient with certain weapons that are too big for Small rogues to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Rogues are proficient with light armor but not with shields.

TABLE: The Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Uncanny dodge (Dex bonus to AC), Sneak attack +2d6
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Sneak attack +3d6
6	+4	+2	+5	+2	Uncanny dodge (can't be flanked)
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Sneak attack +5d6
10	+7/+2	+3	+7	+3	Special ability
11	+8/+3	+3	+7	+3	Uncanny dodge (+1 against traps), Sneak attack +6d6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14	+10/+5	+4	+9	+4	Uncanny dodge (+2 against traps)
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6
16	+12/+7/+2	+5	+10	+5	Special ability
17	+12/+7/+2	+5	+10	+5	Uncanny dodge (+3 against traps), Sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20	+15/+10/+5	+6	+12	+6	Uncanny dodge (+4 against traps)

Sneak Attack: Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range.

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

A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

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

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

Evasion: At 2nd level, a rogue gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor. It is an extraordinary ability.

Uncanny Dodge: At 3rd level and above, she retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the rogue can no longer be flanked. Another rogue at least four levels higher can still flank.

At 11th level, the rogue gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 14th level, these bonuses rise to +2. At 17th, they rise to +3, and at 20th they rise to +4.

Special Abilities: On achieving 10th level and every three levels thereafter (13th, 16th, and 19th), a rogue chooses a special ability from among the following:

Crippling Strike: When the rogue damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

Defensive Roll: Once per day, when a rogue would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The rogue must be aware of the attack and able to react to it in order to execute the defensive roll — if the Dexterity bonus to AC is denied, the rogue can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion: The rogue takes only half damage on a failed save.

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

Skill Mastery: The rogue selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the rogue may take 10 even if stress and distractions would normally prevent the rogue from doing so. The rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind: If a rogue with a slippery mind is affected by an enchantment and fails the saving throw, 1 round later the rogue can attempt the saving throw again. The rogue only gets this one extra chance to succeed. This is an extraordinary ability.

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

SHADOWDANCER (Prestige Class)

Alignment: Any

Hit Die: d8.

Requirements:

- Move Silently: 8 ranks.
- Hide: 10 ranks.
- Perform: 5 ranks.
- Feats: Dodge, Mobility, Combat Reflexes.

Class Skills: The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Table: The Shadowdancer

<i>Class</i>	<i>Base</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	
<i>Level</i>	<i>Attack</i>	<i>Save</i>	<i>Save</i>	<i>Save</i>	<i>Special</i>
1st	+0	+0	+2	+0	Hide in plain sight
2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Shadow illusion, summon shadow
4th	+3	+1	+4	+1	Shadow jump (20 ft.)
5th	+3	+1	+4	+1	Defensive roll, uncanny dodge (can't be flanked)
6th	+4	+2	+5	+2	Shadow jump (40 ft.), summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump (80 ft.)
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump (160 ft.), improved evasion, uncanny dodge (+1 vs. traps)

Hide in Plain Sight: Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

Evasion: At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage (such as a fireball), she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision: At 2nd level, a shadowdancer can see in the dark as though she were permanently under the affect of a darkvision spell. This is a supernatural ability.

Uncanny Dodge: Starting at 2nd level, the shadowdancer gains the extraordinary ability to react to danger before her senses would normally allow her to even be aware of it. At 2nd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

At 5th level, the shadowdancer can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least 4 levels higher than the shadowdancer can flank her (and thus sneak attack her).

At 10th level, the shadowdancer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus to Reflex saves made to avoid traps.

If the shadowdancer has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Shadow Illusion: When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This spell-like ability is identical to the arcane spell silent image and may be employed once per day.

Summon Shadow: At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer allows her to summon an additional shadow and adds +2 HD (and the requisite base attack and base save bonus increases) to all her shadow companions.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's experience can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for a year and a day.

Shadow Jump: At 4th level, the shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The shadowdancer

can jump up to a total of 20 feet each day in this way, although this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels thereafter, the distance a shadowdancer can jump each day doubles (40 feet at 6th level, 80 feet at 8th level, and 160 feet at 10th level). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Defensive Roll: Starting at 5th level, the shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the shadowdancer can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt the defensive roll.

Slippery Mind: This extraordinary ability, gained at 7th level, represents the shadowdancer's ability to wriggle free from magical effects that would otherwise control or compel her. If the shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects proceed normally.

Improved Evasion: This extraordinary ability, gained at 10th level, works like evasion (see above). The shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, fireball, and so on). What's more, she takes only half damage even if she fails her saving throw, since the shadowdancer's reflexes allow her to get out of harm's way with incredible speed.

SORCERER

Alignment: Any.

Hit Die: d4.

Class Skills: The sorcerer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields.

TABLE: The Sorcerer

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+0	+0	+0	+2	Summon familiar
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

TABLE: Sorcerer Spells Per Day

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

TABLE: Sorcerer Spells Known

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

Spells: A sorcerer casts arcane spells. The number of spells a sorcerer knows is not affected by his Charisma bonus. The spells a sorcerer knows can be common spells chosen from the sorcerer and wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study.

A sorcerer is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any.

A sorcerer may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

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

WIZARD

Alignment: Any.

Hit Die: d4.

Class Skills: The wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Weapon and Armor Proficiency: Wizards are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Wizards are not proficient with any type of armor nor with shields.

TABLE: The Wizard

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

TABLE: Wizard Spells Per Day

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

Spells: A wizard casts arcane spells. She is limited to a certain number of spells of each spell level per day, according to her class level. A wizard must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare. To learn, prepare, or cast a spell, a wizard must have an Intelligence score of at least 10 + the spell's level. A wizard's bonus spells are based on Intelligence. The Difficulty Class for saving throws against wizard spells is 10 + the spell's level + the wizard's Intelligence modifier.

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

Familiar: A wizard can summon a familiar in exactly the same manner as a sorcerer. See the sorcerer description.

Scribe Scroll: A wizard has the bonus item creation feat Scribe Scroll, enabling her to create magic scrolls.

Bonus Feats: Every five levels, a wizard gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery.

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

Spell Mastery: A wizard (and only a wizard) can take the special feat Spell Mastery. Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare these spells without referring to a spellbook.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme, such as illusion or necromancy. A wizard may specialize in one school of magic.

Specialization allows a wizard to cast extra spells from the chosen school, but the wizard then never learns to cast spells from one or more other schools. Spells of the school or schools that the specialist gives up are not available to her, and she can't even cast such spells from scrolls or wands.

The wizard must choose whether to specialize and how at 1st level. She may not change her specialization later.

The specialist can prepare one additional spell (of the school selected as a specialty) per spell level each day.

The specialist gains a +2 bonus to Spellcraft checks to learn the spells of her chosen school.

The eight schools of arcane magic are Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration: To become an abjurer, a wizard must select a prohibited school or schools from the following choices: (1) either Conjunction, Enchantment, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.

Conjunction: To become a conjurer, a wizard must select a prohibited school or schools from one of the following choices: (1) Evocation; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation, or (4) any three schools.

Divination: To become a diviner, a wizard must select any other single school as a prohibited school.

Enchantment: To become an enchanter, a wizard must select a prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.

Evocation: To become an evoker, a wizard must select a prohibited school or schools from one of the following choices: (1) Conjunction; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation; or (4) any three schools.

Illusion: To become an illusionist, a wizard must select a prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Enchantment, Evocation, or Transmutation; or (2) both Divination and Necromancy.

Necromancy: To become a necromancer, a wizard must select any other single school as a prohibited school.

Transmutation: To become a transmuter, a wizard must select a prohibited school or schools from one of the following choices: (1) Conjuration; (2) Evocation; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; or (4) any three schools.

Universal: Not a school, but a category for spells all wizards can learn. A wizard cannot select universal as a specialty school or as a school to which she does not have access.

MULTICLASS CHARACTERS

The class abilities from a character's different classes add together to determine the multiclass character's total abilities. Multiclassing improves a character's versatility at the expense of focus.

Multiclass Features Exception: A character who acquires the barbarian class does not become illiterate.

The abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is the total level of the character, determined by adding all class levels together. "Class level" is the level of the character in a particular class.

Hit Dice: The character gains Hit Dice from each class, with the resulting hit points added together.

Base Attack Bonus: Add the base attack bonuses for each class to get the character's base attack bonus. If the resulting value is +6 or higher, the character gets multiple attacks. Find the base attack value to see how many additional attacks the character gets and at what bonuses.

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

Skills: The character retains and can access skills from all his or her classes.

Class Features: The character gets all class features of all classes but must also suffer the consequences of all special restrictions of all classes.

A character with Favored Multiclass: Any treats their highest level class as their favored multiclass.

Monk

Base Attack Bonus: The monk is a special case because her additional unarmed attacks are better than her base attack bonus would suggest. For a multiclass monk fighting unarmed, the character must either use the additional attacks given for her monk levels (only) or the additional attacks that are standard for her combined base attack bonus, but not both.

Paladin/Clerics

In the special case of turning undead, both clerics and experienced paladins have the same ability. In the case of a multiclassed paladin/cleric, if the character's paladin class level is level 3 or higher, the effective turning level is the character's cleric level plus the paladin level minus 2.

Rogue/Barbarians

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. A barbarian/rogue can treat barbarian levels as rogue levels (or vice versa) to determine how effective the uncanny dodge is.

Spellcasting classes

Spells: The character gains spells from all his or her classes. Keep all spell lists separate. Spell levels and spells per day are not aggregated.

NPC CHARACTER CLASSES

"NPC" Classes are designed to provide some level of detail to non-adventuring characters in the game. These classes are not as good as the basic character classes, and should rarely, if ever, be used by player characters.

ADEPT

Alignment: Any

Hit Die: d6.

Class Skills: The adept's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

Table: The Adept

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

Table: The Adept

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

Spells: An adept casts divine spells. She is limited to a certain number of spells of each spell level per day, according to her class level. Like a cleric, an adept may prepare and cast any spell on the adept list, provided she can cast spells of that level. Like a cleric, she prepares her spells ahead of time each day. The DC for a saving throw against an adept's spell is 10 + spell level + the adept's Wisdom modifier.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

When the adept gets 0 spells of a given level, she gets only bonus spells for that spell slot. An adept without a bonus spell for that level cannot yet cast a spell of that level. Bonus spells are based on Wisdom.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Familiar: At 2nd level, an adept can call a familiar, just like a sorcerer or wizard can.

Adept Spell List

0 level-create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic.

1st level-bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.

2nd level-aid, animal trance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, endurance, invisibility, mirror image, resist elements, see invisibility, web.

3rd level-animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.

4th level-cure critical wounds, minor creation, polymorph other, polymorph self, restoration, stonewall, wall of fire.

5th level-break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.

ARISTOCRAT

Alignment: Any

Hit Die: d8.

Class Skills: The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skill), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Table: The Aristocrat

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

COMMONOR

Alignment: Any

Hit Die: d4.

Class Skills: The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Int), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with weapons, armor, or shields.

Table: The Commoner

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

EXPERT

Alignment: Any

Hit Die: d6

Class Skills: The expert can choose any ten skills to be class skills. One or two of these skills can be skills exclusive to some other class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

Table: The Expert

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

WARRIOR

Alignment: Any

Hit Die: d8.

Class Skills: The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Table: The Warrior

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

CHARACTER HENCHMEN AND ANIMAL COMPANIONS

Influencing Other Characters

It is possible to alter another’s attitude with a Charisma check (1d20 + Charisma modifier). Roll the check and consult the appropriate initial attitude line on Table: Influencing Attitude to see what the result of the roll is.

In general, a character cannot repeat attempts to influence someone.

Table: Influencing Attitude

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	–	Less than 1	1	15	30
Friendly	–	–	Less than 1	1	20

BLACKGUARD'S FIENDISH SERVANT

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. This creature may be used as a guardian (such as a bat), a helper (such as a cat), or a mount (such as a horse). The blackguard’s servant further gains HD and special abilities based on the blackguard’s character level.

The blackguard may have only one fiendish servant at a time. Should the blackguard’s servant die, he may call for another one after one day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard’s current level.

Table: Fiendish Servants

Blackguard Character Bonus Level	Natural HD	St Armor	Adj.	Int	Special
12 or less	+2 HD	+1	+1	6	Improved evasion, share spells, empathic link, share saving throws
13-15	+4 HD	+3	+2	7	Speak with blackguard
16-18	+6 HD	+5	+3	8	Blood bond
19-20	+8 HD	+7	+4	9	Spell resistance

Blackguard Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus Hit Dice: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor: This is a bonus to the servant's natural armor rating.

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

Int: The servant's Intelligence score. (The fiendish servant is smarter than normal animals of its kind.)

Improved Evasion: If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Spells: At the blackguard's option, he may have any spell he casts on himself also affect his servant. The servant must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. The blackguard and the servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Empathic Link: The blackguard has an empathic link with the servant out to a distance of up to one mile. The blackguard cannot see through the servant's eyes, but they can communicate telepathically. Even intelligent servants see the world differently from humans, so misunderstandings are always possible. This empathic link is a supernatural ability.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Share Saving Throws: The servant uses its own base save or the blackguard's, whichever is higher.

Speak with Blackguard: The blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond: The servant gains a +2 bonus to all attacks, checks, and saves if it witnesses the blackguard threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance: The servant's spell resistance equals the blackguard's level + 5. To affect the servant with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the servant's spell resistance.

PALADIN'S MOUNT

The paladin's mount is different from a standard animal of its type in many ways. The standard mount for a Medium-size paladin is a warhorse, and the standard mount for a Small paladin is a warpony. A paladin's mount is a magical beast, not an animal. It is superior to a normal mount of its kind and has special powers, as shown below

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

Paladin Level: The level of the paladin. If the mount suffers a level drain, treat it as a mount of a lower-level paladin.

Bonus HD: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses.

Natural Armor: The number listed here is an improvement to the mount's AC. It represents the preternatural toughness of a paladin's mount.

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

Int: The mount's Intelligence score.

Improved Evasion: If the mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

Share Spells: At the paladin's option, the paladin may have any spell cast on him or herself also affect her mount. The mount must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if the mount returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on the mount (as a touch range spell) instead of on herself. The paladin and the mount can share spells even if the spells normally do not affect creatures of the mount's type.

Empathic Link: The paladin has an empathic link with the mount out to a distance of up to one mile. The paladin cannot see through the mount's eyes, but they can communicate telepathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathic link between the mount and the paladin, the paladin has the same connection to an item or place that the mount does, just as a master and his familiar.

Share Saving Throws: The mount uses its own base save or the paladin's, whichever is higher.

Command: The mount's command ability is a spell-like ability that it can use at will against other creatures of its kind with fewer Hit Dice than it has itself. The mount can use this ability once per day per two levels of its paladin, and the ability functions just like the spell command (for purposes of this spell, the mount can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the mount must make a Concentration check (DC 21) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the mount's daily uses.

Spell Resistance: The mount's spell resistance equals the paladin's level + 5.

DRUID & RANGER ANIMAL COMPANIONS

Druids and rangers can use the animal friendship spell to gain animal companions. Use these rules of thumb when characters have animal companions.

While the spell allows a character to have animals whose Hit Dice total double the character's caster level, that maximum assumes optimal conditions. The typical adventurer should be able to maintain animal companions whose Hit Dice total half the maximum (caster level for a druid, half of caster level for a ranger). If the character spends most of her time in the animals' home territory and treats them well, she can approach and even achieve her maximum Hit Dice. If she spends most of her time at sea, in cities, or otherwise in places that the animals don't like, her animals desert, and she will not be able to retain even half her maximum. Remember, these creatures are loyal friends but not pets or servants. They won't remain loyal if being the character's friend becomes too onerous.

The animal is still an animal. It's not a magical beast, as a familiar or a paladin's mount is. While it may have learned some tricks, it's still no more intelligent than any other animal of its kind, and it retains all its bestial instincts. Unlike intelligent followers or cohorts, animals can't follow complex instructions, such as "Attack the gnoll with the wand." A character can give a simple verbal command, such as "Attack" or "Come," as a free action, provided such a command is among the tricks the animal has learned. A more complex instruction, such as telling an animal to attack and pointing out a specific target, is a standard action. Animals are ill-equipped to handle unusual situations, such as combats with invisible opponents, and they typically hesitate to attack weird and unnatural creatures, such as beholders and oozes.

Left to its own judgment, an animal follows a character and attacks creatures that attack her (or that attack the animal itself). To do more than that, it needs to learn tricks. An animal with an Intelligence of 2 can learn six tricks. Possible tricks include:

"Attack": The animal attacks apparent enemies. The character may point to a particular creature to direct the animal to attack that creature. Normally, an animal will not attack unnatural creatures (though it will defend people, guard places, and protect characters against them). Teaching an animal to be willing to attack unnatural creatures counts as two tricks.

"Come": The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

"Defend": The animal defends the character (or is ready to defend the character if no threat is present).

"Down": The animal breaks off from combat or otherwise backs down.

"Fetch": The animal goes and gets something. The character must point out a specific object or the animal fetches some random object.

"Guard": The animal stays in place and prevents others from approaching.

"Heel": The animal follows the character closely, even to places where it normally wouldn't go.

"Perform": The animal does a variety of simple tricks like sitting up, rolling over, roaring, and so on.

"Protect": The animal follows a specific other character and protects him from danger (like "Defend," but for another character).

"Seek": The animal moves into an area and looks around for anything unusual.

"Stay": The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

"Track": The animal tracks the scent presented to it.

SORCERER & WIZARDS FAMILIARS

Familiar: A sorcerer or a wizard can call a familiar. Doing so takes a day and uses up magical materials that cost 100 gp. A familiar is a magical, unusually tough, and intelligent version of a small animal. It is a magical beast, not an animal. The creature serves as a companion and servant.

The master chooses the type of familiar he gets. As the master increases in level, the familiar also increases in power. In the special case of a character with both sorcerer and wizard levels, the character can add those levels together to determine the power level of the familiar.

If the familiar dies, or the master chooses to dismiss it, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and day. Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a Constitution point when this happy event occurs.

These special abilities only apply when the master and familiar are within one mile of each other.

Table: Familiars

<i>Familiar</i>	<i>Special</i>
Bat	-
Cat	Master gains a +2 bonus to Move Silently checks
Hawk	-
Owl	Has low-light vision; master gains a +2 bonus on Move Silently checks
Rat	Master gains a +2 bonus to Fortitude saves
Raven	Speaks one language

Snake (Tiny)	Poisonous bite
Toad	Master gains +2 to Constitution score
Weasel	Master gains a +2 bonus on Reflex saves

Familiar Basics: Use the basic statistics for a creature of its type, but make these changes:

Hit Dice: Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the master's total, rounded down.

Attacks: Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

Saving Throws: The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

Skills: Use the normal skills for an animal of that type or the master's, whichever are better.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

Table: Familiar Special Abilities

<i>Master's Class Level</i>	<i>Natural Armor</i>	<i>Int</i>	<i>Special</i>
1-2	+1	6	Alertness, improved evasion, share spells, empathic link
3-4	+2	7	Touch
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	
11-12	+6	11	Spell resistance
13-14	+7	12	Scry on familiar
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

Natural Armor: This number improves the familiar's AC.

Intelligence: The familiar's Intelligence score.

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Improved Evasion: If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

Share Spells: At the master's option, he may have any spell he or she casts on themselves also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

Empathic Link: The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

Touch: If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

Speak with Animals of Its Type: The familiar can communicate with animals of approximately the same type as itself (including dire variants). The communication is limited by the Intelligence of the conversing creatures.

Speak with Master: The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell Resistance: If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5.

Scry: If the master is 13th level or higher, the master may scry on the familiar (as if casting the spell scrying) once per day. This is a spell-like ability that requires no material components or focus.

Experience and Levels

All character classes advance using the same chart.

level	XP's
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000
17	136,000
18	153,000
19	171,000
20	190,000

FEATS

A special feature that either grants a character a new capability or improves an existing one. The categories of feats are general, item creation, metamagic, and special. Certain feats require specifying a particular weapon, spell school, or other classification with which the feat can be used. Each character gains one feat upon creation, and humans also gain one additional feat at this time. An additional feat is gained at 3rd level and every three levels thereafter (at 6th, 9th, 12th, 15th, and 18th).

Characters acquire feats based on total character level, not individual class levels. Additionally, fighters and wizards get extra class-related feats chosen from special lists. A character must have any listed prerequisites to acquire or use a particular feat. All feats are selected by the player from those for which the character qualifies. spells and a granted power themed around the element fire. Also, a spell descriptor denoting spells that produce or use fire.

COMMON FEATS

Feats marked with an (*) sign indicate items which are basic abilities suitable for a wide range of genres beyond Medieval Fantasy.

ITEM CREATION FEATS

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

XP Cost: Power and energy that the spellcaster would normally have is expended when making a magic item. The XP cost equals 1/25 the cost of the item in gold pieces. A character cannot spend so much XP that he or she loses a level. However, on gaining enough XP to achieve a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is 1 day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects and whose power depends on their caster level. A spell from one of these items has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level and then multiply the result by a constant:

Scrolls: Base price = spell level X caster level X 25 gp. Potions: Base price = spell level X caster level X 50 gp. Wands: Base price = spell level X caster level X 750 gp.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP as noted in their descriptions.

METAMAGIC FEATS

Some spellcasters choose spells as they cast them. They can choose when they cast their spells whether to use metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. If its normal casting time is 1 action, casting a metamagic spell is a full-round action for a spellcaster that chooses spells as they cast them. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: Clerics spontaneously casting cure or inflict spells can cast metamagic versions of them. Casting a 1-action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these spells only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Multiple Metamagic Feats on a Spell: A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.

Magic Items and Metamagic Spells: With the right item creation feat, a character can store a metamagic spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher, metamagic level. A character doesn't need the metamagic feat to activate an item storing a metamagic spell.

Counterspelling Metamagic Spells: Whether a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

THE FEATS

(*)Alertness [General]
(*)Ambidexterity [General]
Armor Proficiency (heavy) [General]
Armor Proficiency (light) [General]
Armor Proficiency (medium) [General]
(*)Blind-Fight [General]
Brew Potion [Item Creation]
Cleave [General]
Combat Casting [General]
Combat Reflexes [General]
Craft Magic Arms and Armor [Item Creation]
Craft Rod [Item Creation]
Craft Staff [Item Creation]
Craft Wand [Item Creation]
Craft Wondrous Item [Item Creation]
Deflect Arrows [General]
(*)Dodge [General]
Empower Spell [Metamagic]
(*)Endurance [General]
Enlarge Spell [Metamagic]
Extend Spell [Metamagic]
Extra Turning [Special]
Exotic Weapon Proficiency [General]
Expertise [General]
Far Shot [General]
Flyby Attack [General]
Forge Ring [Item Creation]
Great Cleave [General]
(*)Great Fortitude [General]
Heighten Spell [Metamagic]
Improved Bull Rush [General]
Improved Critical [General]
Improved Disarm [General]
(*)Improved Initiative [General]
Improved Trip [General]
Improved Two-Weapon Fighting [General]
Improved Unarmed Strike [General]
(*)Iron Will [General]
Leadership [General]
(*)Lightning Reflexes [General]
Martial Weapon Proficiency [General]
Maximize Spell [Metamagic]
Mobility [General]
Mounted Archery [General]
Mounted [General]
Multiattack [General]
Multidexterity [General]
Multiweapon Fighting [General]
Point Blank Shot [General]
Power Attack [General]
Precise Shot [General]
Quick Draw [General]
Quicken Spell [Metamagic]
Rapid Shot [General]
Ride-By Attack [General]
(*)Run [General]
Scribe Scroll [Item Creation]

Shield Proficiency [General]
Shot on the Run [General]
Silent Spell [Metamagic]
Simple Weapon Proficiency [General]
Skill Focus [General]
Spell Penetration [General]
Spell Focus [General]
Spell Mastery [Special]
Spirited Charge [General]
Spring Attack [General]
Still Spell [Metamagic]
Stunning Fist [General]
Sunder [General]
(*Toughness [General]
Track [General]
Trample [General]
Two-Weapon Fighting [General]
Weapon Finesse [General]
Weapon Focus [General]
Weapon Specialization [Special]
Whirlwind Attack [General]

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

Feat Name [Type of feat]

Prerequisites: Some feats have prerequisites. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if the character has lost a prerequisite.

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat.

(*Alertness [General]

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

(*Ambidexterity [General]

Prerequisite: Dex 15+.

Benefit: The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Armor Proficiency (heavy) [General]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (light) [General]

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armor Proficiency (medium) [General]

Prerequisite: Armor Proficiency (light)

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

(*)Blind-Fight [General]

Benefit: In melee, every time a character misses because of concealment, the character can reroll the miss chance percentile roll one time to see if the character actually hit.

An invisible attacker gets no bonus to hit the character in melee. That is, the character doesn't lose a Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

The character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Brew Potion [Item Creation]

Prerequisite: Spellcaster level 3rd+.

Benefit: The character can create a potion of any spell of 3rd level or lower that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day. When the character creates a potion, the character sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, the character must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when creating the potion.

Cleave [General]

Prerequisites: Str 13+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Combat Casting [General]

Benefit: The character gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Combat Reflexes [General]

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier. The character still may only make one attack of opportunity per enemy.

The character may also make attacks of opportunity while flat-footed.

Special: A rogue with the Combat Reflexes feat still can only make one attack of opportunity in a round if he uses his opportunist ability to make that attack.

Craft Magic Arms and Armor [Item Creation]

Prerequisite: Spellcaster level 5th+.

Benefit: The character can create any magic weapon, armor, or shield whose prerequisites the character meets. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, the character must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price.

The character can also mend a broken magic weapon, suit of armor, or shield if it is one that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that the character must provide. (Its cost is not included in the above cost.)

Craft Rod [Item Creation]

Prerequisite: Spellcaster level 9th+.

Benefit: The character can create any rod whose prerequisites the character meets. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

Some rods incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff [Item Creation]

Prerequisite: Spellcaster level 12th+.

Benefit: The character can create any staff whose prerequisites the character meets. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Craft Wand [Item Creation]

Prerequisite: Spellcaster level 5th+.

Benefit: The character can create a wand of any spell of 4th level or lower that the character knows. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp. To craft a wand, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, the character must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Wondrous Item [Item Creation]

Prerequisite: Spellcaster level 3rd+.

Benefit: The character can create any miscellaneous magic item whose prerequisites the character meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

The character can also mend a broken miscellaneous magic item if it is one that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

Some wondrous items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. The character must pay such a cost to create an item or to mend a broken one.

Deflect Arrows [General]

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: The character must have at least one hand free (holding nothing) to use this feat. Once per round when the character would normally be hit with a ranged weapon, the character may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If the character succeeds, the character deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

(*)Dodge [General]

Prerequisite: Dex 13+.

Benefit: During the character's action, the character designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Empower Spell [Metamagic]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

(*)Endurance [General]

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Enlarge Spell [Metamagic]

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Extend Spell [Metamagic]

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Turning [Special]

Prerequisite: Ability to Turn Undead

Benefit: Allows a character to turn undead four more times per day than normal.

Special: A character can take this feat multiple times, gaining four extra daily turning attempts each time.

Exotic Weapon Proficiency [General]

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time The character takes the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

Expertise [General]

Prerequisite: Int 13+.

Benefit: When the character uses the attack action or full attack action in melee, the character can take a penalty of as much as -5 on the character's attack and add the same number (up to +5) to the character's Armor Class. This number may not exceed the

character's base attack bonus. The changes to attack rolls and Armor Class last until the character's next action. The bonus to the character's Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

Far Shot [General]

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

Flyby Attack[General]

Prerequisite: Fly speed.

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

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

Forge Ring [Item Creation]

Prerequisite: Spellcaster level 12th+.

Benefit: The character can create any ring whose prerequisites the character meets. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

The character can also mend a broken ring if it is a ring that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or XP as noted in their descriptions.

Great Cleave [General]

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that the character has no limit to the number of times the character can use it per round.

(*)Great Fortitude [General]

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

Heighten Spell [Metamagic]

Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Improved Bull Rush [General]

Prerequisites: Str 13+, Power Attack.

Benefit: When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

Improved Critical [General]

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon the character selected, the character's threat range is doubled.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Note: "Keen" magic weapons also double their normal, nonmagical threat range. As with all doubled doublings, the result is triple.

Improved Disarm [General]

Prerequisites: Int 13+, Expertise.

Benefit: The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm.

(*Improved Initiative [General]

Benefit: The character gets a +4 bonus on initiative checks.

Improved Trip [General]

Prerequisites: Int 13+, Expertise.

Benefit: If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

Improved Two-Weapon Fighting [General]

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, the character can only get a single extra attack with an off-hand weapon.

Special: A ranger who meets only the base attack bonus prerequisite can gain this feat, but can only use it when wearing light armor or no armor.

Improved Unarmed Strike [General]

Benefit: The character is considered to be armed even when unarmed—that is, armed opponents do not get attacks of opportunity when the character attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on the character.

Special: A monk fighting unarmed automatically gains the benefit of this feat.

(*Iron Will [General]

Benefit: The character gets a +2 bonus to all Will saving throws.

Leadership [General]

Prerequisites: The character must be at least 6th level.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See Table: Leadership for what sort of cohort and how many followers the character can recruit.

Table: Leadership

Leadership Score	Cohort Level	-- Number of Followers by Level --					
		1st	2nd	3rd	4th	5th	6th
1 or less -	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

Table: Leadership Modifiers

General Leadership Modifiers

<i>The Leader Has a Reputation of</i>	<i>Leadership Modifier</i>
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Cohort-Only Leadership Modifiers

<i>The Leader</i>	<i>Leadership Modifier</i>
Has a familiar/paladin's warhorse/animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

*Cumulative per cohort killed.

Follower-Only Leadership Modifiers

<i>The Leader</i>	<i>Leadership Modifier</i>
Has a stronghold, base of operations,	+2 guildhouse, and so on
Moves around a lot	-1
Caused the death of other followers	-1

Special Cohorts: With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

Followers: A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to NPCs of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

(*)Lightning Reflexes [General]

Benefit: The character gets a +2 bonus to all Reflex saving throws.

Martial Weapon Proficiency [General]

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

Maximize Spell [Metamagic]

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mobility [General]

Prerequisites: Dex 13+, Dodge.

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Mounted Archery [General]

Prerequisite: Ride skill, Mounted Combat.

Benefit: The penalty the character suffers when using a ranged weapon from horseback is halved: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

Mounted Combat [General]

Prerequisite: Ride skill.

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

Multiattack [General]

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Multidexterity [General]

Prerequisite: Dex 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

Multiweapon Fighting [General]

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Attacking with Two Weapons, page 124 in the Player's Handbook.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

Point Blank Shot [General]

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack [General]

Prerequisite: Str 13+.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot [General]

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

Quick Draw [General]

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character can draw a weapon as a free action instead of as a move-equivalent action.

Quicken Spell [Metamagic]

Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

Rapid Shot [General]

Prerequisites: Point Blank Shot, Dex 13+.

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

Ride-By Attack [General]

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

(*)Run [General]

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Scribe Scroll [Item Creation]

Prerequisite: Spellcaster level 1st+.

Benefit: The character can create a scroll of any spell that the character knows. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level multiplied by its caster level multiplied by 25 gp. To scribe a scroll, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when scribing the scroll.

Shield Proficiency [General]

Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Shot on the Run [General]

Prerequisites: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

Silent Spell [Metamagic]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

Simple Weapon Proficiency [General]

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Skill Focus [General]

Benefit: The character gets a +2 bonus on all skill checks with that skill.

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

Spell Penetration [General]

Benefit: The character gets a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

Spell Focus [General]

Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new school of magic.

Spell Mastery [Special]

Prerequisite: Spell Mastery is available only to wizards.

Benefit: Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare those spells without referring to a spellbook.

Spirited Charge [General]

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance).

Spring Attack [General]

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if the character is in heavy armor.

Still Spell [Metamagic]

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

Stunning Fist [General]

Prerequisites: Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher.

Benefit: Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Sunder [General]

Prerequisites: Str 13+, Power Attack.

Benefit: When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

(*)Toughness [General]

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times.

Track [General]

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

<i>Surface</i>	<i>DC</i>
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

<i>Condition</i>	<i>DC Modifier</i>
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

If the character fails a Wilderness Lore check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Trample [General]

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Two-Weapon Fighting [General]

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

Weapon Finesse [General]

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Choose one light weapon. Alternatively, the character can choose a rapier, provided the character can use it in one hand, or a spiked chain, provided the character is at least Medium-size.

Benefit: With the selected weapon, the character may use a Dexterity modifier instead of a Strength modifier on attack rolls. Since the character needs the second hand for balance, apply the armor check penalty of any shield worn to attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Weapon Focus [General]

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

The character can choose “unarmed strike” or “grapple” for the character's weapon for purposes of this feat. The character can choose “ray,” in which case the character is especially good with rays.

Benefit: The character adds +1 to all attack rolls the character makes using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Weapon Specialization [Special]

Choose one type of weapon. The character is especially good at inflicting damage with this weapon.

Benefit: The character adds +2 to all damage inflicted with the weapon the character has specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Whirlwind Attack [General]

Prerequisites: Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack.

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.

SKILLS

SKILL POINTS

Characters have a number of skill points based on their race and their class levels.

Depending on a characters' race and class, some skills are "class skills" and some skills are "cross-class skills" Cross-class skills require 2 skill points per rank, class skills require 1 skill point per rank.

The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum ranks a character can have in a cross-class skill is half that number.

Starting skill points for the basic character classes are:

<i>Character Class</i>	<i>1st level Skill Points</i>	<i>Higher-level Skill Points</i>
Adept	(2 + Int Modifier) x 4	2 + Int Modifier
Aristocrat	(4 + Int Modifier) x 4	4 + Int Modifier
Arcane Archer	N/A	4 + Int Modifier
Assassin	N/A	4 + Int Modifier
Barbarian	(4 + Int Modifier) x 4	4 + Int Modifier
Bard	(4 + Int Modifier) x 4	4 + Int Modifier
Blackguard	N/A	2 + Int Modifier

Cleric	(2 + Int Modifier) x 4	2 + Int Modifier
Commoner	(2 + Int Modifier) x 4	2 + Int Modifier
Druid	(4 + Int Modifier) x 4	4 + Int Modifier
Dwarven Defender	N/A	2 + Int Modifier
Expert	(6 + Int Modifier) x 4	6 + Int Modifier
Fighter	(2 + Int Modifier) x 4	2 + Int Modifier
Loremaster	N/A	4 + Int Modifier
Monk	(4 + Int Modifier) x 4	4 + Int Modifier
Paladin	(2 + Int Modifier) x 4	2 + Int Modifier
Ranger	(4 + Int Modifier) x 4	4 + Int Modifier
Rogue	(8 + Int Modifier) x 4	8 + Int Modifier
Shadowdancer	N/A	6 + Int Modifier
Sorcerer	(2 + Int Modifier) x 4	2 + Int Modifier
Warrior	(2 + Int Modifier) x 4	2 + Int Modifier
Wizard	(2 + Int Modifier) x 4	2 + Int Modifier

USING SKILLS

When the character uses a skill, the character makes a skill check to see how well the character does. The higher the result on the character's skill check, the better the character does. Based on the circumstances, the character's result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number the character needs to roll.

Skill Checks

To make a skill check, roll 1d20 and add the character's skill modifier for that skill. The skill modifier incorporates the character's rank with that skill, the character's ability modifier for that skill's key ability, and any other miscellaneous modifiers the character has, including racial bonuses and any armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

VS. A Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number that the character must score as a result on the character's skill check to succeed.

VS. Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest.

For ties on opposed checks, the character with the higher key ability score wins.

If these scores are the same, flip a coin.

Retries

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

If a skill carries no penalties for failure, the character can take 20 and assume that the character goes at it long enough to succeed eventually.

Untrained Skill Checks

Generally, if the character attempts to use a skill the character doesn't possess, the character makes a skill check as normal. The character's skill modifier doesn't have the character's skill rank added in because the character doesn't have any ranks in the skill. The character does get other modifiers added into the skill modifier, though, such as the ability modifier for the skill's key ability.

Many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table: Skills.

Favorable and Unfavorable Conditions

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

The DM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

Practically Impossible Tasks

In general, to do something that's practically impossible requires that the character have at least rank 10 in the skill and entails a penalty of –20 on the character's roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck.

The DM decides what is actually impossible and what is merely practically impossible.

Extraordinary Success

If the character has at least rank 10 in a skill and beats the DC by 20 or more on a normal skill check, the character has completed the task impossibly well.

Checks without Rolls

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 10.

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can take 20.

Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take.

Combining Skill Checks

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

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own.

Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (the character can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The DM limits cooperation as she sees fit for the given conditions.

Skill Synergy: It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

Ability Checks

Sometimes the character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The DM assigns a Difficulty Class.

COMMON SKILLS

Skills marked with an (*) sign indicate items which are basic abilities suitable for a wide range of genres beyond Medieval Fantasy.

THE SKILLS

Alchemy (INT; Trained Only)
Animal Empathy (CHA; Trained Only; Druid, Ranger Only)
(*Appraise (INT)
(*Balance (DEX; Armor Check Penalty)
(*Bluff (CHA)
(*Climb (STR; Armor Check Penalty)
(*Concentration (CON)
(*Craft (INT)
Decipher Script (INT; Trained Only; Bard & Rogue Only)
(*Diplomacy (CHA)
Disable Device (INT; Trained Only)
Disguise (CHA)
Escape Artist (DEX; Armor Check Penalty)
Forgery (INT)
(*Gather Information (CHA)
Handle Animal (CHA; Trained Only)
(*Heal (WIS)
(*Hide (DEX; Armor Check Penalty)
Innuendo (WIS; Trained Only)
(*Intimidate (CHA)
(*Intuit Direction (WIS; Trained Only)
(*Jump (STR; Armor Check Penalty)
(*Knowledge (INT; Trained Only)
(*Listen (WIS)
(*Move Silently (DEX; Armor Check Penalty)

Open Lock (DEX; Trained Only)
 (*)Perform (CHA)
 Pick Pocket (DEX; Trained Only; Armor Check Penalty)
 (*)Profession (WIS; Trained Only)
 Read Lips (INT; Trained Only; Rogue Only)
 (*)Ride (DEX)
 Scry (INT; Bard, Cleric, Druid, Sorcerer, Wizard Only)
 (*)Search (INT)
 (*)Sense Motive (WIS)
 (*)Speak Language (None; Trained Only)
 Spellcraft (INT; Trained Only)
 (*)Spot (WIS)
 (*)Swim (STR)
 Tumble (DEX; Trained Only; Armor Check Penalty)
 Use Magic Device (CHA; Trained Only; Bard, Rogue Only)
 (*)Use Rope (DEX)
 Wilderness Lore (WIS)

SKILL DESCRIPTIONS

Skill Name ([KEY ABILITY]; TRAINED ONLY; ARMOR CHECK PENALTY; [CLASS NAME] ONLY)

The skill name line includes the following information:

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

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

Armor Check Penalty: Apply any armor check penalty to skill checks for this skill.

[Class Name] Only: The skill is exclusive to a certain class or classes. No character not of these classes can take the skill. If omitted, the skill is not exclusive.

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

- **Check:** What the character can do with a successful skill check, how much time it takes to make a check, and the check's DC.
- **Retry:** Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.
- **Special:** Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race.

Alchemy (INT; TRAINED ONLY)

Check: The character can make alchemical items. Some items the character can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The DM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

<i>Task</i>	<i>DC</i>	<i>Notes</i>
Identify substance	25	Costs 1 gp per attempt (or 20 gp to take 20)

Identify potion	25	Costs 1 gp per attempt (or 20 gp to take 20)
Make acid	15	See Craft skill
Identify poison	20	
Make alchemist's fire, smokestick, or tindertwig	20	See Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See Craft skill

Retry: Yes, but in the case of making items, each failure ruins the half the raw materials needed, and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

Special: The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

Animal Empathy (CHA; TRAINED ONLY; DRUID, RANGER ONLY)

Check: The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions.

Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

This skill works on animals. The character can use it with a –4 penalty on beasts and magical beasts.

Retry: As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

(*)Appraise (INT)

Check: The character can appraise common or well-known objects within 10% of their value (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The DM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. (For a common or well-known item, the character's chance of estimating the value within 10% is fairly high even if the character fails the check—in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The DM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item's value.

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

Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

(*)Balance (DEX; ARMOR CHECK PENALTY)

Check: The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character's speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

<i>Surface</i>	<i>DC</i>
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

*Cumulative; if both apply, use both.

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a –5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

(*)Bluff (CHA)

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the DM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so that he can't dodge the character's attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus to Armor Class (if any). This attack must be made on or before your next turn. Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; the character suffers a –4 penalty. Against a creature of animal Intelligence (1 or 2) it's even harder; the character suffers a –8 penalty. Against a nonintelligent creature, it's impossible.

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

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate and Pick Pocket checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

(*)Climb (STR; ARMOR CHECK PENALTY)

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half the character's speed as a miscellaneous full-round action. The character can move half that far, one-fourth of the character's speed, as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

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

The DC of the check depends on the conditions of the climb.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
-	A perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
-5*	Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

*These modifiers are cumulative; use any that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack the character as if the character were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

The character cannot use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from the character's current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character's full speed in climbing distance, but the character suffers a -5 penalty on Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the -5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

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

Catching the One's Self When Falling: It's practically impossible to catch the one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch the one's self on (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

(*)**Concentration (CON)**

Check: The character can use this skill to maintain concentration in the face of other distractions.

The table below summarizes various types of distractions that cause the character to make a Concentration check while casting a spell. "Spell level" refers to the level of the spell the character is trying to cast.

Distracted by non-damaging spell. (If the spell allows no save, use the save DC it would have if it did allow a save.)	Distracting spell's save DC + spell level
Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action).	10 + damage dealt + spell level
Suffering automatic continuous damage.	10 + half of continuous damage + spell level
Damaged by spell.	10 + damage dealt + spell level
Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, below decks in a storm-tossed ship).	10 + spell level
Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship).	15 + spell level
Weather is a high wind carrying blinding rain or sleet.	5 + spell level
Affected by earthquake spell.	20 + spell level
Weather is wind-driven hail, dust, or debris.	10 + spell level
Weather caused by spell, such as storm of vengeance (same as distracted by non-damaging spell).	Distracting spell's save DC + spell level
Casting defensively (so as not to provoke attacks of opportunity).	15 + spell level
Caster entangled.	15
Grappling or pinned. (Can only cast spells without somatic components and whose material component is in hand.)	20 + spell level

Special: A character with the Combat Casting feat gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Retry: Yes, though a success doesn't cancel the effects of a previous failure.

(*)**Craft (INT)**

Craft is actually a number of separate skills. For instance, the character could have the skill Craft (trapmaking). The character's ranks in that skill don't affect any checks the character happens to make for pottery or leatherworking, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something; if it is not, it is a Profession.

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

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

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

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the item multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical).

To create a masterwork version of an item on the table below, the character creates the masterwork component as if it were a separate item in addition to the standard item.

The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, the character can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

<i>Item</i>	<i>Craft</i>	<i>DC</i>
Armor, shield	Armorsmith	10 + AC bonus
Longbow, shortbow	Bowmaking	12
Composite longbow, Composite shortbow	Bowmaking	15
Mighty bow	Bowmaking	15 +2/Str bonus
Crossbow	Weaponsmith	15
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Very simple item	Varies	5
Typical item	Varies	10

High-quality item	Varies	15
Complex or superior item	Varies	20

In some cases, the "fabricate" spell can be used to achieve the results of a Craft check without the character's needing to make the check. However, the character must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

A Craft check related to woodworking in conjunction with the casting of the "ironwood" spell enables the character to make wooden items that have the strength of steel.

When casting the spell "minor creation", the character must succeed at an appropriate Craft check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Decipher Script (INT; TRAINED ONLY; BARDS & ROGUES ONLY)

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

If the check succeeds, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in 1 minute. If the check fails, the DM makes a Wisdom check (DC 5) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The DM secretly makes both the skill check and (if necessary) the Wisdom check so the character can't tell whether the conclusion the character draws is true or false.

Retry: No.

Special: If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls.

Special: Rogues (and only rogues) can disarm magic traps. A magic trap generally has a DC of 25 + the level of the magic used to create it. For instance, disarming a trap set by the casting of explosive runes has a DC of 28 because explosive runes is a 3rd-level spell.

(*)Diplomacy (CHA)

Check: The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

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

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks.

If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

Disable Device (INT; TRAINED ONLY)

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). Attempting a Disable Device check without a set of thieves' tools carries a -2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

Check: The DM makes the Disable Device check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The DM rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

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

*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

Retry: Yes, though the character must be aware that the character has failed in order to try again.

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

Disguise (CHA)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make the character seem like a traveler even if the character is a local.

Check: The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The DM makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the DM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

<i>Disguise</i>	<i>Modifier</i>
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific class	-2

*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

<i>Familiarity</i>	<i>Bonus</i>
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the DM can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Escape Artist (DEX; ARMOR CHECK PENALTY)

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net or entangle spell is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

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

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

Manacles and Masterwork Manacles: Manacles have a DC set by their construction.

Net: Escaping from a net is a full-round action.

Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the DM may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

Grapppler: The character can make an Escape Artist check opposed by the enemy's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so if the character escapes the grapple the character can move in the same round. See "Wriggle Free" under Other Grappling Options.

Spell: Escaping from an animate rope, command plants, control plants, or entangle spell is a full-round action.

Retry: The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

Forgery (INT)

Check: Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The DM makes the check secretly so the character is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his or her check as described in the table below.

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

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

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

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.) Barbarians can't learn the Forgery skill unless they have learned to read and write.

(*)Gather Information (CHA)

Check: By succeeding at a skill check (DC 10), given an evening with a few gold pieces to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Handle Animal (CHA; TRAINED ONLY)

Check: The time required to get an effect and the DC depend on what the character is trying to do.

<i>Task</i>	<i>Time</i>	<i>DC</i>
Handle a domestic animal	Varies	10

"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Rear a beast	1 year	20 + HD of beast
Train a wild animal	2 months	20 + HD of animal
Train a beast	2 months	25 + HD of beast

Time: For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domestic Animal: This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

"Push" a Domestic Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp.

Rear a Wild Animal or a Beast: To rear an animal or beast means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

Train a Wild Animal and Train a Beast mean train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character must have 9 or more ranks of Animal Empathy to get the same +2 synergy bonus on Handle Animal checks with beasts.

A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks.

An untrained character can use a Charisma check to handle and push animals.

(*)Heal (WIS)

Check: The DC and effect depend on the task the character attempts.

<i>Task</i>	<i>DC</i>
First aid	15
Long-term care	15
Treat caltrop wound	15
Treat poison	Poison's DC
Treat disease	Disease's DC

First Aid: First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), the healing character can make her stable. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the healer. The character cannot give long-term care to him or herself.

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

Treat Wound that Reduces Base Speed: A creature that has its speed reduced can be treated by the Heal skill. A successful Heal check removes this movement penalty. Treating such a wound is a standard action.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect).

Every time the poisoned character makes a saving throw against the poison, the character makes a Heal check. The poisoned character uses the character's result in place of her saving throw if the character's Heal result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the character makes a Heal check. The diseased character uses the character's result in place of his or her saving throw if the character's Heal result is higher.

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

Special: If the character has 5 or more ranks in Profession (herbalist), the character gets a +2 synergy bonus on Heal checks.

(*)Hide (DEX; ARMOR CHECK PENALTY)

Check: The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide. While the others turn their attention from the character, the character can attempt a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide.) This check, however, is at -10 because the character has to move fast.

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

Innuendo (WIS; TRAINED ONLY)

Check: The character can get a message across to another character with the Innuendo skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a -2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a -2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The DM makes the character's Innuendo check secretly so that the character doesn't necessarily know whether the character was successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

(*)Intimidate (CHA)

Check: The character can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase the DC.

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

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

(*)Intuit Direction (WIS; TRAINED ONLY)

Check: By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identify a random direction as true north.

The DM makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

(*)Jump (STR; ARMOR CHECK PENALTY)

Check: The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running jump*	5 ft.	+1 ft./1 point above 10	Height X 6
Standing jump	3 ft.	+1 ft./2 points above 10	Height X 2
Running high jump*	2 ft.	+1 ft./4 points above 10	Height X 1 1/2
Standing high jump*	2 ft.	+1 ft./8 points above 10	Height
Jump back	1 ft.	+1 ft./8 points above 10	Height

*The character must move 20 feet before jumping. A character can't take a running jump in heavy armor.

The distances listed are for characters with speeds of 30 feet. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed (because the character is a barbarian or an experienced monk, for instance), increase the distance jumped proportionally.

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

If the character intentionally jumps down from a height, the character might take less damage than if the character just fell. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 10 feet less than the character actually did.

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

(*)Knowledge (INT; TRAINED ONLY)

Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

(*)Listen (WIS)

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check.

The DM may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

<i>DC</i>	<i>Sound</i>
0	People talking
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently within 10 ft. of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

Retry: The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

Special: When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it for all the listeners' skill checks.

(*)Move Silently (DEX; ARMOR CHECK PENALTY)

Check: The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's

full speed, the character suffers a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Open Lock (DEX; TRAINED ONLY)

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a set of thieves' tools carries a –2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

Check: Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

<i>Lock</i>	<i>DC</i>
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

(*)Perform (CHA)

Possible Perform types include ballad, buffoonery, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, limericks, lute, mandolin, melody, mime, ode, pan pipes, recorder, shalm, storytelling, and trumpet. The character is capable of one form of performance per rank.

Check: The character can impress audiences with talent and skill.

<i>DC</i>	<i>Performance</i>
10	Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, the character can earn 1d10 sp/day.
20	Great performance. In a prosperous city, the character can earn 3d10 sp/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, the character can earn 1d6 gp/day. With time, the character may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, the character can earn 3d6 gp/day. With time, the character may draw attention from distant potential patrons or even from extraplanar beings.

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, and spells (especially illusions).

Pick Pocket (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

Check: A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

<i>DC</i>	<i>Task</i>
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Retry: A second Pick Pocket attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Pick Pocket checks.

(*)Profession (WIS; TRAINED ONLY)

The character is trained in a livelihood or a professional role, such as apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herdsman, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, woodcutter, and so forth.

Like Craft, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a modern analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The DM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

Special: Untrained laborers and assistants earn an average of 1 silver piece per day.

Read Lips (INT; TRAINED ONLY; ROGUE ONLY)

Check: The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details.

If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech.

The DM rolls the character's check so the character don't know whether the character succeeded or missed by 5.

Retry: The skill can be used once per minute.

(*)Ride (DEX)

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a griffon when the character is used to riding horses), the character's rank is reduced by 5 (but not below 0).

Check: Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks require checks:

<i>Riding Task</i>	<i>DC</i>
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Leap	15
Control Mount in Battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

*Armor check penalty applies.

Guide with Knees: the character can react instantly to guide the character's mount with the character's knees so that the character can use both hands in combat. Make the check at the start of the character's round. If the character fails, the character can only use one hand this round because the character needs to use the other to control the character's mount.

Stay in Saddle: The character can react instantly to try to avoid falling when the character's mount rears or bolts unexpectedly or when the character takes damage.

Fight with Warhorse: If the character directs a war-trained mount to attack in battle, the character can still make the character's own attack or attacks normally.

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack or cast spells while using the character's mount as cover. If the character fails, the character doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when the character falls off a mount, such as when it is killed or when it falls. If the character fails, the character takes 1d6 points of falling damage.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the character fails, the character can do nothing else that round. The character does not need to roll for warhorses or warponies.

Fast Mount or Dismount: The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move-equivalent action. (The character can't attempt a fast mount or dismount unless the character can perform the mount or dismount as a move-equivalent action this round.)

Special: If the character is riding bareback, the character suffers a -5 penalty on Ride checks.

If the character has 5 or more ranks in Handle Animal, the character gets a +2 synergy bonus to Ride checks.

If the character's mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

Scry (INT; BARD, CLERIC, DRUID, SORCERER, WIZARD ONLY)

Check: The character can't use this skill without some magical means to scry. Use of this skill is described in association with those spells and items. These items allow the character to spy on others, and this skill just lets the character do it better. This skill also improves the character's chance to notice when the character is being scried, as detailed in the descriptions of the arcane eye and detect scrying spells.

Special: Although this skill is exclusive to certain classes, it can be used untrained. This means that a character with no ranks in Scry, and who is not allowed to buy ranks in this skill, can still make an Intelligence check to notice when he is being scried.

(*)Search (INT)

Check: The character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

<i>Task</i>	<i>DC</i>
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap not of stone (rogue only)*	21+
Find a magic trap (rogue only)*	25+ spell level used to create
Notice a well-hidden secret door	30

*Dwarves who are not rogues can use Search to do this if the trap is built into or out of stone.

Active Abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give characters a +4 bonus to Search checks to locate such Abjuration spells.

While anyone can use Search to find a trap whose DC is 20 or less, only a rogue can use Search to locate traps with higher DCs. Finding a nonmagical trap has a DC of at least 20, and the DC is higher if it is well hidden. Finding a magic trap has a DC of 25 plus the level of the spell used to create it. Identifying the location of a snare spell has a DC of 23.

Special: A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

(*)Sense Motive (WIS)

Check: A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

<i>Sense Motive Task</i>	<i>DC</i>
Hunch	20
Sense enchantment	25

Hunch: This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

Sense Enchantment: The character can tell that someone's behavior is being influenced by an Enchantment effect (by definition, a mind-affecting effect), such as charm person, even if that person isn't aware of it herself.

Retry: No, though the character may make a Sense Motive check for each bluff made on the character.

(*)Speak Language (NONE; TRAINED ONLY)

The Speak Language skill doesn't work like a standard skill.

- The character starts at 1st level knowing one or two languages (according to the character's race) plus an additional number of languages equal to the character's Intelligence bonus.
- Instead of buying a rank in Speak Language, the character chooses a new language that the character can speak.
- The character doesn't make Speak Language checks. The character either knows a language or the character doesn't.
- A literate character (anyone but a barbarian) can read and write any language she speaks. Each language has an alphabet (though sometimes several spoken languages share a single alphabet).

Common languages and their alphabets are summarized in Table: Languages

Table: Languages

<i>Language</i>	<i>Alphabet</i>
Abyssal	Infernal
Aquan	Elven
Auran	Draconic
Celestial	Celestial
Common	Common
Draconic	Draconic
Druidic	Druidic
Dwarven	Dwarven
Elven	Elven
Gnome	Dwarven
Goblin	Dwarven
Giant	Dwarven
Gnoll	Common
Halfling	Common
Ignan	Draconic
Infernal	Infernal
Orc	Dwarven
Sylvan	Elven
Terran	Dwarven
Undercommon	Elven

Retry: Not applicable. (There are no Speak Language checks to fail.)

Spellcraft (INT; TRAINED ONLY)

Check: The character can identify spells and magic effects.

<i>DC</i>	<i>Task</i>
13	When using read magic, identify a glyph of warding.
15 + spell level	Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) No retry.
15 + spell level	Learn a spell from a spellbook or scroll. (Wizard only.) No retry for that spell until the character gain at least 1 rank in Spellcraft (even if the character find another source to try to learn the spell from).
15 + spell level	Prepare a spell from a borrowed spellbook. (Wizard only.) One try per day.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the DC is 15 + half caster level.)
19	When using read magic, identify a symbol.
20 + spell level	Identify a spell that's already in place and in effect. (the character must be able to see or detect the effects of the spell.) No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
20	Draw a diagram to augment casting dimensional anchor on a summoned creature. Takes 10 minutes. No retry. The DM makes this check.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. No retry.

Additionally, certain spells allow the character to gain information about magic provided that the character makes a Spellcraft check as detailed in the spell description.

Retry: See above.

If the character has 5 or more ranks of Use Magic Device, the character gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

(*)Spot (WIS)

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it).

Spot is also used to detect someone in disguise.

<i>Condition</i>	<i>Penalty</i>
Per 10 feet of distance	-1
Spotter distracted	-5

Retry: the character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

(*)Swim (STR)

Check: A successful Swim check allows the character to swim one-quarter of the character's speed as a move-equivalent action or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim check for each consecutive round the character has been underwater.

The DC for the Swim check depends on the water:

<i>Water Conditions</i>	<i>DC</i>
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

Tumble (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or loot.

Check: The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

<i>DC</i>	<i>Task</i>
15	Treat a fall as if it were 10 feet shorter when determining damage.
15	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 20 feet but suffers attacks of opportunity normally.
25	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 20 feet and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the fight defensively standard or full-round action instead of a +2 dodge AC bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus.

If the character has 5 or more ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Use Magic Device (CHA; TRAINED ONLY; BARD, ROGUE ONLY)

Check: The character can use this skill to read a spell or to activate a magic item. This skill lets the character use a magic item as if the character had the spell ability or class features of another class, as if the character were a different race, or as if the character were a different alignment.

<i>Use Magic Device Task</i>	<i>DC</i>
Decipher a written spell	25 + Spell Level
Emulate spell ability	20
Emulate class feature	20
Emulate ability score	See Text
Emulate race	25
Emulate alignment	30
Activate blindly	25

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item standard action.

The character make emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate an alignment or some other quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

Decipher a Written Spell: This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

Emulate Spell Ability: This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's class spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's class spell list. By using the skill this way, the character can use such an item as if the character did have the spell on the character's class spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfully.

This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's class list. Note: If the character is casting it from a scroll, the character has to decipher it first.

Emulate Class Feature: Sometimes the character needs to use a class feature to activate a magic item. The character's effective level in the emulated class equals the character's result minus 20.

This skill does not let the character use the class feature of another class. It just lets the character activate magic items as if the character had the class feature.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check (see below).

Emulate Ability Score: To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, and Charisma for sorcerer or bard spells). The character's effective ability score (appropriate to the class the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

Emulate Race: Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

Emulate Alignment: Some magic items have positive or negative effects based on the character's alignment. The character can use these items as if the character was of an alignment of the character's choice.

The character can emulate only one alignment at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character is not and even if the character doesn't know it. The character does have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The DM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably.

If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

(*)Use Rope (DEX)

Check: Most tasks with a rope are relatively simple.

<i>DC</i>	<i>Task</i>
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together (takes 5 minutes)

When the character binds another character with a rope, any Escape Artist check that the bound character makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up.

The character doesn't make the character's Use Rope check until someone tries to escape.

Special: A silk rope gives a +2 circumstance bonus on Use Rope checks. If the character casts an animate rope spell on a rope, the character gets a +2 circumstance bonus to any Use Rope checks the character makes when using the rope. These bonuses stack.

If the character has 5 or more ranks in Escape Artist, the character gets a +2 synergy bonus on checks to bind someone.

Wilderness Lore (WIS)

Check: The character can keep him or herself and others safe and fed in the wild.

<i>DC</i>	<i>Task</i>
10	Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
15	Avoid getting lost or avoid natural hazards, such as quicksand.

Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If the character has 5 or more ranks of Intuit Direction, the character gets a +2 synergy bonus on Wilderness Lore checks to avoid getting lost.

SPECIAL ABILITIES

Special abilities are extraordinary, spell-like, or supernatural.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and dispel magic. They do not function in areas where magic is suppressed or negated (such as an antimagic field).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance or dispel magic. However, supernatural abilities still do not function in areas where magic is suppressed or negated (such as an antimagic field).

Table: Special Ability Types

	<i>Extraordinary</i>	<i>Spell-Like</i>	<i>Supernatural</i>
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Dispel: Can dispel magic and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an antimagic field or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

ABILITY SCORE LOSS

Various attacks cause ability score loss, either temporary ability damage or permanent ability drain. Points lost to temporary damage return at the rate of 1 point per day (or double that if the character gets total rest) to each damaged ability, and the spells lesser restoration and restoration offset temporary damage as well. Drains, however, are permanent, though restoration can restore even those lost ability score points.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

A full hit point score, however, can't drop to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ANTIMAGIC

An antimagic field spell cancels magic altogether.

No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).

Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, etc.), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.

Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.

Some artifacts are not hampered by antimagic.

Golems and other magic constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away.

Magic items with continuous effects, do not function in the antimagic area, but their effects are not canceled.

Two antimagic fields in the same place do not cancel each other out, nor do they stack.

BLINDSIGHT

Some creatures have the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

Blindsight does not subject a creature to gaze attacks.

Blinding attacks do not penalize creatures using blindsight.

Deafening attacks thwart blindsight if it relies on hearing.

Blindsight works underwater but not in a vacuum.

BREATH WEAPON

Using a breath weapon is typically a standard action.

No attack roll is necessary. The breath simply fills its stated area.

Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effects.

Breath weapons are supernatural abilities except where noted.

Creatures are immune to their own breath weapons.

Creatures unable to breathe can still use breath weapons.

CHARM & COMPLUSION

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

The charmed creature doesn't gain any magical ability to understand his new friend.

The charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.

A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success.

A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.

A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.

If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

Any charmed character who is openly attacked by the creature who charmed him or the charmer's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD

A "cold" creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

CONSTRIC

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.

DAMAGE REDUCTION

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The number in a creature's damage reduction is the amount of hit points the creature ignores from normal attacks.

Usually, a certain type of weapon—usually a magic weapon—can overcome this reduction. This information is separated from the damage reduction number by a slash. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Any weapon more powerful than the type given after the slash also negates the ability. For purposes of damage reduction, the power rankings are listed on Table: Damage Reduction Rankings.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact. Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Magical attacks and energy attacks (even mundane fire) ignore damage reduction.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as weapons of the type that can ignore its own innate damage reduction. The amount of damage reduction is irrelevant.

Table: Damage Reduction Rankings

<i>Power</i>	<i>Rank</i>	<i>Weapon Type</i>
Best	+5	enhancement bonus
2nd best	+4	enhancement bonus
3rd best	+3	enhancement bonus
4th best	+2	enhancement bonus
5th best	+1	enhancement bonus
Weakest		Silver, mithral, or other special material

DARKVISION

Darkvision is the extraordinary ability to see with no light source at all, to a range specified for the creature.

Darkvision is black and white only.

Darkvision does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally.

The presence of light does not spoil darkvision.

DEATH ATTACKS

In most cases, death attacks allow the victim to make a Fortitude save to avoid the affect, but if the save fails the character dies instantly.

Raise dead doesn't work on someone killed by a death attack.

Death attacks slay instantly. There is no chance for a character to stabilize and thus stay alive.

In case it matters, a dead character, no matter how she died, has –10 hit points.

DISEASE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The DC for the saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The temporary ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

- **Blinding Sickness:** Spread in tainted water.
- **Cackle Fever:** Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."
- **Demon Fever:** Night hags spread it. Can cause permanent ability drain.
- **Devil Chills:** Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.
- **Filth Fever:** Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.
- **Mindfire:** Feels like your brain is burning. Causes stupor.
- **Mummy Rot:** Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).
- **Red Ache:** Skin turns red, bloated, and warm to the touch.
- **The Shakes:** Causes involuntary twitches, tremors, and fits.
- **Slimy Doom:** Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing Diseases

Use of the Heal skill can help a diseased character. Every time the diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal result is higher. The diseased character must be in the healer's care and must spend most of each day resting.

Characters recover points lost to ability score damage at a rate of 1 per day, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Table: Diseases

<i>Disease</i>	<i>Contagion</i>	<i>DC</i>	<i>Incubation</i>	<i>Damage</i>
Blinding sickness	Ingested	16	1d3 days	1d4 Str††
Cackle fever	Inhaled	16	1 day	1d6 Wis
<i>Demon fever</i>	Injury	18	1 day	1d6 Con**
<i>Devil chill</i> †	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
<i>Mummy rot</i> *	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con**

*Successful saves do not allow the character to recover. Only magical healing can save the character.

**When damaged, character must succeed at another saving throw or 1 point of temporary damage is permanent drain instead.

†The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

††Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

ENERGY DRAIN

Most energy drains require a successful melee attack—mere physical contact is not enough.

Each successful energy draining attack bestows one or more negative levels on the opponent. A creature suffers the following penalties for each negative level it has gained:

- -1 to all skill and ability checks
- -1 to attack rolls and saving throws
- -5 hit points
- -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level)

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted creature must attempt a Fortitude save. The DC is 10 + one-half the attacker's Hit Dice + the attackers' Charisma modifier. (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. If the save fails, the negative level goes away, but the creature's level is also reduced by 1. The afflicted creature makes a separate saving throw for each negative level it has gained.

A character who loses a level to an energy drain instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if any). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose a point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature (such as a paladin's mount) has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight.

A creature gains 5 temporary hit points for each negative level it inflicts (though not if the negative level is caused by a spell or similar effect).

ETHEREALNESS

While on the Ethereal Plane, a creature is called ethereal.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane (the normal world). Even most magical attacks have no effect on them. See invisibility and true seeing reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Force effects are a special exception. A force effect extends onto the Ethereal Plane. Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost.

Ethereal creatures pass through and operate in water as easily as air.

Ethereal creatures do not fall or suffer falling damage.

EVASION & IMPROVED EVASION

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one in a completely restrictive area (crawling through a 2 1/2-foot-wide shaft, for example) cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

FAST HEALING

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration (see below), fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both subdual and normal damage heals the subdual damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

FEAR

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

- **Shaken:** Characters who are shaken suffer a –2 morale penalty to attack rolls, saves, and checks.
- **Frightened:** Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can, although they can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues,

characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

- **Panicked:** Characters who are panicked are shaken, and in addition they have a 50% chance to drop what they're holding, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE

A "fire" creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

FRIGHTFUL PRESENCE

This ability makes the creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 10 + 1/2 frightful creature's HD + frightful creature's Charisma modifier. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

GASEOUS FORM

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Gaseous creatures can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as issue under the crack of a door. It can't, however, pass through solid matter.

Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 20/+1. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor (for example, from the mage armor spell) still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing.

Gaseous creatures can't enter water or other liquid.

Gaseous creatures are not ethereal or incorporeal.

Gaseous creatures are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

Each character within range of a gaze attack must attempt a saving throw (usually Fortitude or Will) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains one-half concealment against the opponent (so any attack the opponent makes against the creature has a 20% miss chance).

An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment against the opponent as if the creature were invisible. Thus, any attack the opponent makes against the creature has a 50% miss chance, and the opponent can't use sight to target attacks.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, etc.) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that amount of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with chances to avoid the gaze, but instead is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, an intelligent creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

IMPROVED GRAB

If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

INCORPOREALITY

Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect

Incorporeal creatures move in any direction (including up or down) at will. They do not need to walk on the ground.

Incorporeal creatures can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or suffer falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

Invisibility makes a creature undetectable by vision, including darkvision.

A creature can generally notice the presence of an active invisible creature within 30 feet with a Spot check (DC 20). The observer gains a hunch that “something’s there” but can’t see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, or an unliving creature holding still, or a completely immobile creature, is even harder to spot (DC 40). It’s practically impossible (+20 DC) to pinpoint an invisible creature’s location with a Spot check, and even if a character succeeds at such a check, the invisible creature still benefits from full concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature’s Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.)

A successful check lets a character hear an invisible creature “over there somewhere.” It’s practically impossible to pinpoint the exact location of an invisible creature. A Listen check that beats the DC by 20 reveals the invisible creature’s location.

Table: Listen Check DCs to Detect Invisible Creatures

<i>Invisible Creature Is:</i>	<i>DC</i>
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check at -4
Running or charging	Move Silently check at -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot areas using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character inflicts no damage but has successfully pinpointed the invisible creature’s current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). At your option, a particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from one-half concealment (20% miss chance).

A creature with the scent ability can detect invisible creatures as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss roll rather than two 50% miss rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LOW-LIGHT VISION

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS & HOLD

Some monsters and spells have the supernatural or spell-like ability to paralyze or hold their victims, immobilizing them through magical means.

A paralyzed or held character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw. Hold is a mind-affecting enchantment, and a character usually resists it with a Will saving throw.

A winged creature flying in the air at the time that it is held or paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way—if the vial containing it is left unstoppered, for instance—remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Table: Poisons

<i>Poison</i>	<i>Type</i>	<i>Initial Damage</i>	<i>Secondary Damage</i>	<i>Price</i>
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Medium-size spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Carrion crawler brain juice	Contact DC 13	Paralysis	0	200 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	2,500 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp

Type: The poison's method of delivery—ingested, inhaled, via an injury, or contact—and the DC needed to save.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this type of poison. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Loss marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose.

Perils of Using Poison

A character has a 5% chance to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

POLYMORPH

Magic can cause creatures and characters to change their shapes-sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The polymorph other spell.

Creatures that polymorph themselves with an ability (not a spell) do not suffer disorientation.

Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.

A ranger's favored enemy bonus is based on knowing what the foe is, so if a creature that is a ranger's favored enemy polymorphs into another form, the ranger is denied his bonus.

A dwarf's bonus for fighting giants is based on shape and size, so he does not gain a bonus against a giant polymorphed into something else, but does gain the bonus against any creature polymorphed into a giant.

RAYS

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never suffers a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never require a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts.

Damage dealt to the creature is treated as subdual damage, and the creature automatically cures itself of subdual damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to subdual damage and so doesn't go away. The creature's description includes the details.

These creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage (for example, disintegration and most poisons) ignore regeneration.

An attack that can cause instant death, such as a coup de grace, massive damage, or an assassin's death attack, only threatens the creature with death if it is delivered by weapons that deal it normal damage.

RESISTANCE TO ENERGY

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type (such as cold, electricity, or fire) each round, but it does not have total immunity.

Each ability is defined by what energy type it resists and how many points of damage are resisted.

The creature still makes saving throws normally.

Count the creature's resistance from the start of its turn to the start of its turn the next round. Its resistance "resets" on its turn.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell.

This resistance does not stack with the resistance that a spell, such as endure elements, might provide.

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

SONIC ATTACKS

Unless noted otherwise, sonic attacks follow the rules for spreads; the range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not break the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that inflict damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

SPELLS

Some creatures can cast arcane or divine spells just as members of a spellcasting class can (and can activate magic items accordingly). These creatures are subject to the same spellcasting rules as characters are.

Spellcasting creatures are not actually members of a class unless their entries say so, and they do not gain any class abilities. For example, a creature that casts arcane spells as a sorcerer cannot acquire a familiar. A creature with access to cleric spells must prepare them in the normal manner and receives no bonus spells.

SPELL RESISTANCE (SR)

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance rating. (The defender's spell resistance rating is like a magical AC.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. See *When Spell Resistance Applies*, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

- **Targeted Spells:** Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.
- **Area Spells:** Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.
- **Effect Spells:** Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to effect spells that affect a creature more or less directly.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else (the air, the ground, the room's light), and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature, such as minor illusion or detect thoughts does.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

- **Abjuration:** The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes, such as nondetection, aren't subject to spell resistance. Abjurations that block or negate attacks are not subject to an attacker's spell resistance-it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).
- **Conjuration:** These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.
- **Divination:** These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.
- **Enchantment:** Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.
- **Evocation:** If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.
- **Illusion:** These spells are almost never subject to spell resistance. Illusions that inflict a direct attack are exceptions.
- **Necromancy:** Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells don't affect other creatures directly and are not subject to spell resistance.
- **Transmutation:** These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

SWALLOW WHOLE

The creature can swallow opponents it holds (see Improved Grab, above). If it makes a second successful grapple check after a grab, it swallows its prey. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of being swallowed vary with the creature and are explained in its descriptive text.

TRAMPLE

As a standard action during its turn each round, the creature can literally run over an opponent at least one size category smaller than itself. The creature merely has to move over the opponent. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC is 10 + 1/2 trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

TREMORSENSE

A creature with tremorsense locates other creatures by sensing vibrations in the ground.

The creature automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

TURN RESISTANCE

By virtue of superior strength of will or just plain unholy power, some creatures (usually undead) are less easily affected by clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the listed bonus to the creature's Hit Dice total.

MOVEMENT

There are three movement scales in the game:

- * Tactical, for combat, measured in feet per round.
- * Local, for exploring an area, measured in feet per minute.
- * Overland, for getting from place to place, measured in miles per hour or day.

Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle, or run.

Table: Movement and Distance

	----- Base Speed -----			
	15 ft.	20 ft.	30 ft.	40 ft.
<i>One Round (Tactical)</i>				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (X3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (X4)	60 ft.	80 ft.	120 ft.	160 ft.
<i>One Minute (Local)</i>				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (X3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (X4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
<i>One Hour (Overland)</i>				
Walk	1 1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	-	-	-	-
<i>One Day (Overland)</i>				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	-	-	-	-
Run	-	-	-	-

Table: Hampered Movement

<i>Condition</i>	<i>Example</i>	<i>Movement Penalty</i>
Obstruction		
Moderate	Undergrowth	X 3/4
Heavy	Thick undergrowth	X 1/2
Surface		
Bad	Steep slope or mud	X 1/2
Very bad	Deep snow	X 1/4
Poor visibility	Darkness or fog (*)	X 1/2

(*Includes any effects that create a "fog".

Walk: A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered human.

Hustle: A hustle is a jog that is movement at about six miles per hour for an unencumbered human. The double move action represents a hustle.

Run (X3): Moving three times your character's standard speed is a running pace for a character in heavy armor.

Run (X4): Moving four times your character's standard speed is a running pace for a character in light, medium, or no armor.

Hampered Movement: Obstructions, bad surface conditions, or poor visibility can hamper movement. The DM determines the category that a specific condition falls into (see Table: Hampered Movement). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

Tactical Movement

Use tactical speed for combat.

Some creatures have other modes of movement.

Burrow

The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot use the run action while burrowing.

Climb

A creature with a climb speed has the Climb skill at no cost and gains a +8 racial bonus to all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing.

Fly

The creature can fly at the listed speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability, as follows.

Perfect: The creature can perform almost any aerial maneuver it wishes.

Good: The creature is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures can use the run action while flying, provided they fly in a straight line.

Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability rating that defines how it moves when flying.

Table: Flight Maneuverability

Type:	Perfect	Good	Average	Poor	Clumsy
Example:	Will-o'-wisp	Beholder	Gargoyle	Wyvern	Manticore
Min Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	-	-	-
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in Place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum Turn	Any	Any	90°	45°	45°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down & Up	0	0	5 ft.	10 ft.	20 ft.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed at a Reflex saving throw (DC 20) to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down & Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance.

Swim

A creature with a swim speed can move through water at the listed speed without making Swim checks. It gains a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Local Movement

Characters exploring an area use local movement, measured in minutes.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for about a minute or two before having to rest for a minute.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: Your character can walk 8 hours in a day of travel without a problem.

Hustle: Your character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles causes your character 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance the character can cover in an hour or a day.

Forced March: In a day of normal walking, a character walks for 8 hours. The character spend the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, the character makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character takes 1d6 points of subdual damage. A character can't recover this subdual damage normally until the character halts and rests for at least 4 hours. It's possible for a character to march into unconsciousness by pushing himself or herself too hard.

Mounted Movement: A horse bearing a rider can move at a hustle. The damage it takes, however, is normal damage, not subdual damage. It can also be force-marched, but its Constitution checks automatically fail, and, again, the damage it takes is normal damage.

See Table: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table: Mounts and Vehicles for speeds for water vehicles.

Table: Terrain and Overland Movement

<i>Terrain</i>	<i>Highway</i>	<i>Road</i>	<i>Trackless</i>
Plains	X 1	X 1	X 1
Scrub, rough	X 1	X 1	X 3/4
Forest	X 1	X 1	X 1/2
Jungle	X 1	X 3/4	X 1/4
Swamp	X 1	X 3/4	X 1/2
Hills	X 1	X 3/4	X 1/2
Mountains	X 3/4	X 1/2	X 1/4
Sandy desert	X 1	-	X 1/2

Table: Mounts and Vehicles

<i>Mount/Vehicle</i>	<i>Per Hour</i>	<i>Per Day</i>
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (101-300 lb.)	4 miles	32 miles
Light warhorse (134-400 lb.)	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (134-400 lb.)	3 1/2 miles	28 miles
Heavy warhorse	4 miles	32 miles
Heavy warhorse (174-520 lb.)	3 miles	24 miles
Pony or warpony	4 miles	32 miles
Pony (44-130 lb.)	3 miles	24 miles
Warpony (51-150 lb.)	3 miles	24 miles
Donkey or mule	3 miles	24 miles

Mule (94-280 lb.)	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)*	1/2 mile	5 miles
Keelboat (rowed)*	1 mile	10 miles
Rowboat	1 1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2 1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

*Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

LIGHT AND VISION

Characters need a way to see in the dark. See Table: Light Sources for the radius that a light source illuminates and how long it lasts.

Characters with low-light vision can see objects twice as far away as the given radius.

Table: Light Sources

<i>Object</i>	<i>Light</i>	<i>Duration</i>
Candle	5 ft.	1 hr.
Lamp, common	15 ft.	6 hr./pint
Lantern, bullseye	60-ft. cone*	6 hr./pint
Lantern, hooded	30 ft.	6 hr./pint
Sunrod	30 ft.	6 hr.
Torch	20 ft.	1 hr.

*A cone 60 feet long and 20 feet wide at the far end.

ENCOUNTERS

When an encounter between the PCs and an NPC or creature is imminent, follow these steps:

1. Determine vision conditions and terrain. Choose from the choices on Table: Spotting Distance.
2. If line of sight or illumination defines the distance at which the encounter occurs (as often happens indoors), start the encounter there. Otherwise, roll for spotting distance on Table: Spotting Distance.
3. All creatures involved make Spot checks. Success means that creature sees the other creature or group. See Table: Spotting Difficulty for modifiers on these checks.
4. If neither side succeeds, all creatures spot each other at one-half the rolled range.

The circumstances that can affect the DC of a Spot check are as follows:

Size: Add +4 to the base DC of 20 for each size category the creature being spotted is smaller than Medium-size or -4 for each size category larger. You can make exceptions for creatures with unusual shapes, such as a Large snake that's low to the ground and thus as hard to see as a Small creature.

Contrast: How starkly the creature's coloring stands out against the surroundings. It's easy to spot a brightly colored couatl in a dark jungle and hard to see winter wolves in the snow.

Stillness: It's harder to see creatures that are not moving.

Six or More Creatures: Groups of creatures are easier to spot, even if the creatures are smaller than Medium-size.

Moonlight: Nighttime, but with moonlight (or similar light).

Starlight: Nighttime with no moon but a clear, starry sky (or similar light).

Total Darkness: Overcast at night, or otherwise lightless.

Hiding and Spotting

If creatures are trying not to be seen, it's usually harder to spot them, but creatures that are keeping low to avoid being spotted also are less likely to notice other creatures.

If creatures are hiding, they can only move at half their normal overland speed. They also suffer a -2 penalty on their Spot checks to notice other creatures because they are staying low.

Instead of a base DC of 20 for others to spot them at the standard spotting distance, the DC is 25 + the hider's Hide skill modifier. The modifiers from Table 3-2: Spotting Difficulty still apply, except for the size modifier (which is already part of the character's skill modifier). A character whose Hide ranks, Dexterity modifier, and armor check penalty total -6 or lower is actually has a lower DC than if he or she weren't hiding. In such cases, simply calculate the Spot DC as if the character weren't hiding (according to Table: Spotting Difficulty). If a creature gets a special bonus to Hide because of camouflage, special coloring, and so on, use that bonus rather than the contrast bonus from Table: Spotting Difficulty.

Additionally, the other creatures do not automatically spot hiding creatures at one-half the encounter distance. Instead, that is the distance at which the other creatures can make Spot checks to notice the hiding creatures. These are normal Spot checks opposed by the hiders' Hide checks.

Table: Spotting Distance

<i>Terrain</i>	<i>Distance</i>
Smoke or heavy fog	2d4 x 5 ft. (avg. 25 ft.)
Jungle or dense forest	2d4 x 10 ft. (50 ft.)
Light forest	3d6 x 10 ft. (105 ft.)
Scrub, brush or bush	6d6 x 10 ft. (210 ft.)
Grassland, little cover	6d6 x 20 ft. (420 ft.)
Total darkness	Limit of sight
Indoors (lit)	Line of sight

Table: Spotting Difficulty

<i>Circumstances</i>	<i>DC</i>
Base	20*
Size	+/-4 per size category
Contrast	+/-5 or more
Stillness (not moving)	+5
Six or more creatures	-2
Moonlight**	+5
Starlight†	+10
Total darkness	Impossible††

*x25 if one side is hiding, and ignore size modifiers (see text).

**+5 bonus on Spot check if the spotter has low-light vision or if he or she has darkvision that extends far enough.

†x+5 bonus on Spot check if the spotter has low-light vision or +10 if he or she has darkvision that extends far enough.

††Unless the spotter has darkvision that extends far enough.

Missed Encounters

The rules for spotting creatures assume that both sides will eventually notice each other, and they simply establish the distance at which they do so. But sometimes you want to take into account the possibility that the two groups will miss each other entirely.

To handle these possibilities, simply let there be a 50% chance that the other creatures encountered and the PCs don't get any closer but rather pass by each other, such as when one group is moving north and the other east. (Creatures following the PCs' trail, of course, always close with them.)

MONEY AND EQUIPMENT

Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than the armor already does), total the weight of all his or her armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity.

If your character is wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties.

Lifting and Dragging

A character can lift up to the maximum load over his or her head.

A character can lift up to double the maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times the maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures on Table: Carrying Capacity are for Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (X2), Huge (X4), Gargantuan (X8), and Colossal (X16). Smaller creatures can carry less weight depending on size category: Small (3/4), Tiny (1/2), Diminutive (1/4), and Fine (1/8).

Tremendous Strength

For Strength scores not listed, determine the carrying capacity this way. Find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by four if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Table: Carrying Capacity

<i>Strength</i>	<i>Light Load</i>	<i>Medium Load</i>	<i>Heavy Load</i>
1 STR	up to 3 lb.	4-6 lb.	7-10 lb.
2 STR	up to 6 lb.	7-13 lb.	14-20 lb.
3 STR	up to 10 lb.	11-20 lb.	21-30 lb.
4 STR	up to 13 lb.	14-26 lb.	27-40 lb.
5 STR	up to 16 lb.	17-33 lb.	34-50 lb.
6 STR	up to 20 lb.	21-40 lb.	41-60 lb.
7 STR	up to 23 lb.	24-46 lb.	47-70 lb.
8 STR	up to 26 lb.	27-53 lb.	54-80 lb.
9 STR	up to 30 lb.	31-60 lb.	61-90 lb.
10 STR	up to 33 lb.	34-66 lb.	67-100 lb.
11 STR	up to 38 lb.	39-76 lb.	77-115 lb.
12 STR	up to 43 lb.	44-86 lb.	87-130 lb.
13 STR	up to 50 lb.	51-100 lb.	101-150 lb.
14 STR	up to 58 lb.	59-116 lb.	117-175 lb.
15 STR	up to 66 lb.	67-133 lb.	134-200 lb.
16 STR	up to 76 lb.	77-153 lb.	154-230 lb.
17 STR	up to 86 lb.	87-173 lb.	174-260 lb.

18 STR	up to 100 lb.	101-200 lb.	201-300 lb.
19 STR	up to 116 lb.	117-233 lb.	234-350 lb.
20 STR	up to 133 lb.	134-266 lb.	267-400 lb.
21 STR	up to 153 lb.	154-306 lb.	307-460 lb.
22 STR	up to 173 lb.	174-346 lb.	347-520 lb.
23 STR	up to 200 lb.	201-400 lb.	401-600 lb.
24 STR	up to 233 lb.	234-466 lb.	467-700 lb.
25 STR	up to 266 lb.	267-533 lb.	534-800 lb.
26 STR	up to 306 lb.	307-617 lb.	614-920 lb.
27 STR	up to 346 lb.	347-693 lb.	694-1,040 lb.
28 STR	up to 400 lb.	401-800 lb.	801-1,200 lb.
29 STR	up to 466 lb.	467-933 lb.	934-1,400 lb.
+ 10 STR	X4	X4	X4

Quadrupeds can carry heavier loads than bipeds can. To determine a quadruped's carrying capacity limits, use Table: Carrying Capacity, multiplying by the appropriate modifier for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium 1 1/2, Large 3, Huge 6, Gargantuan 12, and Colossal 24.

Table: Carrying Loads

<i>Load</i>	<i>Max Dex</i>	<i>Check Penalty</i>	<i>(30 ft.)</i>	<i>Speed (20 ft)</i>	<i>Run</i>
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20ft.	15 ft.	x3

Coins

The most common coin that adventurers use is the gold piece (gp). A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth.

The most prevalent coin among commoners is the silver piece (sp). A gold piece is worth 10 silver pieces.

Each silver piece is worth 10 copper pieces (cp).

Merchants also recognize platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Trade

In general, something can be sold for half its listed price.

Commodities are the exception to the half-price rule. A commodity, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Wheat, flour, cloth, and valuable metals are commodities, and merchants often trade in them directly without using currency. Obviously, merchants can sell these goods for slightly more than they pay for them, but the difference is small enough that you don't have to worry about it.

Table: Trade Goods

<i>Commodity</i>	<i>Cost</i>
Chicken, 1	2 cp
Cinnamon, 1 lb.	1 gp
Copper, 1 lb.	5 sp
Cow, 1	10 gp
Dog, 1	25 gp
Flour, 1 lb.	2 cp
Ginger or pepper, 1 lb.	2 gp
Goat, 1	1 gp
Gold, 1 lb.	50 gp
Iron, 1 lb.	1 sp
Linen, 1 lb. (sq. yard)	4 gp
Ox, 1	15 gp
Pig, 1	3 gp

Saffron or cloves, 1 lb.	15 gp
Salt, 1 lb.	5 gp
Sheep, 1	2 gp
Silk, 1 lb. (2 sq. yards)	20 gp
Silver, 1 lb.	5 gp
Tea leaves, 1 lb.	2 sp
Tobacco, 1 lb.	5 sp
Wheat, 1 lb.	1 cp

WEAPONS & ARMOR

Weapon Categories

Weapons are grouped into several interlocking sets of categories. These categories pertain to what skill is needed to be proficient in their use (simple, martial, and exotic), usefulness in close combat (melee) or at a distance (ranged, which includes both thrown and projectile), and weapon size (Tiny, Small, Medium-size, and Large).

If a character uses a weapon with which the character is not proficient, the character suffers a -4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee. Apply a character's Strength bonus to damage dealt by thrown weapons but not to damage dealt by projectile weapons (except for mighty composite shortbows or longbows).

Tiny, Small, Medium-Size, and Large Weapons: The size of a weapon compared to a character's size determines whether for the character the weapon is light, one-handed, two-handed, or too large to use.

Light: If the weapon's size category is smaller than the character's, then the weapon is light for that character. Light weapons are easier to use in the off hand, and they can be used while grappling. A light weapon can be used in one hand. There is no special bonus when using such a weapon in two hands.

One-Handed: If the weapon's size category is the same as a character's, then the weapon is one-handed for that character. If a one-handed melee weapon is used two-handed, apply one and a half times the character's Strength bonus to damage (provided the character has a bonus).

Thrown weapons can only be thrown one-handed, and a character's Strength bonus is added to the damage.

Two-Handed: If the weapon's size category is one step larger than a character's, then the weapon is two-handed for that character. A two-handed melee weapon can be used effectively in two hands, and when damage is dealt with it, add one and a half times the character's Strength bonus to damage (provided the character has a bonus).

Thrown weapons can only be thrown one-handed. A character can throw a thrown weapon with one hand even if it would be two-handed for you due to the character's size, but doing so counts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons. Add the character's Strength bonus to damage.

A character can use a two-handed projectile weapon (such as a bow or a crossbow) effectively in two hands. If the character has a penalty for low Strength, apply it to damage rolls when you use a bow or a sling. Add no Strength bonus to damage with a projectile weapon unless the weapon is a mighty composite shortbow or longbow.

Too Large to Use: If the weapon's size category is two or more steps larger than a character's own, the weapon is too large for the character to use.

Unarmed Strikes: An unarmed strike is two size categories smaller than the character using it.

Table: Weapons

Simple Weapons-Melee

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type**</i>
<i>Unarmed Attacks</i>						
Gauntlet	2 gp	*	*	-	2 lb.	(B)
Strike, unarmed (Medium)	-	1d3S	X2	-	-	(B)
Strike, unarmed (Small)	-	1d2S	X2	-	-	(B)

<i>Tiny</i>						
Dagger	2 gp	1d4	19-20/X2	10 ft.	1 lb.	(P)
Dagger, punching	2 gp	1d4	X3	-	2 lb.	(P)
Gauntlet, spiked	5 gp	1d4	X2	-	2 lb.	(P)

<i>Small</i>						
Mace, light	5 gp	1d6	X2	-	6 lb.	(B)
Sickle	6 gp	1d6	X2	-	3 lb.	(S)

<i>Medium-size</i>						
Club	-	1d6	X2	10 ft.	3 lb.	(B)
Halfspear	1 gp	1d6	X3	20 ft.	3 lb.	(P)
Mace, heavy	12 gp	1d8	X2	-	12 lb.	(B)
Morningstar	8 gp	1d8	X2	-	8 lb.	(B&P)

<i>Large</i>						
Quarterstaff	-	1d6/1d6	X2	-	4 lb.	(B)
Shortspear	2 gp	1d8	X3	20 ft.	5 lb.	(P)

Simple Weapons-Ranged

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Crossbow, light	35 gp	1d8	19-20/X2	80 ft.	6 lb.	(P)
Bolts, crossbow (10)	1 gp	-	-	-	1 lb.	-
Dart	5 sp	1d4	X2	20 ft.	1/2 lb.	(P)
Sling	-	1d4	X2	50 ft.	0 lb.	(B)
Bullets, sling (10)	1 sp	-	-	-	5 lb.	-

<i>Medium-size</i>						
Crossbow, heavy	50 gp	1d10	19-20/X2	120 ft.	9 lb.	(P)
Bolts, crossbow (10)	1 gp	-	-	-	1 lb.	-
Javelin	1 gp	1d6	X2	30 ft.	2 lb.	(P)

Martial Weapons-Melee

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Axe, throwing	8 gp	1d6	X2	10 ft.	4 lb.	(S)
Hammer, light	1 gp	1d4	X2	20 ft.	2 lb.	(B)
Handaxe	6 gp	1d6	X3	-	5 lb.	(S)
Lance, light	6 gp	1d6	X3	-	5 lb.	(P)
Pick, light	4 gp	1d4	X4	-	4 lb.	(P)
Sap	1 gp	1d6S	X2	-	3 lb.	(B)
Sword, short	10 gp	1d6	19-20/X2	-	3 lb.	(P)

<i>Medium-size</i>						
Battleaxe	10 gp	1d8	X3	-	7 lb.	(S)
Flail, light	8 gp	1d8	X2	-	5 lb.	(B)
Lance, heavy	10 gp	1d8	X3	-	10 lb.	(P)
Longsword	15 gp	1d8	19-20/X2	-	4 lb.	(S)
Pick, heavy	8 gp	1d6	X4	-	6 lb.	(P)
Rapier	20 gp	1d6	18-20/X2	-	3 lb.	(P)
Scimitar	15 gp	1d6	18-20/X2	-	4 lb.	(S)
Trident	15 gp	1d8	X2	10 ft.	5 lb.	(P)
Warhammer	12 gp	1d8	X3	-	8 lb.	(B)

<i>Large</i>						
Falchion	75 gp	2d4	18-20/X2	-	16 lb.	(S)
Flail, heavy	15 gp	1d10	19-20/X2	-	20 lb.	(B)
Glaive	8 gp	1d10	X3	-	15 lb.	(S)
Greataxe	20 gp	1d12	X3	-	20 lb.	(S)
Greatclub	5 gp	1d10	X2	-	10 lb.	(B)
Greatsword	50 gp	2d6	19-20/X2	-	15 lb.	(S)
Guisarme	9 gp	2d4	X3	-	15 lb.	(S)
Halberd	10 gp	1d10	X3	-	15 lb.	(P&S)
Longspear	5 gp	1d8	X3	-	9 lb.	(P)
Ranseur	10 gp	2d4	X3	-	15 lb.	(P)
Scythe	18 gp	2d4	X4	-	12 lb.	(P&S)

Martial Weapons-Ranged

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Medium-size</i>						
Shortbow	30 gp	1d6	X3	60 ft.	2 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-
Shortbow, composite	75 gp	1d6	X3	70 ft.	2 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-
<i>Large</i>						
Longbow	75 gp	1d8	X3	100 ft.	3 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-
Longbow, composite	100gp	1d8	X3	110 ft.	3 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-

Exotic Weapons-Melee

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Tiny</i>						
Kama, halfling	2 gp	1d4	X2	-	1 lb.	(S)
Kukri	8 gp	1d4	18-20/X2	-	3 lb.	(S)
Nunchaku, halfling	2 gp	1d4	X2	-	1 lb.	(B)
Siangham, halfling	2 gp	1d4	X2	-	1 lb.	(P)
<i>Small</i>						
Kama	2 gp	1d6	X2	-	2 lb.	(S)
Nunchaku	2 gp	1d6	X2	-	2 lb.	(B)
Siangham	3 gp	1d6	X2	-	1 lb.	(P)

Medium-size

Hammer, gnome hooked	20 gp	1d6/1d4	X3/X4	-	6 lb.	(B&P)
Sword, bastard	35 gp	1d10	19-20/X2	-	10 lb.	(S)
Waraxe, dwarven	30 gp	1d10	X3	-	15 lb.	(S)

Large

Axe, orc double	60 gp	1d8/1d8	X3	-	25 lb.	(S)
Chain, spiked	25 gp	2d4	X2	-	15 lb.	(P)
Flail, dire	90 gp	1d8/1d8	X2	-	20 lb.	(B)
Sword, two-bladed	100gp	1d8/1d8	19-20/X2	-	30 lb.	(S)
Urgrosh, dwarven	50 gp	1d8/1d6	X3	-	15 lb.	(S&P)

Exotic Weapons-Ranged

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Tiny</i>						
Crossbow, hand	100gp	1d4	19-20/X2	30 ft.	3 lb.	(P)
Bolts (10)	1 gp	-	-	-	1 lb.	-
Shuriken	1 gp	1	X2	10 ft.	1/10 lb.	(P)
<i>Small</i>						
Whip	1 gp	1d2S	X2	15 ft.	2 lb.	(S)
<i>Medium-size</i>						
Crossbow, repeating	250gp	1d8	19-20/X2	80 ft.	16 lb.	(P)
Bolts (5)	1 gp	-	-	-	1 lb.	-
Net	20 gp	*	*	10 ft.	10 lb.	-

Asian Weapons-Ranged

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Blowgun	1 gp	1	x2	10 ft.	2 lb.	(P)
Needles, blowgun (20)	1 gp	-	-	-	*	-

Asian Weapons-Melee

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Wakizashi**	300 gp	1d6	19-20/?2	-	3 lb.	(S)
<i>Medium-size</i>						
Kusari-gama	10 gp	1d6	x2	-	3 lb.	(S)
<i>Large</i>						
Katanaf	400 gp	1d10	19-20/?2	-	6 lb.	(S)

*No weight worth noting.

**?Except as indicated, same as masterwork short sword.

†Except as indicated, same as masterwork bastard sword.

*Renaissance Weapons (Firearms)-Ranged**

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Pistol	250 gp	1d10	x3	50 ft.	3 lb.	(P)
Bullets, pistol (10)	3 gp	-	-	-	2 lb.	-
<i>Medium-size</i>						
Musket	500 gp	1d12	x3	150 ft.	10 lb.	(P)
Bullets, rifle (10)	3 gp	-	-	-	2 lb.	-

*Exotic Weapon Proficiency (Renaissance) gains a creature proficiency with all Renaissance weapons; otherwise, a -4 penalty is assessed against all attack rolls.

*Modern Weapons (Firearms)-Ranged**

<i>Weapon</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>					
Pistol, automatic	1d10	x3	150 ft.	5 lb.	(P)
Metal cartridge, pistol (20)	-	-	-	1/2 lb.	-
Pistol, revolver	1d10	x3	100 ft.	3 lb.	(P)
Metal cartridge, pistol (20)	-	-	-	1/2 lb.	-
<i>Medium-size</i>					
Rifle, automatic	1d12	x3	250 ft.	12 lb.	(P)
Metal cart. clip, rifle (30)	-	-	-	1/2 lb.	-
Rifle, repeater	1d12	x3	200 ft.	10 lb.	(P)
Metal cartridge, rifle (20)	-	-	-	1/2 lb.	-
Scattergun	*	*	10 ft.	10 lb.	(P)
Scattergun shells (20)	-	-	-	1/2 lb.	-
<i>Large</i>					
Grenade launcher	*	*	200 ft.	12 lb.	**

*Exotic Weapon Proficiency (Modern) gains a creature proficiency with all modern weapons; otherwise, a -4 penalty is assessed against all attack rolls.

**-Fires fragmentation or smoke grenades. See Modern Era Grenadelike Weapons.

*Futuristic Weapons (Firearms)-Ranged**

<i>Weapon</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>					
Laser pistol	2d10	x2	100 ft.	2 lb.	(Special)
Energy pack, laser pistol	-	-	-	1/2 lb.	-
<i>Medium-size</i>					
Antimatter rifle	6d10	x2	10 ft.	10 lb.	(Special)
Energy pack, antimatter rifle	-	-	-	1/2 lb.	-
Flamer	3d6†	-	20 ft.	8 lb.	(Special)
Fuel pack, flamer	-	-	-	1/2 lb.	-
Laser rifle	3d10	x2	200 ft.	7 lb.	(Special)
Energy pack, laser rifle	-	-	-	1/2 lb.	-

*Exotic Weapon Proficiency (Futuristic) gains a creature proficiency with all futuristic weapons; otherwise, a -4 penalty is assessed against all attack rolls.

‡Damage dealt in a 5-foot-wide stream extending to the maximum range.

Weapon Qualities

Cost: This is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon, such as a scabbard for a sword or a quiver for arrows.

Damage: The Damage column gives the damage dealt with a weapon when a hit is scored. If the damage is designated "S", then the weapon deals subdual damage rather than normal damage. If two damage ranges are given, then the weapon is a

double weapon, and the full attack full-round action can be used to make one extra attack when using this weapon, as per the two-weapon rules. Use the second damage figure given for the extra attack.

Weapon Size and Damage

As a weapon gets larger or smaller, the damage it deals changes according to the following progression:

<i>One Size Smaller</i>	<i>Original Damage</i>	<i>One Size Larger</i>
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	1d10	2d6
1d8	1d12	2d8

For an even larger version of a weapon that does 2 or more dice of damage, convert each die to the next larger category. For instance, a Large version of a longsword does 2d6 points of damage (up from 1d8), and a Huge version of a longsword does 2d8 points of damage (increasing each d6 to a d8).

A weapon reduced in size so that it does less than 1 point of damage is useless.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When a critical hit is scored, roll the damage with all modifiers two, three, or four times, as indicated by its critical multiplier, and add all the results together.

Exception: Bonus damage represented as extra dice, such as from a sneak attack or a flaming sword, is not multiplied when a critical hit is scored.

- X2: The weapon deals double damage on a critical hit.
- X3: The weapon deals triple damage on a critical hit.
- X3/X4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.
- X4: The weapon deals quadruple damage on a critical hit.
- 19-20/X2: The weapon scores a threat on a natural 19 or 20 and deals double damage on a critical hit.
- 18-20/X2: The weapon scores a threat on a natural 18, 19, or 20 and deals double damage on a critical hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty to the attack roll.

Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to ten increments.

Improvised Thrown Weapons: Sometimes objects not crafted to be weapons get thrown. Because they are not designed for this use, all characters who use improvised thrown weapons are treated as not proficient with them and suffer a -4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. Their size and the damage they deal have to be adjudicated by the DM.

Weight: This column gives the weapon's weight.

Type: Weapons are classified according to types: bludgeoning, piercing, and slashing. If a weapon is of two types, a creature would have to be immune to both types of damage to have damage dealt by this weapon be ignored.

Special: Some weapons have special features, such as reach. See the weapon descriptions.

Weapon Descriptions

Antimatter Rifle: The antimatter rifle is a devastating short-range attack weapon that can be fired no more than once per round. It holds two shots. Reloading it is a standard action.

Arrows: An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (X2 crit). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Arrows come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

Axe, Throwing: A throwing axe is lighter than a handaxe and balanced for throwing.

Axe, Orc Double: An orc double axe is a double weapon. A creature using a double weapon in one hand can't use it as a double weapon.

Blowgun: This is used to fire small needles a long distance. It is silent, and its needles most often are used to poison foes.

Needles, Blowgun: These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade.

Bolts: A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage (X2 crit). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Bolts come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

Bullets: These large, round, lead bullets are sold in bags of 10. The bag has negligible weight.

Bullets, Sling: Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

Chain, Spiked: A spiked chain has reach of 10 feet. In addition, the weapon can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a Spiked Chain is tripped during the character's trip attempt, the chain can be dropped to avoid being tripped.

When using a spiked chain, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a spiked chain.

Club: A wooden club is so easy to find and fashion that it has no cost.

Crossbow, Hand: Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

Crossbow, Heavy: A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium-size or larger character can shoot, but not load, a heavy crossbow with one hand at a -4 penalty. A Medium-size or larger character can shoot a heavy crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat lets someone avoid the -4 off-hand penalty (-6 primary hand/-6 off hand).

Crossbow, Light: A light crossbow requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot, but not load, a light crossbow with one hand at a -4 penalty. A Small or larger character can shoot a light crossbow with each hand as noted for heavy crossbows, above.

Crossbow, Repeating: The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

Dagger: The dagger is a common secondary weapon. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a dagger.

Dagger, Punching: This dagger puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

Dart: A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

Energy Pack: This small pack fits snugly into the butt of a laser rifle, laser pistol, or antimatter rifle. It powers a laser pistol or laser rifle for fifty shots or an antimatter rifle for two shots.

Falchion: This sword, which is essentially a two-handed scimitar, has a curve that gives it an effectively keener edge.

Flail, Dire: A dire flail is a double weapon. A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon.

With a dire flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If a character is tripped during his or her own trip attempt, the dire flail can be dropped to avoid being tripped.

Flail, Heavy or Light: With a flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If the character is tripped during his or her own trip attempt, the flail can be dropped to avoid being tripped.

Flamer: The flamer can only be fired once per round and must be reloaded after firing ten times. Reloading is a standard action.

Fuel Pack: This extremely sturdy pack clips snugly onto the barrel of a flamer near its base. It contains enough concentrated flamer fuel for ten shots.

Gauntlet: These metal gloves protect the hands and let character's deal normal damage with unarmed strikes rather than subdual damage. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet.

Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Greatclub: A greatclub is a two-handed version of a regular club. It is often studded with nails or spikes or ringed by bands of iron.

Grenade Launcher: The grenade launcher can fire fragmentation or smoke grenades using its range, but must be reloaded each time it fires, requiring a standard action. The grenade launcher is a tube set on a metal tripod and equipped with a sighting mechanism. A single smoke grenade or fragmentation grenade easily slips into the tube.

Guisarme: A guisarme has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Because of the guisarme's curved blade, trip attacks can also be made with it. If a character is tripped during his or her trip attempt, the guisarme can be dropped to avoid being tripped.

Gunpowder: While gunpowder burns (with an ounce consuming itself in 1 round and illuminating as much as a sunrod) or even explodes in the right conditions, it is chiefly used to propel a bullet out of the barrel of a pistol or a rifle, or it is formed into a bomb (see below). An ounce of gunpowder is needed to propel a bullet. Gunpowder is sold in small kegs (15-pound capacity and 20 pounds total weight, 250 gp each) and in water-resistant powder horns (2- pound capacity and total weight, 35 gp for a full powder horn). If gunpowder gets wet, it cannot be used to fire a bullet.

Halberd: Normally, a character strikes with the halberd's axe head, but the spike on the end is useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If a character is tripped during his or her own trip attempt, the halberd can be dropped to avoid being tripped.

Halfspears: The halfspear is small enough for a Small character to use it.

Hammer, Light: This is a small sledge light enough to throw.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. A creature using a double weapon in one hand, such as a human using a gnome hooked hammer, can't use it as a double weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (X3 crit). Its hook is a piercing weapon that deals 1d4 points of damage (X4 crit). Either head can be used as the primary weapon head. The other head is the off-hand weapon.

Javelin: This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

Kama: A monk using a kama can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

Katana: While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. With Exotic Weapon Proficiency (katana), a Medium-size creature can use it in one hand. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Kukri: This heavy, curved dagger has its sharp edge on the inside of the curve.

Kusari-Gama: This small sickle is attached to a length of chain. A kusari-gama is an exotic weapon that has reach. It can strike opponents 10 feet away. In addition, unlike other weapons with reach, it can be used against an adjacent foe. It can be used in all respects like a spiked chain (see page 99 in the Player's Handbook) for trip attacks, disarming other foes, and using its wielder's Dexterity modifier instead of her Strength modifier in attack rolls.

Lance, Heavy or Light: A lance deals double damage when used from the back of a charging mount. A heavy lance has reach of 10 feet. The weapon cannot be used against an adjacent foe. Light lances are primarily for Small riders.

Longbow: A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too big to use while mounted.

Longbow, Composite: A character needs at least two hands to use a bow, regardless of the size of the bow. A character must be at least Medium-size to use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built

with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Longspear: A longspear has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Laser Pistol: Laser pistols fire fifty times before they need to be reloaded and have a rate of fire equal to the attacker's number of attacks. Reloading is a standard action.

Laser Rifle: Laser rifles fire fifty times before they need to be reloaded and have a rate of fire equal to the attacker's number of attacks. Reloading is a standard action.

Metal Cartridge: These lead bullets are jacketed in copper and held in a brass shell.

Metal Cartridge Clip: These lead bullets are jacketed in copper and held in a brass shell. They are found in either a 20-round metal clip (for automatic pistols) or a 30-round metal clip (for automatic rifles). The clip is inserted into the butt of an automatic pistol or the stock of an automatic rifle.

Musket: The musket holds a single shot and requires a standard action to reload.

Net: A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

When a net is thrown, make a ranged touch attack against the target. A net's maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the character takes control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net is only useful against creatures between Tiny and Large size, inclusive. A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: A monk using a nunchaku fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

Pistol: This pistol holds a single shot and requires a standard action to reload.

Pistol, Automatic: An automatic pistol can fire twenty times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Reloading is a standard action.

Pistol, Revolver: A revolver fires once a round maximum, but it can fire six times before it needs reloading (which requires a full-round action).

Quarterstaff: A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

Ranseur: A ranseur has reach of 10 feet. The weapon cannot be used against an adjacent foe.

With a ranseur, add a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

Rapier: Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a rapier.

Rifle, Automatic: An automatic rifle can fire thirty times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Reloading is a standard action.

Rifle, Repeater: A repeater rifle fires once a round maximum, but it can fire six times before it needs reloading (which requires a full-round action).

Sap: A sap comes in handy when a character wants to knock an opponent out instead of killing him.

Scattergun: The scattergun deals 3d6 points of damage to a target in the first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. It can fire once a round maximum, but it can fire five times before it needs reloading. Reloading up to two shells is a standard action. Reloading more shells than that (up to all five) is a full-round action.

Scattergun Shells: These cylindrical cartridges have a built-in firing cap at their base. They are packed with a mixture of gunpowder and small lead pellets.

Scimitar: The curve on this blade makes the weapon's edge effectively sharper.

Scythe: While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

Shortbow: A character must use two hands to use a bow, regardless of the size of the bow. A character who is Medium-size or larger can use this bow while mounted.

Shortbow, Composite: A character must use at least two hands to use a bow, regardless of the size of the bow. A character who is Small or larger can use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Shortspear: Because a shortspear is not as long as a longspear, it can be thrown.

Shuriken: Up to three shuriken can be thrown per attack (all at the same target). Do not apply the Strength modifier to damage with shuriken. They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

Siangham or Halfling Siangham: A monk using a siangham fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers. The halfling siangham is for Small monks.

Sickle: This weapon is like a farmer's sickle, but it is strengthened for use as a weapon. It is favored by druids or by anyone who wants a weapon that might be overlooked by guards.

Sling: The sling hurls lead bullets. It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap, and easy to improvise from common materials. Druids and halflings favor slings.

A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and suffer a -1 penalty on attack rolls.

Strike, Unarmed: A Medium-size character deals 1d3 points of subdual damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack. A Small character deals 1d2 points of subdual damage. The damage from an unarmed strike is considered weapon damage for the purposes of effects that provide a bonus to weapon damage.

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Sword, Short: This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

Sword, Two-Bladed: A two-bladed sword is a double weapon. A creature using a double weapon in one hand, such as an ogre using a two-bladed sword, can't use it as a double weapon.

Trident: This three-tined piercing weapon can be thrown just as a halfspear or shortspear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. A creature using a double weapon in one hand, such as an ogre using a dwarven urgrosh, can't use it as a double weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. Use either head as the primary weapon head. The other is the off-hand weapon.

If an urgrosh is used against a charging character, the spear head is the part of the weapon that does damage.

An urgrosh is also called a spear-axe.

Wakizashi: This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Whip: The whip deals subdual damage. It deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, trip attacks can be made with it. If a character is tripped during the trip attempt, the whip can be dropped to avoid being tripped.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Table: Armor

<i>Armor</i>	<i>Cost</i>	<i>Armor Bonus</i>	<i>Max Dex</i>	<i>Check Penalty</i>	<i>Speed</i>		<i>Weight</i>
					<i>(30ft)</i>	<i>(20ft)</i>	
<i>Light armor</i>							
Padded	5 gp	+1	+8	0	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	-1	30 ft.	20 ft.	20 lb.
Chain shirt	100gp	+4	+4	-2	30 ft.	20 ft.	25 lb.
<i>Medium armor</i>							
Hide	15 gp	+3	+4	-3	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	-4	20 ft.	15 ft.	30 lb.
Chainmail	150gp	+5	+2	-5	20 ft.	15 ft.	40 lb.
Breastplate	200gp	+5	+3	-4	20 ft.	15 ft.	30 lb.
<i>Heavy armor</i>							
Splint mail	200gp	+6	+0	-7	20 ft.*	15 ft.*	45 lb.

Banded mail	250gp	+6	+1	-6	20 ft.*	15 ft.*	35 lb.
Half-plate	600gp	+7	+0	-7	20 ft.*	15 ft.*	50 lb.
Full plate	1,500gp	+8	+1	-6	20 ft.*	15 ft.*	50 lb.
		<i>Armor</i>	<i>Max</i>	<i>Check</i>	<i>---- Speed ---</i>		
<i>Shields</i>	<i>Cost</i>	<i>Bonus</i>	<i>Dex</i>	<i>Penalty</i>	<i>(30ft)</i>	<i>(20ft)</i>	<i>Weight</i>
Buckler	15 gp	+1	-	-1	-	-	5 lb.
Shield, small, wooden	3 gp	+1	-	-1	-	-	5 lb.
Shield, small, steel	9 gp	+1	-	-1	-	-	6 lb.
Shield, large, wooden	7 gp	+2	-	-2	-	-	10 lb.
Shield, large, steel	20 gp	+2	-	-2	-	-	15 lb.
Shield, tower	30 gp	**	-	-10	-	-	45 lb.
		<i>Armor</i>	<i>Max</i>	<i>Check</i>	<i>---- Speed ---</i>		
<i>Extras</i>	<i>Cost</i>	<i>Bonus</i>	<i>Dex</i>	<i>Penalty</i>	<i>(30ft)</i>	<i>(20ft)</i>	<i>Weight</i>
Armor spikes	+50gp	-	-	-	-	-	+10lb.
Gauntlet, locked	8 gp	-	-	Special	-	-	+5lb.
Shield spikes	+10gp	-	-	-	-	-	+5lb.

*When running in heavy armor, a character moves only triple speed, not quadruple.

Table: Arcane Spell Failure

<i>Armor</i>	<i>Failure</i>
<i>Light armor</i>	
Padded	5%
Leather	10%
Studded leather	15%
Chain shirt	20%
<i>Medium armor</i>	
Hide	20%
Scale mail	25%
Chainmail	30%
Breast-plate	25%
<i>Heavy armor</i>	
Splint mail	40%
Banded mail	35%
Half-plate	40%
Full plate	35%
<i>Shields</i>	
Buckler	5%
Shield, small, wooden	5%
Shield, small, steel	5%
Shield, large, wooden	15%
Shield, large, steel	15%
Shield, tower	50%

Arcane Spell Failure: Armor interferes with the gestures that are needed to make to cast an arcane spell.

Casting an Arcane Spell in Armor: When casting an arcane spell while wearing armor, a character must make an arcane spell failure roll. The number in the Arcane Spell Failure is the chance that the spell fails and is ruined. If the spell lacks a somatic (S) component it can be cast without making the arcane spell failure roll.

Armor Qualities

Depending on a character's class, the character may be proficient in the use of all, some, or no armors, including shields. To wear heavier armor effectively, select the Armor Proficiency feats.

Cost: The cost of the armor.

Armor Bonus: The protective value of the armor. Bonuses from armor and a shield stack. This bonus is an armor bonus, so it does not stack with other effects that increase an armor bonus, such as the mage armor spell or bracers of armor.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows.

Even if a Dexterity bonus drops to 0, a character is not considered to have lost the Dexterity bonus.

Shields: Shields do not affect the maximum Dexterity bonus.

Armor Check Penalty: Anything heavier than leather hurts the ability to use some skills.

Skills: The armor check penalty number is the armor check penalty applied to certain skill checks.

Shields: Both armor check penalties apply when wearing armor and shield.

Nonproficient with Armor Worn: If armor is worn with which a character is not proficient, the character suffers the armor's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Sleeping in Armor: If a character sleeps in a suit of armor with an armor check penalty of -5 or worse, the character is automatically fatigued the next day. The character suffers a -2 penalty on Strength and Dexterity, and can't charge or run.

Shields: Both spell failure chances should be combined when wearing armor and shield.

Speed: Medium and heavy armor slows a character down. The number on Table: Armor is a character's top speed while wearing the armor.

Shields: Shields do not affect speed.

Weight: The weight of the armor. Armor fitted for Small characters weighs half as much.

Getting Into and Out of Armor: The time required to don armor depends on its type.

Don: This column records how long it takes to put the armor on. (One minute is 10 rounds.)

Don Hastily: This column records how long it takes to put the armor on in a hurry. Hastily donned armor has an armor check penalty and armor bonus each 1 point worse than normal.

Remove: This column records how long it takes to get the armor off.

Table: Donning Armor

<i>Armor Type</i>	<i>Don</i>	<i>Don Hastily</i>	<i>Remove</i>
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes*	1 minute	1 minute*
Half-plate or full plate	4 minutes**	4 minutes*	1d4+1 minutes*

*If a character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

**A character must have help to don this armor. Without help, it can only be donned hastily.

Armor for Unusual Creatures

The information on Table: Armor is for Medium-size creatures. Armor for Tiny or smaller creatures costs half as much as that for Medium-size creatures, provides half as much protection, and weighs one-tenth or less as much. Armor for Large characters

costs double and weighs twice as much, and for Huge creatures it costs quadruple and weighs five times as much. Armor for even larger creatures must be specially made and has no standard price or weight.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

Armor Descriptions

The types of armor found on Table: Armor are described below.

Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage (X2 crit) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes, and they count as a light weapon in this case.

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. It includes gauntlets.

Breastplate: A breastplate covers the front and back. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather beneath the breastplate protects limbs without restricting movement much.

Buckler: This small metal shield is strapped to the forearm, allowing it to be worn and still use the hand. A bow or crossbow can be used without penalty. An off-hand weapon can be used, but a -1 penalty on attack rolls is imposed because of the extra weight on your arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if a weapon is used in the off-hand, the character doesn't get the buckler's AC bonus for the rest of the round.

Chain Shirt: A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

Chainmail: This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

Full Plate: This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet.

Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4X100) gold pieces.

Full plate is also known as field plate.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that it cannot be dropped easily. It adds a +10 bonus to any roll to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given only applies if the character is wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of the armor.

While the gauntlet is locked, the hand wearing can't be used for casting spells or employing skills.

Like a normal gauntlet, a locked gauntlet deals normal damage rather than subdual damage with an unarmed strike.

Half-Plate: This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

Hide: This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is softer and more flexible leather.

Padded: Padded armor features quilted layers of cloth and batting.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

Small Shield: A small shield's light weight lets a character carry other items in that hand (although the character cannot use weapons).

Large Shield: A large shield is too heavy to use the shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as warp wood and heat metal).

Shield Bash Attacks: An opponent can be bashed with a shield, using it as an off-hand weapon. A Medium-size character deals 1d4 points of damage (X2 crit) with a large shield or 1d3 (X2 crit) with a small one. (The tower shield cannot be used to perform the bash action.) A Small character deals 1d3 points of damage (X2 crit) with a large shield or 1d2 (X2 crit) with a small one. Used this way, the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat a shield as a light weapon. If the shield is used as a weapon, lose its AC bonus until the character's next action (usually until the next round).

Shield Spikes: These spikes turn a shield into a martial piercing weapon that deals 1d6 points of damage (X2 crit) no matter whether the shield is small or large. Buckler or tower shields cannot have shield spikes.

Shield, Tower: This massive wooden shield is nearly as tall as the wielder. Basically, it is a portable wall meant to provide cover. It can provide up to total cover, depending on how far a character comes out from behind it. A tower shield, however, does not provide cover against targeted spells; a spellcaster can cast a spell on a character by targeting the shield. A tower shield cannot be used for the shield bash action.

Splint Mail: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

Studded Leather: This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

Table: Special and Superior Items

<i>Weapon or Armor</i>	<i>Cost</i>
Weapon, masterwork	+300 gp*
Arrow, bolt, or bullet, masterwork	7 gp
Arrow, bolt, or bullet, silvered	1 gp
Dagger, silvered	10 gp
Mighty composite shortbow	
(+1 Str bonus)	150 gp
(+2 Str bonus)	225 gp
Mighty composite longbow	
(+1 Str bonus)	200 gp
(+2 Str bonus)	300 gp
(+3 Str bonus)	400 gp
(+4 Str bonus)	500 gp
Armor or shield, masterwork	+150 gp

Table: Grenadelike Weapons

Weapon*	Cost	-- Damage --		Range	Weight
		Direct Hit	Splash		
Acid (flask)	10 gp	1d6	1 pt**	10 ft.	1 1/4 lb.
Alchemist's fire (flask)	20 gp	1d6	1 pt**	10 ft.	1 1/4 lb.
Holy water (flask)	25 gp	2d4	1 pt**	10 ft.	1 1/4 lb.
Tanglefoot bag	50 gp	Entangles	-	10 ft.	4 lb.
Thunderstone	30 gp	Sonic	-	20 ft.	1 lb.

Renaissance Grenadelike Weapons***

Weapon	Cost	-- Damage --		Range	Weight
		Direct Hit	Splash		
Bomb	150 gp	2d6	5 ft.	10 ft.	1 lb.
Smokebomb	70 gp	Smoke	**	10 ft.	1 lb.

Modern Era Grenadelike Weapons

Weapon	-- Damage --		Range	Weight
	Direct Hit	Splash		
Dynamite	3d6**	5 ft.	10 ft.	1 lb.
Grenade, fragmentation	6d6	20 ft.	10 ft.	1 lb.
Grenade, smoke	Smoke	N/A	10 ft.	1 lb.

*Grenadelike weapons require no proficiency to use. See text for full details on using these weapons.

**Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.

***A miss requires a roll for deviation as for regular grenadelike weapons, but rather than dealing splash damage to all creatures within 5 feet, the weapon deals the same damage to all creatures within the blast radius of where it actually lands.

Armor or Shield, Masterwork: These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

Arrow, Bolt, or Bullet, Masterwork: A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound that a +1 bonus on attack rolls is added when using it. This bonus stacks with any bonus a character might get by using a masterwork bow, crossbow, or sling. The projectile is damaged (effectively destroyed) when it is used.

Arrow, Bolt, or Bullet, Silvered: A silvered projectile functions like a normal projectile, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

Bomb: This round gunpowder bomb must be lit before it is thrown. Lighting the bomb is a standard action. The explosive deals 2d6 points of fire damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Dagger, Silvered: A silvered dagger functions as a normal dagger, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

Dynamite: This short, thin cylinder of explosive must be lit before it is thrown or set. Lighting the dynamite is a standard action. The explosive has a blast radius of 5 feet and deals 3d6 points of fire damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Grenade, Smoke: A smoke grenade looks like a squat cylinder on a 1-foot-long stick with small fins. If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment. One round after it lands or hits its target, this nondamaging explosive emits a cloud of smoke in a 20-foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility within the smoke is limited to 2 feet. Everything within the cloud has 90% concealment.

Grenade, Fragmentation: A fragmentation grenade looks like a large egg on a 1-foot-long stick with small fins. If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment. Fragmentation

grenades are advanced antipersonnel explosives that deal damage that is half piercing damage and half fire damage in a 20-foot radius. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Holy Water: Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature. Also, holy water is considered blessed, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenadelike weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, a character can only douse an incorporeal creature with holy water if he or she is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

Temples to good deities sell holy water at cost (making no profit) because they are happy to supply people with what they need to battle evil.

Mighty Composite Longbow or Shortbow: A mighty bow is a composite bow made with an especially heavy pull to allow a strong archer to take advantage of an above-average Strength. The mighty bow allows a character to add his or her Strength bonus to damage up to the maximum bonus listed.

Smokebomb: This cylindrical bomb must be lit before it is thrown. Lighting it is a standard action. One round after it is lit, this nondamaging explosive emits a cloud of smoke in a 20-foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility within the smoke is limited to 2 feet. Everything within the cloud has 90% concealment.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: Throw this round leather bag full of alchemical goo as a grenadelike weapon. When the bag is thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient on exposure to air. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move. Even with a successful save, it can only move at half speed.

A character who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character who hit makes a damage roll to see how much of the goo he happened to scrape off. Once free, a character can move at half speed. A character capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and fragile after 10 minutes.

Thunderstone: Throw this stone as a grenadelike weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one takes at least a standard action.

Weapon, Masterwork: These well-made weapons add a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Table: Siege Engines

<i>Item</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Crew</i>
Catapult, heavy (100 ft. minimum)	800 gp	5d6	-	200 ft.	5
Catapult, light (100 ft. minimum)	550 gp	3d6	-	150 ft.	2
Ballista	500 gp	3d6	X3	120	1
Ram	2,000 gp	4d6	X3	-	10
Siege tower	1,000 gp				

Catapult, Heavy: A heavy catapult is a large engine capable of throwing rocks or heavy objects with great force. When fired, one of the crew makes a Profession (siege engineer) check (DC 20). If successful, where the object actually lands is determined by rolling 1d12 and consulting the Deviation (10 Ft. to 16 Ft.) Diagram on page 68. The center is the desired target. If the check is failed, the DM secretly rolls and consults the same deviation diagram. The result is now where the catapult is actually aimed. This new result is used as the center to determine the actual deviation of the attack. For example, a catapult is used to attack a stone tower. The Profession (siege engineer) check fails, so the DM rolls 1d12 and gets an 11. By consulting the diagram, she determines that the actual target is 10 feet from the desired target, behind and to the left. Now, a crew member rolls 1d12 and gets an 8. After consulting the Deviation (10 Ft. to 16 Ft.) Diagram on page 68 to see where the object goes, the DM ascertains that it falls 10 feet short and to the left of the actual target, which is 20 feet to the left of the desired target.

Loading the catapult and preparing it to fire takes the full crew 8 full rounds. Initially aiming (or reaiming) takes 10 minutes in addition to loading and preparation time. Three to four crew members can operate the device in three times this time. Fewer than three crew members cannot operate the device.

Catapult, Light: This is a smaller, lighter version of the heavy catapult (see that entry for how to operate it). Two crew members can load and prepare this device in 5 full rounds and aim (or reaim) in 5 minutes. One person can crew the engine, but it takes three times the time to aim and prepare.

Ballista: The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions.

Ram: This heavy pole is suspended from a movable scaffold that allows the crew to swing it back and forth against construction. Make an unmodified attack roll against the AC of the construction, with failed attempts dealing no significant damage. The ram can be used to make an attack every 3 rounds if fully crewed. With five to nine people, it can be used every 6 rounds. Fewer than five people cannot operate it.

Siege Tower: This is a large wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

Goods And Services

Weights for all the items listed on Table: Goods and Services are their filled weights (except where otherwise designated).

Table: Goods and Services

<i>Adventuring Gear</i>	<i>Cost</i>	<i>Weight</i>
<i>Item</i>		
Acid (flask)	10 gp	*
Alchemist's fire (flask)	20 gp	*
Antitoxin (vial)	50 gp	*
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	*
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	*
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	*
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	*

Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	*
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask	3 cp	*
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	*
Inkpen	1 sp	*
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock†		
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt	1 gp	3 lb.
Ram, portable	10 gp	20 lb.
Rations, trail(per day)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Signal whistle	8 sp	**
Signet ring†	5 gp	*
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1000gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	*
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

Containers and Carriers

<i>Item</i>	<i>Cost</i>	<i>Weight</i>	<i>Holds or Carries</i>
Backpack	2 gp	2 lb.	1 cu. ft.
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu. ft.
Bucket	5 sp	2 lb.	1 cu. ft.
Chest	2 gp	25 lb.	2 cu. ft.
Pouch, belt	1 gp	1/2 lb.	1/5 cu. ft.
Sack	1 sp	1/2 lb.	1 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.
Spell component pouch	5 gp	1/4 lb.	1/8 cu. ft.

Liquids

<i>Item</i>	<i>Cost</i>	<i>Weight</i>	<i>Holds or Carries</i>
Bottle, wine, glass	2 gp	*	1 1/2 pint
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pot, iron	5 sp	2 lb.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

*No weight worth noting.

Adventuring Gear

Acid: Throw a flask of acid as a grenadelike weapon.

Alchemist's Fire: Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. Throw a flask of alchemist's fire as a grenadelike weapon.

On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

Antitoxin: After drinking antitoxin, a character gets a +5 alchemical bonus on all Fortitude saving throws against poison for 1 hour.

Caltrops: Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms. They are essentially iron spikes designed so that one point is always facing up. Scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them. One bag of caltrops (the 2-pound unit listed on Table: Goods and Services) covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), the creature may step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonus do not count. (Deflection averts blows as they approach, but it does not prevent a character from touching something dangerous.) If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 1 day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents.

Candle: A candle clearly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Flask: A ceramic, glass, or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Ink: This is black ink. Ink in other colors costs twice as much.

Jug, Clay: A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates things in a 15-foot radius and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, making it too dangerous for most adventuring. A lamp can be carried in one hand.

Lantern, Bullseye: A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

Lantern, Hooded: A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil.

Lock: A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

Manacles and Manacles, Masterwork: These manacles can bind a Medium-size creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can only be held by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. Use a flask of oil as a grenadelike weapon. Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is only a 50% chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

Piton: When a wall doesn't offer handholds and footholds, a climber can make his or her own. A piton is a steel spike with an eye through which a rope can be looped.

Ram, Portable: This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 to the check.

Rope, Hemp: This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

Rope, Silk: This rope has 4 hit points and can be burst with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Tent: This simple tent sleeps two.

Torch: A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

Vial: A ceramic, glass, or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Table: Spells for Hire

<i>Spells</i>	<i>Cost</i>
0-level	Caster level X 5 gp
1st-level	Caster level X 10 gp
2nd-level	Caster level X 20 gp
3rd-level	Caster level X 30 gp
4th-level	Caster level X 40 gp
5th-level	Caster level X 50 gp
6th-level	Caster level X 60 gp
7th-level	Caster level X 70 gp
8th-level	Caster level X 80 gp
9th-level	Caster level X 90 gp

Spell: This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at her convenience.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per XP lost.

Table: Class Tools and Skill Kits

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	-	*
Holy symbol, wooden	1 gp	**
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	*
Tool, masterwork	+50 gp	*
Musical instrument, common	5 gp	3 lb.
Musical instrument, masterwork	100 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	3 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Water clock	1000gp	200 lb.

Alchemist's Lab: This includes beakers, bottles, mixing and measuring equipment and a miscellany of chemicals and substances. This is the perfect tool for the job and so adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill. Without this lab, a character with the Alchemy skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be done at all.

Artisan's Tools, Masterwork: As artisan's tools, but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

Climber's Kit: Special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 circumstance bonus to Climb checks.

Disguise Kit: A bag containing cosmetics, hair dye, and small physical props. This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks. It's exhausted after ten uses.

Healer's Kit: This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It's exhausted after ten uses.

Holly and Mistletoe: Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells. Holly and mistletoe plants are easily found in wooded areas by druids, and sprigs from them are harvested essentially for free.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. Clerics use them as the focuses for their spells and as tools for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion.

A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead). A skull is the default unholy symbol for clerics not associated with any particular religion.

Magnifying Glass: This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel, and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light, and at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

Musical Instrument, Common or Masterwork: Popular instruments include fifes, recorders, lutes, mandolins, and shalms. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of status.

Scale, Merchant's: This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch: A small, watertight leather belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses she needs except those that have a listed cost, divine focuses, or focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).

Spellbook, Wizard's (Blank): A large, leatherbound book that serves as a wizard's reference. A spellbook has 100 pages of parchment, and each spell takes up two pages per level (one page for 0-level spells).

Thieves' Tools: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, a character will have to improvise tools, and suffer a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of arcane lore. Most people have no way to tell exact time, and there's little point in knowing that it is 2:30 P.M. if nobody else does.

Table: Clothing

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

Artisan's Outfit: A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: Ecclesiastical clothes for performing priestly functions, not for adventuring.

Cold Weather Outfit: A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: Fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. Without jewelry (costing perhaps an additional 50 gp), the character will look like an out-of-place commoner.

Entertainer's Outfit: A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn instead over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. Though it looks casual, the outfit is designed to give a character maximum mobility, and it's made of high-quality fabric. A monk can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes. Depending on the monk's style, the outfit may be decorated with designs that indicate lineage or philosophical outlook.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear above) and jewelry (worth at least 100 gp, or at least appearing to be worth that much). And it would be advisable to not show up to a ball in the same noble's outfit twice.

Peasant's Outfit: A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothes, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: A robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Table: Food, Drink, and Lodging

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	-
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	-
Common	5 sp	-
Poor	2 sp	-
Meals (per day)		
Good	5 sp	-
Common	3 sp	-
Poor	1 sp	-
Meat, chunk of	3 sp	1/2 lb.
Rations, trail (per day)	5 sp	1 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1 1/2 lb.

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Table: Mounts and Related Gear

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Barding Medium-size creature	X2	X1
Large creature	X4	X2
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lb.
Dog, riding	150 gp	-
Donkey or mule	8 gp	-
Feed (per day)	5 cp	10 lb.
Horse, heavy	200 gp	-
Horse, light	75 gp	-
Pony	30 gp	-
Warhorse, heavy	400 gp	-
Warhorse, light	150 gp	-
Warpony	100 gp	-
Saddle Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	-
Wagon	35 gp	400 lb.

*No weight worth noting.

**Ten of these items together weigh 1 pound.

Table: Hauling Equipment

<i>Item</i>	<i>Cost</i>	<i>Weight</i>	<i>Holds or Carries</i>
Cart	15 gp	200 lb.	1/2 ton
Sled	20 gp	300 lb.	1 ton
Wagon	35 gp	400 lb.	2 tons

Barding, Medium-Size Creature and Large Creature: Barding is simply some type of armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types provide better protection at the expense of lower speed. Barding comes in most of the types found on Table: Armor. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium-size creature's) armor costs and also weighs twice as much as the armor found on Table: Armor. (If the barding is for a pony, which is Medium-size, the cost is only double, and the weight is the same.)

Table: Medium or heavy barding slows mounts:

<i>Barding</i>	<i>(40 ft.)</i>	<i>(50 ft.)</i>	<i>(60 ft.)</i>
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*

*A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

Cart: A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

Dog, Riding: This Medium-size dog is specially trained to carry a Small humanoid rider (and not a dwarf). It is brave in combat like a warhorse. No damage is taken when falling from a riding dog.

Donkey or Mule: The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. Riding dogs must be fed some meat, which may cost more or less than the given amount.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a pegasus. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he or she has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Stabling: Includes a stable, feed, and grooming.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Table: Ships

<i>Item</i>	<i>Cost</i>
Rowboat	50 gp
Oar	2 gp
Galley	30,000 gp
Longship	10,000 gp
Keelboat	3,000 gp
Sailing ship	10,000 gp
Warship	25,000 gp

Table: Transportation

<i>Item</i>	<i>Cost</i>
Ship's passage	1 sp per mile
Coach cab	3 cp per mile
Messenger	2 cp per mile
Teleportation	Varies*
Road or gate toll	1 cp

Table: Buildings

<i>Item</i>	<i>Cost</i>
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

Rowboat: An 8- to 12-foot-long boat for two or three people. It moves about 1 1/2 miles per hour.

Galley: A three-masted ship with seventy oars on either side and a total crew of two hundred. This ship is 130 feet long and 20 feet wide, and it can carry up to 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Longship: A 75-foot-long ship with forty oars and a total crew of fifty. It has a single mast and a square sail. It can carry fifty tons of cargo or one hundred twenty soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Keelboat: A 50- to 75-foot-long ship that is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry forty to fifty tons of cargo or one hundred soldiers. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

Sailing Ship: This larger, more seaworthy version of the coaster (a kind of sailing ship) is 75 to 90 feet long and 20 feet wide. It has a crew of twenty. It can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of sixty to eighty rowers. This ship can carry up to 160 soldiers, but not for long distances, since there isn't room for supplies for that many. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2 1/2 miles per hour when rowed or under sail.

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

Coach Cab: The price listed is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 cp usually takes a character anywhere they need to go.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for half the listed amount.

Teleportation: The cost to be teleported is based on caster level, although the customer will have to pay double because the caster will need to teleport herself back. Further, some casters will charge as much as double to teleport into a dangerous area.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and its upkeep. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

Simple House: This one- to three-room house is made of wood and has a thatched roof.

Grand House: This four- to ten-room grand house is made of wood and has a thatched roof.

Mansion: This ten- to twenty-room mansion has two to three levels and is made of wood and brick. It has a slate roof.

Tower: This round or square, three-level tower is made of stone.

Keep: This fortified stone building has fifteen to twenty-five rooms.

Castle: The castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle: A particularly large keep with numerous associated buildings (stables, forge, granaries, etc.) and an elaborate 20-foot-high wall creating bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge: This moat is 15 feet deep and 30 feet wide. The bridge across it may be a wooden drawbridge or a permanent stone structure.

COMBAT

ARMOR CLASS

Every character (and items in some circumstances) have an Armor Class (AC). The base AC for a medium-sized character or item is 10. Bonuses and penalties are applied to this basic Armor Class to reflect the effects of armor, dexterity, etc. Armor Class is an indication of how difficult it is to hit **and do damage** to a target.

Dexterity Modifier

Apply a character's Dexterity modifier to the character's Armor Class any time that character can physically react to an attack. Characters lose their Dexterity modifier when they are flat-footed, unaware of an attacker, or when they are restrained or otherwise rendered immobile.

Size Modifier

A character's size generates a standard Armor Class modifier, per this table:

<i>Size</i>	<i>AC/Attack Modifier</i>
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Stacking Modifiers

AC modifiers of the same type do not stack, except:

- Armor bonuses from armor and shields
- Enhancement bonuses from armor and shields
- Dodge bonuses
- Circumstance bonuses

SAVING THROWS

A saving throw roll is: $d20 + \text{Base save bonus} + \text{other modifiers due to equipment, active effects, environment, circumstance, etc.} + \text{ability modifier}$ vs. DC of Save

Saving Throw Difficulty Class

The DC for a save is determined by the effect that triggered the save attempt. Any effect that allows a save will indicate the necessary DC, and the effects of saving.

The Saving Throw succeeds if the total of the die roll plus modifiers equals or exceeds the DC.

There are three different kinds of saving throws: Fortitude, Reflex and Will

Fortitude: These saves measure a combatant's ability to stand up to massive physical punishment or attacks against a combatant's vitality and health. Apply a combatant's Constitution modifier to a combatant's Fortitude saving throws.

Reflex: These saves test a combatant's ability to dodge attacks. Apply a combatant's Dexterity modifier to a combatant's Reflex saving throws.

Will: These saves reflect a combatant's resistance to mental influence and domination. Apply a combatant's Wisdom modifier to a combatant's Will saving throws.

HIT POINTS

All characters (and some items) have a certain number of hit points. Hit points represent a character's luck, health, and basic physical condition.

If a character's Constitution changes, modify that character's hit point total immediately.

DEATH, DYING & HEALING

As a character takes damage, subtract that damage from the character's hit points.

Effects of Hit Point Damage:

- At 1+ hit points, a character is able to act normally
- At 0 hit points, a character is disabled.
- At from -1 to -9 hit points, a character is dying.
- At -10 or lower, a character is dead.

Massive Damage

If a character ever sustains damage so massive that 50 points of damage or more are inflicted in one deduction, and the character isn't killed outright, the character must make a Fortitude save (DC 15). If this saving throw fails, the character dies regardless of current hit points.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but is close to it. The character can only take a partial action each round, and if the character performs any strenuous activity, the character takes 1 point of damage after the completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. If the character takes a strenuous action, the character's hit points drop to -1, and the character is dying.

Dying (-1 to -9 Hit Points)

When a character's current hit points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions.

At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point.

If the character's hit points drop to -10 (or lower), the character is dead.

A character can keep a dying character from losing any more hit points and make the dying character stable with a successful Heal check (DC 15).

If any sort of healing cures the dying character of even 1 point of damage, the dying character stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes the character conscious and disabled. Healing that raises the character's hit points to 1 or more makes the character fully functional again, just as if the character had never been reduced to 0 or less.

Dead (-10 hit points or lower)

When a character's current hit points drop to -10 or lower, or if the character takes massive damage and fails the saving throw (see above), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0.

Stable characters and Recovery

An hour after a tended, dying character becomes stable, roll d%. The character has a 10% chance of becoming conscious, at which point the character is disabled (as if the character had 0 hit points). If the character remains unconscious, the character has the same chance to revive and become disabled every hour. Even if unconscious, the character recovers hit points naturally. The character is back to normal when its hit points rise to 1 or higher.

A character who stabilizes on its own (by making the 10% roll while dying) and who has no one to tend for it still loses hit points, just at a slower rate. The character has a 10% chance each hour of becoming conscious. Each time the character misses the hourly roll to become conscious, the character loses 1 hit point. The character also does not recover hit points through natural healing.

Even once the character becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, the character loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing hit points (even if the character's current hit point total is negative).

Healing

A character can never get back more hit points than the character lost.

Natural Healing

A character recovers 1 hit point per character level per day of rest. If the character undergoes complete bed rest (doing nothing for an entire day), the character recovers one and one half times the character's character level in hit points.

Magical Healing

Various abilities and spells, can give a character back hit points. Each use of the spell or ability restores a different amount of hit points. Magical healing won't raise a character's current hit points higher than a character's hit point total.

Healing Ability Damage

Temporary ability damage returns at the rate of 1 point per day of rest (light activity, no combat or spellcasting). Complete bed rest restores 2 points per day.

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note the character's current hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost and the character's hit point score does not drop.

When temporary hit points are lost, they cannot be restored as real hit points can be.

STARVATION AND THIRST

In normal climates, Medium-size characters need at least a gallon of fluids and about a pound of decent food to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

Characters who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

SUBDUAL DAMAGE

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock a character out or make a character faint.

Nonlethal damage is subdual damage. If a character takes sufficient subdual damage, the character falls unconscious, but the character doesn't die.

Dealing Subdual Damage

Certain attacks deal subdual damage. Other stresses, such as heat or exhaustion, also deal subdual damage. When a character takes subdual damage, keep a running total of how much a character has accumulated. Do not deduct the subdual damage number from a character's current hit points. It is not "real" damage. Instead, when a character's subdual damage equals a character's current hit points, the character is staggered, and when it exceeds a character's current hit points, the character goes unconscious. It doesn't matter whether the subdual damage equals or exceeds a character's current hit points because the subdual damage has gone up or because a character's current hit points have gone down.

A character can use a melee weapon that deals normal damage to deal subdual damage instead, but the character suffers a -4 penalty on the attack roll.

A character can use a weapon that deals subdual damage, including an unarmed strike, to deal normal damage instead, but the character suffers a -4 penalty on the attack roll.

Staggered and Unconscious

When a character's subdual damage exactly equals a character's current hit points, the character is staggered. The character is so badly weakened or roughed up that the character can only take a partial action each round. A character ceases being staggered when the character's hit points exceed the character's subdual damage again.

When a character's subdual damage exceeds the character's current hit points, the character falls unconscious. While unconscious, a character is helpless.

Each full minute that a character is unconscious, a character has a 10% chance to wake up and be staggered until the character's hit points exceed a character's subdual damage again. Nothing bad happens to a character if the character misses this roll.

Spellcasters who are rendered unconscious retain any spellcasting ability they had before going unconscious.

Healing Subdual Damage

A character heals subdual damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of subdual damage, if any.

CONDITION SUMMARY

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss, which is an effect that goes away when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Ability Drained: The character has permanently lost 1 or more ability score points. The character cannot regain these points through natural healing or the passage of time. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to AC (if any), and grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any other activity (such as reading) that requires vision.

Blown Away: Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures that are blown away are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffeting.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the specific effect.

Confused: A confused character's actions are determined by a 1d10 roll, rerolled each round: 1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6: do nothing for 1 round; 7-9: attack the nearest creature for 1 round; 10: act normally for 1 round. Any confused creature who is attacked automatically attacks her attackers on her next turn.

Cowering: The character is frozen in fear, loses her Dexterity bonus to AC (if any), and can take no actions. Foes gain a +2 bonus to hit cowering characters.

Dazed: A dazed creature can take no actions (but defends itself normally). A dazed condition typically lasts 1 round.

Dazzled: Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

Dead: The character's soul leaves his body permanently, or until he is raised or resurrected. A dead body decays, but magic that allows a dead character to come back to life restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other similar sorts of unpleasantness. A dead character cannot regain hit points.

Deafened: A deafened character cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. He cannot make Listen skill checks.

Disabled: A character with 0 hit points, or one who has negative hit points but has stabilized and then improved, is disabled. He is conscious and able to act but horribly wounded. He can take only a partial action each round, and if he performs any strenuous action, he takes 1 point of damage after the completing the act. Strenuous actions include running, attacking, casting a spell, or using any ability that requires physical exertion or mental concentration. Unless the strenuous action increased the character's hit points, he is now dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit points are negative).

Dying: When a character's current hit points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions.

At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point.

Energy Drained: The character gains one or more negative levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack. Negative levels remain for 24 hours or until removed with a spell. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 10 + one-half the attacker's Hit Dice + the attacker's Charisma modifier. If the DC succeeds, the negative level dissipates. If not, the negative level is removed, but the character's level is permanently reduced by 1. The afflicted character makes a separate saving throw for each negative level it is has gained.

Entangled: An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC usually 15) or lose the spell.

Exhausted: Characters who are exhausted move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

Fatigued: Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any).

Frightened: A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee, if possible. Panicked is a more extreme condition of fear.

Grappled: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move, cast a spell, fire a missile, or undertake any action more complicated than making a barehanded attack, attacking with a Small weapon, or attempting to break free from the opponent. In addition, grappled characters do not threaten any area and lose any Dexterity bonuses to AC against opponents they aren't grappling.

Held: Held characters are subject to enchantments that make them unable to move. They are helpless. They can perform no physical actions (but they continue to breathe and can take purely mental actions).

Helpless: Bound, held, sleeping, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a usually lethal coup de grace.

A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC were -5 (and a rogue can sneak attack him).

Incapacitated: Characters who are incapacitated are treated as helpless.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magical weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. Invisible creatures gain a +2 bonus to attack rolls and negate Dexterity bonuses to their opponents' AC.

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

Normal: The character is unharmed (except, possibly, for hit points that have been lost) and unafflicted. She acts normally.

Panicked: A panicked creature suffers a -2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability or spell to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions.

Petrified: A petrified character is not dead as long as a majority of his body remains intact. He cannot move or take actions of any kind, not even purely mental ones. His Strength and Dexterity scores are effectively (but not actually) 0. He is unaware of what occurs around him, since all of his senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. He suffers a -4 penalty on melee attack rolls, and the only ranged weapon he can effectively use is a crossbow, which he may use without penalty. Opponents receive +4 bonuses on melee attack against him but -4 penalties on ranged attacks. Standing up is a move-equivalent action.

Shaken: A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws. Shaken is a less severe fear condition than frightened or panicked.

Stable: A character who was dying but who has stabilized and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character, then the character no longer loses hit points. He has a 10% chance each hour to become conscious and be disabled (even though his hit points are still negative).

If the character stabilized on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance to become conscious and be disabled. Otherwise he loses 1 hit point.

Staggered: A character whose subdual damage exactly equals his current hit points is staggered. He is so badly weakened or roughed up that he can only take a partial action when he would normally be able to take a standard action.

Stunned: The character loses her Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless.

SPECIAL TERMS

Face

How wide a face a combatant presents in combat. Face is essentially the border between the square or rectangular space that a combatant occupies and the space next to it. These faces are abstract, not "front, back, left, and right," because combatants are constantly moving and turning in battle. Unless a combatant is immobile, it practically doesn't have a front or a left side—at least not one that can be identified on the tabletop.

Flanking

If a combatant is making a melee attack against an opponent, and an ally directly opposite the combatant is threatening the opponent, the combatant and the combatant's ally flank the opponent. A combatant gains a +2 flanking bonus on the attack roll. A rogue in this position can also sneak attack the target. The ally must be on the other side of the opponent, so that the opponent is directly between the combatant and the ally.

Flat-Footed

At the start of a battle each combatant is flat-footed. A combatant can't use a Dexterity bonus to AC (if any) while flat-footed. A flat-footed combatant can't make attacks of opportunity.

Initiative Check

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. If two or more combatants have the same initiative check result, the combatants who are tied go in order of Dexterity (highest first). If there is still a tie, flip a coin.

Touch Attack

Touch attacks come in two types: melee touch attacks and ranged touch attacks. A combatant can score critical hits with either type of attack. A combatant's opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. The target's size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

SIZE MODIFIERS

<i>Size</i>	<i>AC/Attack Modifier</i>
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Apply this modifier to the attack rolls and AC values of combatants, unless the value has not already been precalculated to include this modifier.

COMBAT SEQUENCE

Step One:

The DM determines which combatants are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who

started the battle aware of their opponents each take a partial action during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

Step Two:

Combatants who have not yet rolled initiative do so.

Step Three:

Combatants act in initiative order.

Step Four:

When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

ATTACKS OF OPPORTUNITY

Threatened Area

A combatant threatens the area into which it can make a melee attack, even when it is not a combatant's action. An enemy that takes certain actions while in a threatened area may provoke an attack of opportunity from a combatant.

A combatant normally threatens all adjacent spaces. "Reach weapons" and "natural reach" can change the threatened area.

Provoking an Attack of Opportunity by Moving

If a combatant moves through (not simply into) or out of a threatened area, a combatant usually provokes an attack of opportunity.

If all a combatant does is take a normal move or a double move (not a run), the space that the combatant started out in is not considered threatened.

If a combatant's entire move for the round is 5 feet the 5 foot move does not provoke an attack of opportunity.

Provoking an Attack of Opportunity by Taking an Action

A combatant taking some kinds actions provokes attacks of opportunity, as described in the rules for each action type.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a combatant can only make one per round. The combatant does not have to make an attack of opportunity if the combatant doesn't want to. A combatant can make the attack of opportunity at a combatant's normal attack bonus - even if the combatant has already attacked this round.

THE COMBAT ROUND

Each round represents about 6 seconds in the game world. Anything a person could reasonably do in 6 seconds, a combatant can do in 1 round.

When a combatant's turn comes up in the initiative sequence, that combatant performs his entire round's worth of actions.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

ACTION DESCRIPTIONS

Name: The name of the action type.

[Type]: The type of action – not an action, free, partial, move-equivalent, standard or full round.

[AoO]: Attack of Opportunity: Yes, no or maybe, depending on the action description.

Description: A brief description of the action.

Action Types

Not an Action: Some activities are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Free Action: A combatant can perform one or more free actions while taking another action normally. However, the DM puts reasonable limits on what a combatant can really do for free.

Partial Action: As a general rule, a combatant can do as much with a partial action as a combatant could with a standard action minus a move. Typically, a combatant may take a 5-foot step as part of a partial action.

Move-Equivalent Action: Move-equivalent actions take the place of movement in a standard action or take the place of an entire partial action. The combatant can normally also take a 5 foot step.

Standard Action: A standard action allows a combatant to do something and move a combatant's indicated speed during a combat round. A combatant can move before or after performing the activity of the action.

Full-Round Action: A full-round action consumes all a combatant's effort during a round. The only movement a combatant can take during a full- round action is a 5-foot step before, during, or after the action. A combatant can also perform free actions. Some full-round actions do not allow a 5-foot step.

ACTIONS

Activate magic item [Standard][AoO: Maybe]

Description: Many magic items don't need to be activated. However, certain magic items need to be activated. Activating a magic item is a standard action (unless the item description indicates otherwise).

Activating a spell completion item, is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. A combatant loses the spell if the combatant's concentration is broken, and the combatant can attempt to activate the item while on the defensive, as with a spell.

Activating a spell trigger, command word, or use-activated item does not require concentration and does not provoke attacks of opportunity.

Aid another [Standard][AoO: No]

Description: If a combatant threatens an opponent with which an ally is engaged in melee combat, the combatant can attempt to aid the ally as a standard action. The combatant makes an attack roll against AC 10. If the combatant succeeds, the combatant's ally gains either a +2 circumstance bonus to attack that opponent or a +2 circumstance bonus to AC against that opponent (the combatant's choice).

Attack (melee) [Standard][AoO: No]

Description: The combatant attacks an opponent in a space that combatant threatens. The attack roll is:

d20 + Attack modifiers vs. AC of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the combatant is attacking an armed opponent while unarmed, the combatant provokes an immediate attack of opportunity from the target which is resolved before the combatant's attack. Note that under certain circumstances, a combatant attacking without a weapon is still considered "armed".

A combatant can choose to fight defensively when taking the attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Attack (ranged) [Standard][AoO: Yes]

Description: The combatant attacks an opponent in line of sight to the combatant, within range of the ranged weapon being used. A target is in line of sight if no obstructions between the combatant and the target grant 100% cover. The maximum range for a thrown weapon is five range increments, for projectile weapons it is ten range increments. The attack roll is:

d20 + Attack modifiers vs. AC of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, dexterity adjustment, and any other bonuses that apply to the attack roll. Each range increment of distance between the combatant and the target after the first will impose a penalty, per the weapon description.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If a combatant shoots or throws a ranged weapon at a target that is engaged in melee with an ally, that combatant suffers a -4 penalty on its attack roll. Two combatants are engaged in melee if they are enemies of each other and either threatens the other. (A held, unconscious, or otherwise immobilized combatant is not considered engaged unless he is actually being attacked.)

If a combatant's target (or the part of a target a combatant is aiming at, if it's a big target) is at least 10 feet away from the nearest ally, the combatant can avoid the -4 penalty, even if the combatant being aimed at is engaged in melee with an ally.

A combatant can choose to fight defensively when taking the attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Bull rush [Standard][AoO: Yes]

Description: A combatant can bull rush as an attack action or a charge action.

When a combatant bull rushes, the combatant attempts to push an opponent straight back instead of attacking him. A combatant can only bull rush an opponent who is one size category larger than the combatant, the same size, or smaller.

Initiating a Bull Rush: First, the combatant moves into the defender's space. Moving in this way provokes an attack of opportunity from each foe that threatens the combatant, probably including the defender. Any attack of opportunity made by anyone other than the defender against the combatant during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than the combatant against the defender likewise has a 25% chance of accidentally targeting the combatant.

Second, the combatant and the defender make opposed Strength checks. The combatant adds a +4 bonus for each size category that the combatant is above Medium-size or a -4 penalty for each size category that the combatant is below Medium-size. The combatant gets a +2 charge bonus if the Bull Rush is attempted at the end of a Charge. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the combatant beat the defender, the combatant pushes the defender back 5 feet. If the combatant wishes to move with the defender, the combatant can push the defender back up to a distance of an additional 1 foot for each point by which the combatant exceeded the defender's check result. A combatant can't, however, exceed his or her normal movement limit.

If the combatant fails to beat the defender's Strength check, the combatant moves 5 feet straight back. If that space is occupied, the combatant falls prone in that space.

Cast a quickened spell [Free][AoO: No]

Description: Self explanatory.

Cast a spell(1-action) [Standard][AoO: Yes]

Description: Casting a spell with a casting time of 1 action is a standard action. A combatant can move and then cast the spell, or cast the spell and then move.

A combatant may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC 15 + spell level). Failure means that the combatant loses the spell.

Cast a spell(full-round) [Full][AoO: Yes]

Description: The spell will take effect just before the caster's action in the next round.

A combatant can take a 5-foot step before, during, or after casting such a spell, but cannot otherwise move.

A combatant may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC 15 + spell level). Failure means that the combatant loses the spell.

Cease concentration on a spell [Free][AoO: No]

Description: Self explanatory.

Climb [Full][AoO: No]

Description: As a full round action, a combatant can climb at one half base speed.

Climb [Move Equivalent][AoO: No]

Description: As a move equivalent action, a combatant can climb at one quarter base speed.

Change form (polymorph self)[Full][AoO: Yes]

Description: Per the spell.

Change form (shapeshifter) [Standard][AoO: No]

Description: Self explanatory.

Change form (shapechange)[Free][AoO: No]

Description: Self explanatory.

Charge [Full][AoO: Yes]

Description: The combatant must move before attacking, not after. The combatant must move at least 10 feet and may move up to double base speed. All movement must be in a straight line, with no backing up allowed. The charge stops as soon as the combatant threatens the target. A combatant can't run past the target and attack from another direction.

After moving, the combatant may make a single melee attack or a bull rush. The combatant gets a +2 bonus on the attack roll. The combatant also suffers a -2 penalty to AC for 1 round.

A lance deals double damage if employed by a mounted combatant in a charge.

A target can ready certain piercing weapons, setting them to receive charges by using the ready action against receiving a charge. A weapon of this type deals double damage if the readied attack is successful.

Concentrate to maintain or redirect a spell [Standard][AoO: No]

Description: Anything that could break a combatant's concentration when casting a spell can keep a combatant from concentrating to maintain a spell. If a combatant's concentration breaks, the spell ends.

Coup de grace [Full][AoO: Yes]

Description: A combatant can use a melee weapon to deliver a coup de grace to a helpless foe. A combatant can also use a bow or crossbow, provided the combatant is adjacent to the target. The attacker automatically hits and scores a critical hit. If the target survives the damage, the target must make a Fortitude save (DC 10 + damage dealt) or die.

It's overkill, but a rogue also gets her extra sneak attack damage against a helpless foe when delivering a coup de grace.

A combatant can't deliver a coup de grace against an opponent that is immune to critical hits, such as a golem.

Control a frightened mount [Move Equivalent][AoO: Yes]

Description: The combatant must make a Ride check (DC 20) each round to control a mount untrained for war (untrained mounts include light and heavy horses, and ponies). If the check is successful, the combatant can perform a partial action after the check. If the Ride check fails, the check is considered to have been a full-round action.

Delay [Not an Action][AoO: No]

Description: When a combatant delays, the combatant voluntarily reduces its own initiative result for the rest of the combat. When a combatant's new, lower initiative count comes up later in the same round, the combatant can act normally. A combatant can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the combatant's new initiative count at that point.

A combatant can only voluntarily lower its initiative to -10 minus its initiative bonus. When the initiative count reaches -10 minus a delaying combatant's initiative bonus, that combatant must act or forfeit any action that round.

If multiple combatants are delaying, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying combatants both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying combatants are trying to go after the other, the one with the highest initiative bonus gets to go last.

Disarm [Varies][AoO: Yes]

Description: The combatant and an adjacent target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the opponent with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he gets an additional +4 bonus. If the combatant beats the target, the target is disarmed. If a combatant attempted the disarm action unarmed, the combatant now has the weapon. Otherwise, it drops to the

ground at the target's feet. If the combatant fails, then the target may make an attempt to disarm the combatant as an immediate, free action.

Note: A target wearing spiked gauntlets can't be relieved of the gauntlets by a disarm action. A target using a weapon attached to a locked gauntlet gets a +10 bonus to any disarm attempt made by an opponent.

This action substitutes for a melee attack, not an action. As melee attacks, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Dismiss a spell [Standard][AoO: No]

Description: Self explanatory.

Dive Attack [Full][AoO: Yes]

Description: Creatures that fly can make dive attacks.

A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage.

Double move [Full][Varies]

Description: A combatant can move up to double base speed.

The space where a combatant begins the move is not considered threatened, and therefore enemies do not get attacks of opportunity for a combatant's move from that space.

Draw a weapon [Move Equivalent][AoO: No]

Description: If a combatant has a base attack bonus of +1 or higher, a combatant can combine one of these actions with a regular move. If a combatant has the Two-Weapon Fighting feat, a combatant can draw two light or one-handed weapons in the time it would normally take a combatant to draw one.

Drop an item [Free][AoO: No]

Description: The item falls to the floor in the same space as the combatant.

Drop to the floor [Free][AoO: No]

Description: The combatant is considered to be prone.

Escape from a net [Full][AoO: Yes]

Description: The description of the net involved will include information on how to determine if an escape attempt has been successful or not.

Extinguish flames [Full][AoO: No]

Description: This action will extinguish small fires on equipment, furniture, or the combatant's person. Larger blazes will require the use of water, sand, or some other material to snuff the flames.

Feint [Standard][AoO: No]

Description: This is a specialized use of the Bluff skill. See the Bluff skill for more details.

Full attack [Full][AoO: No]

Description: If a combatant gets more than one attack per action, the combatant must use the full attack action to use those additional attacks. A combatant does not need to specify the targets of the attacks ahead of time. A combatant can see how the earlier attacks turn out before assigning the later ones.

The combatant may take a 5 ft. step before, after, or between the attacks.

If a combatant gets multiple attacks based on a combatant's base attack bonus, the combatant must make the attacks in order from highest bonus to lowest.

Deciding between an Attack or a Full Attack Action: After a combatant's first attack, if the combatant has not yet taken a 5-foot step, a combatant can decide to move instead of making a combatant's remaining attacks.

The combatant uses each attack to attack an opponent in a space that combatant threatens. The attack roll is:

d20 + Attack modifiers vs. AC of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the combatant is attacking an armed opponent while unarmed, the combatant provokes an immediate attack of opportunity from the target which is resolved before the combatant's attack. Note that under certain circumstances, a combatant attacking without a weapon is still considered "armed".

A combatant can choose to fight defensively when taking the full attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Grapple [Varies][AoO: Yes]

Description: Grappling means wrestling and struggling hand-to-hand.

Repeatedly in a grapple, a combatant needs to make opposed grapple checks against an opponent. A grapple check is something like a melee attack roll.

A combatant's attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium-size +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier a combatant uses when making an attack roll.

A combatant provokes an attack of opportunity from the target the combatant is trying to grapple. If the attack of opportunity deals the combatant damage, the combatant fails to start the grapple.

To start a grapple, a combatant first needs to grab and hold a combatant's target. Attempting to start a grapple is the equivalent of making a melee attack. If a combatant gets multiple attacks in a round, a combatant can attempt to start a grapple multiple times (at successively lower base attack bonuses). A monk can use his unarmed attack rate of attacks per round while grappling.

Step 1: Grab:

The combatant makes a melee touch attack to grab the target. If the combatant fails to hit the target, the combatant fails to start the grapple.

Step 2: Hold:

Make an opposed grapple check. If the combatant succeeds, the combatant has started the grapple, and the combatant deals damage to the target as if with an unarmed strike.

If the combatant loses, the combatant fails to start the grapple. The combatant automatically loses an attempt to hold if the target is two or more size categories larger than the combatant is (but the combatant can still make an attempt to grab such a target, if that's all the combatant wants to do).

Step 3: Move In:

To maintain the grapple, the combatant must move into the target's space. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the combatant's target.

Step 4: Grappling:

The combatant and the target are now grappling.

If a combatant's target is already grappling someone else, then the combatant can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the combatant, and the combatant's grab automatically succeeds. The combatant still has to make a successful opposed grapple check to deal damage and must still move in to be part of the grapple.

When a combatant is grappling (regardless of who started the grapple), the combatant can make an opposed grapple check as an attack. If the combatant wins, the combatant can do the following:

Damage A combatant's Opponent: A combatant deals damage as with an unarmed strike (1d3 points for Medium-size attackers or 1d2 points for Small attackers, plus Strength modifiers). If a combatant wants to deal normal damage, the combatant suffers a -4 penalty on the grapple check. Exception: Monks deal more damage on an unarmed strike than other combatants, and the damage is normal. However, they can choose to deal their damage as subdual damage when grappling without paying the usual -4 penalty for changing normal damage to subdual damage.

Pin: A combatant can hold an opponent immobile for 1 round. (If a combatant gets multiple attacks, the combatant can use subsequent attacks to damage the opponent. A combatant can't use a weapon on a pinned opponent or attempt to damage or pin a second opponent while holding a pin on the first.) While a combatant is pinned, opponents other than the one pinning the combatant get a +4 bonus on attack rolls against the combatant (but the combatant is not helpless).

Break Another's Pin: A combatant can break the hold that an opponent has over an ally.

Escape: A combatant can escape the grapple. A combatant can take whatever movement the combatant gets. If more than one opponent is grappling a combatant, the combatant's grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a combatant if they don't want to.)

When an opponent has pinned a combatant, the combatant is held immobile (but not helpless) for 1 round. The combatant can make an opposed grapple check as a melee attack. If the combatant wins, the combatant escapes the pin, but the combatant is still grappling.

In addition to making opposed grapple checks, a combatant has a few other options while grappling.

Weapons: A combatant can attack with a light weapon while grappling (but not while pinned or pinning). A combatant can't attack with two weapons while grappling.

Wriggle Free: A combatant can make an Escape Artist check (opposed by a combatant's opponent's grapple check) to get out of a grapple or out of being pinned (so that the combatant is just being grappled). Doing so counts as a standard action; if a combatant escapes a grapple, the combatant can also move in the same round.

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Opponents that are one size category smaller than a combatant count for half, opponents that are one size category larger than a combatant count double, and opponents two or more size categories larger count quadruple.

Additional enemies can aid their friends with the aid another action.

While a combatant is grappling, that combatant's ability to attack others and defend a itself is limited.

No Threatened Area: A combatant doesn't threaten any area while grappling.

No Dexterity Bonus: A combatant loses it's Dexterity bonus to AC (if a it has one) against opponents a it isn't grappling. (A combatant can still use the bonus against opponents the combatant is grappling.)

Heal a dying friend [Standard][AoO: Yes]

Description: This may involve the use of a spell, administration of a potion, or a use of the Healing skill.

Light a torch [Full][AoO: Yes]

Description: Self explanatory.

Load a hand crossbow [Move Equivalent][AoO: Yes]

Description: Self explanatory.

Load a heavy crossbow [Full][AoO: Yes]

Description: Self explanatory.

Load a light crossbow [Move Equivalent][AoO: Yes]

Description: Self explanatory.

Load a repeating crossbow [Full][AoO: Yes]

Description: Self explanatory.

Lock or unlock weapon in locked gauntlet [Full][AoO: Yes]

Description: Self explanatory.

Loose a shield [Move Equivalent][AoO: No]

Description: Self explanatory.

Make Spellcraft check on counterspell attempt [Free][AoO: No]

Description: Self explanatory.

Mount or dismount [Move Equivalent][AoO: No]

Description: Self explanatory.

Move a heavy object [Move Equivalent][AoO: Yes]

Description: Self explanatory.

Open a door [Move Equivalent][AoO: No]

Description: Self explanatory.

Overrun (charge) [Standard][AoO: Yes]

A combatant can try to overrun as part of a charge action against an opponent that is one size category larger, the same size, or one size smaller than the combatant. Only one attempt to overrun can be made per charge.

An overrun takes place during the movement portion of a charge. With an overrun, a combatant attempts to move through the opponent's area.

First, a combatant must charge at least 10 feet in a straight line into the defender's space.

Then the defender chooses either to avoid the combatant or to block the combatant. If he avoids the combatant, the combatant keeps moving. (A combatant can always move through the space occupied by someone who lets a combatant by.) If the defender blocks a combatant, make a trip attack against the defender (see Trip, below). If the combatant succeeds in tripping the defender, the combatant can continue the charge in a straight line as normal.

If a combatant fails and is tripped in turn, the combatant is prone in the defender's space. If a combatant fails but is not tripped, the combatant has to move 5 feet back the way the combatant came. If that space is occupied, the combatant falls prone in that space.

Pick up an item [Move Equivalent][AoO: Yes]

Description: A character must be in the same space as the item to be picked up.

Prepare spell components to cast a spell[Free][AoO: No]

Description: Self explanatory.

Prepare to throw oil [Full][AoO: Yes]

Description: Self explanatory.

Ready [Standard][AoO: No]

Description: The ready action lets a combatant prepare to take an action later, after a combatant's turn is over but before a combatant's next one has begun. Readying is a standard action, so a combatant can move as well. It does not provoke an attack of opportunity (though the action that a combatant readies might do so).

Only partial actions can be readied. See the table in the description of "Start full round action" for a list of standard partial actions.

Specify the partial action a combatant will take and the conditions under which it will be taken. When those conditions are met, the combatant may take the readied partial action. The partial action comes before the action that triggers it. For the rest of the fight, the combatant's initiative result is the count on which the combatant took the readied action, and the combatant acts immediately ahead of the combatant whose action triggered the readied action.

If the combatant takes the readied action into a subsequent round, and the conditions are met before the combatant's normal initiative, the combatant's initiative rises to that new point in the order of battle, the combatant may take the readied action, and whether that action is taken or not, the combatant does not get a regular action that round.

Ready a shield [Move Equivalent][AoO: No]

Description: Assumes the shield is being carried or worn, and is not secured in such a way that readying the shield can be done quickly.

Ready to interrupt spellcaster [Standard][AoO: No]

A combatant can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If a combatant succeeds in damaging the spellcaster or otherwise distracting the spellcaster, the spellcaster may lose the spell the spellcaster was trying to cast (as determined by the Concentration check result).

Readying to Counterspell [Standard][AoO: No]

A combatant may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, a combatant get a chance to identify it with a Spellcraft check (DC 15 + spell level). If a combatant does, and if the combatant can cast that same spell (is able to cast it and has it prepared, if a combatant prepares spells), the combatant can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use dispel magic to counterspell another spellcaster, but it doesn't always work.

Rebuke undead (use special ability) [Standard][AoO: No]

Description: Self explanatory.

Refocus (no move) [Full][AoO: No]

Description: Refocus is a full-round action during which a combatant cannot move. The combatant moves up in the initiative count and is positioned as though it had rolled a 20 on the initiative check. Other modifiers (such as for Dexterity and for the Improved Initiative feat) also apply to this roll of 20 when determining the new initiative check result.

Retrieve a stored item [Move Equivalent][AoO: Yes]

Description: Self explanatory.

Run [Full][AoO: Yes]

The combatant can move up to four times the combatant's base speed in a straight line (or three times base speed if the combatant is in heavy armor). The combatant loses any Dexterity bonus to AC since the combatant can't avoid attacks.

A combatant can run for a number of rounds equal to the combatant's Constitution score, but after that, the combatant must succeed at a Constitution check (DC 10) to continue running. The combatant must check again each round in which the combatant continues to run, and the DC of this check increases by 1 for each check a combatant has made. When a combatant fails this check, the combatant must stop running. A combatant who has run to the limit must rest for 1 minute (10 rounds) before running again. During a rest period, the combatant can move no faster than a normal move.

Sheathe a weapon [Move Equivalent][AoO: Yes]

Description: A character with the two-weapon fighting Feat can sheathe two weapons on the same action.

Speak [Free][AoO: No]

Description: The DM may place limits on what may be reasonably communicated in a six-second combat round.

Stand up from prone [Move Equivalent][AoO: No]

Description: Self explanatory.

Start full round action [Partial][AoO:No]

The start full-round action partial action lets a combatant start undertaking a miscellaneous full-round action, which the combatant can complete on the following round (even with a partial action). This option is normally used when a combatant has been magically slowed or is suffering some other condition that restricts the combatant from taking full round actions.

Table: Partial Actions

<i>Partial Actions</i>	<i>Move</i>	<i>Attack of Opportunity*</i>
Attack Partial Actions		
Attack (melee)	5-ft. step	No
Attack (ranged)	5-ft. step	Yes
Attack (unarmed)	5-ft. step	Maybe
Partial charge	Yes (special)**	No
Movement-Only Partial Actions		
Single move	Yes	No
Partial run	X2	Yes
Miscellaneous Partial Actions***	5-ft. step	Maybe
Magic Partial Actions		
Cast a spell****	5-ft. step	Yes
Activate magic item	5-ft. step	Maybe
Use special ability*	5-ft. step	Maybe
Concentrate to maintain a spell	5-ft. step	No
Dismiss a spell	5-ft. step	No
Special Partial Action		
Start full-round action	No	Maybe

*Regardless of the action, if a combatant moves within or out of a threatened area, a combatant usually provokes an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

**A combatant must move in a straight line before attacking and must move at least 10 feet.

***Those actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

****Unless doing so is a full-round action, in which case a combatant could start a full-round action and then finish it the next round with a cast a spell action. Spells that take longer than 1 full round to cast take twice as long to cast.

Strike a weapon [Standard][AoO: Yes]

Description: A combatant can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that a combatant's opponent is holding. The attacking weapon must be no more than one size category smaller than the weapon attacked. (Treat a buckler as Small, a small shield as Medium-size, a large shield as Large, and a tower shield as Huge.) Doing so provokes an attack of opportunity from the opponent because the combatant is diverting it's attention from the opponent to the opponent's armaments.

Then the attacker and the defender make opposed attack rolls. If the attacker wins, the attacker has made a successful attack against the weapon or shield.

Strike an object [Standard][Aoo: Maybe]

Attacking an inanimate, immobile object not in use by a combatant does not provoke an attack of opportunity. An inanimate, immobile object has an AC of:

10 - 5 for no Dexterity + its size modifier.

Immobile objects are easy to hit. With a melee weapon, the combatant gets a +4 bonus to the attack roll. If a combatant takes a full-round action to line up a shot (as with the coup de grace against a helpless foe), the combatant gets an automatic hit with a melee weapon and a +5 attack bonus with a ranged weapon. (Objects, however, are immune to critical hits.)

Animated objects count as combatants for AC purposes.

Attacking a held, carried, or worn object provokes an attack of opportunity. Objects that are held, carried, or worn by a combatant, are harder to hit. The object uses the combatant's Dexterity modifier (not its own -5) and any magic deflection bonus to AC the combatant may have. The attacker doesn't get any special bonus for attacking the object. If the target object is in the opponent's hand, it gets a +5 AC bonus because the opponent can move it quickly out of harm's way.

Table: Size and AC of Objects

<i>Size</i>	<i>AC Modifier</i>
Colossal	-8
Gigantic	-4
Huge	-2
Large	-1
Medium-size	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Throw a two-handed weapon with one hand [Full][AoO: Yes]

Description: Self explanatory.

Trip an opponent [Varies][AoO: No]

A combatant can try to trip an opponent as a melee attack. A combatant can only trip an opponent who is one size category larger than a combatant, the same size, or smaller.

Making a Trip Attack: Make a melee attack as a melee touch attack. If the attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium-size or a -4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If a combatant win, a combatant trip the defender. If a combatant lose, the defender may immediately react and make a Strength check opposed by a combatant's Dexterity or Strength check to try to trip a combatant.

A tripped combatant is prone. Standing up from prone is a move-equivalent action.

A combatant may make a trip attack against a mounted opponent. The defender may use his Ride skill in place of his Dexterity or Strength check. If a combatant succeed, a combatant pull the rider from his mount.

This attack form substitutes for a melee attack, not an action. As a melee attack, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Total defense [Standard][AoO: No]

Description: A combatant doesn't attack or perform any other activity other than moving at base speed, but the combatant gets a +4 dodge bonus to AC for 1 round. The combatant's AC improves at the start of this action, so it helps against any attacks of opportunity provoked while moving.

Turn undead (use special ability) [Standard][AoO: No]

Description: Self explanatory.

Use a skill that takes 1 action [Standard][Varies]

Description: Self explanatory.

Use a skill that takes 1 round [Full][Varies]

Description: Self explanatory.

Use an extraordinary ability [Free][No]

Description: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Use extraordinary ability [Standard][AoO: No]

Description: Self explanatory.

Use feat [Varies][Varies]

Description: Self explanatory.

Use spell-like ability [Standard][AoO: Yes]

Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If a combatant's concentration is broken, the attempt to use the ability fails, but the attempt counts as if the combatant had used the ability. The casting time of a spell-like ability is 1 action, making its use a standard action, unless the ability description notes otherwise.

A combatant may attempt to use a spell-like ability on the defensive, just as with a spell. If the Concentration check (DC 15) fails, the combatant can't use the ability, but the attempt counts as if the combatant had used the ability.

Use supernatural ability [Standard][AoO: No]

Using a supernatural ability is usually a standard action (unless defined otherwise by the ability description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Use touch spell on one target [Standard][AoO: No]

Description: A combatant may take a move before casting the spell, after touching the target, or between casting the spell and touching the target. A combatant can automatically touch one friend or use the spell on itself, but to touch an opponent, the combatant must succeed at an attack.

Use touch spell on up to six friends[Full][AoO: Yes]

Description: A combatant can touch one friend as a standard action or up to six friends as a full-round action.

ATTACK ROLL MODIFIERS

Use these adjustments whenever a combatant is making a melee, ranged, full, or other type of attack action.

Table: Attack Roll Modifiers

<i>Circumstance</i>	<i>Melee</i>	<i>Ranged</i>
Attacker flanking defender*	+2	+0
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2***	+2***
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2***	+2***
Defender climbing (no shield)	+2***	+2***
Defender surprised or flat-footed	+0***	+0***
Defender running	+0***	-2***
Defender grappling(attacker not)	+0***	+0****
Defender pinned	+4***	-4***
Defender has cover	See Cover	
Defender concealed or invisible	See Concealment	
Defender helpless	See Helpless Defenders	

*A combatant flanks a defender when a combatant has an ally on the opposite side of the defender threatening him. Rogues can sneak attack defenders that they flank.

**Most ranged weapons can't be used while the attacker is prone, but a combatant can use a crossbow while prone.

***The defender loses any Dexterity bonus to AC.

****Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to AC.

Helpless Combatants

A melee attack against a helpless combatant gets a +4 circumstance bonus on the attack roll. A ranged attack gets no special bonus. A helpless defender (naturally) can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a rogue can sneak attack him).

Two Weapon Fighting

If a combatant wields a second weapon in the off hand, that combatant can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and a combatant suffers a -6 penalty for regular attacks with a combatant's primary hand and a -10 penalty to the attack with a combatant's off hand. A combatant can reduce these stiff penalties in three ways:

* If a combatant's off-hand weapon is light, the penalties are reduced by 2 each. A light weapon is one that's smaller than a weapon a combatant could use in one hand. Its size category is smaller than a combatant's. (An unarmed strike is always considered light.)

* The Ambidexterity feat reduces the off-hand penalty by 4.

* The Two-Weapon Fighting feat reduces both penalties by 2.

Double Weapons

A combatant can use a double weapon to make an extra attack as if the combatant were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

INFLECTING DAMAGE

Damage Rolls

If the attack roll result equals or exceeds the target's AC, the attack is successful, and the combatant deals damage. Roll the appropriate damage for a combatant's weapon. Damage is deducted from the target's current hit points.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Off-Hand Weapon

When a combatant deals damage with a weapon in the combatant's off hand, a combatant add only one-half of the combatant's Strength bonus.

Wielding a Weapon Two-Handed

When a combatant deals damage with a weapon that the combatant is wielding two-handed, the combatant adds one and one half times the combatant's Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

Unarmed Strike Damage

An unarmed strike from a Medium-size combatant deals 1d3 points of damage (with a combatant's Strength modifier, as normal). A Small combatant's unarmed strike deals 1d2 points of damage. All damage is subdual damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Normal Damage

A combatant can specify that it's unarmed strike will deal normal damage before it makes an attack roll, but the combatant suffers a -4 penalty on it's attack roll because it has to strike a particularly vulnerable spot to deal normal damage.

Critical Hits

When a combatant makes an attack roll and gets a natural 20, the combatant hits regardless of the target's AC, and the combatant has scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, the combatant immediately makes a critical roll — another attack roll with all the same modifiers as the attack roll the combatant just made. If the critical roll also results in a hit against the target's AC, the combatant's original hit is a critical hit. If the critical roll is a miss, then the combatant's hit is just a regular hit.

A critical hit means that the attacker rolls for damage more than once, as indicated by the weapon description for the weapon that scored the threat, with all the attacker's usual bonuses, and add the rolls together to get total damage.

Exception: Bonus damage represented as extra dice is not multiplied when a combatant score a critical hit.

Increased Threat Range

Sometimes a combatant's threat range is greater than 20. In such cases, a roll below 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier

Some weapons, deal better than double damage with a critical hit.

Multiplying Damage

Sometimes a combatant multiplies damage by some factor, such as when a combatant scores a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

COVER AND CONCEALMENT

Depending on the situation, a combatant may gain bonuses or suffer penalties on the combatant's attack roll. A combatant's DM judges what bonuses and penalties apply.

Cover

Cover provides a bonus to a combatant's AC. The more cover a combatant has, the bigger the bonus.

Table: Cover

<i>Degree of Cover</i>	<i>Cover AC Bonus</i>	<i>Cover Reflex Save Bonus</i>
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	-	-

*Half damage if save is failed; no damage if successful.

Cover and Attacks of Opportunity

An attacker can't execute an attack of opportunity against a combatant with one-half or better cover.

Cover and Reach Weapons

If a combatant is using a reach weapon, a combatant standing between the attacker and the target provides cover to the target.

Generally, if both of the other combatants are the same size, the one in the back has one-half cover (+4 AC). If a combatant hit the combatant providing cover, it takes no damage because the attacker would strike it with the haft of the weapon.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers a combatant. The DM determines the value of cover. This measure is not a strict mathematical calculation because a combatant gains more value from covering the parts of the body that are more likely to be struck.

Cover Reflex Save Bonus

Add this bonus to Reflex saves against attacks that affect an area. For nine-tenths cover, a combatant also effectively has improved evasion. These bonuses, however, only apply to attacks that originate or spread out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the DM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases where a combatant uses another combatant as cover. In such a case, if the cover is struck and the attack roll exceeds the AC of the covering combatant, the covering combatant takes the damage intended for the target.

If the covering combatant has a Dexterity bonus to AC or a dodge bonus, and this bonus keeps the covering combatant from being hit, then the original target is hit instead. The covering combatant has dodged out of the way and didn't provide cover after all. A covering combatant can choose not to apply his Dexterity bonus to AC and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered combatant from being hit.

Concealment

Concealment includes all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

<i>Concealment</i>	<i>Example</i>	<i>Miss Chance</i>
One-Quarter	Light fog; moderate darkness; light foliage	10%
One-Half	Dense fog at 5ft.	20%
Three-quarters	Dense foliage	30%

Nine-tenths	Near total darkness	40%
Total	Attacker blind; target invisible; total darkness; dense fog at 10 ft.	50%

Concealment is subjectively measured as to how well concealed the defender is. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

TURNING AND REBUKING UNDEAD

Turning Checks

Turning undead is a supernatural ability that a cleric can perform as a standard action. It does not provoke attacks of opportunity. A combatant must present a combatant's holy symbol to turn undead. Turning is considered an attack.

Times per Day

A combatant may attempt to turn undead a number of times per day equal to 3 + the combatant's Charisma modifier.

Range

A combatant turns the closest turnable undead first, and the combatant can't turn undead that are more than 60 feet away or that have total cover relative to a combatant.

Turning Check

The first thing a combatant does is roll a turning check to see how powerful the undead are that a combatant can turn. This is a Charisma check (1d20 + the combatant's Charisma modifier).

Table: Turning Checks

<i>Turning Check</i>	<i>Most Powerful Undead</i>
Result	Affected (Maximum Hit Dice)
Up to 0	Cleric's level -4
1-3	Cleric's level -3
4-6	Cleric's level -2
7-9	Cleric's level -1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22+	Cleric's level + 4

Turning Damage

If a combatant's roll is high enough to let the combatant turn at least some of the undead within 60 feet, roll 2d6 + the combatant's cleric level + the combatant's Charisma modifier for turning damage. That's how many total Hit Dice of undead the combatant can turn.

A combatant may skip over already turned undead that are still within range.

Effect and Duration of Turning

Turned undead flee the turning combatant by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If the turning combatant approaches within 10 feet of them, however, they overcome being turned and act normally. The turning combatant can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Destroying Undead

If a combatant has twice as many levels (or more) as the undead have Hit Dice, the combatant destroy any that the combatant would normally turn.

Evil Clerics and Undead

Evil clerics channel negative energy to rebuke (awe) or command (control) undead rather than channeling positive energy to turn or destroy them. An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked

A rebuked undead combatant cowers as if in awe. (Attack rolls against the rebuked undead get a +2 bonus.) The effect lasts 10 rounds.

Commanded

A commanded undead combatant is under the mental control of the evil cleric. The cleric must take a standard action to give mental orders to a commanded undead. At any one time, the cleric may command any number of undead whose total Hit Dice do not exceed his level. He may voluntarily relinquish command on any commanded undead combatant or combatants in order to command new ones.

Alternatively, an evil cleric may command a single undead combatant with more Hit Dice than he has levels, but he must concentrate continuously to do so (as in concentrating to maintain a spell), and he can command no other undead at the same time.

Dispelling Turning

An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good cleric scored when turning the undead, then the undead are no longer turned. The evil cleric rolls turning damage of $2d6 + \text{cleric level} + \text{Charisma modifier}$ to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).

Bolstering Undead

An evil cleric may also bolster undead combatants against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result becomes the undead combatants' effective Hit Dice as far as turning is concerned (provided the result is higher than the undeads' actual Hit Dice). The bolstering lasts 10 rounds.

Neutral Clerics and Undead

A neutral cleric (one who is neither good nor evil) can either turn undead but not rebuke them, or rebuke undead but not turn them. When a neutral cleric is created, decide which effect the cleric has on undead. That is the effect the cleric has from then on. Some deities specify what effect their neutral clerics must have on undead.

Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

Paladins and Undead

Paladins can turn undead as if they were clerics of two levels lower than they actually are. That means a paladin can't turn undead until 3rd level, at which point the paladin turns undead as if the paladin were a 1st-level cleric.

BREAKING AN ITEM AND ATTACKING OBJECTS

Damage to Objects

The amount of damage that an object can withstand depends on what it is made out of and how big it is. Weapon damage is rolled normally against objects.

Table: Substance Hardness and Hit Points

<i>Substance</i>	<i>Hardness</i>	<i>Hit Points</i>
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantite	20	40/inch of thickness

Table: Common Weapon and Shield Hardness and Hit Points

<i>Weapon</i>	<i>Hardness</i>	<i>HP</i>
Tiny blade	10	1
Small blade	10	2
Medium-size blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium-size metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium-size hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Small wooden shield	5	10
Large wooden shield	5	15
Small steel shield	10	10
Large steel shield	10	20
Tower shield	5	20

A common use of Strength is to break open doors and burst bonds. Larger and smaller creatures get size bonuses and size penalties on these Strength checks: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

Table: DCs to Break or Burst Items

<i>Strength Check to:</i>	<i>DC</i>
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

Table : Object Hardness and Hit Points

<i>Object</i>	<i>Hardness</i>	<i>HPs</i>	<i>Break DC*</i>
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17

Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

* Break DC: The DC for a Strength check needed to destroy the item in one action, rather than reducing it to zero hit points through a series of attacks.

Immunities

Inanimate objects are immune to critical hits. Objects are immune to subdual damage. Animated objects are immune to critical hits because they are constructs.

Ranged Weapon Damage

Objects take half damage from ranged weapons (except for damage from siege engines and the like). Divide the damage by 2 before applying the object's hardness.

Energy Attacks

Objects take half damage from acid, fire, and lightning attacks. Divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects.

Ineffective Weapons

The DM may determine that certain weapons just can't deal damage effectively to certain objects. For example, a combatant will have a hard time chopping down a door by shooting arrows at it or cutting a rope with a club.

Vulnerability to Certain Attacks

The DM may rule that certain attacks are especially successful against some objects. For example, it's easy to light a curtain on fire or rip up a scroll.

Hardness

Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

Hit Points

An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.

Saving Throws

Unattended nonmagical items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) a disintegrate spell. An item attended by a combatant (being grasped, touched, or worn) receives a saving throw just as if the combatant herself were making the saving throw.

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. Attended magic items either make saving throws as their owner or use their own saving throws, whichever are better.

Magic Weapons and Shields

The attacker cannot damage a magic weapon or shield that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points. If a combatant's shield has a +2 enhancement bonus, a combatant add 2 to its hardness and to its hit points.

Breaking Items

When a combatant tries to break something with sudden force rather than by dealing regular damage, use a Strength check to see whether the combatant succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

WALLS

Typical

Wall Type	Thickness	Break DC	Hardness	Hit Points*	Climb DC
Masonry	1 ft.	35	8	90 hp	15
Superior masonry	1 ft.	35	8	90 hp	20
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	22
Unworked stone	5 ft.	65	8	900 hp	20
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated**	—	+20	X2	x2†	—

*Per 10-ft.-by-10-ft. section.

**These modifiers can be applied to any of the other categories and types.

†Or 50, whichever is greater.

DOORS

Typical

Door Type	Thickness	Hardness	Hit Points	Break DC	
				Stuck	Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1 1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in.	5	30 hp	25*	25*
Portcullis, iron	2 in.	10	60 hp	25*	25*
Lock	—	15	30 hp		
Hinge	—	15	30 hp		

*DC to lift. Use appropriate door figure for breaking.

Door Locks, Bars, Seals, and Traps

- DC 10 or lower: a door just about anyone can break open.
- DC 11–15: a door that a strong person could break with one try and an average person might be able to break with one try.
- DC 16–20: a door that almost anyone could break, given time.
- DC 21–25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try.
- DC 26+: a door that only an exceptionally strong person has a hope of breaking.

The DC to pick a lock with an Open Lock check often falls into the range of DC 20 to DC 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks often are trapped, usually with poison needles that extend out to prick a rogue's finger.

TRAPS

The following are common mechanical traps, found in dungeons the world over. Provided for each trap is its Challenge Rating (CR), its attack bonus (when applicable), the amount of damage it inflicts (in parentheses), and the DCs for saving throws or skill checks to find, avoid, and/or disable the trap.

Simple Mechanical Traps

Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Spear Trap: CR 2; +12 ranged (1d8/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Pit Trap (20 Ft. Deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (20 Ft. Deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (40 Ft. Deep): CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (40 Ft. Deep): CR 3; no attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (60 Ft. Deep): CR 3; no attack roll necessary (6d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (60 Ft. Deep): CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (80 Ft. Deep): CR 4; no attack roll necessary (8d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (80 Ft. Deep): CR 5; no attack roll necessary (8d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (100 Ft. Deep): CR 5; no attack roll necessary (10d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (100 Ft. Deep): CR 6; no attack roll necessary (10d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20).

Hail of Needles: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

Crushing Wall Trap: CR 10; no attack roll required (20d6); Search (DC 20); Disable Device (DC 25).

Scything Blade Trap: CR 1; +8 melee (1d8/x3 crit); Search (DC 21); Disable Device (DC 20).

Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). Note: Can strike all characters in two adjacent specified squares.

Large Net Trap: CR 1; +5 melee (see note); Search (DC 20); Disable Device (DC 25). Note: Characters in 10-ft. square are grappled by net (Str_18) if they fail a Reflex save (DC 14).

Poison Gas Trap: CR 10; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). Note: Trap releases burnt othur fumes.

Flooding Room Trap: CR 5; no attack roll necessary (see note below); Search (DC 20); Disable Device (DC 25). Note: Room floods in 4 rounds.

Portcullis Trap: CR 2; +10 melee (3d6/x2 crit); Search (DC 20); Disable Device (DC 20). Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

Magic Traps

- A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.
- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level x 1.5).
- Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

Creating Magic Traps

Creating a magic trap costs experience points and gold, just like creating magic items. If a trap is a one-use device, the cost for creation is 50 gp and 2 XP, both multiplied by the caster level. If a trap has multiple uses (or functions continually), the cost for creation is 500 gp and 20 XP, both multiplied by the caster level. Devising and placing a magic trap not covered by existing spell effects is just like creating a magic item. Building a trap-filled dungeon filled with magical dangers is thus a costly process.

Sample Magic Traps

Provided for each trap is its Challenge Rating (CR), the area the trap affects or its attack bonus (whichever applies), the amount of damage it inflicts (in parentheses), and the DCs for saving throws or skill checks to find, avoid, and/or disable the trap.

Flame Jet: CR 2; 1-ft.-wide, 50-ft.-long stream of flame (3d6); Reflex save (DC 13) avoids; Search (DC 25); Disable Device (DC 26).

Lightning Blast: CR 3; 5-ft.-wide, 50-ft.-long blast (3d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

Globe of Cold: CR 4; 20-ft.-radius sphere or hemisphere (5d6); Reflex save (DC 15) avoids; Search (DC 27); Disable Device (DC 25).

Electrified Floor: CR 4; section of floor (3d10); Reflex save (DC 14) for half damage; Search (DC 25); Disable Device (DC 25).

Floor Transforms into Acid: CR 6; section of floor (10d6); Reflex save (DC 16) negates; Search (DC 28); Disable Device (DC 30). Note: Successful save means character dives to safety in time.

Illusion over Spiked Pit (20 Ft. deep): CR 3; no attack roll required (2d6), +10 melee (1d4 spike attacks for 1d4+2 points of damage per successful hit); Reflex save (DC 15) negates; Search (DC 20); Disable Device (DC 20).

Air Sucked out of Room: CR 5; one room (see note below); Search (DC 28); Disable Device (DC 30). Note: Deals suffocation damage.

ORGANIC HAZARDS

Green Slime (CR4)

A single patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Mold and Fungus

Yellow Mold (CR 6): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later—even by those who succeeded at the first save—to avoid taking 2d6 points of temporary Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 2 to 3 feet in diameter, and the temperature is always cold in the area surrounding it. Living creatures within 5 feet of it take 3d6 points of cold subdual damage. Fire brought within 5 feet of the mold causes it to instantly double in size. Cold damage, such as from a cone of cold, instantly destroys it.

Phosphorescent Fungus (No CR): This strange underground fungus grows in patches that look almost like stunted shrubbery. It gives off a soft violet glow that illuminates underground caverns and passages.

WATER

Any character can wade in relatively calm water that isn't over his head, no check required.

Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10.

Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of subdual damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under. If the character goes under, the character is drowning.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude saving throw (DC 15, +1 for each previous check) means the diver takes no damage in that minute.

Very cold water deals 1d6 points of subdual damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she dies.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

HEAT

Heat deals subdual damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of subdual damage, the character begins to take normal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a –4 penalty to their saves. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a –4 penalty to their saving throws. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any subdual damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the subdual damage she took from the heat.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage. Those wearing heavy clothing or any sort of armor have a –4 penalty to their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

COLD

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the subdual damage she took from the cold and exposure.

WEATHER HAZARDS

Winds: Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty to ranged attacks and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by the gust of wind spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty to attack. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty to attack). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Precipitation: Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

Snow: While falling, snow reduces visibility as rain (–4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms: The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty to all Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for with siege weapons, which have a –4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

Duststorm: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most

duststorms are accompanied by severe winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater duststorm accompanied by windstorm-magnitude winds (see above and Table: Wind Effects). These greater duststorms deal 1d3 points of subdual damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to ten times her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table: Wind Effects).

Blizzard: The combination of high winds (see Table: Wind Effects), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds (see Table: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado (see Table: Wind Effects).

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

Table: Wind Effects

<i>Wind Force</i>	<i>Wind Speed</i>	<i>Ranged Attacks (Normal/Siege*)</i>	<i>Creature Size**</i>	<i>Effect on Creatures</i>	<i>Fort Save DC</i>
Light	0–10 mph	–/–	Any	None	–
Moderate	11–20 mph	–/–	Any	None	–
Strong	21–30 mph	–2/–	Tiny or smaller Small or larger	Knocked down None	10
Severe	31–50 mph	–4/–	Tiny Small Medium-size Large or larger	Blown away Knocked down Checked None	15
Windstorm	51–74 mph	Impossible/–4	Small or smaller Medium-size Large or Huge Gargantuan or Colossal	Blown away Knocked down Checked None	18
Hurricane	75–174 mph	Impossible/–8	Medium-size or smaller Large Huge Gargantuan or Colossal	Blown away Knocked down Checked None	20
Tornado	175–300 mph	Imp/imp	Large or smaller Huge Gargantuan or Colossal	Blown away Knocked down Checked	30

*The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

**Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4?10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6?10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

OTHER DANGERS

Use the following guidelines to cover the other sorts of dangers a character can face.

Acid

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of temporary Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

Ice

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Lack of Air/High Altitude

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude saving throw each hour (DC 15, +1 per previous check), taking 1d6 points of subdual damage each time they fail.

A character who sustains any subdual damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the subdual damage he took from low oxygen.

Altitude Sickness: Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

Suffocation

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a Constitution check (DC 10) in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3

hours, after which they each take 1d6 points per 15 minutes. If they have a torch (equivalent to another Medium-size character in terms of the air it uses), the air runs out in only 2 hours.

Small characters consume half as much air as Medium-size characters. A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches x 4 10-ft. cubes = 6.86 hours).

Lava

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as an immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava.

Smoke

A character who breathes heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.

Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

Table: Damage from Falling Objects

<i>Object Weight</i>	<i>Falling Distance</i>
200-101 lb.	20 ft.
100-51 lb.	30 ft.
50-31 lb.	40 ft.
30-11 lb.	50 ft.
10-6 lb.	60 ft.
5-1 lb.	70 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

CREATURES

MAIN STATISTICS BLOCK

This text contains basic game information on the creature.

Name

This is the name by which the creature is generally known.

Size and Type

Information on the creature's base size and any Type modifiers.

Table: Creature Sizes

<i>Size</i>	<i>AC/Attack Mododifier</i>	<i>Dimension*</i>	<i>Weight**</i>
Fine	+8	6 in. or less	1/8 lb. or less
Diminutive	+4	6 in.-1 ft.	1/8 lb.-1 lb.
Tiny	+2	1 ft.-2 ft.	1 lb.-8 lb.
Small	+1	2 ft.-4 ft.	8 lb.-60 lb.
Medium	0	4 ft.-8 ft.	60 lb.-500 lb.
Large	-1	8 ft.-16 ft.	500 lb.-4,000 lb.
Huge	-2	16 ft.-32 ft.	4,000 lb.-32,000 lb.
Gargantuan	-4	32 ft.-64 ft.	32,000 lb.-250,000 lb.
Colossal	-8	64 ft. or more	250,000 lb. or more

*Biped's height, quadruped's body length (nose to base of tail).

**Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Each creature is "typed". Type determines many of the creature's characteristics and abilities, as described below:

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Unless noted otherwise, aberrations have darkvision with a range of 60 feet.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Will

Skill Points: +2 per extra HD

Feats: +1 per 4 extra HD

Animal

An animal is a nonhumanoid creature, usually a vertebrate. All animals have Intelligence scores of 1 or 2. Unless noted otherwise, animals have low-light vision.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Usually Fortitude and Reflex

Skill Points: 10-15

Feats: -

Beast

A beast is a nonhistorical, vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities. Unless noted otherwise, beasts have low-light vision and darkvision with a range of 60 feet.

Hit Die: d10

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Fortitude and Reflex

Skill Points: +1 per extra HD

Feats: -

Construct

A construct is an animated object or artificially constructed creature. Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage on their own, though they can be healed. Constructs can be repaired in the same way an object can. A construct with the regeneration and fast healing special qualities still benefits from those qualities.

A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected.

Unless noted otherwise, constructs have darkvision with a range of 60 feet.

Hit Die: d10

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: -

Skill Points: -

Feats: -

Dragon

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have darkvision with a range of 60 feet and low-light vision.

Hit Die: d12

Attack Bonus: Total HD (as fighter)

Good Saving Throws: Fortitude, Reflex, Will

Skill Points: +6 (+ Intelligence modifier) per extra HD

Feats: +1 per 4 extra HD

Elemental

An elemental is composed of one of the four classical elements: air, earth, fire, or water. It is immune to poison, sleep, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. Unless noted otherwise, they have darkvision with a range of 60 feet.

A slain elemental cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Variable by type-

Reflex (Air, Fire);

Fortitude (Earth, Water)

Skill Points: +2 per extra HD

Feats: +1 per 4 extra HD

Fey

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped. Unless noted otherwise, fey have low-light vision.

Hit Die: d6
Attack Bonus: Total HDx1/2 (as wizard)
Good Saving Throws: Reflex and Will
Skill Points: +2 per extra HD
Feats: +1 per 4 extra HD

Giant

A giant is a humanoid creature of great strength, usually of at least Large size. Giants are proficient with all simple weapons and with any weapons listed in their entries. Unless noted otherwise, giants have darkvision with a range of 60 feet.

Hit Die: d8
Attack Bonus: Total HDx3/4 (as cleric)
Good Saving Throws: Fortitude
Skill Points: +1 per extra HD
Feats: +1 per 4 extra HD

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids have few or no supernatural or extraordinary abilities, and usually are Small or Medium-size. Every humanoid creature also has a sub-type modifier based on its race.

Hit Die: d8
Attack Bonus: Total HDx3/4 (as cleric)
Good Saving Throws: Variable (Fortitude or Reflex or Will)
Skill Points: +1 per extra HD
Feats: +1 per 4 extra HD

Magical Beast

Magical beasts are similar to beasts but have supernatural or extraordinary abilities. Unless noted otherwise, magical beasts have darkvision with a range of 60 feet and low-light vision.

Hit Die: d10
Attack Bonus: Total HD (as fighter)
Good Saving Throws: Fortitude and Reflex
Skill Points: +1 per extra HD
Feats: +1 per 4 extra HD

Monstrous Humanoid

These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities. Unless noted otherwise, monstrous humanoids have darkvision with a range of 60 feet. Monstrous humanoids are proficient with all simple weapons and with any weapons mentioned in their entries.

Hit Die: d8
Attack Bonus: Total HD (as fighter)
Good Saving Throws: Reflex and Will
Skill Points: +2 per extra HD
Feats: +1 per 4 extra HD

Ooze

An ooze is an amorphous or mutable creature. Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight

special quality. They have no Intelligence scores and are therefore immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size, as shown in the table below.

<i>Ooze Size</i>	<i>Bonus Hit Points</i>
Fine	-
Diminutive	-
Tiny	-
Small	5
Medium-size	10
Large	15
Huge	20
Gigantic	30
Colossal	40

Hit Die: d10

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: -

Skill Points: -

Feats: Blindsight

Outsider

Outsider: An outsider is a nonelemental creature that comes from another dimension, reality, or plane. Unless noted otherwise, outsiders have darkvision with a range of 60 feet.

A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Hit Die: d8

Attack Bonus: Total HD (as fighter)

Good Saving Throws: Fortitude, Reflex, Will

Skill Points: +8 (+ Intelligence modifier) per extra HD

Feats: +1 per 4 total HD

Plant

This type comprises vegetable creatures. Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. If a plant-type creature has vision, the creature has low-light vision unless otherwise noted.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Fortitude

Skill Points: -

Feats: -

Shapechanger

This type of creature has a stable body but can assume other forms. Unless noted otherwise, shapechangers have darkvision with a range of 60 feet.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Fortitude, Reflex, Will

Skill Points: +1 per extra HD

Feats: +1 per 4 extra HD

Vermin

This type includes insects, arachnids, arthropods, worms, and similar invertebrates. Vermin have no Intelligence scores and are immune to all mind-influencing effects. Unless noted otherwise, vermin have darkvision with a range of 60 feet. Poisonous vermin get a bonus to the DC for their poison based on their size, as shown on the following table.

<i>Vermin Size</i>	<i>Poison DC Bonus</i>
Medium-size	+2
Large	+4
Huge	+6
Gargantuan	+8
Colossal	+10

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Fortitude

Skill Points: 10-12

Feats: -

Undead

Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). An undead spellcaster uses its Charisma modifier when making Concentration checks.

Undead with no Intelligence scores cannot heal damage on their own, though they can be healed. Negative energy (such as an inflict wounds spell) can heal undead creatures. The regeneration and fast healing special qualities work regardless of the creature's Intelligence score.

An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Most undead have darkvision with a range of 60 feet.

Undead cannot be raised. Resurrection can affect them, but since undead creatures usually are unwilling to return to life, these attempts generally fail.

Hit Die: d12

Attack Bonus: Total HDx1/2 (as wizard)

Good Saving Throws: Will

Skill Points: +2 per extra HD

Feats: +1 per 4 extra HD

Hit Dice

This line gives the number and type of Hit Dice the creature has and any bonus hit points. A parenthetical note gives the creature's average hit points. A creature's Hit Dice total is also its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line shows the creature's modifier to initiative rolls. A parenthetical note tells where the modifier comes from.

Speed

This line gives the creature's tactical speed. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored speed follows.

Armor Class

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).

Attacks

This line gives all the creature's physical attacks, whether with natural or manufactured weapons.

Natural Weapons: A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks with Natural Weapons. The first entry is for the creature's primary weapon. The remaining weapons are secondary and have -5 to the attack bonus, no matter how many there are. Creatures with the Multiattack feat suffer only a -2 penalty to secondary attacks.

Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20. Unless noted otherwise, creatures deal double damage on critical hits.

Damage

This line shows the damage each of the creature's attacks deals. If any attacks also cause some special effect other than damage (poison, disease, etc.), that information is given here. Natural weapons have types just as other weapons do. The most common are summarized below:

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Rake: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually envenomed.

Face/Reach

Written in the format [feet] by [feet]/[feet]: The numbers before the slash show the creature's fighting space (width first, length second). The number after the slash is the creature's natural reach.

Special Abilities

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable (such as range and duration) the abilities might have. If no caster level is specified, the caster level is equal to the creature's Hit Dice.

Special Qualities

This line gives all the creature's special qualities, in the order they are most likely to be used. If the creature has no special qualities, this line does not appear. Details of the most common special qualities are provided here.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Skills

This line lists all the creature's skills by name along with each skill's score.

A creature's type and Intelligence score determine the number of skill points it has. Some creatures receive bonus skill points for having Hit Dice in excess of what is normal for creatures of their size, as listed in the accompanying table.

<i>Type</i>	<i>Base Skill</i>	<i>Bonus</i>
<i>Points</i>	<i>Skill</i>	<i>Points</i>
Aberration	2xInt score	+2/EHD*
Animal	10-15	-
Beast	2xInt score	+1/EHD
Construct	-	-
Dragon	(6 + Int mod) xHD	-
Elemental	2xInt score	+2/EHD
Fey	3xInt score	+2/EHD
Giant	6 + Int mod	+1/EHD
Humanoid	6 + Int mod	+1/EHD
Magical beast	2xInt score	+1/EHD
Monstrous humanoid	2xInt score	+2/EHD
Ooze	-	-
Outsider	(8 + Int mod) xHD	-
Plant	-	-
Shapechanger	2xInt score	+1/EHD
Vermin	10-15	-
Undead	3xInt score	+2/EHD

*-EHD: Extra Hit Die. To calculate EHD, subtract 1 from the creature's total Hit Dice if it is Medium-size or smaller; 2 if Large; 4 if Huge; 16 if Gargantuan; and 32 if Colossal. Treat results less than 0 as 0.

The "Skills" section of the creature's descriptive text recaps racial and other bonuses for the sake of clarity; these bonuses should not be added to the listed skill scores unless otherwise noted. An asterisk (*) beside the relevant score and in the "Skills" section indicates a conditional adjustment.

Feats

The line lists all the creature's feats by name.

SECONDARY STATISTICS BLOCK

Climate/Terrain

This entry describes the locales where the creature is most often found.

Cold: Arctic and subarctic climes. Any area that has winter conditions for the greater portion of the year is cold.

Temperate: Any area that has alternating warm and cold seasons.

Warm: Tropical and subtropical climes. Any area that has summer conditions for the greater portion of the year is warm.

Aquatic: Fresh or salt water.

Desert: Any dry area with sparse vegetation.

Forest: Any area covered with trees.

Hill: Any area with rugged but not mountainous terrain.

Marsh: Low, flat, waterlogged areas; includes swamps.

Mountains: Rugged terrain, higher than hills.

Plains: Any fairly flat area that is not a desert, marsh, or forest.

Underground: Subterranean areas.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature's Society entry may include more details on noncombatants.

Challenge Rating

This is the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Alignment

This entry gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

Always: The creature is born with the listed alignment. The creature may have a hereditary predisposition to the alignment or come from a plane that predetermines it. It is possible for individuals to change alignment, but such individuals are either unique or one-in-a-million exceptions.

Usually: The majority (more than 50%) of these creatures have the given alignment. This may be due to strong cultural influences, or it may be a legacy of the creatures' origin.

Often: The creature tends toward the listed alignment, either by nature or nurture, but not strongly. A plurality (40-50%) of individuals have the given alignment, but exceptions are common.

Treasure

This entry reflects how much wealth the creature owns.

Treasures include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Roll once under each type of treasure's column on the appropriate row for the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead).

Some creatures have double, triple, or even quadruple standard treasure; in these cases roll under each treasure column two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column for the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the listed percentage. On a success, make a normal roll on the Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "nothing" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. If an entry for Goods indicates "gems only," roll on the Goods column and treat any "art" result as "gems" instead.

It sometimes will be necessary to reroll until the right sort of item appears. For example, if a creature's "items" entry reads "nonflammables only," roll normally on the Items column. If you get a flammable item, reroll on the same table until you get a nonflammable one. If the table you rolled on contains only flammable items, back up a step and reroll until you get to a table that can give you an appropriate item.

Advancement

This book lists only the weakest and most common version of each creature. The Advancement line shows how tough the creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.)

Improvement

As its Hit Dice increase, the creature's attack bonuses and saving throw modifiers might improve, and it could gain more feats and skills, depending on its type.

Note that if the creature acquires a character class, it improves according to its class, not its type.

Size Increases

Creatures may become larger as they gain Hit Dice (the new size is noted parenthetically).

A size increase affects a creature's ability scores, AC, attack bonuses, and damage ratings as indicated on the following tables.

<i>Old Size*</i>	<i>New Size</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Natural Armor</i>	<i>AC/ Attack</i>
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium-size	+4	-2	+2	Same	-1
Medium-size	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

*-Repeat the adjustment if the creature moves up more than one size. For example, if a creature advances from Medium-size to Huge size, it gains +16 Strength, -2 Dexterity, and -2 to attack bonus and Armor Class.

<i>Old Damage (Each)*</i>	<i>New Damage</i>
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 1d10	2d6
1d12	2d8

*-Repeat the adjustment if the creature moves up more than one size category.

Creatures With Character Classes

If a creature acquires a character class, it follows the rules for multiclassing. The creature's character level equals the number of class levels it has, plus the total Hit Dice for such beings.

A creature's monster class is always its favored class, and the creature never suffers XP penalties for having it.

Additional Hit Dice from a character class never affect a creature's size.

Descriptive Text

The descriptive text opens with a short description of the monster: what it does, what it looks like, and what is most noteworthy about it. Special sections describe how the creature fights and give details on special attacks, special qualities, skills, and feats.

Aboleth

Huge Aberration (Aquatic)
Hit Dice: 8d8+40 (76 hp)
Initiative: +1 (Dex)
Speed: 10 ft., swim 60 ft.
AC: 16 (-2 size, +1 Dex, +7 natural)
Attacks: 4 tentacles +12 melee
Damage: Tentacle 1d6+9 and transformation
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Transformation, psionics, enslave
Special Qualities: Mucus cloud
Saves: Fort +7, Ref +3, Will +11
Abilities: Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17
Skills: Concentration +16, Knowledge (any one) +7, Listen +16, Spot +16
Feats: Alertness, Combat Casting, Iron Will

Climate/Terrain: Any underground
Organization: Solitary, brood (2-4), or slaver brood (1d3+1 plus 7-12 skum)
Challenge Rating: 7
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

Aboleth speak their own language, as well as Undercommon and Aquan.

Combat

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Transformation (Ex): A blow from an aboleth's tentacle can cause a terrible transformation. Affected creatures must succeed at a Fortitude save (DC 19) or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. A transformed creature must remain moistened with cool, fresh water or suffer 1d12 points of damage every 10 minutes. A remove disease spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a heal or mass heal spell can reverse the change.

Psionics (Sp): At will: hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, project image, and veil. These effects are as the spells cast by a 16th-level sorcerer (save DCs, where applicable, are 13 + spell level).

Enslave (Su): Three times a day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed at a Will save (DC 17) or be affected as though by a dominate person spell cast by a 16th-level sorcerer. An enslaved creature obeys the aboleth's telepathic commands (but will not fight on its behalf) until freed by remove curse or dispel magic, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than one mile from its slave.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed at a Fortitude save (DC 19) or lose the ability to breathe air for the next 3 hours. The affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours.

Achaierai

Large Outsider (Evil, Lawful)
Hit Dice: 6d8+12 (39 hp)
Initiative: +1 (Dex)

Speed: 50 ft.
AC: 20 (-1 size, +1 Dex, +10 natural)
Attacks: 2 claws +9 melee, bite +4 melee
Damage: Claw 2d6+4, bite 4d6+2
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Black cloud
Special Qualities: SR 19
Saves: Fort +7, Ref +6, Will +7
Abilities: Str 19, Dex 13, Con 14, Int 13, Wis 14, Cha 16
Skills: Climb +13, Jump +13, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats: Dodge, Mobility

Climate/Terrain: Any land and underground
Organization: Solitary or flock (5-8)
Challenge Rating: 5
Treasure: Double standard
Alignment: Always lawful evil
Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Achaierai speak Infernal.

Combat

In close combat, achaierai lash out with two of their four legs and snap with their powerful beaks. These attack modes alone would make them deadly warriors.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed at a Fortitude save (DC 15) or be affected for 3 hours as though by an insanity spell cast by a 16th-level sorcerer.

Allip

Medium-Size Undead (Incorporeal)
Hit Dice: 4d12 (26 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: Fly 30 ft. (perfect)
AC: 15 (+1 Dex, +4 deflection)
Attacks: Incorporeal touch +3 melee
Damage: Incorporeal touch 1d4 permanent Wisdom drain
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Babble, Wisdom drain, madness
Special Qualities: Undead, incorporeal, +2 turn resistance
Saves: Fort +1, Ref +2, Will +4
Abilities: Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18
Skills: Hide +8, Intimidate +11, Intuit Direction +4, Listen +7, Search +7, Spot +7
Feats: Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral evil
Advancement: 5-12 HD (Medium-size)

Combat

Allips are unable to cause physical harm, although they don't appear to know that. They keep flailing away at their enemies, yet they inflict no wounds.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a Will save (DC 16) or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic, mind-affecting compulsion. Opponents who successfully save cannot be affected by the same allip's babble for one day.

Wisdom Drain (Su): Those whose Wisdom is reduced to 0 by the allip become helpless until at least 1 point of Wisdom is restored.

Madness (Su): Anyone targeting the allip with a mind-control or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of temporary Wisdom damage.

Animated Object

Tiny Animated Object

Small Animated Object

Medium-Size Animated Object

	Tiny Construct	Small Construct	Medium-Size Construct
Hit Dice:	1/2 d10 (2 hp)	1d10 (5 hp)	2d10 (11 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+0
Speed:	40 ft. (50 ft. legs, 60 ft. multiple legs, 80 ft. wheels)	30 ft. (40 ft. legs, 50 ft. multiple legs, 70 ft. wheels)	30 ft. (40 ft. legs, 50 ft. multiple legs, 70 ft. wheels)
AC:	14 (+2 size, +2 Dex)	14 (+1 size, +1 Dex, +2 natural)	14 (+4 natural)
Attacks:	Slam +1 melee	Slam +1 melee	Slam +2 melee
Damage:	Slam 1d3-1	Slam 1d4	Slam 1d6+1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	See text	See text	See text
Special Qualities:	See text	See text	See text
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1	Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1	Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
	Large Animated Object	Huge Animated Object	Gargantuan Animated Object
	Large Construct	Huge Construct	Gargantuan Construct
Hit Dice:	4d10 (22 hp)	8d10 (44 hp)	16d10 (88 hp)
Initiative:	+0	-1 (Dex)	-2 (Dex)
Speed:	20 ft. (30 ft. legs, 40 ft. multiple legs, 60 ft. wheels)	20 ft. (30 ft. legs, 40 ft. multiple legs, 60 ft. wheels)	10 ft. (20 ft. legs, 30 ft. multiple legs, 50 ft. wheels)
AC:	14 (-1 size, +5 natural)	13 (-2 size, -1 Dex, +6 natural)	12 (-4 size, -2 Dex, +8 natural)
Attacks:	Slam +5 melee	Slam +9 melee	Slam +15 melee
Damage:	Slam 1d8+4	Slam 2d6+7	Slam 2d8+10
Face/Reach:	5 ft. by 10 ft./5 ft. (long) 5 ft. by 5 ft./10 ft. (tall)	10 ft. by 20 ft./10 ft. (long) 10 ft. by 10 ft./15 ft. (tall)	20 ft. by 40 ft./10 ft. (long) 20 ft. by 20 ft./20 ft. (tall)
Special Attacks:	See text	See text	See text
Special Qualities:	See text	See text	See text
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1	Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1	Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1
	Colossal Animated Object		
	Colossal Construct		
Hit Dice:	32d10 (176 hp)		
Initiative:	-3 (Dex)		
Speed:	10 ft. (20 ft. legs, 30 ft. multiple legs, 50 ft. wheels)		
AC:	11 (-8 size, -3 Dex, +12 natural)		
Attacks:	Slam +25 melee		
Damage:	Slam 4d6+13		
Face/Reach:	40 ft. by 80 ft./15 ft. (long) 40 ft. by 40 ft./25 ft. (tall)		
Special Attacks:	See text		
Special Qualities:	See text		
Saves:	Fort +10, Ref +7, Will +5		
Abilities:	Str 28, Dex 4, Con -, Int -, Wis 1, Cha 1		
Climate/Terrain:	Any land and underground		
Organization:	Tiny: Group (4); Small: Pair; Medium-size, Large, Huge, Gargantuan, and Colossal: Solitary		
Challenge Rating:	Tiny 1/2; Small 1; Medium-size 2; Large 3; Huge 5; Gargantuan 7; Colossal 10		
Treasure:	None		
Alignment:	Always neutral		
Advancement:	-		

Combat

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger. The object makes a normal grapple check. If it gets a hold, it wraps itself around the opponent's head, blinding that creature until removed. The blinded creature cannot make Spot, Search, or Track checks and suffers a -6 circumstance penalty to other checks related to perception, such as Listen.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals automatic slam damage with a successful grapple check against creatures up to one size larger than itself. An object of at least Large size can make constrict attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and fit under it.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller for the object's slam damage. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD) to halve the damage.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base speeds given in the statistics block assume that animated objects lurch, rock, or slither along. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a speed bonus of 10 feet. Objects

with multiple legs (tables, chairs) have a speed bonus of 20 feet. Wheeled objects gain a speed bonus of 40 feet. Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Ankheg

Large Beast
Hit Dice: 3d10+9 (25 hp)
Initiative: +0
Speed: 30 ft., burrow 20 ft.
AC: 18 (-1 size, +9 natural)
Attacks: Bite +6 melee
Damage: Bite 2d6+7
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Improved grab, acid, spit acid
Special Qualities: Tremorsense
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha_6
Skills: Listen +4

Climate/Terrain: Temperate and warm plains, forest, and underground
Organization: Solitary or cluster (2-4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4 HD (Large); 5-9 HD (Huge)

Combat

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge.)

Improved Grab (Ex): To use this ability, the ankheg must hit with its bite attack. If it gets a hold, it deals automatic bite damage each round the hold is maintained. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

Acid (Ex): Acidic enzymes drip from an ankheg's mouth each round it maintains a hold. It automatically deals 1d4 points of acid damage each round in addition to bite damage.

Spit Acid (Ex): Stream of acid 5 feet high, 5 feet wide, and 30 feet long, once every 6 hours; damage 4d4, Reflex half DC 14. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. Ankhegs do not use this ability unless they are desperate or frustrated. They most often spit acid when reduced to fewer than half their hit points or when they have not successfully grabbed an opponent.

Tremorsense (Ex): Ankhegs can automatically sense the location of anything within 60 feet that is in contact with the ground.

Aranea

Medium-Size Shapechanger
Hit Dice: 3d8+6 (19 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 50 ft., climb 25 ft.
AC: 13 (+2 Dex, +1 natural)
Attacks: Bite +4 melee; or web +4 ranged
Damage: Bite 1d6 and poison
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spells, web, poison
Special Qualities: Alternate form
Saves: Fort +5, Ref +5, Will +4
Abilities: Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3
Feats: Alertness, Improved Initiative, Weapon Finesse (bite)

Climate/Terrain: Temperate and warm forest and underground
Organization: Solitary or colony (3-6)
Challenge Rating: 4
Treasure: Standard coins; double goods; standard items
Alignment: Usually neutral
Advancement: By character class

Araneas speak Common and Sylvan.

Combat

Araneas avoid physical combat and use their webs and spells when they can. In a battle, they try to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Spells: Araneas cast spells as 3rd-level sorcerers (save DC 12 + spell level). They prefer illusions and charms but avoid fire spells.

Web (Ex): In spider or hybrid form (see Alternate Form, below), an aranea can cast a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Alternate Form (Su): An aranea's natural form is that of a large monstrous spider. It can assume two other forms. The first is a Small or Medium-size humanoid (the exact form is fixed at birth). The second form is a Medium-size, spider-humanoid hybrid. Changing form is a standard action. In humanoid form, the aranea gains all the abilities of the form (for example, an aranea in dwarf form has dwarven racial traits). The aranea keeps its ability scores and can cast spells, but it cannot use webs or poison in humanoid form. In hybrid form, an aranea looks like a humanoid at first glance, but a successful Spot check (DC 18) reveals the creature's fangs and spinnerets. The aranea can use weapons and webs in this form. An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

Arrowhawk

	Juvenile	Adult	Elder
Hit Dice:	Small Outsider (Air) 3d8+3 (16 hp)	Medium-Size Outsider (Air) 7d8+7 (38 hp)	Large Outsider (Air) 15d8+45 (112 hp)
Initiative:	+5 (Dex)	+5 (Dex)	+5 (Dex)
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
AC:	20 (+1 size, +5 Dex, +4 natural)	21 (+5 Dex, +6 natural)	22 (-1 size, +5 Dex, +8 natural)
Attacks:	Electricity ray +9 ranged touch; or bite +9 melee	Electricity ray +12 ranged touch; or bite +12 melee	Electricity ray +19 ranged touch; or bite +20 melee
Damage:	Electricity ray 2d6; or bite 1d6+1	Electricity ray 2d8; or bite 1d8+2	Electricity ray 2d8; or bite 2d6+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Electricity ray	Electricity ray	Electricity ray
Special Qualities:	Immunities, fire and cold resistance 20	Immunities, fire and cold resistance 20	Immunities, fire and cold resistance 20
Saves:	Fort +4, Ref +8, Will +4	Fort +6, Ref +10, Will +6	Fort +12, Ref +14, Will +10
Abilities:	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13
Skills:	Intuit Direction +2, Listen +7, Search +7, Sense Motive +7, Spot +7	Escape Artist +15, Intuit Direction +7, Listen +11, Search +10, Sense Motive +11, Spot +11	Escape Artist +23, Intuit Direction +16, Knowledge (Plane of Air) +15, Listen +19, Search +18, Sense Motive +19, Spot +19
Feats:	Weapon Finesse (bite)	Dodge, Weapon Finesse (bite)	Blind-Fight, Combat Reflexes, Dodge, Weapon Finesse (bite)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary or clutch (2-4)	Solitary or clutch (2-4)	Solitary or clutch (2-4)
Challenge Rating:	3	5	8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Small)	8-14 HD (Medium-size)	16-24 HD (Large); 25-32HD (Gargantuan)

Arrowhawks speak Auran, but they are not talkative creatures.

Combat

Electricity Ray (Su): An arrowhawk can fire this ray once a round, with a range of 45 feet.

Immunities (Ex): Arrowhawks have acid, electricity, and poison immunity.

Assassin Vine

Large Plant	
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	0 ft.
AC:	15 (-1 size, +6 natural)
Attacks:	Slam +7 melee

Damage: Slam 1d6+7
 Face/Reach: 5 ft. by 5 ft./10 ft. (20 ft. with vine)
 Special Attack: Entangle, improved grab, constrict 1d6+7
 Special Qualities: Camouflage, electricity immunity, cold and fire resistance 20, blindsight
 Saves: Fort +7, Ref +1, Will +2
 Abilities: Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9

Climate/Terrain: Temperate and warm forest and underground
 Organization: Solitary or patch (2-4)
 Challenge Rating: 3
 Treasure: 1/10th coins; 50% goods; 50% items
 Alignment: Always neutral
 Advancement: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)

Combat

Assassin vines use simple tactics: They lie still until prey comes within reach, then attack. They use their entangle ability both to catch prey and to deter counterattacks.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to entangle as cast by a 4th-level druid (save DC 13).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Athach

Huge Aberration
 Hit Dice: 14d8+70 (133 hp)
 Initiative: +1 (Dex)
 Speed: 50 ft.
 AC: 20 (-2 size, +1 Dex, +3 hide, +8 natural)
 Attacks: Huge club +12/+7 melee, 2 Huge clubs +12 melee, bite +14 melee; or rock +5/+0 ranged, 2 rocks +5 ranged
 Damage: Huge club 2d6+8, 2 Huge clubs 2d6+4, bite 2d8+4 and poison; or rock 2d6+8, 2 rocks 2d6
 Face/Reach: 10 ft. by 10 ft./15 ft.
 Special Attacks: Poison
 Saves: Fort +9, Ref +5, Will +10
 Abilities: Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6
 Skills: Climb +16, Jump +16, Listen +7, Spot +7
 Feats: Multiattack, Multidexterity, Multiweapon Fighting

Climate/Terrain: Temperate and warm hill, mountains, and underground
 Organization: Solitary, gang (2-4), or tribe (7-12)
 Challenge Rating: 7
 Treasure: 1/2 coins; double goods; standard items
 Alignment: Often chaotic evil
 Advancement: 15-28 HD (Huge)

Athachs speak a crude dialect of Giant.

Combat

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With their first few melee attacks, athachs tend to flail about indiscriminately. After a few rounds, they concentrate on foes that have been hitting them most often and use their bites on whoever has dealt them the most damage.

Poison (Ex): Bite, Fortitude save (DC 22); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Aurumvorax

Small Magical Beast
Hit Dice: 10d10+10 (65)
Initiative: +7 (Dex)
Speed: 20 ft.; burrow 5
AC: 23 (+1 size, +3 Dex, +9 natural)
Attacks: Bite +11 melee, 4 claws +9 melee
Damage: Bite 1d4, claw 1d3 each
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Improved Grab, Rend 2d3
Saves: Fort +8, Refl +10, Will +0
Abilities: Str 11, Dex 16, Con 12, Int 3, Wis 12, Cha 12
Skills: Listen +7, Spot +7, Hide +9, Move Silently +4
Feats: Improved Initiative, Multiattack (claws), Iron Will

Climate/Terrain: Temperate hills and mountains
Organization: Solitary
Challenge Rating: 7
Treasure: Special (The aurumvorax's hide, if undamaged, is worth in excess of 3,000 gp.)
Alignment: Always neutral

Aurumvoraxes are carnivores with a diet supplemented by precious metals, generally gold. Their burrows often continue into solid rock and are usually littered with nuggets of ore as a food supply. The typical golden gorgor is 3 feet long with coppery metallic alloy claws and and metallic fur that distracts enemies with its sheen even while the creature fights for one's life.

As simple animals, they do not speak a language, and their innate jealousy at guarding their territory makes them uncooperative animals at best to encounter.

Combat

Near totally fearless, aurumvoraxes charge into battle whenever they feel their territory or themselves threatened. They can also be lured out by the prospects of easy food, especially when refined gold is part of the lure.

While they rarely hesitate in battle, they always attack with their powerful bites first. Once that is engaged, they utilize their sharp claws. They commonly attack with at least two claws, but can use claw attacks depending on where they have locked onto a foe.

Improved Grab: For this ability, the aurumvorax must use its bite attack successfully on a creature of up to Large size. If it gets a hold, it deals normal bite damage and then locks its jaws at the point of contact (usually the neck or trunk of an opponent) and continues to grind its teeth in the wound for 8 automatic points of damage per round. This locked jaw will not relax until either the prey or the gorgor is dead.

Rend: If the aurumvorax successfully hits with two or more claw attacks in any round, it begins to burrow into the opponent's body. This attack automatically deals an additional 2d6 + 2 points of damage.

Azer

Medium-Size Outsider (Fire, Lawful)
Hit Dice: 2d8+2 (11 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 19 (+1 Dex, +6 natural, +2 large shield)
Attacks: Warhammer +3 melee; or halfspear +3 ranged
Damage: Warhammer 1d8+1 and 1 fire; or halfspear 1d6+1 and 1 fire
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Heat
Special Qualities: SR 13, fire subtype
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Skills: Climb +2, Craft (any one) +6, Hide -1, Listen +4, Search +4, Spot +5
Feats: Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, pair, team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 2
Treasure: Standard coins; double goods (nonflammables only); standard items (nonflammables only)
Alignment: Always lawful neutral
Advancement: By character class

Azers speak Ignan and Common.

Combat

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes. They wear no armor, for their tough skin provides ample protection.

Heat (Ex): Azers' bodies are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Barghest

	Barghest	Greater Barghest
Hit Dice:	Medium-Size Outsider (Evil, Lawful) 6d8+6 (33 hp)	Large Outsider (Evil, Lawful) 9d8+18 (58 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft. or 60 ft.	30 ft. or 60 ft.
AC:	18 (+2 Dex, +6 natural)	20 (-1 size, +2 Dex, +9 natural)
Attacks:	Bite +9 melee, 2 claws +4 melee	Bite +12 melee, 2 claws +7 melee
Damage:	Bite 1d6+3, claw 1d4+1	Bite 1d8+4, claw 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft. (goblin form) 5 ft. by 10 ft./5 ft. (wolf form)
Special Attacks:	Spell-like abilities, feed	Spell-like abilities, feed
Special Qualities:	Damage reduction 15/+1, scent, alternate form	Damage reduction 15/+1, scent, alternate form
Saves:	Fort +6, Ref +7, Will +7	Fort +8, Ref +8, Will +10
Abilities:	Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14	Str 19, Dex 15, Con 15, Int 18, Wis 18, Cha 18
Skills:	Bluff +11, Hide +11*, Intimidate +11, Jump +12, Listen +11, Move Silently +10, Spot +11 Silently +14,	Bluff +16, Concentration +14, Hide +10*, Intimidate +18, Jump +16, Listen +16, Move Sense Motive +16, Spot +16
Feats:	Combat Reflexes, Improved Initiative	Combat Casting, Combat Reflexes, Improved Initiative
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary or pack (3-6)	Solitary or pack (3-6)
Challenge Rating:	4	5
Treasure:	Double standard	Double standard
Alignment:	Always lawful evil	Always lawful evil
Advancement:	7-8 HD (Medium-size)	10-14 HD (Large); 15-18 HD (Huge)

Barghests speak Goblin, Worg, and Infernal.

Combat

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Once battle is joined, barghests hide and use project image to conceal their true numbers and locations, with emotion and charm person to keep opponents off balance. They try to pit as many of themselves against as few of the enemy as possible, and use their high speed to stay way from the enemy's main strength.

Spell-Like Abilities: At will-levitate, misdirection, and project image; 1/day-charm monster, charm person, dimension door, and emotion. These abilities are as the spells cast by a sorcerer whose level equals the barghest's HD (save DC 12 + spell level).

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. For every 8 HD or levels a barghest consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A wish, miracle, or true resurrection spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Alternate Form (Su): A barghest can assume the form of a goblin or a large wolf as a standard action. This ability is similar to the polymorph self spell, except that it allows only goblin and_wolf forms.

*While in wolf form, a barghest gains the higher of the two listed speeds and a +4 circumstance bonus to Hide checks.

Pass Without Trace (Ex): A barghest in wolf form can pass without trace (as the spell) as a free action.

Greater Barghest

Combat

Occasionally, a greater barghest uses a magic two-handed weapon in combat, giving it multiple attacks (attack bonus +13/+8). It can also make one bite attack (attack bonus +8) each round. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

Basilisk

Medium-Size Magical Beast (Reptilian)
Hit Dice: 6d10+12 (45 hp)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 16 (-1 Dex, +7 natural)
Attacks: Bite +8 melee
Damage: Bite 1d8+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Petrifying gaze
Saves: Fort +9, Ref +4, Will +3
Abilities: Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 10
Skills: Hide +0*, Listen +7, Spot +7
Feats: Alertness, Great Fortitude

Climate/Terrain: Any land and underground
Organization: Solitary or colony (3-6)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-10 HD (Medium-size); 11-18 HD (Large)

Combat

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 13.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

Behir

Huge Magical Beast (Electricity)
Hit Dice: 9d10+45 (94 hp)
Initiative: +1 (Dex)
Speed: 40 ft., climb 15 ft.
AC: 16 (-2 size, +1 Dex, +7 natural)
Attacks: Bite +15 melee, 6 claws +10 melee
Damage: Bite 2d4+8, claw 1d4+4
Face/Reach: 10 ft. by 30 ft./10 ft.
Special Attacks: Breath weapon, improved grab, swallow whole, constrict 2d8+8
Special Qualities: Electricity immunity, scent, can't be tripped
Saves: Fort +11, Ref +7, Will +5
Abilities: Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
Skills: Climb +18, Hide +5, Spot +7
Feats: Cleave, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Rating: 8
Treasure: Standard
Alignment: Often neutral
Advancement: 10-13 HD (Huge); 14-27 HD (Gargantuan)

Behirs speak Common.

Combat

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. If beset by a large number of foes, it uses its breath weapon.

Breath Weapon (Su): Line of lightning 5 feet wide, 5 feet high, and 20 feet long, once a minute; damage 7d6, Reflex half DC 19.

Improved Grab (Ex): To use this ability, the behir must hit with its bite attack. If it gets a hold, it can attempt to swallow or constrict the opponent.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent. The swallowed creature takes 2d8+8 points of crushing damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The behir's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Constrict (Ex): A behir deals 2d8+8 damage with a successful grapple check against Gargantuan or smaller creatures. It can use its claws against the grappled foe as well.

Beholder

Large Aberration
Hit Dice: 11d8+11 (60 hp)
Initiative: +4 (Improved Initiative)
Speed: 5 ft., fly 20 ft. (good)
AC: 20 (-1 size, +11 natural)
Attacks: Eye rays +7 ranged touch, bite +2 melee
Damage: Bite 2d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Eye rays
Special Qualities: All-around vision, antimagic cone, fly
Saves: Fort +4, Ref +3, Will +11
Abilities: Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15
Skills: Hide +7, Knowledge (arcana) +10, Listen +15, Search +18, Spot +20
Feats: Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or cluster (3-6)
Challenge Rating: 13
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: 12-16 HD (Large); 17-33 HD (Huge)

Beholders speak their own language and the Common tongue.

Combat

Eye Rays (Su): Each of the ten small eyes can produce a magical ray once a round, even when the beholder is attacking physically or moving at full speed. The creature can easily aim all its eyes upward, but its own body tends to get in the way when it tries to aim the rays in other directions. During a round, the creature can aim only three eye rays at targets in any one arc other than up (forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in an arc. Each eye's effect resembles a spell cast by a 13th-level sorcerer but follows the rules for a ray. All rays have a range of 150 feet and a save DC of 18.

- **Charm Person:** The target must succeed at a Will save or be affected as though by the spell. Beholders use this ray to confuse the opposition, usually employing it early in a fight. The beholder generally instructs a charmed target to either restrain a comrade or stand aside.
- **Charm Monster:** The target must succeed at a Will save or be affected as though by the spell. Beholders use this ray in the same manner as the charm person ray.
- **Sleep:** This works like the spell, except that it affects one creature with any number of Hit Dice. The target must succeed at a Will save to resist. Beholders like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.
- **Flesh to Stone:** The target must succeed at a Fortitude save or be affected as though by the spell. Beholders like to aim this ray at enemy spellcasters. They also use it on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as a decoration.)
- **Disintegrate:** The target must succeed at a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.
- **Fear:** This works like the spell, except that it targets one creature. The target must succeed at a Will save or be affected as though by the spell. Beholders like to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.

- **Slow:** This works like the spell, except that it affects one creature. The target must make a Will save to resist. Beholders often use this ray against the same creature targeted by their disintegrate, flesh to stone, or finger of death rays. If one of the former rays fails to eliminate the foe, this ray might at least hamper it.
- **Inflict Moderate Wounds:** This works just like the spell, causing 2d8+10 points of damage (Will half).
- **Finger of Death:** The target must succeed at a Fortitude save or be slain as though by the spell. The target suffers 3d6+13 damage if his saving throw succeeds. Beholders use this ray to eliminate dangerous foes quickly.
- **Telekinesis:** The beholder can move objects or creatures that weigh up to 325 pounds, as though with a telekinesis spell. Creatures can resist the effect with a successful Will save.
- **All-Around Vision (Ex):** Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus to Spot and Search checks, and they can't be flanked.

Antimagic Cone (Su): A beholder's central eye continually produces a 150-foot antimagic cone extending straight ahead from the creature's front. This functions just like antimagic field cast by a 13th-level sorcerer. All magical and supernatural powers and effects within the cone are suppressed—even the beholder's own eye rays. Once each round, during its turn, the beholder decides which way it will face, and whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye). Note that a beholder can bite only creatures to its front.

Flight (Ex): A beholder's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 20 feet. This buoyancy also grants it a permanent feather fall effect with personal range.

Belker

Large Elemental (Air)
 Hit Dice: 7d8+7 (38 hp)
 Initiative: +5 (Dex)
 Speed: 30 ft., fly 50 ft. (perfect)
 AC: 22 (-1 size, +5 Dex, +8 natural)
 Attacks: 2 wings +9 melee, bite +4 melee, 2 claws +4 melee
 Damage: Wing 1d6+2, bite 1d4+1, claw 1d3+1
 Face/Reach: 5 ft. by 5 ft./10 ft.
 Special Attacks: Smoke claws
 Special Qualities: Smoke form
 Saves: Fort +3, Ref +10, Will +2
 Abilities: Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
 Skills: Listen +9, Move Silently +9, Spot +9
 Feats: Multiattack, Weapon Finesse (wing)

Climate/Terrain: Any land and underground
 Organization: Solitary or clutch (2-4)
 Challenge Rating: 6
 Treasure: None
 Alignment: Usually neutral evil
 Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Combat

In most cases, a belker fights with its nasty claws and painful bite.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium-size or smaller opponent without provoking an attack of opportunity. The target must succeed at a Fortitude save (DC 14) or inhale part of the creature. Smoke inside the victim solidifies into a claw or talon and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. The affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume a smoke form. It can switch forms once a round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect maneuverability). The ability is otherwise similar to a gaseous form spell cast by a 7th-level sorcerer.

Blink Dog

Medium-Size Magical Beast
 Hit Dice: 4d10 (22 hp)
 Initiative: +3 (Dex)
 Speed: 30 ft.
 AC: 16 (+3 Dex, +3 natural)
 Attacks: Bite +4 melee
 Damage: Bite 1d6
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Qualities: Blink, dimension door, scent

Saves: Fort +4, Ref +7, Will +4
Abilities: Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
Skills: Hide +8, Listen +8, Sense Motive +5, Spot +8
Feats: Iron Will

Climate/Terrain: Temperate plains
Organization: Solitary, pair, or pack (7-16)
Challenge Rating: 2
Treasure: None
Alignment: Always lawful good
Advancement: 5-7 HD (Medium-size); 8-12 HD (Large)

They speak their own language.

Combat

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to make flank attacks.

Blink (Su): A blink dog can blink as the spell cast by an 8th-level sorcerer, and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport as dimension door cast by an 8th-level sorcerer, once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

Bodak

Medium-Size Undead
Hit Dice: 9d12 (58 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft.
AC: 15 (+2 Dex, +3 natural)
Attacks: Slam +6 melee
Damage: Slam 1d8+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Death gaze
Special Qualities: Damage reduction 15/silver, fire and acid resistance 20, electricity immunity, sunlight vulnerability, flashbacks
Saves: Fort +3, Ref +5, Will +7
Abilities: Str 13, Dex 15, Con -, Int 6, Wis 12, Cha 12
Skills: Listen +11, Move Silently +14, Spot +13
Feats: Dodge, Improved Initiative, Weapon Focus (slam)

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: 10-13 HD (Medium-size); 14-27 HD (Large)

Combat

Bodaks love to approach their opponents at a leisurely pace, letting their gaze do its work before closing.

Death Gaze (Su): Death, range 30 feet, Fortitude negates DC 15. Humanoids who die from this attack are transformed into bodaks in one day.

Sunlight Vulnerability (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Flashbacks (Ex): From time to time, a bodak sees something that reminds it of its almost-forgotten life. At the start of every encounter, there is a 5% chance that it notices something about an opponent (randomly determined, if more than one opponent is present) that causes it to recall its life. If this happens, the bodak takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.

Bugbear

Medium-Size Humanoid (Goblinoid)
Hit Dice: 3d8+3 (16 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 17 (+1 Dex, +3 natural, +2 leather, +1 small shield)
Attacks: Morningstar +4 melee; or javelin +3 ranged

Damage: Morningstar 1d8+2; or javelin 1d6+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3
Feats: Alertness

Climate/Terrain: Any underground
Organization: Solitary, gang (2-4), or band (11-20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd-5th level)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Bugbears speak Goblin and Common.

Combat

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group who, if they spy prey, return to report and bring up reinforcements. Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

Skills: Bugbears receive a +4 racial bonus to Move Silently checks.

Bugbear Characters

A bugbear's favored class is rogue. Most bugbear leaders are fighters or fighter/rogues. Bugbear clerics (favored weapon: morningstar) can choose any two of the following domains: Chaos, Evil, Trickery, and War.

Bulette

Huge Beast
Hit Dice: 9d10+45 (94 hp)
Initiative: +2 (Dex)
Speed: 40 ft., burrow 10 ft.
AC: 22 (-2 size, +2 Dex, +12 natural)
Attacks: Bite +12 melee, 2 claws +7 melee
Damage: Bite 2d8+8, claw 2d6+4
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Leap
Special Qualities: Scent, tremorsense
Saves: Fort +11, Ref +8, Will +4
Abilities: Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
Skills: Jump +12, Listen +6

Climate/Terrain: Temperate land and underground
Organization: Solitary or pair
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 10-16 HD (Huge); 17-27 HD (Gargantuan)

Combat

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves, and it dislikes dwarves. When burrowing underground, the landshark relies on vibrations to detect prey. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite. The attack bonus is +12.

Tremorsense (Ex): Bulettes can automatically sense the location of anything within 60 feet that is in contact with the ground.

Carrion Crawler

Large Aberration
Hit Dice: 3d8+6 (19 hp)

Initiative: +2 (Dex)
 Speed: 30 ft., climb 15 ft.
 AC: 17 (-1 size, +2 Dex, +6 natural)
 Attacks: 8 tentacles +3 melee, bite -2 melee
 Damage: Tentacle paralysis, bite 1d4+1
 Face/Reach: 5 ft. by 10 ft./5 ft.
 Special Attacks: Paralysis
 Special Qualities: Scent
 Saves: Fort +3, Ref +3, Will +5
 Abilities: Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6
 Skills: Climb +10, Listen +6, Spot +6
 Feats: Alertness

Climate/Terrain: Any underground
 Organization: Solitary or cluster (2-5)
 Challenge Rating: 4
 Treasure: None
 Alignment: Always neutral
 Advancement: 3-4 HD (Large); 5-9 HD (Huge)

Combat

Carrion crawlers use their keen senses of sight and smell to detect carcasses and potential prey. When attacking, a crawler lashes out with all eight tentacles and tries to paralyze its victim. The tentacles deal no other damage. The creature then kills the paralyzed victim with its bite and devours the flesh. Multiple crawlers do not fight in concert, but each paralyzes as many opponents as possible. The unintelligent creature continues to attack as long as it faces any moving opponents.

Paralysis (Ex): Those hit by a carrion crawler's tentacle attack must succeed at a Fortitude save (DC 13) or be paralyzed for 2d6 minutes.

Celestial

Lantern Archon
 Small Outsider (Good, Lawful)
 Hit Dice: 1d8 (4 hp)
 Initiative: +4 (Improved Initiative)
 Speed: Fly 60 ft. (perfect)
 AC: 15 (+1 size, +4 natural)
 Attacks: 2 light rays +2 ranged touch
 Damage: Light ray 1d6
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Spell-like abilities
 Special Qualities: Damage reduction 20/+1, celestial qualities
 Saves: Fort +2, Ref +2, Will +2
 Abilities: Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
 Skills: -
 Feats: Improved Initiative
 Climate/Terrain: Any land and underground
 Organization: Solitary, pair, or squad (3-5)
 Challenge Rating: 2
 Treasure: None
 Alignment: Always lawful good
 Advancement: 2-4 HD (Small)

Hound Archon
 Medium-Size Outsider (Good, Lawful)
 Hit Dice: 6d8+6 (33 hp)
 Initiative: +4 (Improved Initiative)
 Speed: 40 ft. or 60 ft.*
 AC: 19 (+9 natural)
 Attacks: Bite +8 melee, 2 slams +3 melee; or greatsword +8/+3 melee, Bite 1d8+2, slam 1d4+1; greatsword 2d6+2, bite 1d8+1
 Damage: 5 ft. by 5 ft./5 ft.
 Special Attacks: Spell-like abilities
 Special Qualities: Damage reduction 10/+1, SR 16, celestial qualities, scent, alternate form
 Saves: Fort +6, Ref +5, Will +6
 Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12
 Skills: Concentration +8, Hide +7*, Jump +9, Listen +8, Move Silently +7, Sense Motive +8, Spot +7, Wilderness, Lore +1*

Avoral (Guardinal)
 Medium-Size Outsider (Good)
 Hit Dice: 7d8+7 (38 hp)
 Initiative: +7 (+3 Dex, +4 Improved Initiative)
 Speed: 40 ft., fly 90 ft. (good)
 AC: 21 (+3 Dex, +8 natural)
 Attacks: 2 claws +9 melee; or 2 wings bite +3 melee
 Damage: Claw 2d6+2; wing 2d8+2
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Spell-like abilities, fear aura
 Special Qualities: Damage reduction 10/+1, SR 25, celestial qualities, lay on hands, animal telepathy, true seeing
 Saves: Fort +6, Ref +8, Will +8
 Abilities: Str 15, Dex 17, Con 12, Int 15, Wis 16, Cha 16
 Skills: Animal Empathy +10, Concentration +8, Hide +10, Knowledge (any two) or Craft (any two) +9, Listen +10, Move Silently +10, Sense Motive +10, Spellcraft +9, Spot +18
 Feats: Improved Initiative, Flyby Attack
 Climate/Terrain: Any land and underground
 Organization: Solitary, pair, or squad (3-5)
 Challenge Rating: 9
 Treasure: No coins; X2 goods; standard items
 Alignment: Always neutral good
 Advancement: 8-14 HD (Medium-size); 15-21 HD (Large)

Ghaele (Eladrin)
 Medium-Size Outsider (Chaotic, Good)
 Hit Dice: 10d8+20 (65 hp)
 Initiative: +5 (+1 Dex, +4 Improved Initiative)
 Speed: 50 ft., fly 150 ft. (perfect)
 AC: 25 (+1 Dex, +14 natural)
 Attacks: +4 greatsword +21/+16 melee; or 2 light rays +11 ranged touch
 Damage: +4 greatsword 2d6+14 and positive energy; light ray 2d12
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Spell-like abilities, spells, gaze, positive energy
 Special Qualities: Damage reduction 25/+3, SR 28, celestial qualities, alternate form
 Saves: Fort +9, Ref +8, Will +10
 Abilities: Str 25, Dex 12, Con 15, Int 17, Wis 16, Cha 16
 Skills: Animal Empathy +13, Concentration +12, Escape Artist +11, Hide +11, Knowledge (any three) or Craft (any three) +13, Listen +15, Move Silently +11, Sense Motive +13, Spot +15
 Feats: Alertness, Blind-Fight, Improved Initiative
 Climate/Terrain: Any land and underground

Trumpet Archon
 Medium-Size Outsider (Good, Lawful)
 Hit Dice: 12d8+12 (66 hp)
 Initiative: +7 (+3 Dex, +4 Improved Initiative)
 Speed: 40 ft., Fly 90 ft. (good)
 AC: 27 (+3 Dex, +14 natural)
 Attacks: +4 greatsword +21/+16/+11 melee
 Damage: +4 greatsword 2d6+11
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Spell-like abilities, spells, trumpet
 Special Qualities: Damage reduction 10/+1, SR 29, celestial qualities
 Saves: Fort +9, Ref +11, Will +11
 Abilities: Str 20, Dex 17, Con 13, Int 16, Wis 16, Cha 16
 Skills: Animal Empathy +15, Concentration +13, Escape Artist +15, Hide +15, Knowledge (any three) +15, Listen +15, Move Silently +15, Sense Motive +15, Spot +15
 Feats: Blind-Fight, Cleave, Improved Initiative, Power Attack
 Climate/Terrain: Any land and underground

Astral Deva
 Medium-Size Outsider (Good)
 Hit Dice: 12d8+48 (102 hp)
 Initiative: +8 (+4 Dex, +4 Improved Initiative)
 Speed: 50 ft., fly 100 ft. (good)
 AC: 29 (+4 Dex, +15 natural)
 Attacks: +3 heavy mace of disruption +21/+16/+11 melee
 Damage: +3 heavy mace of disruption 1d8+12 and stun
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Stun, spell-like abilities
 Special Qualities: Damage reduction 10/+1, SR 30, celestial qualities, uncanny dodge
 Saves: Fort +12, Ref +12, Will +12
 Abilities: Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
 Skills: Concentration +19, Escape Artist +19, Hide +19, Knowledge (any three) or Craft (any three) +17, Listen +25, Move Silently +19, Sense Motive +19, Spot +25
 Feats: Alertness, Cleave, Improved Initiative, Power Attack
 Climate/Terrain: Any land and underground

Organization:	Solitary, pair, or squad (3-5)	Solitary, pair, or squad (3-5)	Solitary, pair, or squad (3-5)
Challenge Rating:	13	14	14
Treasure:	No coins; X2 goods; standard items	No coins; X2 goods; standard items	No coins; X2 goods; standard items
Alignment:	Always chaotic good	Always lawful good	Always good (any)
Advancement:	11-15 HD (Medium-size); 16-30 HD (Large)	13-18 HD (Medium-size); 19-36 HD (Large)	13-18 HD (Medium-size); 19-36 HD (Large)
	Planetary		Solar
	Large Outsider (Good)		Large Outsider (Good)
Hit Dice:	14d8+70 (133 hp)		22d8+110 (209 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)		+9 (+5 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 90 ft. (good)		50 ft., fly 150 ft. (good)
AC:	32 (-1 size, +4 Dex, +19 natural)		35 (-1 size, +5 Dex, +21 natural)
Attacks:	+3 greatsword +23/+18/+13 melee		+5 dancing, vorpal greatsword +35/+30/+25/+20/15 melee; or +2 mighty composite longbow (+5) +28/+23/+18/+13/+8 ranged
Damage:	+3 greatsword 2d6+13 +2 mighty composite longbow (+5)		+5 dancing, vorpal greatsword 2d6+18; 1d8+7 and slaying
Face/Reach:	5 ft. by 5 ft./10 ft.		5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, spells		Spell-like abilities, spells
Special Qualities:	Damage reduction 30/+3, SR 30, celestial qualities, regeneration 10		Damage reduction 35/+4, SR 32 celestial qualities, regeneration 15
Saves:	Fort +14, Ref +13, Will +15		Fort +18, Ref +18, Will +20
Abilities:	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22		Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25
Skills:	Concentration +16, Escape Artist +20, Hide +17, Knowledge (any five) or Craft (any five) +21, Listen +23, Move Silently +17, Sense Motive +23, Search +19, Spot +23		Concentration +16, Escape Artist +30, Hide +26, Knowledge (any five) or Craft (any five) +28, Listen +32, Move Silently +30, Search +30, Sense Motive +32, Spellcraft +19, Spot +32
Feats:	Blind-Fight, Cleave, Improved Initiative, Power Attack		Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack
Climate/Terrain:	Any land and underground		Any land and underground
Organization:	Solitary or pair		Solitary or pair
Challenge Rating:	16		19
Treasure:	No coins; X2 goods; standard items		No coins; X2 goods; standard items
Alignment:	Always good (any)		Always good (any)
Advancement:	15-21 HD (Large); 22-42 HD (Huge)		23-33 HD (Large); 34-66 HD (Huge)

Celestials speak Celestial, Infernal, and Draconic.

Celestial Qualities

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed at a Will save to resist its effects. The save DC varies with the type of archon. Those who fail suffer a -2 morale penalty to attacks, AC, and saves for one day or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that archon's aura for one day.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds archons, identical with the spell cast by a sorcerer whose level equals the archon's Hit Dice. The effect can be dispelled, but the archon can create it again during its next turn as a free action. (The defensive benefits from the circle are not included in the statistics block.)

Protective Aura (Su): As a free action, ghaeles, devas, planetars, and solars can surround themselves with a nimbus of light having a radius of 20 feet. This acts as a double-strength magic circle against evil and as a minor globe of invulnerability, both as cast by a sorcerer whose level equal to the celestial's Hit Dice. The aura can be dispelled, but the celestial can create it again as a free action on its next turn.

Teleport (Su): Archons can teleport without error at will, as the spell cast by a 14th-level sorcerer, except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): All celestials can speak with any creature that has a language, as though using a tongues spell cast by a 14th-level sorcerer. This ability is always active.

Immunities (Ex): All celestials are immune to electricity and petrification attacks. Devas, planetars, and solars are also immune to cold and acid.

Resistances (Ex): Guardinals and eladrins have cold and acid resistance 20. Devas, planetars, and solars have fire resistance 20.

All celestials receive a +4 racial bonus to Fortitude saves against poison.

Keen Vision (Ex): All celestials have low-light vision and 60-foot darkvision.

Lantern Archons

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet.

Spell-Like Abilities: At will: aid, detect evil, and continual flame. These abilities are as the spells cast by a 3rd-level sorcerer.

Celestial Qualities: Aura of menace (save DC 11), magic circle against evil, electricity and petrification immunity, teleport, tongues, +4 save against poison.

Hound Archon

Spell-Like Abilities: At will: aid, continual flame, detect evil, and message. These abilities are as the spells cast by a 6th-level sorcerer.

Celestial Qualities: Aura of menace (save DC 16), magic circle against evil, electricity and petrification immunity, teleport, tongues, +4 save against poison.

Alternate Form (Su): Hound archons can assume any canine form (except that of a werewolf or other lycanthrope) as a standard action. This ability is similar to the polymorph self spell but allows only canines.

*While in canine form, a hound archon gains the higher of the two listed speeds and a +4 circumstance bonus to Hide and Wilderness Lore checks.

Avoral

Their visual acuity is unbelievable: They can see detail on objects up to 10 miles away and are said to be able to discern the color of a creature's eyes at 200 paces.

Spell-Like Abilities: At will: aid, blur (self only), command, detect magic, dimension door, dispel magic, gust of wind, hold person, light, magic circle against evil (self only), magic missile, and see invisibility; 1/day-lightning bolt. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Fear Aura (Su): Once per day an avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with fear as cast by an 8th-level sorcerer (save DC 17).

Celestial Qualities: Electricity and petrification immunity, cold and acid resistance 20, tongues, +4 save against poison.

Lay on Hands (Su): This works just like the paladin's ability, but the avoral can heal as much damage per day as its own undamaged hit point total.

Animal Telepathy (Su): An avoral can mentally communicate with animals as a free action. This works exactly like speak with animals as cast by an 8th-level druid but does not require sound.

True Seeing (Su): This is identical with true seeing as cast by a 14th-level cleric, except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter it remains in effect as long as the avoral concentrates on it.

Skills: An avoral's sharp eyes give it a +8 racial bonus to Spot checks.

Ghaele

Spell-Like Abilities: At will: aid, alter self, charm monster, color spray, comprehend languages, continual flame, cure light wounds, dancing lights, detect evil, detect thoughts, dispel magic, hold monster, improved invisibility (self only), major image, see invisibility, and teleport without error (self plus 50 pounds of objects only); 1/day-chain lightning, prismatic spray, and wall of force. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Spells: Ghaeles in humanoid form can cast divine spells from the cleric list and the Air, Animal, Chaos, Good, and Plant domains as 14th-level clerics (save DC 13 + spell level).

Gaze (Su): In humanoid form-slay evil creatures of 5 or fewer HD, range 60 feet, Will negates DC 18. Even if the save succeeds, the creature is affected as though by a fear spell for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed at a Will save (DC 18) or suffer the fear effect.

Positive Energy (Ex): The ghaele's incandescent sword deals an additional 2d6 points of positive energy damage to evil creatures.

Light Ray (Ex): A ghaele in globe form can project light rays with a range of 300 feet.

Celestial Qualities: Protective aura, electricity and petrification immunity, cold and acid resistance 20, tongues, +4 save against poison.

Alternate Form (Su): A ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack.

A ghaele remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Trumpet Archon

Spell-Like Abilities: At will: detect evil, continual flame, and message. These abilities are as the spells cast by a 12th-level sorcerer.

Celestial Qualities: Aura of menace (save DC 19), magic circle against evil, electricity and petrification immunity, teleport, tongues, +4 save against poison.

Spells: Trumpet archons can cast divine spells from the cleric list and from the Air, Destruction, Good, Law, and War domains as 14th-level clerics (save DC 13 + spell level).

Trumpet (Su): The archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed at a Fortitude save (DC 19) or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a +4 greatsword as a free action.

If the trumpet is ever stolen, it becomes a chunk of useless lead until the archon can recover it. Woe betide any thief caught with it.

Astral Deva

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed at a Fortitude save (DC 15) or be stunned for 1d6 rounds.

Spell-Like Abilities: At will: aid, continual flame, detect evil, discern lies, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility sphere (self only), polymorph self, remove curse, remove disease, and remove fear; 7/day-see invisibility and cure light wounds; 1/day-heal and blade barrier. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

Celestial Qualities: Protective aura; fire resistance 20, tongues; electricity, cold, acid, and petrification immunity, +4 save against poison.

Uncanny Dodge (Ex): Astral devas are never caught flat-footed and cannot be flanked.

Skills: Extremely alert, astral devas receive a +4 racial bonus to Spot and Listen checks.

Planetar

Spell-Like Abilities: At will: continual flame, dispel magic, holy smite, improved invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, and speak with dead; 3/day-blade barrier, flame strike, and raise dead; 1/day-earthquake, greater restoration, shapechange, and symbol (any). These abilities are as the spells cast by a 17th-level sorcerer (save DC 16 + spell level).

The following abilities are always active on the planetar's person, as the spells cast by a 17th-level sorcerer: detect evil, detect snares and pits, discern lies, see invisibility, and true seeing. They can be dispelled, but the planetar can reactivate them as a free action.

Spells: Planetars can cast divine spells from the cleric list and from the Air, Destruction, Good, Law, and War domains as 17th-level clerics (save DC 16 + spell level).

Celestial Qualities: Protective aura, fire resistance 20, tongues, electricity, cold, acid, and petrification immunity, +4 save against poison.

Solar

Spell-Like Abilities: At will: aid, animate objects, commune, continual flame, dimensional anchor, greater dispelling, holy smite, imprisonment, improved invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, resist elements, summon monster VII, and speak with dead; 3/day-blade barrier, earthquake, heal, permanency, resurrection, and shapechange; 1/day-greater restoration, mass charm, power word blind, power word kill, power word stun, prismatic spray, symbol (any), and wish. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

The following abilities are always active on the solar's person, as the spells cast by a 20th-level sorcerer: detect evil, detect snares and pits, discern lies, see invisibility, and true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells from the cleric list and from the Air, Destruction, Good, Law, and War domains as 20th-level clerics (save DC 17 + spell level).

Celestial Qualities: Protective aura, fire resistance 20, tongues, electricity, cold, acid, and petrification immunity, +4 save against poison.

Centaur

Large Monstrous Humanoid
Hit Dice: 4d8+8 (26 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
AC: 15 (-1 size, +2 Dex, +2 natural, +2 large shield)
Attacks: Greatclub +7 melee (or heavy lance +7 melee), 2 hooves +3 melee; or mighty composite longbow (+4) +5 ranged
Damage: Greatclub 1d10+4 (or heavy lance 1d8+4), hoof 1d6+2; or mighty composite longbow 1d8+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Saves: Fort +3, Ref +6, Will +5
Abilities: Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Skills: Hide +2 Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5
Feats: Weapon Focus (hoof)

Climate/Terrain: Temperate forest
Organization: Solitary, company (5-8), troop (8-18 plus 1 leader of 2nd-5th level), or tribe (20-200 plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th-9th level)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class

Centaur speak Sylvan and Elven.

Combat

Centaur usually don't provoke a fight. Their normal response to aggression is swift retreat, perhaps launching a few arrows to discourage pursuit. Against creatures dangerous to their communities, they use much the same tactics, except that about half their number will circle around to lie in ambush or attack the foe from the rear.

Centaur Characters

Centaur sometimes become bards, rangers, or druids. Their favored class is ranger. Centaur rangers often choose a magical beast or some variety of humanoid as their favored enemy. Centaur clerics can choose any two of the following domains: Animal, Good, and Plant.

Chaos Beast

Medium-Size Outsider (Chaotic)
Hit Dice: 8d8+8 (44 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft.
AC: 16 (+1 Dex, +5 natural)
Attacks: 2 claws +10 melee
Damage: Claw 1d3+2 and corporeal instability
Face/Reach: 5 ft. by 5 ft. to 10 ft. by 10 ft./5 ft.
Special Attacks: Corporeal instability
Special Qualities: SR 15, immune to transformation, immune to critical hits
Saves: Fort +7, Ref +7, Will +6
Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills: Climb +12, Escape Artist +11, Hide +10, Jump +10, Listen +9, Spot +9, Tumble +10
Feats: Dodge, Improved Initiative, Mobility

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic neutral
Advancement: 9-12 HD (Medium-size); 13-24 HD (Large)

Chaos beasts do not speak.

Combat

Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

Corporeal Instability (Su): A blow from a chaos beast can cause a terrible transformation. A living creature must succeed at a Fortitude save (DC 15) or become a spongy, amorphous mass. Unless controlled through an act of will, the victim's shape melts, flows, writhes, and boils. The affected creature is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large items: armor, backpacks, even shirts hamper more than help, reducing the creature's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the creature cannot act coherently. It cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll). Each round the creature spends in an amorphous state deals 1 point of permanent Wisdom drain from mental shock. If the creature's Wisdom score falls to 0, it becomes a chaos beast itself. A creature with a strong sense of self can regain its own shape by taking a standard action to attempt a Charisma check (DC 15). A success reestablishes the creature's normal form for 1 minute. On a failure, the creature can still repeat the check each round until successful. Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stonesskin spell does not cure the afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any lost Wisdom).

Immune to Transformation (Ex): No mortal magic can affect or fix a chaos beast's form. Effects such as polymorph or petrification force the creature into a new shape for a moment, but it immediately returns to its mutable form as a free action.

Chimera

Large Magical Beast
Hit Dice: 9d10+27 (76 hp)
Initiative: +1 (Dex)
Speed: 30 ft., fly 50 ft. (poor)
AC: 16 (-1 size, +1 Dex, +6 natural)
Attacks: Bite +12 melee, bite +10 melee, butt +10 melee, 2 claws +10 melee
Damage: Bite 2d6+4, bite 1d8+2, butt 1d8+2, claw 1d6+2

Face/Reach: 5 ft. by 10 ft./5 ft.
 Special Attacks: Breath weapon
 Special Qualities: Scent
 Saves: Fort +9, Ref +7, Will +4
 Abilities: Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
 Skills: Hide +4, Listen +9, Spot +9
 Feats: Alertness, Multiattack

Climate/Terrain: Any land and underground
 Organization: Solitary, pride (3-5), or flight (6-13)
 Challenge Rating: 7
 Treasure: Standard
 Alignment: Usually chaotic evil
 Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

Combat

A deadly foe, the chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can loose a breath weapon instead of biting. Several chimeras attack in concert.

Breath Weapon (Su): Every 1d4 rounds, damage 3d8, Reflex half DC 17. Use all rules for dragon breath of the appropriate variety (see the Dragon entry) except as specified in the table below.

To determine the head color and breath weapon randomly, roll 1d10 and consult the table.

1d10	Head Color	Breath Weapon
1-2	Black	Line of acid*
3-4	Blue	Line of lightning
5-6	Green	Cone of gas**
7-8	Red	Cone of fire
9-10	White	Cone of cold

*A line is always 5 feet high, 5 feet wide, and 40 feet long.

**A cone is always 20 feet long.

Skills: The chimera's three heads give it a +2 racial bonus to Spot and Listen checks.

Choker

Small Aberration
 Hit Dice: 3d8+3 (16 hp)
 Initiative: +4 (Improved Initiative)
 Speed: 20 ft., climb 10 ft.
 AC: 16 (+1 size, +5 natural)
 Attacks: 2 tentacle slaps +6 melee
 Damage: Tentacle slap 1d3+3
 Face/Reach: 5 ft. by 5 ft./10 ft.
 Special Attacks: Haste, improved grab, constrict 1d3+3
 Saves: Fort +2, Ref +1, Will +4
 Abilities: Str 16, Dex 10, Con 13, Int 4, Wis 13, Cha 7
 Skills: Climb +16, Hide +7, Move Silently +4
 Feats: Improved Initiative

Climate/Terrain: Any underground
 Organization: Solitary
 Challenge Rating: 2
 Treasure: 1/10 coins; 50% goods; 50% items
 Alignment: Usually chaotic evil
 Advancement: 4-6 HD (Small); 7-12 HD (Medium-size)

Chokers speak Undercommon.

Combat

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey.

Haste (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra partial action each round, as if affected by a haste spell.

Improved Grab (Ex): To use this ability, the choker must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Chuul

Large Aberration
Hit Dice: 11d8+44 (93 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft., swim 20 ft.
AC: 22 (-1 size, +3 Dex, +10 natural)
Attacks: 2 claws +12 melee
Damage: Claw 2d6+5
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Improved grab, squeeze, paralysis
Special Qualities: Paralysis and poison immunity
Saves: Fort +7, Ref +6, Will +9
Abilities: Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
Skills: Hide +13, Jump +11, Listen +13, Spot +13
Feats: Alertness, Improved Initiative

Climate/Terrain: Temperate and warm forest, marsh, and underground
Organization: Solitary or pack (2-5)
Challenge Rating: 7
Treasure: 1/10th coins; 50% goods; standard items
Alignment: Usually chaotic evil
Advancement: 12-16 HD (Large); 17-33 HD (Huge)

Combat

A chuul prefers to wait by the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. A chuul facing multiple opponents grabs with its claws and crushes its foes, then passes one opponent to its tentacles. It tries to always have one claw free, so if it faces a great number of opponents, it drops paralyzed or dead victims without eating them and continues grabbing, crushing, and paralyzing the rest.

Improved Grab (Ex): To use this ability, the chuul must hit with a claw attack.

Squeeze (Ex): A chuul that gets a hold automatically deals claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

Paralysis (Ex): The chuul can transfer grabbed victims from a claw to its tentacles as a partial action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Those held in the tentacles must succeed at a Fortitude save (DC 19) or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, the victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Cloaker

Large Aberration
Hit Dice: 6d8+18 (45 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 10 ft., fly 40 ft. (average)
AC: 19 (-1 size, +3 Dex, +7 natural)
Attacks: Tail slap +8 melee, bite +3 melee
Damage: Tail slap 1d6+5, bite 1d4+2
Face/Reach: 5 ft. by 5 ft./10 ft. (5 ft. with bite)
Special Attacks: Moan, engulf
Special Qualities: Shadow shift
Saves: Fort +5, Ref +5, Will +7
Abilities: Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
Skills: Hide +12, Listen +11, Move Silently +12, Spot +11
Feats: Alertness, Improved Initiative

Climate/Terrain: Underground
Organization: Solitary, mob (3-6), or flock (7-12)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Combat

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest attack.

Moan (Ex): A cloaker can emit a dangerous subsonic moan instead of biting. By changing the frequency, the cloaker may cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless noted otherwise, creatures who successfully save against these effects cannot be affected by the same moan effect from the same cloaker for one day.

- **Unnerve:** All within an 80-foot spread automatically suffer a -2 morale penalty to attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed at a Will save (DC 15) or enter a trance, unable to attack or defend themselves until the moaning stops. Even on a success, they must repeat the save in each round the moaning continues.
- **Fear:** All those within a 30-foot spread must succeed at a Will save (DC 15) or flee in terror for 2 rounds.
- **Nausea:** Everyone in a 30-foot cone must succeed at a Fortitude save (DC 15) or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.
- **Stupor:** A single creature within 30 feet of the cloaker must succeed at a Fortitude save (DC 15) or be affected as though by a hold person spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium-size or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it bites the engulfed victim with a +4 attack bonus. It can still use its whiplike tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): Cloakers can manipulate shadows. This ability is effective only in shadowy areas and has several possible effects.

- **Obscure Vision:** The cloaker gains onequarter concealment (10% miss chance) for 1d4 rounds.
- **Dancing Images:** This duplicates a mirror image spell cast by a 6th-level sorcerer.
- **Silent Image:** This duplicates a silent image spell cast by a 6th-level sorcerer.

Cockatrice

Small Magical Beast
Hit Dice: 5d10 (27 hp)
Initiative: +3 (Dex)
Speed: 20 ft., fly 60 ft. (poor)
AC: 14 (+1 size, +3 Dex)
Attacks: Bite +4 melee
Damage: Bite 1d4-2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Petrification
Special Qualities: Petrification immunity
Saves: Fort +4, Ref +7, Will +2
Abilities: Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
Skills: Listen +7, Spot +7
Feats: Alertness, Dodge

Climate/Terrain: Any temperate and warm land and underground
Organization: Solitary, flight (2-4), or flock (6-13)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6-8 HD (Small); 9-15 HD (Medium-size)

Combat

The cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces.

Petrification (Su): A cockatrice can turn beings to stone with a touch. Creatures hit by a cockatrice must succeed at a Fortitude save (DC 15) or instantly turn to stone.

Petrification Immunity (Ex): Cockatrices are immune to the petrifying ability of other cockatrices, but other petrifying attacks affect them normally (a medusa's gaze, gorgon's breath, a flesh to stone spell, etc.).

Couatl

Large Outsider (Good, Lawful)
Hit Dice: 9d8+18 (58 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 60 ft. (good)
AC: 15 (-1 size, +3 Dex, +3 natural)
Attacks: Bite +12 melee
Damage: Bite 1d3+6 and poison
Face/Reach: 5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks: Spells, psionics, poison, constrict 2d8+6
Special Qualities: Telepathy, ethereal jaunt
Saves: Fort +8, Ref +9, Will +10
Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17
Skills: Concentration +14, Knowledge (any three) +8, Listen +16, Search +15, Sense Motive +16, Spellcraft +15, Spot +16, Tumble +15
Feats: Dodge, Improved Initiative, Still Spell

Climate/Terrain: Warm forest
Organization: Solitary, pair, or flight (3-6)
Challenge Rating: 10
Treasure: Standard
Alignment: Always lawful good
Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Couatls speak Common, Draconic, and Celestial and also have the power of telepathy.

Combat

A couatl seldom attacks without provocation, though it always attacks evildoers caught red-handed. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

Spells: A couatl casts spells as a 9th-level sorcerer, except that it does not need material components. It can also cast spells from the cleric list and from the Air, Good, and Law domains as arcane spells.

Psionics (Su): At will: detect chaos, detect evil, detect good, detect law, detect thoughts, invisibility, plane shift, and polymorph self. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

Poison (Ex): Bite, Fortitude save (DC 16); initial damage 2d4 temporary Strength, secondary damage 4d4 temporary Strength.

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check against Huge or smaller creatures. Often, a couatl uses a stilled and quickened spell against other opponents while constricting a foe.

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score of at least 1. The creature can respond to the couatl if it wishes-no common language is needed.

Ethereal Jaunt (Su): This works like the spell as cast by a 16th-level sorcerer.

Skills: Arcana, history, and nature are favored Knowledge skills among couatls.

Darkmantle

Small Magical Beast
Hit Dice: 1d10+1 (6 hp)
Initiative: +4 (Improved Initiative)
Speed: 20 ft., fly 30 ft. (poor)
AC: 17 (+1 size, +6 natural)
Attacks: Slam +5 melee
Damage: Slam 1d4+4
Face/Reach: 5 ft by 5 ft./5 ft.
Special Attacks: Darkness, improved grab, constrict 1d4+4
Special Qualities: Blindsight
Saves: Fort +3, Ref +2, Will +0
Abilities: Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
Skills: Hide +11, Listen +5*
Feats: Improved Initiative

Climate/Terrain: Any underground
Organization: Solitary, pair, clutch (3-9), or swarm (6-15)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Small)

Combat

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent's head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.

Darkness (Su): Once per day a darkmantle can cause darkness as the spell cast by a 5th-level sorcerer. It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, the darkmantle must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 damage with a successful grapple check.

Blindsight: A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A silence spell negates this and effectively blinds the darkmantle.

Skills: A darkmantle receives a +4 racial bonus to Listen checks. *This bonus is lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus to Hide checks.

Delver

Huge Aberration
Hit Dice: 15d8+75 (142 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft., burrow 10 ft.
AC: 14 (-2 size, +1 Dex, +5 natural)
Attacks: 2 slams +17 melee
Damage: Slam 1d6+8 and 2d6 acid
Face/Reach: 10 ft. by 20 ft./"10 ft.
Special Attacks: Acid
Special Qualities: Acid immunity, corrosive slime, tremorsense, stone shape
Saves: Fort +10, Ref +6, Will +11
Abilities: Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12
Skills: Intuit Direction +9, Knowledge (geology) +9, Listen +13, Move Silently +19, Spot +13
Feats: Alertness, Blind-Fight, Improved Initiative, Power Attack

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Usually neutral
Advancement: 16-30 HD (Huge); 31-45 HD (Gargantuan)

Delvers speak Terran and Undercommon.

Combat

Delvers prefer to fight from their tunnels, which they use to protect their flanks while lashing out with their flippers.

Corrosive Slime (Ex): Delvers produce a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds at a Reflex save (DC 22). Weapons that strike a delver also dissolve immediately unless the wielder succeeds at a Reflex save (DC 22). Creatures attacking the delver with natural weapons take damage from the slime each time their attacks hit unless they succeed at Reflex saves (DC 22).

Tremorsense (Ex): A delver can automatically sense the location of anything within 60 feet that is in contact with the ground.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as stone shape cast by a 15th-level druid.

Demon

	Dretch (Tanar'ri) Small Outsider (Chaotic, Evil) 2d8 (9 hp) +0 20 ft. 16 (+1 size, +5 natural) 2 claws +3 melee, bite +1 melee Claw 1d4, bite 1d4 5 ft. by 5 ft./5 ft. Spell-like abilities, summon tanar'ri	Quasit Tiny Outsider (Chaotic, Evil) 3d8 (13 hp) +3 (Dex) 20 ft., fly 50 ft. (perfect) 18 (+2 size, +3 Dex, +3 natural) 2 claws +8 melee, bite +3 melee Claw 1d3-1 and poison, bite 1d4-1 2 1/2 ft. by 2 1/2 ft./0 ft. Spell-like abilities, poison	Succubus (Tanar'ri) Medium-Size Outsider (Chaotic, Evil) 6d8+6 (33 hp) +1 (Dex) 30 ft., fly 50 ft. (average) 20 (+1 Dex, +9 natural) 2 claws +7 melee Claw 1d3+1 5 ft. by 5 ft./5 ft. Spell-like abilities, energy drain, summon tanar'ri Damage reduction 20/+2, SR 12, tanar'ri qualities, alternate form, tongues Fort +6, Ref +6, Will +7 Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20 Bluff +11, Concentration +7, Disguise +11*, Escape Artist +7, Hide +7, Knowledge (any one) +9, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16 Dodge, Mobility Any land and underground Solitary
Special Qualities:	Damage reduction 5/silver, SR 5, tanar'ri qualities	Damage reduction 5/silver, SR 5, poison immunity, fire resistance 20, alternate form, regeneration 2	Damage reduction 20/+2, SR 12, tanar'ri qualities, alternate form, tongues
Saves:	Fort +3, Ref +3, Will +3	Fort +3, Ref +6, Will +4	Fort +6, Ref +6, Will +7
Abilities:	Str 10, Dex 10, Con 10, Int 5, Wis 11, Cha 11	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10	Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20
Skills:	-	Hide +14, Listen +6, Move Silently +6, Search +4, Spellcraft +4, Spot +6	Bluff +11, Concentration +7, Disguise +11*, Escape Artist +7, Hide +7, Knowledge (any one) +9, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16
Feats:	Multiattack	Weapon Finesse (bite, claw)	Dodge, Mobility
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary, gang (2-4), swarm (6-15), or mob (10-40)	Solitary	Solitary
Challenge Rating:	2	3	9
Treasure:	None	None	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	3-6 HD (Small)	4-6 HD (Tiny)	7-12 HD (Medium-size)
	Bebilith Huge Outsider (Chaotic, Evil) 12d8+48 (102 hp) +5 (+1 Dex, +4 Improved Initiative) 40 ft., climb 20 ft. 25 (-2 size, +1 Dex, +16 natural) Bite +19 melee, 2 claws +14 melee	Retriever Huge Construct 10d10 (55 hp) +1 (Dex) 50 ft. 22 (-2 size, +1 Dex, +13 natural) 4 claws +12 melee	Vrock (Tanar'ri) Large Outsider (Chaotic, Evil) 8d8+24 (60 hp) +2 (Dex) 30 ft., fly 50 ft. (average) 25 (-1 size, +2 Dex, +14 natural) 2 claws +11 melee, bite +9 melee, 2 rakes +9 melee Claw 1d8+4, bite 1d6+2, rake 1d4+2
Damage:	Bite 2d6+9 and poison, claw 2d4+4 and armor damage	Claw 2d6+7	Claw 1d8+4, bite 1d6+2, rake 1d4+2
Face/Reach:	15 ft. by 15 ft./10 ft.	10 ft. by 10 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Web, poison, armor damage	Eye rays +6 ranged touch, improved grab, find target	Spell-like abilities, spores, screech, dance of ruin, summon tanar'ri
Special Qualities:	Damage reduction 30/+3, protective	Construct, regeneration 5	Damage reduction 20/+2, SR 22, aura, plane shift, scent, telepathy
Saves:	Fort +12, Ref +9, Will +9	Fort +3, Ref +4, Will +3	Fort +9, Ref +8, Will +8
Abilities:	Str 28, Dex 12, Con 18, Int 11, Wis 13, Cha 13	Str 25, Dex 13, Con -, Int -, Wis 11, Cha 1	Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 12
Skills:	Climb +21, Hide +11, Jump +21, Listen +17, Move Silently +15, Search +14, Sense Motive +15, Spot +17	-	Concentration +14, Hide +9, Knowledge (any one) +12, Listen +13, Move Silently +13, Search +13, Sense Motive +13, Spellcraft +12,
Feats:	Alertness, Cleave, Improved Initiative, Power Attack	-	Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary, gang (2-4), or squad (6-10)
Challenge Rating:	9	10	13
Treasure:	None	None	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)	11-15 HD (Huge); 16-30 HD (Gargantuan)	9-12 HD (Large); 13-24 HD (Huge)
	Hezrou (Tanar'ri) Large Outsider (Chaotic, Evil) 9d8+27 (67 hp) +0 30 ft. 26 (-1 size, +17 natural) Bite +13 melee, 2 claws +8 melee	Glabrezu (Tanar'ri) Huge Outsider (Chaotic, Evil) 10d8+40 (85 hp) +0 40 ft. 27 (-2 size, +19 natural) 2 pincers +15 melee, 2 claws +13 melee, bite +13 melee Pincer 2d6+7, claw 1d3+3, bite 1d4+3 5 ft. by 10 ft./15 ft. Spell-like abilities, improved grab, summon tanar'ri Damage reduction 20/+2, SR 21, tanar'ri qualities, detect magic, true seeing	Nalfeshnee (Tanar'ri) Huge Outsider (Chaotic, Evil) 11d8+44 (93 hp) +1 (Dex) 30 ft., fly 40 ft. (poor) 28 (-2 size, +1 Dex, +19 natural) Bite +15 melee, 2 claws +13 melee
Damage:	Bite 4d4+5, claw 1d6+2	Pincer 2d6+7, claw 1d3+3, bite 1d4+3	Bite 2d4+6, claw 1d4+3
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities, stench, improved grab, summon tanar'ri	Spell-like abilities, improved grab, summon tanar'ri	Spell-like abilities, smite, summon tanar'ri
Special Qualities:	Damage reduction 20/+2, SR 23, tanar'ri qualities, half damage	Damage reduction 20/+2, SR 21, tanar'ri qualities, detect magic, true seeing	Damage reduction 20/+2, SR 24, tanar'ri qualities, know alignment, see invisibility
Saves:	Fort +9, Ref +6, Will +8	Fort +11, Ref +7, Will +10	Fort +11, Ref +8, Will +13
Abilities:	Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 14	Str 25, Dex 10, Con 19, Int 16, Wis 16, Cha 16	Str 23, Dex 13, Con 19, Int 22, Wis 22, Cha 16
Skills:	Concentration +15, Hide +14, Listen +22, Move Silently +12, Search +14, Spellcraft +14, Spot +22	Bluff +13, Concentration +14, Hide +2, Knowledge (any one)+13, Listen +21, Move Silently +10, Scry +13, Search +13, Sense Motive +13, Spellcraft +13, Spot +21	Bluff +17, Concentration +18, Diplomacy +17, Hide +7, Knowledge (arcana) +16, Listen +26, Move Silently +15, Scry +19, Search +20, Sense Motive +19, Spellcraft +20, Spot +26
Feats:	Blind-Fight, Cleave, Power Attack	Cleave, Multiattack, Power Attack	Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary or gang (2-4)	Solitary or troupe (1 glabrezu, 1 succubus, and 2-5 vrocks)	Solitary or troupe (1 nalfeshnee, 1 hezrou, and 2-5 vrocks)
Challenge Rating:	14	15	16
Treasure:	Standard	Standard coins; double goods;	Standard coins; double goods;

Alignment:	Always chaotic evil	standard items	standard items
Advancement:	10-13 HD (Large); 14-27 HD (Huge)	Always chaotic evil 11-15 HD (Huge); 16-30 HD (Gargantuan)	Always chaotic evil 12-17 HD (Huge); 18-33 HD (Gargantuan)
Hit Dice:	Marilith (Tanar'ri) Large Outsider (Chaotic, Evil) 9d8+45 (85 hp)	Balor (Tanar'ri) Large Outsider (Chaotic, Evil) 13d8+52 (110 hp)	
Initiative:	+2 (Dex)	+5 (+1 Dex, +4 Improved Initiative)	
Speed:	40 ft.	40 ft., fly 90 ft. (good)	
AC:	29 (-1 size, +2 Dex, +18 natural)	30 (-1 size, +1 Dex, +20 natural)	
Attacks:	Weapon +13/+8 melee, 5 weapons +13 melee, tail slam +11 melee	+1 vorpal greatsword +18/+13/+8 melee, whip +17 melee; or 2 slams +19 melee	
Damage:	Weapon 1d8+5, weapons 1d8+2, tail slam 4d6+2	+1 vorpal greatsword 2d6+8, whip 1d4+3 and entangle; or slam 1d6+7 and fear	
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft. (15 ft. with whip)	
Special Attacks:	Spell-like abilities, improved grab, constrict 4d6+7, summon tanar'ri	Spell-like abilities, fear, entangle, body flames, summon tanar'ri	
Special Qualities:	Damage reduction 20/+2, SR 25, tanar'ri qualities	Damage reduction 30/+3, SR 28, tanar'ri qualities, death throes	
Saves:	Fort +11, Ref +8, Will +10	Fort +12, Ref +9, Will +13	
Abilities:	Str 21, Dex 15, Con 21, Int 18, Wis 18, Cha 16	Str 25, Dex 13, Con 19, Int 20, Wis 20, Cha 16	
Skills:	Bluff +14, Concentration +15, Hide +10, Listen +24, Move Silently +12, Scry +14, Search +14, Sense Motive +15, Spellcraft +14, Spot +24	Bluff +18, Concentration +19, Diplomacy +17, Hide +13, Knowledge (any one) +13, Listen +28, Move Silently +13, Scry +21, Search +20, Sense Motive +20, Spellcraft +21, Spot +29	
Feats:	Cleave, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack	Ambidexterity, Cleave, Improved Initiative, Two-Weapon Fighting	
Climate/Terrain:	Any land and underground	Any land and underground	
Organization:	Solitary or pair	Solitary or troupe (1 balor, 1 marilith, and 2-5 hezrous)	
Challenge Rating:	17	18	
Treasure:	Standard coins; double goods; standard items, plus 1d4 magic weapons	Standard coins; double goods, plus whip; standard items, plus +1 vorpal greatsword	
Alignment:	Always chaotic evil	Always chaotic evil	
Advancement:	10-13 HD (Large); 14-27 HD (Huge)	14-19 HD (Large); 20-39 HD (Huge)	

Except where noted below, all demons speak Infernal, Celestial, and Draconic.

Combat

Summon Tanar'ri (Sp): Tanar'ri can summon other tanar'ri much as though casting a summon monster spell, but they have only a limited chance of success. Roll d%: On a failure, no tanar'ri answer the summons. Summoned creatures automatically return whence they came after 1 hour. A tanar'ri that has just been summoned cannot use its own summon ability for 1 hour.

Tanar'ri Qualities

Immunities (Ex): Tanar'ri are immune to poison and electricity.

Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.

Telepathy (Su): Tanar'ri can communicate telepathically with any creature within 100 feet that has a language (although dretches are more limited).

Dretch

Spell-Like Abilities: At will-darkness, scare, and telekinesis; 1/day-stinking cloud. These abilities are as the spells cast by a 2nd-level sorcerer (save DC 10 + spell level).

Summon Tanar'ri (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Quasit

Spell-Like Abilities: At will-detect good, detect magic, and invisibility (self only); 1/day-cause fear (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Once per week a quasit can use commune to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as polymorph self cast by a 12th-level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium-size. Common forms include bat, monstrous centipede, toad, and wolf.

Regeneration (Ex): Quasits take normal damage from acid, and from holy and blessed weapons.

Succubus

Spell-Like Abilities: At will-charm monster, clairaudience/ clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, ethereal jaunt (self plus 50 pounds of objects only), suggestion, and teleport without error (self plus 50 pounds of objects only); 1/day unholy blight. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace inflicts one negative level; the victim must succeed at a Wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 18.

Summon Tanar'ri (Sp): Once per day a succubus can attempt to summon one balor with a 10% chance of success.

Alternate Form (Su): Succubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms.

*While using this ability, a succubus gains a +10 circumstance bonus to Disguise checks.

Tongues (Su): A succubus has a permanent tongues ability as the spell cast by a 12th-level sorcerer. Succubi usually use verbal communication with mortals and save telepathic communication for conversing with other fiends.

Skills: Succubi receive a +8 racial bonus to Listen and Spot checks.

*When using alternate form, a succubus receives an additional +10 circumstance bonus to Disguise checks.

Bebilith

Bebiliths do not speak but understand Abyssal. Their telepathy allows them to communicate silently with one another.

Web (Ex): Four times per day a bebilith can shoot webs from its abdomen. This attack is like a web spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 20, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

Poison (Ex): Bite, Fortitude save (DC 20); initial damage 1d6 temporary Constitution, secondary damage 2d6 temporary Constitution. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air.

Armor Damage (Ex): A bebilith's claws can catch and tear an opponent's armor. If the opponent has both armor and a shield, roll 1d6: A roll of 1-4 affects the armor and a roll of 5-6 affects the shield. Make a grapple check whenever the bebilith hits with a claw attack, adding to the opponent's roll any magical bonus for the armor or shield. If the bebilith wins, the affected armor or shield is torn away and ruined.

Protective Aura (Su): A magic circle against chaos, evil, good, or law effect always surrounds a bebilith, identical with the spell cast by a 12th-level sorcerer. The bebilith usually chooses magic circle against chaos but can change the aura each round as a free action. The aura can be dispelled, but the bebilith can create it again during its next turn as a free action. (The defensive benefits from the aura are not included in the creature's statistics.)

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell of the same name.

Skills: The bebilith's mottled coloration gives it a +8 racial bonus to Hide checks.

Retriever

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire two rays, but an individual ray is usable only once every 6 rounds. It cannot fire rays in the same round as it makes physical attacks.

Each effect follows the rules for a ray. Save DC is 16.

The four eye effects are:

- Fire: Deals 12d6 fire damage to the target and to all those within 5 feet (those nearby are allowed Reflex saves to halve the damage).
- Cold: Deals 12d6 cold damage to the target.
- Electricity: Deals 12d6 electricity damage to the target.
- Petrification: The target must succeed at a Fortitude save or turn to stone permanently.

Improved Grab (Ex): To use this ability, the retriever must hit with its bite attack. If it gets a hold, it holds the opponent fast in its mouth. This is how it usually "retrieves" things.

Find Target (Sp): When ordered to find an item or being, a retriever does so unerringly, as though guided by discern location.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Regeneration (Ex): Blessed and holy weapons deal normal damage to retrievers.

A retriever that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. A retriever regrows lost body parts in one day (lost parts become inert).

Vrock

Spell-Like Abilities: At will: darkness, desecrate, detect good, detect magic, mass charm, mirror image, telekinesis, and teleport without error (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 11 + spell level).

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds. The spores automatically deal 1d8 points of damage to all creatures within 5 feet of the vrock. They then penetrate the skin and grow, dealing an additional 1d2 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. Every creature within a 30-foot radius must succeed at a Fortitude save (DC 17) or be stunned for 1 round.

Dance of Ruin (Su): To use this ability, a group of five or more vocks join hands in a circle, dancing wildly and chanting. If they dance for 3 rounds, a wave of crackling energy flashes outward in a 100-foot radius. All nondemon creatures within the radius take 2d20 points of damage (Reflex half DC 15). Forcing the vocks to break the circle stops the dance.

Summon Tanar'ri (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success.

Skills: Vrocks receive a +8 racial bonus to Listen and Spot checks.

Hezrou

Spell-Like Abilities: At will-animate object, blasphemy, blink, chaos hammer, deeper darkness, desecrate, detect good, detect magic, dispel good, magic circle against good, produce flame, summon swarm, teleport without error (self plus 50 pounds of objects only), and unholy blight; 3/day-gaseous form. These abilities are as the spells cast by a 13th-level sorcerer (save DC 12 + spell level).

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. All creatures (except other tanar'ri) within 10 feet must succeed at a Fortitude save (DC 17) or be overwhelmed by nausea. They are rendered helpless from gagging and vomiting for as long as they remain in the affected area and for 1d4 rounds afterward. Creatures who successfully save suffer a -2 morale penalty to attack rolls but cannot be affected again by the same hezrou's stench for one day. A delay poison or neutralize poison spell removes the effect from one creature.

Improved Grab (Ex): To use this ability, the hezrou must hit a Medium-size or smaller opponent with both claw attacks.

Summon Tanar'ri (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success.

Half Damage (Ex): Any nonmagical attack against a hezrou, including hits from enchanted weapons, deals only half damage. This effect does not stack with the hezrou's damage reduction; apply either the damage reduction or the half damage, whichever results in the least amount of damage suffered.

Skills: Hezrous receive a +8 racial bonus to Listen and Spot checks.

Glabrezu

Spell-Like Abilities: At will-burning hands, chaos hammer, charm person, confusion, death knell, deeper darkness, desecrate, detect good, dispel magic, enlarge, mirror image, reverse gravity, shatter, and unholy blight. These abilities are as the spells cast by a 10th-level sorcerer (save DC 13 + spell level).

A glabrezu also can teleport without error (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer. Seven times per day it can cast power word, stun as a 15th-level sorcerer.

Improved Grab (Ex): To use this ability, the glabrezu must hit a Medium-size or smaller opponent with a pincer attack. If it gets a hold, it deals automatic pincer damage each round the hold is maintained.

Summon Tanar'ri (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success.

Detect Magic (Su): Glabrezu continuously detect magic as the spell cast by a 12th-level sorcerer.

True Seeing (Su): Glabrezu continuously use true seeing as the spell cast by a 12th-level cleric.

Skills: Glabrezu receive a +8 racial bonus to Listen and Spot checks.

Nalfeshnee

Spell-Like Abilities: At will-alter self, call lightning, chaos hammer, chill touch, death knell, deeper darkness, desecrate, detect magic, feeblemind, forget, greater dispelling, invisibility (self only), magic circle against good (self only), mirror image, raise dead, slow, teleport without error (self plus 50 pounds of objects only), unholy aura, unholy blight, and web. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Smite (Su): Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Affected creatures take 15 points of damage (Reflex half DC 18). They also must succeed at a Will save (DC 18) or be in a stupor for 1d10 rounds as visions of their worst fears hound them. They receive full Dexterity and shield bonuses to AC if attacked but can take no actions. Other tanar'ri are immune to this effect.

Summon Tanar'ri (Sp): Twice per day a nalfeshnee can attempt to summon 1d4 vrocks, 1d4 hezrous, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success.

Know Alignment (Su): Nalfeshnees always know the alignment of any creature that they look upon.

See Invisibility (Su): Nalfeshnees continuously see invisibility as the spell cast by a 12th-level sorcerer.

Skills: Nalfeshnees receive a +8 racial bonus to Listen and Spot checks.

Marilith

Spell-Like Abilities: At will-animate dead, bestow curse, chaos hammer, cloudkill, comprehend languages, darkness, desecrate, detect good, detect law, detect magic, inflict serious wounds, magic circle against good (self only), magic weapon, project image, polymorph self, pyrotechnics, see invisibility, shatter, telekinesis, teleport without error (self plus 50 pounds of objects only), unholy aura, and unholy blight. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

Improved Grab (Ex): To use this ability, the marilith must hit a Medium-size or smaller opponent with its tail slam attack. If it succeeds, it can constrict.

Constrict (Ex): A marilith deals 4d6+7 points of damage with a successful grapple check against Medium-size or smaller creatures. The constricted creature must succeed at a Fortitude save (DC 19) or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter.

Summon Tanar'ri (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success.

Skills: Mariliths receive a +8 racial bonus to Listen and Spot checks.

Feats: A marilith receives the Multidexterity and Multiweapon Fighting feats as bonus feats. In combination with its natural abilities, these feats allow the marilith to attack with all its arms at no penalty.

Balor

Spell-Like Abilities: At will-blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire; 1/day-fire storm and implosion. These abilities are as the spells cast by a 20th-level sorcerer (save DC 13 + spell level).

Fear (Su): A creature hit by a balor's slam attack must succeed at a Will save (DC 19) or flee in terror for 1d6 rounds.

Entangle (Ex): A balor's whip entangles foes much like an attack with a net. The whip has a maximum range of 40 feet, with a range increment of 10 feet, and 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

Body Flames (Su): Balors can wreath their bodies in roaring flames as a free action. The balor suffers no harm, but anyone grappling with it takes 4d6 points of fire damage each round.

Vorpal Sword (Su): Every balor carries a +1 vorpal greatsword that looks like a flame or a bolt of lightning. The sword also has the spell-like ability to detect good as cast by a 12th-level sorcerer, except that its range is 30 feet.

Detect Magic (Su): Balors continuously detect magic as the spell cast by a 20th-level sorcerer.

See Invisibility (Su): Balors continuously see invisibility as the spell cast by a 20th-level sorcerer.

Summon Tanar'ri (Sp): Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor.

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 50 points of damage to everything within 100 feet (Reflex half DC 20).

Skills: Balors receive a +8 racial bonus to Listen and Spot checks.

Devil

	Lemure (Baatezu) Medium-Size Outsider (Evil, Lawful)	Imp Tiny Outsider (Evil, Lawful)	Osyluth (Baatezu) Large Outsider (Evil, Lawful)
Hit Dice:	2d8 (9 hp)	3d8 (13 hp)	5d8+10 (32 hp)
Initiative:	+0	+3 (Dex)	+4 (Improved Initiative)
Speed:	20 ft.	20 ft., fly 50 ft. (perfect)	40 ft.
AC:	13 (+3 natural)	18 (+2 size, +3 Dex, +3 natural)	17 (-1 size, +8 natural)
Attacks:	2 claws +2 melee	Sting +8 melee	Bite +9 melee, 2 claws +4 melee, sting +4 melee
Damage:	Claw 1d3	Sting 1d4 and poison	Bite 1d8+5, claw 1d4+2, sting 3d4+2 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	-	Spell-like abilities, poison	Spell-like abilities, fear aura, poison, summon baatezu
Special Qualities:	Damage reduction 5/silver, SR 5, baatezu qualities, mindless	Damage reduction 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2	Damage reduction 10/+1, SR 22, baatezu qualities, know alignment
Saves:	Fort +3, Ref +3, Will +3	Fort +3, Ref +6, Will +4	Fort +6, Ref +4, Will +6
Abilities:	Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10	Str 21, Dex 10, Con 15, Int 14, Wis 14, Cha 14
Skills:	-	Hide +15, Listen +5, Move Silently +5, Spot +5, Search +5, Spellcraft +5, Dodge, Weapon Finesse (sting)	Concentration +8, Hide +3, Listen +11, Move Silently +8, Search +8, Sense Motive +10, Spot +12
Feats:	-	Alertness, Improved Initiative	Alertness, Improved Initiative
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary, gang (2-4), swarm (6-15), or mob (10-40)	Solitary	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	1	2	6
Treasure:	None	None	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	3-6 HD (Small)	4-6 HD (Tiny)	6-8 HD (Large); 9-15 HD (Huge)
	Kyton Medium-Size Outsider (Evil, Lawful)	Hellcat Large Outsider (Evil, Lawful)	Barbazu (Baatezu) Medium-Size Outsider (Evil, Lawful)
Hit Dice:	8d8+8 (44 hp)	7d8+21 (52 hp)	6d8+6 (33 hp)
Initiative:	+4 (Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)	+4 (Improved Initiative)
Speed:	30 ft.	40 ft.	40 ft.
AC:	18 (+8 natural)	14 (-1 size, +2 Dex, +3 natural)	17 (+7 natural)
Attacks:	2 chain rakes +9 melee	2 claws +12 melee, bite +7 melee	Glaive +8/+3 melee; or claws +8
Damage:	Chain rake 1d8+1	Claw 1d4+6, bite 2d6+3	Glaive 1d10+3 and wounding;
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Dancing chains, unnerving gaze	Pounce, improved grab, rake 1d4+3	Wounding, beard, battle frenzy,
Special Qualities:	Damage reduction 20/+2, SR 17, cold immunity, regeneration 2	Scent, invisible in light, SR 16, damage reduction 20/+2, fire resistance 20	Damage reduction 10/+1, SR 23, baatezu qualities
Saves:	Fort +7, Ref +6, Will +6	Fort +8, Ref +7, Will +7	Fort +6, Ref +5, Will +5
Abilities:	Str 13, Dex 11, Con 13, Int 6, Wis 10, Cha 12	Str 23, Dex 15, Con 17, Int 10, Wis 14, Cha 10	Str 15, Dex 11, Con 13, Int 6, Wis 10, Cha 10
Skills:	Climb +12, Craft (blacksmithing) +10, Escape Artist +11, Listen +13, Spot +13	Climb +16, Jump +16, Listen +16, Move Silently +16, Spot +12, Swim +12	Concentration +7, Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6
Feats:	Alertness, Improved Critical (chain), Improved Initiative	Dodge, Improved Initiative	Cleave, Improved Initiative
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary, gang (2-4), band (6-10), or mob (11-20)	Solitary, pair, or pride (6-10)	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	6	7	7
Treasure:	Standard	None	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	9-16 HD (Medium-size)	8-10 HD (Large); 11-21 HD (Huge)	7-9 HD (Medium-size); 10-18 HD (Large)
	Erinyes (Baatezu) Medium-Size Outsider (Evil, Lawful)	Hamatula (Baatezu) Medium-Size Outsider (Evil, Lawful)	Cornugon (Baatezu) Large Outsider (Evil, Lawful)
Hit Dice:	6d8+6 (33 hp)	9d8+9 (49 hp)	11d8+33 (82 hp)
Initiative:	+1 (Dex)	+0	+1 (Dex)
Speed:	30 ft., fly 50 ft. (average)	30 ft.	20 ft., fly 50 ft. (average)
AC:	20 (+1 Dex, +9 natural)	22 (+12 natural)	25 (-1 size, +1 Dex, +15 natural)
Attacks:	Longsword +8/+3 melee; or longbow +7/+2 ranged; or rope +7 ranged	2 claws +12 melee	Whip +15/+10/+5 melee (or 2 claws +15 melee), bite +9 melee, tail +9 melee
Damage:	Longsword 1d8+3; or longbow 1d8; or rope entangle	Claw 2d4+3 and fear	Whip 1d6+5 and stun, claw 1d4 +5; bite 1d4+2, tail 1d3+2 and wound
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Rope entangle, charm person, summon baatezu	Fear, improved grab, impale 3d4+4, summon baatezu	Spell-like abilities, fear aura, stun, wound, summon baatezu
Special Qualities:	Damage reduction 10/+1, SR 12, baatezu qualities, tongues	Damage reduction 10/+1, SR 23, baatezu qualities	Damage reduction 20/+2, SR 24, baatezu qualities, regeneration 5
Saves:	Fort +6, Ref +6, Will +7	Fort +7, Ref +6, Will +8	Fort +10, Ref +8, Will +9

Abilities:	Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20	Str 17, Dex 11, Con 13, Int 12, Wis 14, Cha 10	Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 14
Skills:	Concentration +9, Disguise +11, Escape Artist +8, Hide +9, Listen +10, Move Silently +9, Search +9, Spot +10	Concentration +13, Hide +12, Listen +15, Move Silently +12, Search +13, Sense Motive +13, Spot +15	Bluff +14, Climb +16, Concentration +15, Hide +7, Listen +14, Move Silently +14, Search +14, Sense Motive +14, Spot +14
Feats:	Dodge, Mobility	Alertness, Cleave, Power Attack	Cleave, Power Attack, Sunder
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary, team (2-4), or squad (6-10)	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	7	8	10
Treasure:	Standard, plus rope	Standard	Standard coins; double goods; standard items
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	7-12 HD (Medium-size)	10 HD (Medium-size); 11-21 HD (Large)	12-15 HD (Large); 16-30 HD (Huge)
	Gelugon (Baatezu)		Pit Fiend (Baatezu)
Hit Dice:	Large Outsider (Evil, Lawful)		Large Outsider (Evil, Lawful)
Initiative:	12d8+60 (114 hp)		13d8+65 (123 hp)
Speed:	+1 (Dex)		+5 (+1 Dex, +4 Improved Initiative)
AC:	40 ft.		40 ft., fly 60 ft. (average)
Attacks:	28 (-1 size, +1 Dex, +18 natural)		30 (-1 size, +1 Dex, +20 natural)
Damage:	Longspear +17/+12/+7 melee (or 2 claws +17 melee), bite +12 melee, tail +12 melee		2 claws +19 melee, 2 wings +14 melee, bite +14 melee, tail slap +14 melee
Face/Reach:	Longspear 1d8+9 and cold, claw 1d8+6, bite 2d4+3, tail 3d4+3 and cold		Claw 1d6+7, wing 1d4+3, bite 2d6+3 and poison plus disease, tail slap 2d4+3
Special Attacks:	10 ft. by 10 ft./15 ft.		5 ft. by 5 ft./10 ft.
Special Qualities:	Spell-like abilities, fear aura, cold, summon baatezu		Spell-like abilities, fear aura, improved grab, constrict 2d4+10, summon baatezu
Saves:	Damage reduction 20/+2, SR 25, baatezu qualities, regeneration 5		Damage reduction 25/+2, SR 28, baatezu qualities, regeneration 5
Abilities:	Fort +13, Ref +9, Will +14		Fort +13, Ref +9, Will +13
Skills:	Str 23, Dex 13, Con 21, Int 22, Wis 22, Cha 16		Str 25, Dex 13, Con 21, Int 20, Wis 20, Cha 16
Feats:	Bluff +16, Climb +20, Concentration +20, Disguise +17, Jump +19, Knowledge (arcana) +20, Listen +22, Move Silently +16, Search +20, Sense Motive +20, Spellcraft +20, Spot +22		Bluff +17, Climb +20, Concentration +19, Disguise +17, Hide +4, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +17, Search +21, Spellcraft +21, Spot +21
Climate/Terrain:	Alertness, Cleave, Dodge, Power Attack		Cleave, Great Cleave, Improved Initiative, Power Attack
Organization:	Any land and underground		Any land and underground
Challenge Rating:	Solitary, team (2-4), squad (6-10), or troupe (1-2 gelugons, 7-12 barbazus, and 1-4 osyluths)		Solitary, team (2-4), or troupe (1-2 pit fiends, 2-5 cornugons, and 2-5 hamatulas)
Treasure:	13		16
Alignment:	Standard coins; double goods; standard items		Standard coins; double goods; standard items
Advancement:	Always lawful evil		Always lawful evil
	13-18 HD (Large); 19-33 HD (Huge)		14-20 HD (Large); 21-39 HD (Huge)

Except where noted below, all devils speak Infernal, Celestial, and Draconic.

Combat

Summon Baatezu (Sp): Most baatezu can summon other baatezu much as though casting a summon monster spell, but they have only a limited chance of success. Roll d%. On a failure, no baatezu answer the summons. Summoned creatures automatically return whence they came after 1 hour. A baatezu that has just been summoned cannot use its own summon ability for 1 hour.

Baatezu Qualities

Immunities (Ex): Baatezu are immune to fire and poison.

Resistances (Ex): Baatezu have cold and acid resistance 20.

See in Darkness (Su): All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Baatezu (except lemures) can communicate telepathically with any creature within 100 feet that has a language.

Lemure

Mindless (Ex): Lemures are immune to all mind-influencing effects.

Imp

Spell-Like Abilities: At will: detect good, detect magic, and invisibility (self only); 1/day-suggestion. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Once per week an imp can use commune to ask six questions. The ability otherwise works as the spell cast by a 12th-level cleric.

Poison (Ex): Sting, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Polymorph (Su): An imp can assume other forms at will as a standard action. This ability functions as polymorph self cast by a 12th-level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size. Common forms include monstrous spider, raven, rat, and boar.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

Osyluth

Spell-Like Abilities: At will-animate dead, charm person, dimensional anchor, doom, fly, invisibility (self only), major image, suggestion, and wall of ice. These abilities are as the spells cast by a 7th-level sorcerer (save DC 12 + spell level).

An osyluth can also teleport without error (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Fear Aura (Su): Osyluths can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed at a Will save (DC 14) or be affected as though by a fear spell cast by a 7th-level sorcerer. A creature that successfully saves cannot be affected again by the same osyluth's aura for one day. Other baatezu are immune to the aura.

Poison (Ex): Sting, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Summon Baatezu (Sp): Once per day an osyluth can attempt to summon 2d10 lemures with a 50% chance of success, or another osyluth with a 35% chance of success.

Know Alignment (Su): Osyluths always know the alignment of any creature they look upon.

Kyton

Kytons speak Infernal and Common.

Dancing Chains (Su): A kyton's most awesome attack is its ability to control all chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, the kyton can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself.

A kyton can climb chains it controls at its normal speed without a Climb check.

Unnerving Gaze (Su): A kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies. Those subjected to the gaze must succeed at a Will save (DC 15) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

Regeneration (Ex): Kytons take normal damage from fire, acid, and blessed weapons.

A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Kytons receive a +8 racial bonus to Craft skills involving metalwork.

Hellcat

Hellcats use a natural telepathy to communicate with one another and those they encounter.

Pounce (Ex): If a hellcat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the hellcat must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A hellcat can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d4+3 damage each. If the hellcat pounces on an opponent, it can also rake.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Skills: Hellcats receive a +4 racial bonus to Listen and Move Silently checks.

Barbazu

Spell-Like Abilities: At will: animate dead, charm person, command, desecrate, magic weapon, major image, produce flame, and suggestion. Barbazu also can induce fear by touch as the spell, except it affects only the creature touched. These abilities are as cast by an 8th-level sorcerer (save DC 10 + spell level).

A barbazu can teleport without error (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Wound (Su): A hit from a barbazu's glaive causes a bleeding wound. The injured creature loses 2 additional hit points each round until the wound is bound (a DC 10 Heal check) or the creature dies. This is an ability of the barbazu, not of the weapon.

Beard (Ex): If a barbazu hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature must succeed at a Fortitude save (DC 14) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). Damage is dealt each day until the afflicted creature succeeds at three consecutive Fortitude saves, the disease is cured magically, or the creature dies.

Battle Frenzy (Ex): A barbazu can work itself into a battle frenzy similar to the barbarian's rage ability (+4 Strength, +4 Constitution, +2 morale bonus to Will saves, -2 AC penalty), for a +2 morale bonus to attacks and damage and 12 extra hit points. The frenzy lasts 6 rounds, and the barbazu suffers no ill effects afterward.

Summon Baatezu (Sp): Once per day a barbazu can attempt to summon 2d10 lemures with a 50% chance of success, or another barbazu with a 35% chance of success.

Erinyes

Spell-Like Abilities: At will: animate dead, charm monster, desecrate, invisibility (self only), magic circle against good (self only), major image, polymorph self, produce flame, see invisibility, suggestion, and unholy blight. These abilities are as the spells cast by an 8th-level sorcerer (save DC 15 + spell level).

An erinyes also can teleport without error (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Charm Person (Su): An erinyes can charm a humanoid creature with a look. This is not a gaze attack, and the target need not meet the erinyes's eye. The ability has a range of 60 feet; an affected opponent must succeed at a Will save (DC 18) or become utterly loyal to the erinyes. The victim will do anything to protect the erinyes, even if that means slaying his or her companions or facing certain death. The ability is otherwise similar to charm person cast by an 8th-level sorcerer.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell cast by a 16th-level sorcerer. The erinyes can hurl the rope 30 feet with no range penalty.

Summon Baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures with a 50% chance of success, or 1d4 barbazu with a 35% chance of success.

Tongues (Su): An erinyes has a permanent tongues ability as the spell cast by a 12th-level sorcerer. Erinyes usually use verbal communication when dealing with mortals and save telepathic communication for conversing with other fiends.

Hamatula

Spell-Like Abilities: At will: animate dead, charm person, desecrate, doom, hold person, major image, produce flame, pyrotechnics, and suggestion; 1/day-order's wrath or unholy blight. These abilities are as the spells cast by a 9th-level sorcerer (save DC 10 + spell level).

A hamatula can teleport without error (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Fear (Su): A creature hit by a hamatula must succeed at a Will save (DC 14) or be affected as though by fear cast by a 9th-level sorcerer. Whether or not the save is successful, that creature cannot be affected again by that hamatula's fear ability for one day.

Improved Grab (Ex): To use this ability, the hamatula must hit with a claw attack. If it gets a hold, it can impale the opponent on its barbed body.

Impale (Ex): A hamatula deals 3d4+4 points of damage to a grabbed opponent with a successful grapple check.

Summon Baatezu (Sp): Once per day a hamatula can attempt to summon 2d10 lemures with a 50% chance of success, or another hamatula with a 35% chance of success.

Cornugon

Spell-Like Abilities: At will: animate dead, charm person, desecrate, detect good, detect magic, detect thoughts, dispel chaos, dispel good, magic circle against good, major image, produce flame, pyrotechnics, suggestion, and teleport without error (self plus 50 pounds of objects only); 3/day-fireball and lightning bolt; 1/day-wall of fire. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Fear Aura (Su): As a free action, a cornugon can create an aura of fear in a 5-foot radius. It is otherwise identical with fear cast by a 12th-level sorcerer (save DC 17). If the save is successful, that creature cannot be affected again by that cornugon's fear aura for one day. Other baatezu are immune to the aura.

Stun (Su): Whenever a cornugon hits with a whip attack, the opponent must succeed at a Fortitude save (DC 17) or be stunned for 1d4 rounds.

Wound (Su): A hit from a cornugon's tail attack causes a bleeding wound. The injured creature loses 2 additional hit points each round until the wound is bound (a DC 10 Heal check) or the creature dies.

Summon Baatezu (Sp): Once per day a cornugon can attempt to summon 2d10 lemures or 1d6 barbazus with a 50% chance of success, 1d6 hamatulas with a 35% chance of success, or another cornugon with a 20% chance of success.

Regeneration (Ex): Cornugons take normal damage from acid, and from holy and blessed weapons of at least +2 enchantment.

Gelugon

Spell-Like Abilities: At will-animate dead, charm monster, cone of cold, desecrate, detect good, detect magic, fly, magic circle against good, major image, polymorph self, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura, and wall of ice. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

Fear Aura (Su): As a free action, a gelugon can create an aura of fear in a 10-foot radius. It is otherwise identical with fear cast by a 13th-level sorcerer (save DC 19). If the save is successful, that creature cannot be affected again by that gelugon's fear aura for one day. Other baatezu are immune to the aura.

Cold (Su): A hit from a gelugon's tail or spear attack induces numbing cold. The opponent must succeed at a Fortitude save (DC 21) or be affected as though by a slow spell for 1d6 rounds.

Summon Baatezu (Sp): Once per day a gelugon can attempt to summon 2d10 lemures or 1d6 barbazu with a 50% chance of success, 2d4 osyluths or 1d6 hamatulas with a 35% chance of success, or another gelugon with a 20% chance of success.

Regeneration (Ex): Gelugons take normal damage from holy and blessed weapons of at least +2 enchantment.

Pit Fiend

Spell-Like Abilities: At will: animate dead, blasphemy, charm person, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura, unhallow, and wall of fire; 1/day-meteor swarm (any) and symbol (any). These abilities are as the spells cast by a 17th-level sorcerer (save DC 13 + spell level).

Once per year a pit fiend can use wish as the spell cast by a 20th-level sorcerer.

Fear Aura (Su): As a free action, a pit fiend can create an aura of fear in a 20-foot radius. It is otherwise identical with fear cast by a 15th-level sorcerer (save DC 19). If the save is successful, that creature cannot be affected again by that pit fiend's fear aura for one day. Other baatezu are immune to the aura.

Poison (Ex): Bite, Fortitude save (DC 21); initial damage 1d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 14) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength).

Improved Grab (Ex): To use this ability, the pit fiend must hit a Medium-size or smaller opponent with its tail slap attack. If it gets a hold, it can constrict.

Constrict (Ex): A pit fiend deals 2d4+10 points of damage with a successful grapple check against Medium-size or smaller creatures.

Summon Baatezu (Sp): Twice per day a pit fiend can automatically summon two lemures, osyluths, or barbazu, or one erinyes, cornugon, or gelugon.

Regeneration (Ex): Pit fiends take normal damage from holy and blessed weapons of at least +3 enchantment.

Destrachan

Large Aberration
Hit Dice: 8d8+24 (60 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 16 (-1 size, +1 Dex, +6 natural)
Attacks: 2 claws +9 melee
Damage: Claw 1d6+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Destructive harmonics, reverberating harmonics
Special Qualities: Blindsight, protection from sonics
Saves: Fort +5, Ref +3, Will +10
Abilities: Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12
Skills: Hide +7, Intuit Direction +10, Listen +25, Move Silently +10
Feats: Dodge, Improved Initiative

Climate/Terrain: Any underground
Organization: Solitary or pack (3-5)
Challenge Rating: 8
Treasure: None
Alignment: Usually neutral evil
Advancement: 9-16 HD (Large); 17-24 HD (Huge)

A destrachan speaks no language but understands Common. If one must communicate, it does so through action.

Combat

A destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. Being extremely intelligent, it often enters battle with surprise if possible. It first focuses on destroying metal armor and weapons and then changes to harmonics that disrupt flesh.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can tune the harmonics of this destructive power to affect different types of targets.

- **Flesh:** Disrupting tissue and rending bone, this horrible attack deals 4d6 points of damage to all within the cone (Reflex half DC 15).
- **Nerves:** The destrachan can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 6d6 points of subdual damage to all within the cone (Reflex half DC 15).
- **Material:** The destrachan chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed at a Fortitude save (DC 15) or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Reverberating Harmonics (Su): The destrachan can use a wall, a ceiling, or even a floor to reflect any of the sonic attacks listed above (except those that would damage the reflecting surface). This attack affects all within 30 feet of the destrachan, which is immune to the effects of its own ability.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sound-based attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blind, treating all targets as totally concealed.

Skills: With perhaps the most sophisticated auditory organs in existence, the destrachan gains a +10 racial bonus to Listen checks.

Devourer

Large Undead
Hit Dice: 12d12 (78 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft.
AC: 18 (-1 size, +9_natural)
Attacks: 2 claws +11_melee
Damage: Claw 1d6+5
Face/Reach: 5 ft. by 5 ft./""10 ft.
Special Attacks: Energy drain, trap essence, spell-like abilities
Special Qualities: Undead, spell deflection, SR 21
Saves: Fort +4, Ref +4, Will +11
Abilities: Str 21, Dex 10, Con -, Int 16, Wis 16, Cha 17
Skills: Climb +10, Concentration +18, Jump +17, Listen +17, Move Silently +12, Spot +17
Feats: Alertness, Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (claw)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always neutral evil
Advancement: 13 HD (Large); 14-27 HD (Huge)

Combat

Energy Drain (Su): Living creatures hit by a devourer's claw attack or spectral hand ability receive one negative level. The Fortitude save to remove the negative level has a DC of 19.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll to hit but deals no damage. The affected creature must succeed at a Fortitude save (DC 19) or die instantly. The slain creature's essence is trapped within the devourer's ribs, and the diminutive figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a limited wish, miracle, or wish spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time. The trapped essence provides the devourer with enough power to use five spell-like abilities per HD or level of the trapped creature.

As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence receives one negative level for every five spell-like uses. When the number of negative levels equals the creature's total HD or level, the essence is destroyed. If an essence is freed, the restored creature must succeed at a Fortitude save (DC 17) for each negative level or lose that level permanently.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for 30 to 75 uses). Once per round, the devourer can use one of following as the spell cast by an 18th-level sorcerer (save DC 13 + spell level): confusion, control undead, ghoul touch, lesser planar ally, ray of enfeeblement, spectral hand, suggestion, and true seeing.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: banishment, chaos hammer, confusion, detect thoughts, dispel evil, dominate person, emotion, fear, geas/quest, holy word, hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion. In many cases, this effectively neutralizes the spell (charming a trapped essence, for example, is useless). Some of them (banishment, for example), might eliminate the trapped essence, robbing the devourer of its magical powers until it can consume another.

Digester

Medium-Size Magical Beast
Hit Dice: 8d10+24 (68 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 17 (+2 Dex, +5 natural)
Attacks: Rake +11 melee
Damage: Rake 1d8+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attack: Acid spray
Special Qualities: Scent, acid immunity
Saves: Fort +9, Ref +8, Will +3
Abilities: Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills: Hide +11, Listen +6, Jump +7, Spot +6
Feats: Alertness, Improved Initiative

Climate/Terrain: Temperate and warm land and underground
Organization: Solitary or pack (3-6)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9-12 HD (Medium-size); 13-24 HD (Large)

Combat

When hunting, it looks about for a likely target, then charges forth and delivers a gout of acid. If the initial attack is insufficient to kill the prey, the digester attacks with its hind feet until it can spray acid again.

Acid Spray (Ex): A digester can spray acid in a cone 20 feet long, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later. The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 feet. In either case, a successful Reflex save (DC 17) halves the damage.

Skills: The digester's coloration gives it a +4 racial bonus to Hide checks. It also has a +4 racial bonus to Jump checks.

Dinosaur

	Deinonychus	Elasmosaurus	Megaraptor
	Large Beast	Huge Beast (Aquatic)	Huge Beast
Hit Dice:	4d10+12 (34 hp)	5d10+25 (52 hp)	8d10+32 (76 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	60 ft.	20 ft., swim 50 ft.	60 ft.
AC:	16 (-1 size, +2 Dex, +5 natural)	13 (-2 size, +2 Dex, +3 natural)	16 (-2 size, +2 Dex, +6 natural)
Attacks:	Rake +6 melee, 2 claws +1 melee, bite +1 melee	Bite +9 melee	Rake +9 melee, 2 claws +4 melee, bite +4 melee
Damage:	Rake 2d6+4, claw 1d3+2, bite 2d4+2	Bite 2d8+12	Rake 2d8+5, claw 1d4+2, bite 2d6+2
Face/Reach:	5 ft. by 5 ft./10 ft.	10 ft. by 20 ft./10 ft.	10 ft. by 10 ft./15 ft.
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +7, Ref +6, Will +2	Fort +9, Ref +6, Will +2	Fort +10, Ref +8, Will +4

Abilities:	Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10	Str 26, Dex 14, Con 20, Int 2, Wis 13, Cha 9	Str 21, Dex 15, Con 19, Int 2, Wis 15, Cha 10
Skills:	Hide +7, Jump +13, Listen +11, Spot +11, Wilderness Lore +9	Listen +2, Spot +5	Hide +5, Jump +14, Listen +12, Spot +12, Wilderness Lore +10
Climate/Terrain:	Warm forest, hill, plains, and marsh	Warm aquatic	Warm forest, hill, plains, and marsh
Organization:	Solitary, pair, or pack (3-6)	Solitary or pair	Solitary, pair, or pack (3-6)
Challenge Rating:	3	5	6
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5-8 HD (Large)	6-15 HD (Huge)	9-16 HD (Huge); 17-24
	Triceratops	Tyrannosaurus	
Hit Dice:	Huge Beast 16d10+112 (200 hp)	Huge Beast 18d10+72 (171 hp)	
Initiative:	-1 (Dex)	+1 (Dex)	
Speed:	30 ft.	40 ft.	
AC:	18 (-2 size, -1 Dex, +11 natural)	14 (-2 size, +1 Dex, +5 natural)	
Attacks:	Gore +15 melee	Bite +20 melee	
Damage:	Gore 2d8+7	Bite 5d8+13	
Face/Reach:	10 ft. by 20 ft./10 ft.	10 ft. by 10 ft./15 ft.	
Special Attacks:	Charge for double damage, trample	Improved grab, swallow whole	
Special Qualities:	Scent	Scent	
Saves:	Fort +17, Ref +9, Will +6	Fort +15, Ref +12, Will +8	
Abilities:	Str 20, Dex 9, Con 25, Int 1, Wis 12, Cha 7	Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10	
Skills:	Listen +8, Spot +8	Listen +11, Spot +11	
Climate/Terrain:	Warm forest, hill, and plains	Warm forest, hill, plains, and marsh	
Organization:	Solitary, pair, or herd (5-8)	Solitary or pair	
Challenge Rating:	7	8	
Treasure:	None	None	
Alignment:	Always neutral	Always neutral	
Advancement:	17-32 HD (Gargantuan); 33-48 HD (Colossal)	19-36 HD (Gargantuan); 37-54 HD (Colossal)	

Deinonychus

Skills: A deinonychus receives a +8 racial bonus to Hide, Jump, Listen, Spot, and Wilderness Lore checks.

Triceratops

Trample (Ex): A triceratops can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the triceratops can attempt a Reflex save (DC 23) to halve the damage.

Tyrannosaurus

Improved Grab (Ex): To use this ability, the tyrannosaurus must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The tyrannosaurus's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Dire Animals

	Rat	Weasel	Badger
	Small Animal	Medium-Size Animal	Medium-Size Animal
Hit Dice:	1d8+1 (5 hp)	3d8 (13 hp)	3d8+12 (25 hp)
Initiative:	+3 (Dex)	+4 (Dex)	+3 (Dex)
Speed:	40 ft., climb 20 ft.	40 ft.	30 ft., burrow 10 ft.
AC:	15 (+1 size, +3 Dex, +1 natural)	16 (+4 Dex, +2 natural)	16 (+3 Dex, +3 natural)
Attacks:	Bite +4 melee	Bite +6 melee	2 claws +4 melee, bite -1 melee
Damage:	Bite 1d4	Bite 1d6+3	Claw 1d4+2, bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease	Attach, blood drain	Rage
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +3, Ref +5, Will +3	Fort +3, Ref +7, Will +4	Fort +7, Ref +6, Will +4
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4	Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11	Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +11, Hide +11, Hide +9, Move Silently +6	Move Silently +10, Spot +5	Listen +6, Spot +6
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)	-
Climate/Terrain:	Any land and underground	Temperate forest, hill, mountains, plains, and underground	Temperate forest, hill, plains, and underground
Organization:	Solitary or pack (11-20)	Solitary or pair	Solitary or cete (2-5)
Challenge Rating:	1/3	2	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2-3 HD (Small);	4-6 HD (Large); 7-9 HD (Huge)	4-6 HD (Large); 7-9 HD (Huge)

4-6 HD (Medium-size)

	Bat	Ape	Wolverine
	Large Animal	Large Animal	Large Animal
Hit Dice:	4d8+12 (30 hp)	5d8+10 (32 hp)	5d8+20 (42 hp)
Initiative:	+6 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	20 ft., fly 40 ft. (good)	30 ft., climb 15 ft.	30 ft., climb 10 ft.
AC:	20 (-1 size, +6 Dex, +5 natural)	15 (-1 size, +2 Dex, +4 natural)	16 (-1 size, +3 Dex, +4 natural)
Attacks:	Bite +5 melee	2 claws +8 melee, bite +3 melee	2 claws +8 melee, bite +3 melee
Damage:	Bite 1d8+4	Claw 1d6+6, bite 1d8+3	Claw 1d6+6, bite 1d8+3
Face/Reach:	10 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	-	Rend 2d6+12	Rage
Special Qualities:	Blindsight	Scent	Scent
Saves:	Fort +7, Ref +10, Will +6	Fort +6, Ref +6, Will +5	Fort +8, Ref +7, Will +5
Abilities:	Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6	Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +11*, Move Silently +11, Spot +11*	Climb +14, Move Silently +9, Spot +9	Climb +14, Listen +9, Spot +8
Climate/Terrain:	Temperate and warm desert, forest, hill, plains, and underground	Warm forest, warm mountains, and underground	Temperate forest, hill, plains, and underground
Organization:	Solitary or colony (5-8)	Solitary or company (5-8)	Solitary or pair
Challenge Rating:	2	3	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5-12 HD (Huge)	6-15 HD (Large)	6-15 HD (Large)
	Wolf	Boar	Lion
	Large Animal	Large Animal	Large Animal
Hit Dice:	6d8+18 (45 hp)	7d8+21 (52 hp)	8d8+24 (60 hp)
Initiative:	+2 (Dex)	+0	+2 (Dex)
Speed:	50 ft.	40 ft.	40 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)	15 (-1 size, +6 natural)	15 (-1 size, +2 Dex, +4 natural)
Attacks:	Bite +10 melee	Bite +12 melee	2 claws +12 melee, bite +7 melee
Damage:	Bite 1d8+10	Bite 1d8+12	Claw 1d6+7, bite 1d8+3
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Trip	Ferocity	Pounce, improved grab, rake 1d6+3
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +8, Ref +7, Will +6	Fort +8, Ref +5, Will +6	Fort +9, Ref +8, Will +7
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10	Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*	Listen +9, Spot +8	Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4
Climate/Terrain:	Any forest, hill, mountains, plains, and underground	Temperate and warm forest	Any forest, hill, mountains, plains, and underground
Organization:	Solitary or pack (5-8)	Solitary or herd (5-8)	Solitary, pair, or pride (6-10)
Challenge Rating:	3	4	5
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	7-18 HD (Large)	8-16 HD (Large); 17-21 HD (Huge)	9-16 HD (Large); 17-24 HD (Huge)
	Bear	Tiger	Shark
	Large Animal	Huge Animal	Huge Animal (Aquatic)
Hit Dice:	12d8+48 (102 hp)	16d8+48 (120 hp)	18d8+54 (135 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	40 ft.	40 ft.	Swim 90 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)	16 (-2 size, +2 Dex, +6 natural)	17 (-2 size, +2 Dex, +7 natural)
Attacks:	2 claws +18 melee, bite +13 melee	2 claws +18 melee, bite +13 melee	Bite +17 melee
Damage:	Claw 2d4+10, bite 2d8+5	Claw 2d4+8, bite 2d6+4	Bite 2d6+9
Face/Reach:	10 ft. by 20 ft./10 ft.	10 ft. by 30 ft./10 ft.	10 ft. by 50 ft./10 ft.
Special Attacks:	Improved grab	Pounce, improved grab, rake 2d4+4	Improved grab, swallow whole
Special Qualities:	Scent	Scent	Keen scent
Saves:	Fort +12, Ref +9, Will +9	Fort +13, Ref +12, Will +11	Fort +14, Ref +13, Will +12
Abilities:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10	Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Skills:	Listen +7, Spot +7, Swim +13	Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11	Listen +7, Spot +7
Climate/Terrain:	Any forest, hill, mountains, plains, and underground	Any forest, hill, mountains, plains, and underground	Any aquatic
Organization:	Solitary or pair	Solitary or pair	Solitary or school (2-5)
Challenge Rating:	7	8	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	13-16 HD (Large); 17-36 HD (Huge)	17-32 HD (Huge); 33-48 (Gargantuan)	19-32 (Huge); 33-54 (Gargantuan)

Dire Rat

Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Dire Weasel

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dex bonus to AC and thus has an AC of 12.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

Dire Badger

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Dire Bat

Blindsight: Dire bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this ability and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Skills: Dire bats receive a +4 racial bonus to Spot and Listen checks. *These bonuses are lost if blindsight is negated.

Dire Ape

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

Dire Wolverine

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Dire Wolf

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf receives a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. *It also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Dire Boar

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Dire Lion

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Skills: Dire lions receive a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Dire Bear

Improved Grab (Ex): To use this ability, the dire bear must hit with a claw attack.

Dire Tiger

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Dire Shark

Improved Grab (Ex): To use this ability, the dire shark must hit with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using claws or a light slashing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The shark's gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Displacer Beast

Large Magical Beast
Hit Dice: 6d10+18 (51 hp)
Initiative: +2 (Dex)
Speed: 40 ft.
AC: 16 (-1 size, +2 Dex, +5 natural)
Attacks: 2 tentacles +9 melee, bite +4 melee
Damage: Tentacle 1d6+4, bite 1d8 +2
Face/Reach: 5 ft. by 10 ft./5 ft. (15 ft. with tentacles)
Special Qualities: Displacement, resistance to ranged attacks
Saves: Fort +8, Ref +7, Will +3
Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8
Skills: Hide +12, Listen +3, Move Silently +7, Spot +6
Feats: Alertness, Dodge

Climate/Terrain: Temperate forest, hill, or mountains and underground
Organization: Solitary, pair, or pride (6-10)
Challenge Rating: 4
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually lawful evil
Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Combat

Displacer beasts rake opponents with their tentacles and bite foes that get close.

Displacement (Su): A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast receives a +8 racial bonus to Hide checks, thanks to its displacement power.

Doppelganger

Medium-Size Shapechanger
Hit Dice: 4d8+4 (22 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (+1 Dex, +4 natural)

Attacks: 2 slams +4 melee
 Damage: Slam 1d6+1
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Detect thoughts
 Special Qualities: Alter self, immunities
 Saves: Fort +5, Ref +5, Will +6
 Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
 Skills: Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8
 Feats: Alertness, Dodge

Climate/Terrain: Any land and underground
 Organization: Solitary, pair, or gang (3-6)
 Challenge Rating: 3
 Treasure: Double standard
 Alignment: Usually neutral
 Advancement: By character class

Combat

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Dragon

Dragon Age Categories

	<i>Category</i>	<i>Age (Years)</i>
1	Wyrmling	0-5
2	Very young	6-15
3	Young	16-25
4	Juvenile	26-50
5	Young adult	51-100
6	Adult	101-200
7	Mature adult	201-400
8	Old	401-600
9	Very old	601-800
10	Ancient	801-1,000
11	Wyrm	1,001-1,200
12	Great wyrm	1,201+

All dragons speak Draconic.

Dragon Face and Reach

<i>Size</i>	<i>Face</i>	<i>Reach</i>
Tiny	2 1/2 ft. by 2 1/2 ft.	5 ft.*
Small	5 ft. by 5 ft.	5 ft.
Medium-size	5 ft. by 5 ft.	5 ft.
Large	5 ft. by 10 ft.	10 ft.*
Huge	10 ft. by 20 ft.	10 ft.
Gargantuan	20 ft. by 40 ft.	15 ft.
Colossal	40 ft. by 80 ft.	15 ft.

*Greater than normal reach for a creature of this size.

Dragon Attacks

<i>Size</i>	<i>Bite</i>	<i>2 Claws</i>	<i>2 Wings</i>	<i>Tail Slap</i>	<i>Crush</i>	<i>Tail Sweep</i>
Tiny	1d4	1d3	-	-	-	-
Small	1d6	1d4	-	-	-	-
Medium-size	1d8	1d6	1d4	-	-	-
Large	2d6	1d8	1d6	1d8	-	-
Huge	2d8	2d6	1d8	2d6	2d8	-
Gargantuan	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	4d8	4d6	2d8	4d6	4d8	2d8

Bite: Bite attacks deal the listed damage plus the dragon's Strength bonus. The dragon also can use its bite to snatch opponents (see the descriptions of feats below). Bite attacks use the full attack bonus.

Claw: Claw attacks deal the listed damage plus half the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents (see the descriptions of feats below). Claw attacks are at -5 to the attack bonus.

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the listed damage plus half the dragon's Strength bonus (round down) and are at -5 to the attack bonus.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the listed damage plus 1 1/2 times the dragon's Strength bonus (round down) and is at -5 to the attack bonus.

Crush: A flying or jumping dragon of at least Huge size can land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more sizes smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body (see Table: Dragon Face and Reach above). Creatures in the affected area must succeed at a Reflex save against a DC equal to that of the dragon's breath weapon or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they don't escape.

A crush attack deals the listed damage plus 1 1/2 times the dragon's Strength bonus (round down).

Tail Sweep: A dragon of at least Gargantuan size can sweep with its tail as a standard action. The sweep affects a half circle with a diameter of 30 feet, centered on the dragon's rear. A Colossal dragon's tail sweep has a 40-foot radius. Creatures within the swept area are affected if they are four or more sizes smaller than the dragon. The sweep automatically deals the listed damage plus 1 1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage, against a DC equal to that of the dragon's breath weapon.

Grappling: Dragons do not favor grapple attacks, though their crush attack and Snatch feat (see the descriptions of feats) use normal grapple rules.

If grappled by a creature the same size or larger, a dragon can return the attack with its bite and all four legs (the rear legs deal claw damage). If snatched or crushed by a larger dragon, a dragon can respond only with grapple attacks to try winning free, or with bite or breath weapon attacks. If grappled by a creature smaller than itself, the dragon can respond with any of its physical attacks other than a tail sweep.

The dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds at Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If the dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at the dragon's mouth and extends in a direction of the dragon's choice, with an area as noted below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and type, listed in the individual entry. Saves against nondamaging breath weapons use the same DC, but the types vary as noted in the variety descriptions.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

Dragon Breath Weapons

<i>Dragon Size</i>	<i>Line* (Length)</i>	<i>Cone** (Length)</i>
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium-size	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 dragon's HD + dragon's Charisma modifier) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domains as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities listed for its age plus all previous ones, using its age category or its sorcerer caster level, whichever is higher, as the caster level. The save DC is 10 + dragon's Charisma modifier + spell level. All spell-like abilities are usable once per day unless otherwise specified.

Immunities (Ex): All dragons are immune to sleep and paralysis effects. Each variety of dragon is immune to one or two additional forms of attack no matter what its age, as listed in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as listed in the variety descriptions.

Blindsight (Ex): A dragon can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 30 feet x the dragon's age category.

Keen Senses (Ex): A dragon sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 100 feet x the dragon's age category.

Skills: All dragons start with 6 skill points per Hit Die, plus bonus points equal to Intelligence modifier x HD, and purchase the following skills at 1 rank per Hit Die: Listen, Spot, and Search. The remaining skill points are generally spent on Bluff, Concentration, Diplomacy, Escape Artist, Knowledge (any), and Scry at a cost of 1 skill point per rank. Dragons cannot purchase skills that are exclusive to a class.

Dragons that can cast spells have the Spellcraft skill for free at 1 rank per Hit Die, provided they have an Intelligence bonus of at least +1 (Intelligence score 12+).

Red, copper, gold, and silver dragons have the Jump skill for free at 1 rank per Hit Die.

Feats: All dragons have one feat, plus an additional feat per 4 HD. Dragons favor Alertness, Cleave (claw or tail slap attacks only), Improved Initiative, Power Attack, Sunder, Weapon Focus (claw or bite), and any metamagic feat that is available and useful to sorcerers. Dragons can also choose from the following feats:

- Flyby Attack

- **Hover:** When flying, a dragon can halt its forward motion and hover in place, fly straight down, or fly straight up regardless of its maneuverability. While hovering, it can attack with its bite and all four feet (its hind feet deal claw damage) and can make tail slap attacks if normally allowed to do so. If it can make a tail sweep, it can do so while hovering but can make no other attacks. A hovering dragon cannot make wing attacks. It can use its breath weapon instead of making physical attacks. If a dragon hovers close to the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 30 feet x the dragon's age category. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The cloud obscures vision, and creatures caught within are blinded while inside and for 1 round after emerging. Those caught in the cloud must succeed at a Concentration check (DC 10 + 1/2 dragon's HD) to cast a spell.
- **Quicken Spell-Like Ability:** The dragon can use one of its spell-like abilities each round as a free action.
- **Snatch:** A dragon that hits with a claw or bite attack attempts to start a grapple as though it had the improved grab special attack. If the dragon gets a hold with a claw on a creature four or more sizes smaller, it squeezes each round for automatic claw damage. If it gets a hold with its bite on a creature three or more sizes smaller, it automatically deals bite damage each round, or if it does not move and takes no other action in combat, it deals double bite damage to the snatched creature. A snatched creature gets no saving throw against the dragon's breath weapon. The dragon can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 10 feet, and takes 1d6 points of damage, per age category of the dragon. If the dragon flings it while flying, the creature suffers this amount of falling damage, whichever is greater.
- **Wingover:** A flying dragon can change direction quickly once each round. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A dragon cannot gain altitude during the round it executes a wingover, but it can dive.

Dragon Overland Movement

Dragons are exceedingly strong flyers and can cover vast distances quickly.

Dragon Overland Flying Speeds

<i>Flight Speed</i>		<i>100 feet</i>	<i>150 feet</i>	<i>200 feet</i>	<i>250 feet</i>
<i>One Hour</i>	Normal	15 miles	20 miles	30 miles	40 miles
	Hustle	24 miles	40 miles	60 miles	80 miles
<i>One Day</i>	Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland. If a dragon attempts a hustle or forced march, check for subdual damage once every 2 hours instead of every hour.

Dragonhide

Armorsmiths can work with dragonhides to produce masterwork armor or shields for the normal cost. One dragon produces enough hide for a single suit of masterwork hide armor for a creature up to one size smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature up to two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, there is enough hide to produce a small or large masterwork shield in addition to the armor, provided that the dragon is of at least Large size.

Black Dragon

Dragon (Water)

Climate/Terrain: Any marsh and underground

Organization:

Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);

Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings:

Wyrmling 2;
 Very young 3;
 Young 4;
 Juvenile 6;
 Young adult 8;
 Adult 10;
 Mature adult 13;
 Old 15;
 Very old 17;
 Ancient 18;
 Wyrms 19;

Treasure: Great wyrm 21
 Alignment: Double standard
 Advancement: Always chaotic evil

Wyrmling 5-6 HD (Small);
 Very young 8-9 HD (Medium-size);
 Young 11-12 HD (Medium-size);
 Juvenile 14-15 HD (Large);
 Young adult 17-18 HD (Large);
 Adult 20-21 HD (Huge);
 Mature adult 23-24 HD (Huge);
 Old 26-27 HD (Huge);
 Very old 29-30 HD (Huge);
 Ancient 32-33 HD (Gargantuan);
 Wyrms 35-36 HD (Gargantuan);
 Great wyrm 38+ HD (Gargantuan)

Black Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon	Fear (DC)	DC	SR
Wyrmling	T	4d12+4 (30)	15 (+2 size, +3 natural)	+6	+5	+4	+4	2d4	(13)	-	-
Very young	S	7d12+7 (52)	17 (+1 size, +6 natural)	+9	+6	+5	+5	4d4	(14)	-	-
Young	M	10d12+20 (85)	19 (+9 natural)	+12	+9	+7	+7	6d4	(17)	-	-
Juvenile	M	13d12+26 (110)	22 (+12 natural)	+16	+10	+8	+8	8d4	(18)	-	-
Young adult	L	16d12+48 (152)	24 (-1 size, +15 natural)	+19	+13	+10	+11	10d4	(22)	19	17
Adult	L	19d12+76 (199)	27 (-1 size, +18 natural)	+24	+15	+11	+12	12d4	(23)	20	18
Mature adult	H	22d12+110 (253)	29 (-2 size, +21 natural)	+28	+18	+13	+15	14d4	(26)	23	21
Old	H	25d12+125 (287)	32 (-2 size, +24 natural)	+32	+19	+14	+16	16d4	(27)	24	22
Very old	H	28d12+168 (350)	35 (-2 size, +27 natural)	+36	+22	+16	+19	18d4	(30)	27	23
Ancient	H	31d12+186 (387)	38 (-2 size, +30 natural)	+40	+23	+17	+20	20d4	(31)	28	25
Wyrms	G	34d12+238 (459)	39 (-4 size, +33 natural)	+42	+26	+19	+23	22d4	(34)	31	26
Great wyrm	G	37d12+296 (536)	42 (-4 size, +36 natural)	+46	+28	+20	+25	24d4	(36)	33	28

Black Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 100 ft. (average), swim 60 ft.	11	10	13	8	11	8	Acid immunity, water breathing	-
Very young	60 ft., fly 100 ft. (average), swim 60 ft.	13	10	13	8	11	8		-
Young	60 ft., fly 150 ft. (poor), swim 60 ft.	15	10	15	10	11	10		-
Juvenile	60 ft., fly 150 ft. (poor), swim 60 ft.	17	10	15	10	11	10	Darkness	-
Young adult	60 ft., fly 150 ft. (poor), swim 60 ft.	19	10	17	12	13	12	Damage reduction 5/+1	1st
Adult	60 ft., fly 150 ft. (poor), swim 60 ft.	23	10	19	12	13	12	Corrupt water	3rd
Mature adult	60 ft., fly 150 ft. (poor), swim 60 ft.	27	10	21	14	15	14	Damage reduction 10/+1	5th
Old	60 ft., fly 150 ft. (poor), swim 60 ft.	29	10	21	14	15	14	Plant growth	7th
Very old	60 ft., fly 150 ft. (poor), swim 60 ft.	31	10	23	16	17	16	Damage reduction 15/+2	9th
Ancient	60 ft., fly 150 ft. (poor), swim 60 ft.	33	10	23	16	17	16	Insect plague	11th
Wyrms	60 ft., fly 200 ft. (clumsy), swim 60 ft.	35	10	25	18	19	18	Damage reduction 20/+3	13th
Great wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	37	10	27	20	21	20	Charm reptiles	15th

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day the dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC equal to that of the dragon's frightful presence) or become fouled.

Charm Reptiles (Sp): The dragon can use this ability three times per day. It operates as a mass charm spell that works only on reptilian animals. The dragon can communicate with any charmed reptiles as though casting a speak with animals spell.

Other Spell-Like Abilities: 3/day-darkness (radius 10 feet per age category) and insect plague; 1/day-plant growth.

Blue Dragon

Dragon (Earth)
 Climate/Terrain: Temperate and warm desert and underground

Organization:

Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);
 Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings:

Wyrmling 2;
 Very young 3;
 Young 5;
 Juvenile 7;
 Young adult 10;
 Adult 13;
 Mature adult 15;
 Old 17;
 Very old 18;
 Ancient 20;
 Wyrm 22;
 Great wyrm 24

Treasure:

Double standard

Alignment:

Always lawful evil

Advancement

Wyrmling 7-8 HD (Small);
 Very young 10-11 HD (Medium-size);
 Young 13-14 HD (Medium-size);
 Juvenile 16-17 HD (Large);
 Young adult 19-20 HD (Large);
 Adult 22-23 HD (Huge);
 Mature adult 25-26 HD (Huge);
 Old 28-29 HD (Huge);
 Very old 31-32 HD (Huge);
 Ancient 34-35 HD (Gargantuan);
 Wyrm 37-38 HD (Gargantuan);
 Great wyrm 40+ HD (Gargantuan)

Blue Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	6d12+6 (45)	16 (+1 size, +5 natural)	+8	+6	+5	+5	2d8 (14)	-	-
Very young	M	9d12+18 (76)	18 (+8 natural)	+11	+8	+6	+6	4d8 (16)	-	-
Young	M	12d12+24 (102)	21 (+11 natural)	+15	+10	+8	+9	6d8 (18)	-	-
Juvenile	L	15d12+45 (142)	23 (-1 size, +14 natural)	+18	+12	+9	+11	8d8 (20)	-	-
Young adult	L	18d12+72 (189)	26 (-1 size, +17 natural)	+23	+15	+11	+13	10d8 (23)	21	19
Adult	H	21d12+105 (241)	28 (-2 size, +20 natural)	+27	+17	+12	+15	12d8 (25)	23	21
Mature adult	H	24d12+120 (276)	31 (-2 size, +23 natural)	+31	+19	+14	+17	14d8 (27)	25	22
Old	H	27d12+162 (337)	34 (-2 size, +26 natural)	+35	+21	+15	+19	16d8 (29)	27	24
Very old	H	30d12+180 (375)	37 (-2 size, +29 natural)	+39	+23	+17	+21	18d8 (31)	29	25
Ancient	G	33d12+231 (445)	38 (-4 size, +32 natural)	+41	+25	+18	+23	20d8 (33)	31	27
Wyrm	G	36d12+288 (522)	41 (-4 size, +35 natural)	+45	+28	+20	+25	22d8 (36)	33	29
Great wyrm	G	39d12+312 (565)	44 (-4 size, +38 natural)	+49	+29	+21	+27	24d8 (37)	35	31

Blue Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average), burrow 20 ft.	13	10	13	10	11	10	Electricity immunity, create/destroy water	-
Very young	40 ft., fly 150 ft. (poor), burrow 20 ft.	15	10	15	10	11	10		-
Young	40 ft., fly 150 ft. (poor), burrow 20 ft.	17	10	15	12	13	12		-
Juvenile	40 ft., fly 150 ft. (poor), burrow 20 ft.	19	10	17	14	15	14	Sound imitation	1st
Young adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	23	10	19	14	15	14	Damage reduction 5/+1	3rd
Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	27	10	21	16	17	16	Ventriloquism	5th
Mature adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	29	10	21	16	17	16	Damage reduction 10/+1	7th
Old	40 ft., fly 150 ft. (poor), burrow 20 ft.	31	10	23	18	19	18	Hallucinatory terrain	9th
Very old	40 ft., fly 150 ft. (poor), burrow 20 ft.	33	10	23	18	19	18	Damage reduction 15/+2	11th
Ancient	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	35	10	25	20	21	20	Veil	13th
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	37	10	27	20	21	20	Damage reduction 20/+3	15th
Great wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	39	10	27	22	23	22	Mirage arcana	17th

*Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.

Breath Weapon (Su): A blue dragon has one type of breath weapon, a line of lightning.

Create/Destroy Water (Sp): The dragon can use this ability three times per day. It works like the create water spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC equal to that of the dragon's frightful presence) or be ruined.

Sound Imitation (Ex): The dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed at a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: 3/day-ventriloquism; 1/day-hallucinatory terrain, veil, and mirage arcana.

Green Dragon

Dragon (Air)

Climate/Terrain:

Temperate and warm forest and underground

Organization:

Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);

Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings:

Wyrmling 2;
 Very young 3;
 Young 4;
 Juvenile 7;
 Young adult 10;
 Adult 12;
 Mature adult 15;
 Old 17;
 Very old 18;
 Ancient 20;
 Wyrmling 21;
 Great wyrm 23

Treasure: Double standard
 Alignment: Always lawful evil
 Advancement: Wyrmling 6-7 HD (Small);
 Very young 9-10 HD (Medium-size);
 Young 12-13 HD (Medium-size);
 Juvenile 15-16 HD (Large);
 Young adult 18-19 HD (Large);
 Adult 21-22 HD (Huge);
 Mature adult 24-25 HD (Huge);
 Old 27-28 HD (Huge);
 Very old 30-31 HD (Huge);
 Ancient 33-34 HD (Gargantuan);
 Wyrmling 36-37 HD (Gargantuan);
 Great wyrm 39+ HD (Gargantuan)

Green Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Refl Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	5d12+5 (37)	15 (+1 size, +4 natural)	+7	+5	+4	+4	2d6 (13)	-	-
Very young	M	8d12+16 (68)	17 (+7 natural)	+10	+8	+6	+6	4d6 (16)	-	-
Young	M	11d12+22 (93)	20 (+10 natural)	+14	+9	+7	+8	6d6 (17)	-	-
Juvenile	L	14d12+42 (133)	22 (-1 size, +13 natural)	+17	+12	+9	+11	8d6 (20)	-	-
Young adult	L	17d12+68 (178)	25 (-1 size, +16 natural)	+22	+14	+10	+12	10d6 (22)	20	19
Adult	H	20d12+100 (230)	27 (-2 size, +19 natural)	+26	+17	+12	+15	12d6 (25)	23	21
Mature adult	H	23d12+115 (264)	30 (-2 size, +22 natural)	+30	+18	+13	+16	14d6 (26)	24	22
Old	H	26d12+156 (325)	33 (-2 size, +25 natural)	+34	+21	+15	+19	16d6 (29)	27	24
Very old	H	29d12+174 (362)	36 (-2 size, +28 natural)	+38	+22	+16	+20	18d6 (30)	28	25
Ancient	G	32d12+224 (432)	37 (-4 size, +31 natural)	+40	+25	+18	+23	20d6 (33)	31	27
Wyrmling	G	35d12+280 (507)	40 (-4 size, +34 natural)	+44	+27	+19	+24	22d6 (35)	32	28
Great wyrm	G	38d12+304 (551)	43 (-4 size, +37 natural)	+48	+29	+21	+27	24d6 (37)	35	30

Green Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average), swim 40 ft.	13	10	13	10	11	10	Acid immunity, water breathing	-
Very young	40 ft., fly 150 ft. (poor), swim 40 ft.	15	10	15	10	11	10		-
Young	40 ft., fly 150 ft. (poor), swim 40 ft.	17	10	15	12	13	12		-
Juvenile	40 ft., fly 150 ft. (poor), swim 40 ft.	19	10	17	14	15	14		1st
Young adult	40 ft., fly 150 ft. (poor), swim 40 ft.	23	10	19	14	15	14	Damage reduction 5/+1	3rd
Adult	40 ft., fly 150 ft. (poor), swim 40 ft.	27	10	21	16	17	16	Suggestion	5th
Mature adult	40 ft., fly 150 ft. (poor), swim 40 ft.	29	10	21	16	17	16	Damage reduction 10/+1	7th
Old	40 ft., fly 150 ft. (poor), swim 40 ft.	31	10	23	18	19	18	Plant growth	9th
Very old	40 ft., fly 150 ft. (poor), swim 40 ft.	33	10	23	18	19	18	Damage reduction 15/+2	11th
Ancient	40 ft., fly 200 ft. (clumsy), swim 40 ft.	35	10	25	20	21	20	Dominate person	13th
Wyrmling	40 ft., fly 200 ft. (clumsy), swim 40 ft.	37	10	27	20	21	20	Damage reduction 20/+2	15th
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft.	39	10	27	22	23	22	Command plants	17th

Breath Weapon (Su): A green dragon has one type of breath weapon, a cone of corrosive (acid) gas.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: 3/day-suggestion and dominate person; 1/day-plant growth and command plants.

Red Dragon

Dragon (Fire)
 Climate/Terrain: Temperate and warm hill, mountains, and underground
 Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);
 Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings:
 Wyrmling 3;
 Very young 4;
 Young 6;
 Juvenile 9;
 Young adult 12;
 Adult 14;
 Mature adult 17;
 Old 19;
 Very old 20;
 Ancient 22;
 Wyrmling 23;
 Great wyrm 25

Treasure: Double standard
 Alignment: Always chaotic evil
 Advancement: Wyrmling 8-9 HD (Medium-size);
 Very young 11-12 HD (Large);
 Young 14-15 HD (Large);

Juvenile 17-18 HD (Large);
 Young adult 20-21 HD (Huge);
 Adult 23-24 HD (Huge);
 Mature adult 26-27 HD (Huge);
 Old 29-30 HD (Gargantuan);
 Very old 32-33 HD (Gargantuan);
 Ancient 35-36 HD (Gargantuan);
 Wyrmling 38-39 HD (Gargantuan);
 Great wyrmling 41+ HD (Colossal)

Red Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Rex Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	M	7d12+14 (59)	16 (+6 natural)	+10	+7	+5	+5	2d10 (15)	-	-
Very young	L	10d12+30 (95)	18 (-1 size, +9 natural)	+14	+10	+7	+8	4d10 (18)	-	-
Young	L	13d12+39 (123)	21 (-1 size, +12 natural)	+19	+11	+8	+9	6d10 (19)	-	-
Juvenile	L	16d12+64 (168)	24 (-1 size, +15 natural)	+24	+14	+10	+12	8d10 (22)	-	-
Young adult	H	19d12+95 (218)	26 (-2 size, +18 natural)	+27	+16	+11	+13	10d10 (24)	21	19
Adult	H	22d12+110 (253)	29 (-2 size, +21 natural)	+31	+18	+13	+17	12d10 (25)	24	21
Mature adult	H	25d12+150 (312)	32 (-2 size, +24 natural)	+34	+20	+14	+18	14d10 (28)	26	23
Old	G	28d12+196 (378)	33 (-4 size, +27 natural)	+36	+23	+16	+21	16d10 (30)	29	24
Very old	G	31d12+248 (449)	36 (-4 size, +30 natural)	+40	+25	+17	+23	18d10 (33)	31	26
Ancient	G	34d12+306 (527)	39 (-4 size, +33 natural)	+44	+28	+19	+26	20d10 (35)	34	28
Wyrmling	G	37d12+370 (610)	42 (-4 size, +36 natural)	+48	+30	+20	+27	22d10 (38)	35	30
Great wyrmling	C	40d12+400 (660)	41 (-8 size, +39 natural)	+49	+32	+22	+30	24d10 (40)	38	32

Red Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 150 ft. (poor)	17	10	15	10	11	10	Fire subtype	-
Very young	40 ft., fly 150 ft. (poor)	21	10	17	12	13	12		-
Young	40 ft., fly 150 ft. (poor)	25	10	17	12	13	12		1st
Juvenile	40 ft., fly 150 ft. (poor)	29	10	19	14	15	14	Locate object	3rd
Young adult	40 ft., fly 150 ft. (poor)	31	10	21	14	15	14	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (poor)	33	10	21	16	19	16		7th
Mature adult	40 ft., fly 150 ft. (poor)	33	10	23	18	19	18	Damage reduction 10/+1	9th
Old	40 ft., fly 200 ft. (clumsy)	35	10	25	20	21	20	Suggestion	11th
Very old	40 ft., fly 200 ft. (clumsy)	37	10	27	22	23	22	Damage reduction 15/+2	13th
Ancient	40 ft., fly 200 ft. (clumsy)	39	10	29	24	25	24	Find the path	15th
Wyrmling	40 ft., fly 200 ft. (clumsy)	41	10	31	24	25	24	Damage reduction 20/+3	17th
Great wyrmling	40 ft., fly 200 ft. (clumsy)	45	10	31	26	27	26	Discern location	19th

*Can also cast cleric spells and those from the Chaos, Evil, and Fire domains as arcane spells.

Breath Weapon (Su): A red dragon has one type of breath weapon, a cone of fire.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Locate Object (Sp): The dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day-suggestion; 1/day-eyebite and discern location.

Skills: Red dragons have the Jump skill for free at 1 rank per Hit Die.

White Dragon

Dragon (Cold)
 Climate/Terrain: Any cold land and underground
 Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);
 Adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings:
 Wyrmling 1;
 Very young 2;
 Young 3;
 Juvenile 5;
 Young adult 7;
 Adult 9;
 Mature adult 11;
 Old 14;
 Very old 16;
 Ancient 17;
 Wyrmling 18;
 Great wyrmling 20

Treasure: Double standard
 Alignment: Always chaotic evil
 Advancement:
 Wyrmling 4-5 HD (Tiny);
 Very young 7-8 HD (Small);
 Young 10-11 HD (Medium-size);
 Juvenile 13-14 HD (Medium-size);
 Young adult 16-17 HD (Large);
 Adult 19-20 HD (Large);
 Mature adult 22-23 HD (Huge);
 Old 25-26 HD (Huge);
 Very old 28-29 HD (Huge);
 Ancient 31-32 HD (Huge);

Wyrm 34-35 HD (Gargantuan);
Great wyrm 37+ HD (Gargantuan)

White Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	3d12+3 (22)	14 (+2 size, +2 natural)	+5	+4	+3	+3	1d6 (12)	-	-
Very young	S	6d12+6 (45)	16 (+1 size, +5 natural)	+8	+6	+5	+5	2d6 (14)	-	-
Young	M	9d12+18 (76)	18 (+8 natural)	+11	+8	+6	+6	3d6 (16)	-	-
Juvenile	M	12d12+24 (102)	21 (+11 natural)	+15	+10	+8	+8	4d6 (18)	-	-
Young adult	L	15d12+45 (142)	23 (-1 size, +14 natural)	+18	+12	+9	+9	5d6 (20)	16	16
Adult	L	18d12+72 (189)	26 (-1 size, +17 natural)	+23	+15	+11	+11	6d6 (23)	19	18
Mature adult	H	21d12+105 (241)	28 (-2 size, +20 natural)	+27	+17	+12	+13	7d6 (25)	21	20
Old	H	24d12+120 (276)	31 (-2 size, +23 natural)	+31	+19	+14	+15	8d6 (27)	23	21
Very old	H	27d12+162 (337)	34 (-2 size, +26 natural)	+35	+21	+15	+17	9d6 (29)	25	23
Ancient	H	30d12+180 (375)	37 (-2 size, +29 natural)	+39	+23	+17	+19	10d6 (31)	27	24
Wyrm	G	33d12+231 (445)	38 (-4 size, +32 natural)	+41	+25	+18	+20	11d6 (33)	29	25
Great wyrm	G	36d12+288 (522)	41 (-4 size, +35 natural)	+45	+28	+20	+24	12d6 (36)	32	27

White Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 150 ft. (average), swim 60 ft., burrow 30 ft.	11	10	13	6	11	6	Cold subtype, icewalking	-
Very young	60 ft., fly 150 ft. (average), swim 60 ft., burrow 30 ft.	13	10	13	6	11	6		-
Young	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	15	10	15	6	11	6		-
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	17	10	15	8	11	8	Fog cloud	-
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	19	10	17	8	11	8	Damage reduction 5/+1	-
Adult	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	23	10	19	10	11	10	Gust of wind	1st
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	27	10	21	12	13	12	Damage reduction 10/+1	3rd
Old	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	29	10	21	12	13	12	Freezing fog	5th
Very old	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	31	10	23	14	15	14	Damage reduction 15/+2	7th
Ancient	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.	33	10	23	14	15	14	Wall of ice	9th
Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft., burrow 30 ft.	35	10	25	14	15	16	Damage reduction 20/+3	11th
Great wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft., burrow 30 ft.	37	10	27	18	19	18	Control weather	13th

Breath Weapon (Su): A white dragon has one type of breath weapon, a cone of cold.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Icewalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog (Sp): The dragon can use this ability three times per day. It is similar to a solid fog spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability.

Other Spell-Like Abilities: 3/day-gust of wind, fog cloud, wall of ice; 1/day-control weather.

Brass Dragon

Dragon (Fire)
Climate/Terrain: Temperate and warm desert, plains, and underground
Organization:
Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);
Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Ratings:
Wyrmling 2;
Very young 3;
Young 5;
Juvenile 7;
Young adult 9;
Adult 11;
Mature adult 14;
Old 16;
Very old 18;
Ancient 19;
Wyrm 20;
Great wyrm 22
Treasure: Double standard
Alignment: Always chaotic good
Advancement:
Wyrmling 5-6 HD (Tiny);
Very young 8-9 HD (Small);
Young 11-12 HD (Medium-size);
Juvenile 14-15 HD (Medium-size);

Young adult 17-18 HD (Large);
 Adult 20-21 HD (Large);
 Mature adult 23-24 HD (Huge);
 Old 26-27 HD (Huge);
 Very old 29-30 HD (Huge);
 Ancient 32-33 HD (Huge);
 Wyrms 35-36 HD (Gargantuan);
 Great wyrm 38+ HD (Gargantuan)

Brass Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	4d12+4 (30)	15 (+2 size, +3 natural)	+6	+5	+4	+4	1d6 (13)	-	-
Very young	S	7d12+7 (52)	17 (+1 size, +6 natural)	+9	+6	+5	+5	2d6 (14)	-	-
Young	M	10d12+20 (85)	19 (+9 natural)	+12	+9	+7	+8	3d6 (17)	-	-
Juvenile	M	13d12+26 (110)	22 (+12 natural)	+16	+10	+8	+9	4d6 (18)	-	-
Young adult	L	16d12+48 (152)	24 (-1 size, +15 natural)	+19	+13	+10	+12	5d6 (21)	20	18
Adult	L	19d12+76 (199)	27 (-1 size, +18 natural)	+24	+15	+11	+13	6d6 (23)	21	20
Mature adult	H	22d12+110 (253)	29 (-2 size, +21 natural)	+28	+18	+13	+16	7d6 (26)	24	22
Old	H	25d12+125 (287)	32 (-2 size, +24 natural)	+32	+19	+14	+17	8d6 (27)	25	24
Very old	H	28d12+168 (350)	35 (-2 size, +27 natural)	+36	+22	+16	+20	9d6 (30)	28	25
Ancient	H	31d12+186 (387)	38 (-2 size, +30 natural)	+40	+23	+17	+21	10d6 (31)	29	27
Wyrms	G	34d12+238 (459)	39 (-4 size, +33 natural)	+42	+26	+19	+24	11d6 (34)	32	28
Great wyrm	G	37d12+296 (536)	42 (-4 size, +36 natural)	+46	+28	+20	+25	12d6 (36)	33	30

Brass Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 150 ft. (average), burrow 30 ft.	11	10	13	10	11	10	Fire subtype, speak with animals	-
Very young	60 ft., fly 150 ft. (average), burrow 30 ft.	13	10	13	10	11	10		-
Young	60 ft., fly 200 ft. (poor), burrow 30 ft.	15	10	15	12	13	12		1st
Juvenile	60 ft., fly 200 ft. (poor), burrow 30 ft.	17	10	15	12	13	12	Endure elements	3rd
Young adult	60 ft., fly 200 ft. (poor), burrow 30 ft.	19	10	17	14	15	14	Damage reduction 5/+1	5th
Adult	60 ft., fly 200 ft. (poor), burrow 30 ft.	23	10	19	14	15	14	Suggestion	7th
Mature adult	60 ft., fly 200 ft. (poor), burrow 30 ft.	27	10	21	16	17	16	Damage reduction 10/+1	9th
Old	60 ft., fly 200 ft. (poor), burrow 30 ft.	29	10	21	16	17	16	Control winds	11th
Very old	60 ft., fly 200 ft. (poor), burrow 30 ft.	31	10	23	18	19	18	Damage reduction 15/+2	13th
Ancient	60 ft., fly 200 ft. (poor), burrow 30 ft.	33	10	23	18	19	18	Control weather	15th
Wyrms	60 ft., fly 250 ft. (clumsy), burrow 30 ft.	35	10	25	20	21	20	Damage reduction 20/+3	17th
Great wyrm	60 ft., fly 250 ft. (clumsy), burrow 30 ft.	37	10	27	20	21	20	Summon djinni	19th

*Can also cast cleric spells and those from the Chaos and Knowledge domains as arcane spells.

Breath Weapon (Su): A brass dragon has two types of breath weapon, a line of fire or a cone of sleep. Creatures within the cone must succeed at a Will save or fall asleep, regardless of HD, for 1d6 rounds plus 1 round per age category of the dragon.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Spell-Like Abilities: At will-speak with animals; 3/day-endure elements (radius 10 ft. x dragon's age category); 1/day-suggestion, control winds, and control weather.

Summon Djinni (Sp): This ability works like a summon monster spell, except that it summons one djinni.

Bronze Dragon

Dragon (Water)

Climate/Terrain: Temperate and warm aquatic and underground

Organization:

Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);

Adult, mature adult, old, very old, ancient, wyrms, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings:

Wyrmling 2;
 very young 4;
 young 6;
 juvenile 8;
 young adult 11;
 adult 14;
 mature adult 16;
 old 18;
 very old 19;
 ancient 21;
 wyrms 22;
 great wyrm 24

Treasure:

Double standard

Alignment:

Always lawful good

Advancement:

Wyrmling 7-8 HD (Small);
 very young 10-11 HD (Medium-size);
 young 13-14 HD (Medium-size);
 juvenile 16-17 HD (Large);
 young adult 19-20 HD (Large);
 adult 22-23 HD (Huge);
 mature adult 25-26 HD (Huge);
 old 28-29 HD (Huge);
 very old 31-32 HD (Huge);
 ancient 34-35 HD (Gargantuan);
 wyrms 37-38 HD (Gargantuan);

great wyrm 40+ HD (Gargantuan)

Bronze Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fart Save	Refl Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	6d12+6 (45)	16 (+1 size, +5 natural)	+8	+6	+5	+7	2d6 (14)	-	-
Very young	M	9d12+18 (76)	18 (+8 natural)	+11	+8	+6	+8	4d6 (16)	-	-
Young	M	12d12+24 (102)	21 (+11 natural)	+15	+10	+8	+11	6d6 (18)	-	-
Juvenile	L	15d12+45 (142)	23 (-1 size, +14 natural)	+18	+12	+9	+13	8d6 (20)	-	-
Young adult	L	18d12+72 (189)	26 (-1 size, +17 natural)	+23	+15	+11	+15	10d6 (23)	23	20
Adult	H	21d12+105 (241)	28 (-2 size, +20 natural)	+27	+17	+12	+17	12d6 (25)	25	22
Mature adult	H	24d12+120 (276)	31 (-2 size, +23 natural)	+31	+19	+14	+19	14d6 (27)	27	23
Old	H	27d12+162 (337)	34 (-2 size, +26 natural)	+35	+21	+15	+21	16d6 (29)	29	25
Very old	H	30d12+180 (375)	37 (-2 size, +29 natural)	+39	+23	+17	+23	18d6 (31)	31	26
Ancient	G	33d12+231 (445)	38 (-4 size, +32 natural)	+41	+25	+18	+25	20d6 (33)	33	28
Wyrm	G	36d12+288 (522)	41 (-4 size, +35 natural)	+45	+28	+20	+28	22d6 (36)	36	29
Great wyrm	G	39d12+312 (565)	44 (-4 size, +38 natural)	+49	+29	+21	+29	24d6 (37)	37	31

Bronze Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average), swim 60 ft.	13	10	13	14	15	14	Electricity immunity, water breathing, speak with animals	-
Very young	40 ft., fly 150 ft. (poor), swim 60 ft.	15	10	15	14	15	14		-
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	17	10	15	16	17	16	Polymorph self	1st
Juvenile	40 ft., fly 150 ft. (poor), swim 60 ft.	19	10	17	18	19	18		3rd
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	23	10	19	18	19	18	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	27	10	21	20	21	20	Create food and water, fog cloud	7th
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	29	10	21	20	21	20	Damage reduction 10/+1	9th
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	31	10	23	22	23	22	Detect thoughts	11th
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	33	10	23	22	23	22	Damage reduction 15/+2	13th
Ancient	40 ft., fly 200 ft. (clumsy), swim 60 ft.	35	10	25	24	25	24	Control water	15th
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	37	10	27	26	27	26	Damage reduction 20/+3	17th
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	39	10	27	26	27	26	Control weather	19th

*Can also cast cleric spells and those from the Animal, Law, and Water domains as arcane spells.

Breath Weapon (Su): Bronze dragons have two types of breath weapon, a line of lightning or a cone of repulsion gas. Creatures within the cone must succeed at a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category of the dragon. This is a mind-influencing compulsion enchantment.

Water Breathing (Ex): A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: At will: speak with animals; 3/day-create food and water, polymorph self, fog cloud, detect thoughts, control water; 1/day-control weather. A bronze dragon's polymorph self ability works just like the spell, except that each use allows only one change, which lasts until the dragon assumes another form or reverts to its own (which does not count as a use of this ability).

Copper Dragon

Dragon (Earth)	
Climate/Terrain:	Temperate and warm desert, hill, mountains, and underground
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Ratings:	Wyrmling 2; Very young 4; Young 6; Juvenile 8; Young adult 10; Adult 13; Mature adult 15; Old 18; Very old 19; Ancient 21; Wyrm 22; Great wyrm 24
Treasure:	Double standard
Alignment:	Always chaotic good
Advancement:	Wyrmling 6-7 HD (Tiny); Very young 9-10 HD (Small); Young 12-13 HD (Medium-size);

Juvenile 15-16 HD (Medium-size);
 Young adult 18-19 HD (Large);
 Adult 21-22 HD (Large);
 Mature adult 24-25 HD (Huge);
 Old 27-28 HD (Huge);
 Very old 30-31 HD (Huge);
 Ancient 33-34 HD (Huge);
 Wyrmling 36-37 HD (Gargantuan);
 Great wyrmling 39+ HD (Gargantuan)

Copper Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Refl Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	5d12+5 (37)	16 (+2 size, +4 natural)	+7	+5	+4	+5	2d4 (13)	-	-
Very young	S	8d12+8 (60)	18 (+1 size, +7 natural)	+10	+7	+6	+7	4d4 (15)	-	-
Young	M	11d12+22 (93)	20 (+10 natural)	+13	+9	+7	+9	6d4 (17)	-	-
Juvenile	M	14d12+28 (119)	23 (+13 natural)	+17	+11	+9	+11	8d4 (19)	-	-
Young adult	L	17d12+51 (161)	25 (-1 size, +16 natural)	+20	+13	+10	+13	10d4 (21)	21	19
Adult	L	20d12+80 (210)	28 (-1 size, +19 natural)	+25	+16	+12	+15	12d4 (24)	23	21
Mature adult	H	23d12+115 (264)	30 (-2 size, +22 natural)	+29	+18	+13	+17	14d4 (27)	25	23
Old	H	26d12+130 (299)	33 (-2 size, +25 natural)	+33	+20	+15	+19	16d4 (28)	27	25
Very old	H	29d12+174 (362)	36 (-2 size, +28 natural)	+37	+22	+16	+21	18d4 (30)	29	26
Ancient	H	32d12+192 (400)	39 (-2 size, +31 natural)	+41	+24	+18	+23	20d4 (32)	31	28
Wyrmling	G	35d12+245 (472)	40 (-4 size, +34 natural)	+43	+26	+19	+25	22d4 (34)	33	29
Great wyrmling	G	38d12+304 (551)	43 (-4 size, +37 natural)	+47	+29	+21	+27	24d4 (37)	35	31

Copper Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average)	11	10	13	12	13	12	Acid immunity, spider climb	-
Very young	40 ft., fly 100 ft. (average)	13	10	13	12	13	12		-
Young	40 ft., fly 150 ft. (poor)	15	10	15	14	15	14		1st
Juvenile	40 ft., fly 150 ft. (poor)	17	10	15	14	15	14		3rd
Young adult	40 ft., fly 150 ft. (poor)	19	10	17	16	17	16	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (poor)	23	10	19	16	17	16	Stone shape	7th
Mature adult	40 ft., fly 150 ft. (poor)	27	10	21	18	19	18	Damage reduction 10/+1	9th
Old	40 ft., fly 150 ft. (poor)	29	10	21	18	19	18	Transmute rock to mud/mud to rock	11th
Very old	40 ft., fly 150 ft. (poor)	31	10	23	20	21	20	Damage reduction 15/+2	13th
Ancient	40 ft., fly 150 ft. (poor)	33	10	23	20	21	20	Wall of stone	15th
Wyrmling	40 ft., fly 200 ft. (clumsy)	35	10	25	22	23	22	Damage reduction 20/+3	17th
Great wyrmling	40 ft., fly 200 ft. (clumsy)	37	10	27	22	23	22	Move earth	19th

*Can also cast cleric spells and those from the Chaos, Earth, and Trickery domains as arcane spells.

Breath Weapon (Su): A copper dragon has two types of breath weapon, a line of acid or a cone of slow gas. Creatures within the cone must succeed at a Fortitude save or be slowed for 1d6 rounds plus 1 round per age category of the dragon.

Spider Climb (Ex): The dragon can climb on stone surfaces as though using the spider climb spell.

Spell-Like Abilities: 2/day-stone shape; 1/day-transmute rock to mud or mud to rock, wall of stone, and move earth.

Skills: Copper dragons have the Jump skill for free at 1 rank per Hit Die.

Gold Dragon

Dragon (Fire)
 Climate/Terrain: Any land and underground
 Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);
 Adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings:
 Wyrmling 4;
 Very young 6;
 Young 8;
 Juvenile 10;
 Young adult 13;
 Adult 15;
 Mature adult 18;
 Old 20;
 Very old 21;
 Ancient 23;
 Wyrmling 24;
 Great wyrmling 26

Treasure: Double standard
 Alignment: Always lawful good
 Advancement:
 Wyrmling 9-10 HD (Medium-size);
 Very young 12-13 HD (Large);
 Young 15-16 HD (Large);
 Juvenile 18-19 HD (Large);
 Young adult 21-22 HD (Huge);
 Adult 24-25 HD (Huge);
 Mature adult 27-28 HD (Huge);
 Old 30-31 HD (Gargantuan);
 Very old 33-34 HD (Gargantuan);
 Ancient 36-37 HD (Gargantuan);
 Wyrmling 39-40 HD (Colossal);

Gold Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Refl Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	M	8d12+16 (68)	17 (+7 natural)	+11	+8	+6	+8	2d10 (16)	-	-
Very young	L	11d12+33 (104)	19 (-1 size, +10 natural)	+15	+10	+7	+10	4d10 (18)	-	-
Young	L	14d12+42 (133)	22 (-1 size, +13 natural)	+20	+12	+9	+12	6d10 (20)	-	-
Juvenile	L	17d12+68 (178)	25 (-1 size, +16 natural)	+25	+14	+10	+14	8d10 (22)	-	-
Young adult	H	20d12+100 (230)	27 (-2 size, +19 natural)	+28	+17	+12	+16	10d10 (25)	24	21
Adult	H	23d12+115 (264)	30 (-2 size, +22 natural)	+32	+18	+13	+18	12d10 (26)	26	23
Mature adult	H	26d12+156 (325)	33 (-2 size, +25 natural)	+36	+21	+15	+20	14d10 (29)	28	25
Old	G	29d12+203 (391)	34 (-4 size, +28 natural)	+39	+23	+16	+23	16d10 (31)	31	27
Very old	G	32d12+256 (464)	37 (-4 size, +31 natural)	+43	+26	+18	+26	18d10 (34)	34	28
Ancient	G	35d12+315 (542)	40 (-4 size, +34 natural)	+47	+28	+19	+28	20d10 (36)	36	30
Wyrm	C	38d12+380 (627)	39 (-8 size, +37 natural)	+47	+31	+21	+31	22d10 (39)	39	31
Great wyrm	C	41d12+451 (717)	42 (-8 size, +40 natural)	+51	+33	+22	+33	24d10 (41)	41	33

Gold Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 200 ft. (poor), swim 60 ft.	17	10	15	14	15	14	Fire subtype, water breathing, polymorph self	-
Very young	60 ft., fly 200 ft. (poor), swim 60 ft.	21	10	17	16	17	16		-
Young	60 ft., fly 200 ft. (poor), swim 60 ft.	25	10	17	16	17	16		1st
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft.	29	10	19	18	19	18	Bless	3rd
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft.	31	10	21	18	19	18	Damage reduction 5/+1	5th
Adult	60 ft., fly 200 ft. (poor), swim 60 ft.	33	10	21	20	21	20	Luck bonus	7th
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft.	35	10	23	20	21	20	Damage reduction 10/+1	9th
Old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	39	10	25	24	25	24	Geas/quest, detect gems	11th
Very old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	41	10	27	26	27	26	Damage reduction 15/+2	13th
Ancient	60 ft., fly 250 ft. (clumsy), swim 60 ft.	43	10	29	28	29	28	Sunburst	15th
Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	45	10	31	30	31	30	Damage reduction 20/+3	17th
Great wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	47	10	33	32	33	32	Foresight	19th

*Can also cast cleric spells and those from the Law, Luck, and Good domains as arcane spells.

Breath Weapon (Su): A gold dragon has two forms of breath weapon, a cone of fire or a cone of weakening gas. Creatures within the latter must succeed at a Fortitude save or take 1 point of temporary Strength damage per age category of the dragon.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus (Sp): Once per day the dragon can touch one gem, usually embedded in the dragon's hide, and enchant it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus to all saving throws and similar dice rolls, as for a stone of good luck. If the dragon gives a gem to another creature, only that bearer gets the bonus. The enchantment lasts 1d3 hours plus 3 hours per age category of the dragon but ends if the gem is destroyed.

Detect Gems (Sp): The dragon can use this ability three times per day. This is a divination effect similar to a detect magic spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value.

Other Spell-Like Abilities: 3/day-polymorph self and bless; 1/day-geas/"quest, sunburst, and foresight. A gold dragon's polymorph self works just like the spell, except that each use allows only one change, which lasts until the dragon assumes another form or reverts to its own (which does not count as a use of this ability).

Skills: Gold dragons have the Jump skill for free at 1 rank per Hit Die.

Silver Dragon

Dragon (Air)	
Climate/Terrain:	Temperate and warm mountains and underground
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Ratings:	Wyrmling 3; Very young 4; Young 6; Juvenile 9; Young adult 12; Adult 14;

Mature adult 17;
 Old 19;
 Very old 20;
 Ancient 22;
 Wyrm 23;
 Great wyrm 25
 Double standard
 Alignment: Always lawful good
 Advancement: Wyrmling 8-9 HD (Small);
 Very young 11-12 HD (Medium-size);
 Young 14-15 HD (Medium-size);
 Juvenile 17-18 HD (Large);
 Young adult 20-21 HD (Large);
 Adult 23-24 HD (Huge);
 Mature adult 26-27 HD (Huge);
 Old 29-30 HD (Huge);
 Very old 32-33 HD (Huge);
 Ancient 35-36 HD (Gargantuan);
 Wyrm 38-39 HD (Gargantuan);
 Great wyrm 41+ HD (Colossal)

Silver Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	7d12+7 (52)	17 (+1 size, +6 natural)	+9	+6	+5	+7	2d8 (14)	-	-
Very young	M	10d12+20 (85)	19 (+9 natural)	+12	+9	+7	+9	4d8 (17)	-	-
Young	M	13d12+26 (110)	22 (+12 natural)	+16	+10	+8	+11	6d8 (18)	-	-
Juvenile	L	16d12+48 (152)	24 (-1 size, +15 natural)	+19	+13	+10	+14	8d8 (21)	-	-
Young adult	L	19d12+76 (199)	27 (-1 size, +18 natural)	+24	+15	+11	+15	10d8 (23)	23	20
Adult	H	22d12+110 (253)	29 (-2 size, +21 natural)	+28	+18	+13	+18	12d8 (26)	26	22
Mature adult	H	25d12+125 (287)	32 (-2 size, +24 natural)	+32	+19	+14	+19	14d8 (27)	27	24
Old	H	28d12+168 (350)	35 (-2 size, +27 natural)	+36	+22	+16	+22	16d8 (30)	30	26
Very old	H	31d12+186 (387)	38 (-2 size, +30 natural)	+40	+23	+17	+24	18d8 (31)	32	27
Ancient	G	34d12+238 (459)	39 (-4 size, +33 natural)	+42	+26	+19	+27	20d8 (34)	35	29
Wyrm	G	37d12+333 (573)	42 (-4 size, +36 natural)	+47	+29	+20	+29	22d8 (36)	37	30
Great wyrm	C	40d12+400 (660)	41 (-8 size, +39 natural)	+48	+32	+22	+32	24d8 (39)	40	32

Silver Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average)	13	10	13	14	15	14	Cold and acid immunity, cloudwalking, polymorph self	-
Very young	40 ft., fly 150 ft. (poor)	15	10	15	14	15	14		-
Young	40 ft., fly 150 ft. (poor)	17	10	15	16	17	16		1st
Juvenile	40 ft., fly 150 ft. (poor)	19	10	17	18	19	18	Feather fall	3rd
Young adult	40 ft., fly 150 ft. (poor)	23	10	19	18	19	18	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (poor)	27	10	21	20	21	20	Fog cloud	7th
Mature adult	40 ft., fly 150 ft. (poor)	29	10	21	20	21	20	Damage reduction 10/+1	9th
Old	40 ft., fly 150 ft. (poor)	31	10	23	22	23	22	Control winds	11th
Very old	40 ft., fly 150 ft. (poor)	33	10	23	24	25	24	Damage reduction 15/+2	13th
Ancient	40 ft., fly 200 ft. (clumsy)	35	10	25	26	27	26	Control weather	15th
Wyrm	40 ft., fly 200 ft. (clumsy)	39	10	29	28	29	28	Damage reduction 20/+3	17th
Great wyrm	40 ft., fly 200 ft. (clumsy)	43	10	31	30	31	30	Reverse gravity	19th

*Can also cast cleric spells and those from the Air, Good, Law, and Sun domains as arcane spells.

Breath Weapon (Su): A silver dragon has two types of breath weapon, a cone of cold or a cone of paralyzing gas. Creatures within the latter must succeed at a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

Cloudwalking (Su): The dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Spell-Like Abilities: 3/day-polymorph self, fog cloud, control winds; 2/day-feather fall; 1/day-control weather and reverse gravity. A silver dragon's polymorph self works just like the spell, except that each use allows only one change, which lasts until the dragon assumes another form or reverts to its own (which does not count as a use of this ability).

Skills: Silver dragons have the Jump skill for free at 1 rank per Hit Die.

Dragon Turtle

Huge Dragon (Aquatic)
 Hit Dice: 12d12+60 (138 hp)
 Initiative: +0
 Speed: 20 ft., swim 30 ft.
 AC: 20 (-2 size, +12 natural)
 Attacks: Bite +18 melee, _2 claws +13 melee
 Damage: Bite 4d6+8, claw 2d8+4
 Face/Reach: 30 ft. by 40 ft./10 ft.
 Special Attacks: Breath weapon, snatch, capsize
 Special Qualities: Scent, fire immunity
 Saves: Fort +13, Ref +8, Will +9
 Abilities: Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12
 Skills: Hide +7*, Intimidate +16, Intuit Direction +10, Listen +18, Search +16, _Spot +18
 Feats: Alertness, Blind-Fight, Cleave, Power Attack

Climate/Terrain: Temperate aquatic
Organization: Solitary
Challenge Rating: 9
Treasure: Triple standard
Alignment: Usually neutral
Advancement: 13-24 HD (Huge); 25-36 HD (Gargantuan)

Dragon turtles speak Aquan, Draconic, and Common.

Combat

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, every 1d4 rounds; damage 20d6, Reflex half DC 21; effective both on the surface and underwater.

Snatch (Ex): A dragon turtle that hits with a bite attack attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold on a creature three or more sizes smaller, it seizes the creature with its mouth and automatically deals bite damage each round. If it does not move and takes no other action in combat, it deals double bite damage to the snatched creature. A snatched creature gets no saving throw against the dragon turtle's breath weapon. The dragon turtle can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 60 feet and takes 6d6 points of damage.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Skills: *Dragon turtles receive a +8 racial bonus to Hide checks when submerged.

Dragonne

Large Magical Beast
Hit Dice: 9d10+27 (76 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft., fly 30 ft. (poor)
AC: 18 (-1 size, +2 Dex, +7 natural)
Attacks: Bite +12 melee, 2 claws +7 melee
Damage: Bite 2d6+4, claw 2d4+2
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Roar
Special Qualities: Scent
Saves: Fort +9, Ref +8, Will +4
Abilities: Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Skills: Listen +12, Spot +13
Feats: Blind-Fight, Improved Initiative

Climate/Terrain: Temperate and warm desert, hill, and underground
Organization: Solitary, pair, or pride (5-10)
Challenge Rating: 7
Treasure: Double standard
Alignment: Usually neutral
Advancement: 10-12 HD (Large); 13-27 HD (Huge)

Dragonnes speak Draconic.

Combat

If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position. Dragonnes prefer not to fight in the air, since they are very slow and maneuver poorly compared to most other flying creatures.

Roar (Su): A dragonne can loose a terrifying roar every 1d4 rounds. All creatures (except dragonnes) within 120 feet must succeed at a Will save (DC 15) or be weakened with fear, losing half their current Strength scores for 2d6 rounds. Those within 30 feet become deafened for 2d6 rounds: Creatures with 8 or fewer HD get no saving throw, but others can negate the effect with a successful Fortitude save (DC 15). Deafened creatures cannot be affected again by the dragonne's roar.

Skills: Dragonnes receive a +2 racial bonus to Listen and Spot checks.

Drider

Large Aberration
Hit Dice: 6d8+18 (45 hp)

Initiative: +2 (Dex)
 Speed: 30 ft., climb 15 ft.
 AC: 17 (-1 size, +2 Dex, +6 natural)
 Attacks: 2 short swords +3 melee, bite +0 melee; or shortbow +5 ranged
 Damage: Short sword 1d6+2, short sword 1d6+1, bite 1d4+1; shortbow 1d6
 Face/Reach: 10 ft. by 10 ft./5 ft.
 Special Attacks: Spells, spell-like abilities, poison
 Special Qualities: SR 14
 Saves: Fort +5, Ref +4, Will +8
 Abilities: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16
 Skills: Climb +14, Concentration +10, Hide +8, Listen +9, Move Silently +7, Spellcraft +10, Spot +9
 Feats: Ambidexterity, Combat Casting, Two-Weapon Fighting

Climate/Terrain: Underground
 Organization: Solitary, pair, or troupe (1-2 plus 7-12 Medium-size monstrous spiders)
 Challenge Rating: 7
 Treasure: Double standard
 Alignment: Always chaotic evil
 Advancement: By character class

Driders speak Drow, Common, and Undercommon.

Combat

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Spells: Driders may be 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery.

Spell-Like Abilities: 1/day-dancing lights, darkness, detect chaos, detect evil, detect good, detect law, detect magic, faerie fire, and levitate. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level).

Once per day a drider cleric can additionally use clairaudience/clairvoyance, discern lies, dispel magic, and suggestion as a 6th-level caster.

Poison (Ex): Bite, Fortitude save (DC 16), initial and secondary damage 1d6 temporary Strength.

Skills: A drider receives a +4 racial bonus to Hide and Move Silently checks.

Dryad

Medium-Size Fey
 Hit Dice: 2d6 (7 hp)
 Initiative: +6 (+2 Dex, +4 Improved Initiative)
 Speed: 30 ft.
 AC: 12 (+2 Dex)
 Attacks: Dagger +1 melee
 Damage: Dagger 1d4
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Spell-like abilities
 Special Qualities: Symbiosis
 Saves: Fort +0, Ref +5, Will +5
 Abilities: Str 10, Dex 15, Con 11, Int 14, Wis 15, Cha 18
 Skills: Animal Empathy +9, Craft (any one) or Knowledge (any one) +6, Escape Artist +7, Hide +7, Listen +9, Move Silently +7, Sense Motive +7, Spot +9, Wilderness Lore +7
 Feats: Alertness, Dodge, Improved Initiative

Climate/Terrain: Temperate and warm forest
 Organization: Solitary or grove (4-7)
 Challenge Rating: 1
 Treasure: Standard
 Alignment: Always chaotic good
 Advancement: 3-4 HD (Medium-size)

Dryads speak Common, Elven, and Sylvan.

Combat

Spell-Like Abilities: Dryads can communicate with plants at will (as speak with plants). They can also, at will, step inside any tree and use dimension door as cast by a 7th-level sorcerer to reach their own oak tree. A dryad can use charm person three times per day, as cast by a 4th-level sorcerer; targets must succeed at a Will save (DC 15) or be charmed for 4 hours.

Symbiosis (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Dwarf

Medium-Size Humanoid (Dwarf)

Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 15 ft. (scale mail); base 20 ft.
AC: 16 (+4 scale mail, +2 large shield)
Attacks: Dwarven waraxe +1 melee; or shortbow+1 ranged
Damage: Dwarven waraxe 1d10; shortbow 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Dwarven traits
Special Qualities: Dwarven traits
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8
Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2
Feats: Exotic Weapon Proficiency (dwarven waraxe)

Climate/Terrain: Any hill, mountains, and underground

Deep, derro, duergar: Any underground

Mountain: Any mountains and underground

Organization: Team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1/2 (hill, deep, mountain) or 1 (derro, duergar)

Treasure: Standard coins; double goods; standard items

Alignment: Usually lawful good

Deep: Usually lawful neutral or neutral

Derro: Usually chaotic evil

Duergar: Usually lawful evil

Mountain: Usually lawful good

Advancement: By character class

Dwarves speak Dwarven and Undercommon. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Combat

Dwarven Traits (Ex): Dwarves benefit from a number of racial traits.

- +1 racial bonus to attack rolls against orcs and goblinoids, through special combat training.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- +2 racial bonus to Fortitude saves against all poisons.
- +4 dodge bonus against giants, through special defensive training.
- Darkvision up to 60 feet.
- Stonecunning: Dwarves receive a +2 racial bonus to checks to notice unusual stonework. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

Skills: Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal.

Subraces

Deep Dwarves: They speak Dwarven and Goblin, and occasionally Draconic or Undercommon.

The typical ability scores for a deep dwarf are Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 6.

Deep Dwarf Traits (Ex): These are in addition to the basic dwarf traits, except where noted here.

- Racial bonus to Will saves against spells and spell-like abilities increases to +3.
- Racial bonus to Fortitude saves against all poisons increases to +3.
- Darkvision up to 90 feet.

- **Light Sensitivity (Ex):** Deep dwarves suffer a -1 circumstance penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Derro: Derro are encountered only in squads or platoons, carrying daggers, spiked bucklers, and repeating light crossbows that fire poisoned bolts. This poison is either greenblood oil or a substance that causes initial and secondary damage of 2d6 points of temporary Strength (Fortitude negates DC 14). Derro have very few clerics, but those who follow this path can choose two of the following domains: Chaos, Destruction, Evil, and Trickery. Derro savants are at least 5th-level sorcerers; they have one to three Knowledge skills (usually arcane and other esoteric fields) and are able to use any magic item or weapon. A savant is accompanied by two lower-level students, each of which has one minor magic item.

The typical ability scores for derro are Str 9, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Derro Traits (Ex): These are in addition to the basic dwarf traits, except where noted here.

- Spell resistance 18.
- Darkvision up to 30 feet.
- **Sunlight Vulnerability (Ex):** Derro take 1 point of temporary Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.
- Blind-Fight feat.

Duergar: A duergar's typical ability scores are Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 6.

Duergar Traits (Ex): These are in addition to the basic dwarf traits, except where noted here.

- +4 racial bonus to Move Silently checks.
- Immune to paralysis, phantasms, and magical or alchemical poisons (but not normal poisons).
- **Spell-Like Abilities:** 1/day-enlarge and invisibility as a wizard twice the duergar's level (minimum 3rd level); these affect only the duergar and whatever it carries.
- Darkvision up to 120 feet.
- **Light Sensitivity (Ex):** Duergar suffer a -2 circumstance penalty to attack rolls, saves, and checks in bright sunlight or within the radius of a daylight spell.
- Listen +1, Spot +1.
- Alertness feat.

Dwarf Characters

A dwarf's favored class is fighter.

Elemental

Climate/Terrain: Any land and underground
 Organization: Solitary
 Challenge Rating:

Small 1;
 Medium 3;
 Large 5;
 Huge 7;
 Greater 9;
 Elder 11

Treasure: None
 Alignment: Usually neutral
 Advancement:

Small 3 HD (Small);
 Medium 5-7 HD (Medium-size);
 Large 9-15 HD (Large);
 Huge 17-20 HD (Huge);
 Greater 22-23 HD (Huge);
 Elder 25+ HD (Huge)

	Air Elemental, Small	Air Elemental, Medium	Air Elemental, Large
	Small Elemental (Air)	Medium-Size Elemental (Air)	Large Elemental (Air)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)	+11 (+7 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	17 (+1 size, +3 Dex, +3 natural)	18 (+5 Dex, +3 natural)	20 (-1 size, +7 Dex, +4 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +12/+7 melee

Damage:	Slam 1d4	Slam 1d6+1	Slam 2d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Elemental	Elemental	Elemental, damage reduction 10/+1
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam)
	Air Elemental, Huge	Air Elemental, Greater	Air Elemental, Elder
	Huge Elemental (Air)	Huge Elemental (Air)	Huge Elemental (Air)
Hit Dice:	16d8+64 (136)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+13 (+9 Dex, +4 Improved Initiative)	+14 (+10 Dex, +4 Improved Initiative)	+15 (+11 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	21 (-2 size, +9 Dex, +4 natural)	26 (-2 size, +10 Dex, +8 natural)	27 (-2 size, +11 Dex, +8 natural)
Attacks:	Slam +19/+14/+9 melee	Slam +23/+18/+13 melee	Slam +27/+22/+17/+12 melee
Damage:	Slam 2d8+6	Slam 2d8+7	Slam 2d8+9
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Elemental, damage reduction 10/+2	Elemental, damage reduction 10/+2	Elemental, damage reduction 15/+3
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +7	Fort +12, Ref +25, Will +8
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse (slam)	Dodge, Flyby Attack, Improved Initiative, Mobility,

Combat

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Air Elemental

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (see the following table for details) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

Air Elemental Sizes

	----- Whirlwind -----				
Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	1 lb.	11	1d4	10-20 ft.
Medium	8 ft.	2 lb.	13	1d6	10-30 ft.
Large	16 ft.	4 lb.	16	2d6	10-40 ft.
Huge	32 ft.	8 lb.	22	2d8	10-50 ft.
Greater	36 ft.	10 lb.	25	2d8	10-60 ft.
Elder	40 ft.	12 lb.	27	2d8	10-60 ft.

Earth Elemental, Small
Small Elemental (Earth)

Earth Elemental, Medium
Medium-Size Elemental (Earth)

Earth Elemental, Large
Large Elemental (Earth)

Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	17 (+1 size, -1 Dex, +7 natural)	18 (-1 Dex, +9 natural)	18 (-1 size, -1 Dex, +10 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +12/+7 melee
Damage:	Slam 1d6+4	Slam 1d8+7	Slam 2d8+10
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Elemental	Elemental	Elemental, damage reduction 10/+1
Saves:	Fort +4, Ref -1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Power Attack	Cleave, Power Attack
	Earth Elemental, Huge Huge Elemental (Earth)	Earth Elemental, Greater Huge Elemental (Earth)	Earth Elemental, Elder Huge Elemental (Earth)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	18 (-2 size, -1 Dex, +11 natural)	20 (-2 size, -1 Dex, +13 natural)	22 (-2 size, -1 Dex, +15 natural)
Attacks:	Slam +19/+14/+9 melee	Slam +23/+18/+13 melee	Slam +27/+22/+17/+12 melee
Damage:	Slam 2d10+13	Slam 2d10+15	Slam 2d10+16
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Elemental, damage reduction 10/+2	Elemental, damage reduction 10/+2	Elemental, damage reduction 15/+3
Saves:	Fort +15, Ref +4, Will +5	Fort +17, Ref +6, Will +7	Fort +19, Ref +7, Will +8
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder

Earth Elemental

Earth elementals speak Terran but rarely choose to do so.

Earth Elemental Sizes

<i>Elemental</i>	<i>Height</i>	<i>Weight</i>
Small	4 ft.	80 lb.
Huge	32 ft.	48,000 lb.
Medium	8 ft.	750 lb.
Large	16 ft.	6,000 lb.
Greater	36 ft.	54,000 lb.
Elder	40 ft.	60,000 lb.

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

	Fire Elemental, Small Small Elemental (Fire)	Fire Elemental, Medium Medium-Size Elemental (Fire)	Fire Elemental, Large Large Elemental (Fire)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	15 (+1 size, +1 Dex, +3 natural)	16 (+0 size, +3 Dex, +3 natural)	18 (-1 size, +5 Dex, +4 natural)
Attacks:	Slam +3 melee	Slam +6 melee	Slam +10/+5 melee
Damage:	Slam 1d4 and 1d4 fire	Slam 1d6+1 and 1d6 fire	Slam 2d6+3 and 2d6 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Elemental, fire subtype	Elemental, fire subtype	Elemental, damage reduction 10/+1, fire subtype
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Improved Initiative, Weapon Finesse (slam)	Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)
	Fire Elemental, Huge Huge Elemental (Fire)	Fire Elemental, Greater Huge Elemental (Fire)	Fire Elemental, Elder Huge Elemental (Fire)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)	+12 (+8 Dex, +4 Improved Initiative)	+13 (+9 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	19 (-2 size, +7 Dex, +4 natural)	24 (-2 size, +8 Dex, +8 natural)	25 (-2 size, +9 Dex, +8 natural)
Attacks:	Slam +17/+12/+7 melee	Slam +21/+16/+11 melee	Slam +25/+20/+15/+10 melee
Damage:	Slam 2d8+6 and 2d8 fire	Slam 2d8+7 and 2d8 fire	Slam 2d8+9 and 2d8 fire
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Elemental, damage reduction 10/+2, fire subtype	Elemental, damage reduction 10/+2, fire subtype	Elemental, damage reduction 15/+3, fire subtype

Saves:	Fort +9, Ref +17, Will +5	Fort +11, Ref +20, Will +7	Fort +12, Ref +23, Will +8
Abilities:	Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Dodge, Improved Initiative, Mobility, Weapon Finesse (slam)	Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (slam)	Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (slam)

Fire Elemental

Fire elementals speak Ignan, though they rarely choose to do so. When one does, its voice sounds like the crackle and hiss of a great fire.

Fire Elemental Sizes

Elemental	Height	Weight	Burn Save DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	24
Elder	40 ft.	12 lb.	26

Burn (Ex): Those hit by a fire elemental's slam attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size. A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

	Water Elemental, Small Small Elemental (Water) 2d8+2 (11 hp) +0 20 ft., swim 90 ft. 17 (+1 size, +0 Dex, +6 natural) Slam +4 melee Slam 1d6+3 5 ft. by 5 ft./5 ft. Water mastery, drench, vortex Elemental Fort +4, Ref +0, Will +0 Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11 Listen +5, Spot +5 Power Attack	Water Elemental, Medium Medium-Size Elemental (Water) 4d8+12 (30 hp) +1 (Dex) 20 ft., swim 90 ft. 19 (+1 Dex, +8 natural) Slam +6 melee Slam 1d8+4 5 ft. by 5 ft./5 ft. Water mastery, drench, vortex Elemental Fort +7, Ref +2, Will +1 Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11 Listen +7, Spot +7 Power Attack	Water Elemental, Large Large Elemental (Water) 8d8+32 (68 hp) +2 (Dex) 20 ft., swim 90 ft. 20 (-1 size, +2 Dex, +9 natural) Slam +10/+5 melee Slam 2d8+7 5 ft. by 5 ft./10 ft. Water mastery, drench, vortex Elemental, damage reduction 10/+1 Fort +10, Ref +4, Will +2 Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11 Listen +11, Spot +11 Cleave, Power Attack
	Water Elemental, Huge Huge Elemental (Water) 16d8+80 (152 hp) +4 (Dex) 20 ft., swim 90 ft. 21 (-2 size, +4 Dex, +9 natural) Slam +17/+12/+7 melee Slam 2d10+10 10 ft. by 5 ft./15 ft. Water mastery, drench, vortex Elemental, damage reduction 10/+2, fire immunity Fort +15, Ref +9, Will +5 Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11 Listen +18, Spot +18 Cleave, Great Cleave, Power Attack, Sunder	Water Elemental, Greater Huge Elemental (Water) 21d8+105 (199 hp) +5 (Dex) 20 ft., swim 90 ft. 22 (-2 size, +5 Dex, +9 natural) Slam +21/+16/+11 melee Slam 2d10+12 10 ft. by 5 ft./15 ft. Water mastery, drench, vortex Elemental, damage reduction 10/+2, fire immunity Fort +17, Ref +12, Will +7 Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11 Listen +23, Spot +23 Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder	Water Elemental, Elder Huge Elemental (Water) 24d8+120 (228 hp) +6 (Dex) 20 ft., swim 90 ft. 23 (-2 size, +6 Dex, +9 natural) Slam +25/+20/+15/+10 melee Slam 2d10+13 10 ft. by 5 ft./15 ft. Water mastery, drench, vortex Elemental, damage reduction 15/+3, fire immunity Fort +19, Ref +14, Will +8 Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11 Listen +26, Spot +26 Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder

Water Elemental

Water elementals speak Aquan but rarely choose to do so.

Water Mastery (Ex): A water elemental gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is landbound, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.) A water elemental can be a serious threat to a ship that crosses its path. The elemental can easily

overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic cast by a sorcerer whose level equals the elemental's HD total.

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Creatures one or more sizes smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed at a Reflex save when it comes into contact with the vortex or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. A creature that can swim is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

Water Elemental Sizes

	----- Vortex -----				
<i>Elemental</i>	<i>Height</i>	<i>Weight</i>	<i>Save DC</i>	<i>Damage</i>	<i>Height</i>
Small	4 ft.	34 lb.	13	1d4	10-20 ft.
Medium	8 ft.	280 lb.	15	1d6	10-30 ft.
Large	16 ft.	2,250 lb.	19	2d6	10-40 ft.
Huge	32 ft.	18,000 lb.	25	2d8	10-50 ft.
Greater	36 ft.	21,000 lb.	26	2d8	10-60 ft.
Elder	40 ft.	24,000 lb.	29	2d8	10-60 ft.

Elf

Medium-Size Humanoid (Elf)	
Hit Dice:	1d8-1 (3 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	15 (+1 Dex, +3 studded leather, +1 small shield)
Attacks:	Longsword +1 melee; or longbow +2 ranged
Damage:	Longsword 1d8; or longbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Elven traits
Saves:	Fort +1, Ref +1, Will +0
Abilities:	Str 10, Dex 13, Con 8, Int 11, Wis 11, Cha 11
Skills:	Hide +1, Listen +3, Search +3, Spot +2
Feats:	Weapon Focus (longbow)
Climate/Terrain:	Temperate forest
Half-elf:	Any land
Aquatic:	Temperate aquatic
Drow:	Any underground
Gray:	Temperate forest and mountains
Wild:	Temperate and warm forest
Wood:	Temperate forest
Organization:	Company (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2 or 1 (drow)
Treasure:	Standard
Alignment:	Usually chaotic good
Drow:	Usually neutral evil

Wood: Usually neutral
Advancement: By character class

Elves speak Elven, and most also know Common and Sylvan.

Combat

Elves are cautious warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead. Their wizards often use sleep spells during combat because these won't affect other elves.

Elven Traits (Ex): Elves benefit from a number of racial traits.

- Proficient with longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.
- Immunity to magic sleep spells and effects.
- +2 racial bonus to Will saves against enchantment spells or effects.
- Low-Light Vision: Elves can see twice as far as a human in starlight, moonlight, torchlight, etc.
- +2 racial bonus to Search, Spot, and Listen checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.

Subraces

Half-Elves: A half-elf can choose any class as his or her favored class.

Half-Elven Traits (Ex): These are in addition to the basic elf traits, except where noted here.

- Racial bonus to Search, Spot, and Listen checks decreases to +1. Half-elves cannot notice secret doors just by being near them.

Aquatic Elves: The typical ability scores for an aquatic elf are Str 10, Dex 13, Con 10, Int 9, Wis 11, Cha 11.

An aquatic elf's favored class is fighter.

Aquatic Elf Traits (Ex): These are in addition to the basic elf traits, except where noted here.

- Swim 40 feet.
- Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution.
- Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Drow: Female drow favor the cleric class rather than wizard and have access to two of the following domains: Chaos, Destruction, Evil, and Trickery.

Typical ability scores for males are Str 10, Dex 13, Con 8, Int 13, Wis 11, Cha 9. Typical scores for females are Str 10, Dex 13, Con 8, Int 13, Wis 11, Cha 13.

Drow usually coat their arrows with a potent venom: Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Drow Traits (Ex): These are in addition to the basic elf traits, except where noted here. Drow do not get the usual elven weapon proficiencies.

- Spell resistance 11 + class level.
- +2 racial bonus to Will saves against spells and spell-like abilities.

- Spell-Like Abilities: 1/day-dancing lights, darkness, and faerie fire. These abilities are as the spells cast by a sorcerer of the drow's character level.
- Darkvision up to 120 feet. This replaces elven low-light vision.
- Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Gray Elves: Typical ability scores are Str 8, Dex 13, Con 8, Int 13, Wis 10, Cha 11.

Wild Elves: Typical ability scores are Str 10, Dex 13, Con 10, Int 9, Wis 10, Cha 11.

Wood Elves: Typical ability scores are Str 12, Dex 13, Con 8, Int 9, Wis 11, Cha 9.

Elf Characters

An elf's favored class is wizard.

Ethereal Filcher

Medium-Size Aberration
 Hit Dice: 5d8 (22 hp)
 Initiative: +8 (+4 Dex, +4 Improved Initiative)
 Speed: 40 ft.
 AC: 17 (+4 Dex, +3 natural)
 Attacks: Bite +3 melee
 Damage: Bite 1d4
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Qualities: Ethereal jaunt, detect magic
 Saves: Fort +1, Ref +5, Will +5
 Abilities: Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
 Skills: Listen +8, Pick Pocket +12, Spot +8
 Feats: Improved Initiative

Climate/Terrain: Any land and underground
 Organization: Solitary
 Challenge Rating: 3
 Treasure: No coins; standard goods; double items
 Alignment: Usually neutral
 Advancement: 6-7 HD (Medium-size); 8-15 HD (Large)

Ethereal filchers do not speak.

Combat

An ethereal filcher lurks on the Ethereal Plane waiting for a likely mark. Upon locating one, it shifts to the Material Plane, attempting to catch its victim unawares. The creature attempts to snatch an item, then retreats quickly back to the Ethereal. It is not above delivering a bite to distract its target.

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material. The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.

Detect Magic (Su): Ethereal filchers continuously detect magic as the spell cast by a 5th-level sorcerer. A filcher can suppress or restart the ability once per round as a free action.

Ethereal Marauder

Medium-Size Magical Beast
 Hit Dice: 2d10 (11 hp)
 Initiative: +5 (+1 Dex, +4 Improved Initiative)
 Speed: 40 ft.
 AC: 14 (+1 Dex, +3 natural)
 Attacks: Bite +4
 Damage: Bite 1d6+3
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Qualities: Ethereal jaunt
 Saves: Fort +3, Ref +4, Will +1
 Abilities: Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10
 Skills: Listen +6, Move Silently +6, Spot +6
 Feats: Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-7 HD (Medium-size); 8-15 HD (Large)

Combat

Once a marauder locates prey, it shifts to the Material Plane to attack, attempting to catch its victim flat-footed. The creature bites its victim, then retreats quickly back to the Ethereal Plane. When badly hurt or wounded, the marauder escapes to its home plane rather than continue the fight.

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.

Ettercap

Medium-Size Aberration
Hit Dice: 5d8+5 (27 hp)
Initiative: +3 (Dex)
Speed: 30 ft., climb 30 ft.
AC: 14 (+3 Dex, +1 natural)
Attacks: Bite +3 melee, 2 claws +1 melee
Damage: Bite 1d8 and poison, claws 1d3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Web, poison
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +6
Abilities: Str 10, Dex 17, Con 13, Int 6, Wis 15, Cha 8
Skills: Climb +8, Craft (any one) +2, Hide +3*, Listen +10, Spot +10*
Feats: Multiattack

Climate/Terrain: Temperate and warm forests
Organization: Solitary, pair, or troupe (1-2 plus 2-4 Medium-size monstrous spiders)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 6-7 HD (Medium-size); 8-15 HD (Large)

Ettercaps speak Common.

Combat

Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite.

Web (Ex): An ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium-size (see page 102 in the Player's Handbook for details on net attacks). The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire. Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points and takes double damage from fire. An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Skills: *Ettercaps in shadow receive a +4 racial bonus to Hide and Spot checks.

Ettin

Large Giant
Hit Dice: 10d8+20 (65 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)
 Speed: 40 ft.
 AC: 18 (-1 size, -1 Dex, +7 natural, +3 hide)
 Attacks: 2 greatclubs +12/+7 melee; or 2 longspear +5/+0 ranged
 Damage: Greatclub 1d10+6; longspear 1d8+6
 Face/Reach: 5 ft. by 5 ft./10 ft.
 Special Attacks: Superior two-weapon fighting
 Special Qualities: Darkvision 90 ft.
 Saves: Fort +9, Ref +2, Will +3
 Abilities: Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11
 Skills: Listen +10, Search +0, Spot +10
 Feats: Alertness, Improved Initiative, Power Attack

Climate/Terrain: Cold and temperate hill, mountains, and underground
 Organization: Solitary, gang (2-4), troupe (1-2 plus 1-2 brown bears), band (3-5 plus 1-2 brown bears), or colony (3-5 plus 1-2 brown bears and 7-12 orcs or 9-16 goblins)
 Challenge Rating: 5
 Treasure: Standard
 Alignment: Usually chaotic evil
 Advancement: By character class

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed at an Intelligence check (DC 15) to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Combat

Superior Two-Weapon Fighting (Ex): An ettin fights with a club or spear in each hand. Because each of its two heads controls an arm, the ettin does not suffer an attack or damage penalty for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus to Listen, Spot, and Search checks.

Formian

	Worker Small Outsider (Lawful) Hit Dice: 1d8+1 (5 hp) Initiative: +2 (Dex) Speed: 40 ft. AC: 17 (+1 size, +2 Dex, +4 natural) Attacks: Bite +3 melee Damage: Bite 1d4+1 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Hive mind Special Qualities: Immunities, resistances, Saves: Fort +3, Ref +4, Will +2 Abilities: Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9 Skills: Craft (any one) +3, Climb +3 Feats: Skill Focus (craft) Climate/Terrain: Any land and underground Organization: Team (2-4) or crew (7-18) Challenge Rating: 1/2 Treasure: None Alignment: Always lawful neutral Advancement: 2 HD (Medium-size)	Warrior Medium-Size Outsider (Lawful) Hit Dice: 4d8+8 (26 hp) Initiative: +3 (Dex) Speed: 40 ft. AC: 18 (+3 Dex, +5 natural) Attacks: Sting +7 melee, 2 claws +5 melee, bite +5 melee Damage: Sting 2d4+3, claw 1d6+1, bite 1d4+1 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Hive mind, poison Special Qualities: Immunities, resistances, SR 18 make whole, heal Saves: Fort +6, Ref +7, Will +5 Abilities: Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11 Skills: Climb +10, Hide +10, Listen +7, Move Silently +10, Spot +6 Feats: Dodge, Multiattack Climate/Terrain: Any land and underground Organization: Solitary, team (2-4), or troop (6-11) Challenge Rating: 3 Treasure: None Alignment: Always lawful neutral Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)	Taskmaster Medium-Size Outsider (Lawful) Hit Dice: 6d8+12 (39 hp) Initiative: +7 (+3 Dex, +4 Improved Initiative) Speed: 40 ft. AC: 19 (+3 Dex, +6 natural) Attacks: Sting +10 melee, 2 claws +5 melee Damage: Sting 2d4+4, claw 1d6+2 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Hive mind, poison, dominate person, dominated creature Special Qualities: Immunities, resistances, telepathy, SR 21 Saves: Fort +7, Ref +8, Will +8 Abilities: Str 18, Dex 16, Con 14, Int 14, Wis 16, Cha 19 Skills: Climb +13, Hide +12, Listen +12, Move Silently +12, Search +8, Sense Motive +12, Spot +12 Feats: Improved Initiative, Spell-Like Ability Focus (enchantment) Climate/Terrain: Any land and underground Organization: Solitary (1 plus 1 dominated creature) or conscription team (2-4 plus 1 dominated creature each) Challenge Rating: 7 Treasure: Standard Alignment: Always lawful neutral Advancement: 7-9 HD (Medium-size); 10-12 HD (Large)
	Myrmarch Large Outsider (Lawful) Hit Dice: 12d8+48 (102 hp) Initiative: +8 (+4 Dex, +4 Improved Initiative) Speed: 40 ft. AC: 28 (-1 size, +4 Dex, +15 natural) Attacks: Sting +15 melee, bite +13 melee; or javelin +15/+10 ranged Damage: Sting 2d4+4, bite 2d6+2; or javelin 1d6+4 and poison Face/Reach: 5 ft. by 10 ft./5 ft. Special Attacks: Hive mind, poison, spell-like abilities Special Qualities: Immunities, resistances, fast healing 2, SR 25 Saves: Fort +12, Ref +12, Will +11 Abilities: Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17 Skills: Climb +18, Craft (any one) +9, Diplomacy +15, Hide +15, Knowledge (any one) +16, Listen +18, Move Silently +19, Search +17, Sense Motive +18, Spot +18 Feats: Dodge, Improved Initiative, Mobility, Multiattack Climate/Terrain: Any land and underground Organization: Solitary, team (2-4), or platoon (1 plus 7-18 workers and 6-11 warriors)	Queen Large Outsider (Lawful) Hit Dice: 20d8+100 (190 hp) Initiative: -5 Speed: 0 ft. AC: 23 (-1 size, +14 natural) Attacks: - Damage: - Face/Reach: 5 ft. by 10 ft./5 ft. Special Attacks: Hive mind, spells, spell-like abilities Special Qualities: Immunities, resistances, fast healing 2, telepathy, SR 30 Saves: Fort +19, Ref -, Will +19 Abilities: Str -, Dex -, Con 20, Int 20, Wis 20, Cha 21 Skills: Appraise +22, Bluff +28, Concentration +22, Diplomacy +28, Knowledge (any three) +28, Listen +30, Scry +28, Sense Motive +28, Spellcraft +28, Spot +30 Feats: Alertness, Great Fortitude, Iron Will, item creation feat (any one), Quicken Spell, Spell Focus (Enchantment) Climate/Terrain: Any land and underground Organization: Solitary or hive (1 plus 100-400 workers, 11-40 warriors, 4-7 taskmasters with 1	

Challenge Rating:	10	dominated creature each, and 5-8 myrmarchs)
Treasure:	Standard	18
Alignment:	Always lawful neutral	Double standard
Advancement:	13-18 HD (Large); 19-24 HD (Huge)	Always lawful neutral
		21-30 HD (Huge); 31-40 HD (Gargantuan)

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Immunities (Ex): Formians have poison, petrification, and cold immunity.

Resistances (Ex): All formians have fire, electricity, and sonic resistance 20.

Worker

Make Whole (Sp): Three workers together can repair an object as though with make whole cast by a 7th-level cleric. This is a full-round action for all three workers.

Heal (Sp): Eight workers together can heal a creature's wounds as though with cure serious wounds cast by a 7th-level cleric. This is a full-round action for all eight workers.

Warrior

Poison (Ex): Sting, Fortitude save (DC 14); initial and secondary damage 1d6 temporary Strength.

Taskmaster

Dominate Person (Su): Taskmasters can use dominate person on any creature as the spell cast by a 10th-level sorcerer (save DC 19), although the subject may be of any type and may be up to Large size. A single taskmaster can dominate up to four subjects at a time.

Dominated Creature (Ex): A taskmaster is never encountered alone: One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Sting, Fortitude save (DC 15); initial and secondary damage 1d6 temporary Strength.

Telepathy (Su): Taskmasters can communicate telepathically with any intelligent creature within 100 feet.

Myrmarch

Myrmarchs speak Formian and Common.

Poison (Ex): Sting, Fortitude save (DC 20); initial and secondary damage 2d6 temporary Dexterity.

Spell-Like Abilities: At will-charm monster, clairaudience/clairvoyance, detect chaos, detect thoughts, magic circle against chaos, and teleport without error; 1/day-dictum and order's wrath. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Queen

Spells: The queen casts arcane spells as a 17th-level sorcerer.

Spell-Like Abilities: At will: calm emotions, charm monster, clairaudience/clairvoyance, detect chaos, detect thoughts, dictum, divination, hold monster, magic circle against chaos, order's wrath, shield of law, and true seeing. These abilities are as the spells cast by a 17th-level sorcerer (save DC 15 + spell level).

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within fifty miles whose presence she is aware of.

Frost Worm

Huge Magical Beast (Cold)
Hit Dice: 14d10+70 (147 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft., burrow 10 ft.
AC: 18 (-2 size, +10_natural)
Attacks: Bite +20 melee
Damage: Bite 2d6+12 and 1d8 cold
Face/Reach: 5 ft. by 40 ft./10 ft.
Special Attacks: Trill, cold, breath weapon
Special Qualities: Cold subtype, death throes
Saves: Fort +14, Ref +9, Will +6
Abilities: Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 5
Skills: Hide +3*, Listen +5, Spot +4
Feats: Alertness, Improved Initiative, Iron Will

Climate/Terrain: Any cold land
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Usually neutral
Advancement: 15-21 HD (Huge); 22-42 HD (Gargantuan)

Combat

Frost worms lurk under the snow, waiting for prey to come near. They begin their attack with trilling and then attack helpless prey with their bite.

Trill (Su): The frost worm can emit a noise that forces its prey to stand motionless. This sonic, mind affecting compulsion affects all creatures other than frost worms within a 100-foot spread. Creatures must succeed at a Will save (DC 17) or be stunned for as long as the worm trills, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that frost worm for one day. The effect's caster level is 14.

Cold (Ex): Frost worms' bodies generate intense cold, dealing 1d8 points of damage with their touch. Creatures attacking a frost worm unarmed or with natural weapons take cold damage each time their attacks hit.

Breath Weapon (Su): Cone of cold, 30 feet long, once per hour; damage 15d6, Reflex half DC 22. Opponents held motionless by the frost worm's trill get no saving throw.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 22).

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, receives a +10 racial bonus to Hide checks in its native environment.

Fungus

	Shrieker	Violet Fungus
	Medium-Size Plant	Medium-Size Plant
Hit Dice:	2d8+2 (11 hp)	2d8+6 (15 hp)
Initiative:	-5	-1 (Dex)
Speed:	0 ft.	10 ft.
AC:	13 (+3 natural)	13 (-1 Dex, +4 natural)
Attacks:	-	4 tentacles +3 melee
Damage:	-	Tentacle 1d6+2 and poison
Face/Reach:	5 ft. by 5 ft./0 ft.	5 ft. by 5 ft./"10_ft. (with tentacle)
Special Attacks:	Shriek	-
Special Qualities:	Plant	Plant
Saves:	Fort +4, Ref -, Will -4	Fort +6, Ref -1, Will +0
Abilities:	Str -, Dex -, Con 13, Int 1, Wis 2, Cha 1	Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9
Climate/Terrain:	Any underground	Any underground
Organization:	Solitary or patch (3-5)	Solitary, patch (2-4), or mixed patch (2-4 violet fungi and 3-5 shriekers)
Challenge Rating:	1	3
Treasure:	None	1/10 coins; 50% goods; 50% items

Alignment:	Always neutral	Always neutral
Advancement:	3 HD (Medium-size)	3-6 HD (Medium-size)

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Shrieker

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that the fungus's noise means there is food nearby.

Violet Fungus

Poison (Ex): Tentacle, Fortitude save (DC 14); initial and secondary damage 1d4 temporary Strength and 1d4 temporary Constitution.

Gargoyle

Medium-Size Magical Beast (Earth)
 Hit Dice: 4d10+16 (38 hp)
 Initiative: +2 (Dex)
 Speed: 45 ft., fly 75 ft. (average)
 AC: 16 (+2 Dex, +4 natural)
 Attacks: 2 claws +6 melee, bite +4 melee, gore +4 melee
 Damage: Claw 1d4, bite 1d6, gore 1d6
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Qualities: Damage reduction 15/+1, freeze
 Saves: Fort +8, Ref +6, Will +1
 Abilities: Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7
 Skills: Hide +9*, Listen +4, Spot +4
 Feats: Multiattack, Weapon Finesse (claw, bite, gore)

Climate/Terrain: Any land, aquatic, and underground
 Organization: Solitary, pair, or wing (5-16)
 Challenge Rating: 4
 Treasure: Standard
 Alignment: Always chaotic evil
 Advancement: 5-6 HD (Medium-size); 7-12 HD (Large)

Gargoyles speak Common and Terran.

Combat

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

Skills: *Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Genie

	Janni Medium-Size Outsider	Djinni Large Outsider (Air, Chaotic, Good)	Efreeti Large Outsider (Evil, Fire, Lawful)
Hit Dice:	6d8+6 (33 hp)	7d8+14 (45 hp)	10d8+20 (65 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 10 ft. (perfect) in chainmail; 20 ft., fly 60 ft. (perfect) base 30 ft., fly 20 ft. (perfect)	20 ft., fly 60 ft. (perfect)	20 ft., fly 40 ft. (perfect)
AC:	18 (+2 Dex, +1 natural, +5 chainmail)	16 (-1 size, +4 Dex, +3 natural)	18 (-1 size, +3 Dex, +6 natural)
Attacks:	Scimitar +9/+4 melee; or longbow +8/+3 ranged	Slam +10/+5 melee	Slam +15/+10 melee
Damage:	Scimitar 1d8+4; or longbow 1d8	Slam 1d8+6	Slam 1d8+9 and 1d6 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities, air mastery, whirlwind	Spell-like abilities, heat
Special Qualities:	Plane shift, telepathy, fire resistance 30, elemental endurance	Plane shift, telepathy, acid immunity	Plane shift, telepathy
Saves:	Fort +6, Ref +7, Will +7	Fort +7, Ref +9, Will +7	Fort +9, Ref +10, Will +9
Abilities:	Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15	Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15
Skills:	Appraise +8, Concentration +7, Craft (any two) +7, Escape Artist +6, Listen +8, Move Silently +6,	Appraise +9, Concentration +9, Craft (any one) +11, Escape Artist +11, Knowledge (any one) +9, Listen +9,	Bluff +12, Concentration +16, Escape Artist +13, Intimidate +11, Listen +12, Move Silently +13,

	Ride +6, Sense Motive +6, Sense Motive +11, Spellcraft +11, Spellcraft +9, Spot +9	Spot +8	Move Silently +9, Sense Motive +9,
Feats:	Combat Reflexes, Dodge, Improved Initiative, Mobility	Combat Casting, Combat Reflexes, Dodge, Improved Initiative	Spot +12 Combat Casting, Combat Reflexes, Dodge, Improved Initiative
Climate/Terrain:	Any land	Any land	Any land
Organization:	Solitary, company (2-4), or band (6-15)	Solitary, company (2-4), or band (6-15)	Solitary, company (2-4), or band (6-15)
Challenge Rating:	4	5	8
Treasure:	Standard	Standard	Standard coins; double goods; standard items
Alignment:	Usually neutral	Always chaotic good	Always lawful evil
Advancement:	7-9 HD (Medium-size); 10-18 HD (Large)	8-10 HD (Large); 11-21 (Huge)	11-15 HD (Large); 16-30 HD (Huge)

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Su): A genie can communicate telepathically with any creature within 100 feet that has a language.

Janni

Jann speak Common, plus Auran, Aquan, Ignan, or Terran, plus Celestial, Abyssal, or Infernal.

Spell-Like Abilities: 3/day-invisibility; 2/day-enlarge or reduce and speak with animals. These abilities are as the spells cast by a 12th-level sorcerer (save DC 11 + spell level). Once per day a janni can create food and water as a 7th-level priest and can use ethereal jaunt for 1 hour as the spell cast by a 12th-level priest.

Elemental Endurance (Ex): Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane after that time deals 1 point of damage per additional hour to a janni, until it dies or returns to the Material Plane.

Djinni

Djinn speak Auran, Celestial, Common, and Ignan.

Noble Djinn

Some djinn (1% of the total population) are "noble" and can grant three wishes to any being (nongenies only) who captures them. Noble djinn perform no other services and, upon granting the third wish, are free of their servitude. Noble djinn are as strong as efreet (see below), with 10 HD.

Air Mastery (Ex): Airborne creatures suffer a -1 circumstance penalty to attack and damage rolls against a djinni.

Whirlwind (Su): The djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet. Medium-size or smaller creatures might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed at a Reflex save (DC 20) when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature that can fly is allowed a Reflex save (DC 20) each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check (DC 20) to cast a spell.

Spell-Like Abilities: 1/round-invisibility (self only); 1/day-create food and water, create wine (as create water, but wine instead), major creation (created vegetable matter is permanent), persistent image, and wind walk. These abilities are as the

spells cast by a 20th-level sorcerer (save DC 12 + spell level). Once per day, a djinni can assume gaseous form (as the spell) for up to 1 hour.

Efreeti

Efreets speak Ignan, Common, Auran, and Infernal.

Spell-Like Abilities: At will: produce flame and pyrotechnics; 1/day-grant up to three wishes (to nongenies only), detect magic, enlarge, gaseous form, invisibility, permanent image, polymorph self, and wall of fire. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Heat (Ex): An efreeti's red-hot body deals 1d6 points of additional fire damage whenever it hits in melee, or when grappling, each round it maintains a hold.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Ghoul

	Ghoul	Ghast
	Medium-Size Undead	Medium-Size Undead
Hit Dice:	2d12 (13 hp)	4d12 (26 hp)
Initiative:	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.
AC:	14 (+2 Dex, +2 natural)	16 (+2 Dex, +4 natural)
Attacks:	Bite +3 melee; 2 claws +0 melee	Bite +4 melee; 2 claws +1 melee
Damage:	Bite 1d6+1 and paralysis; claw 1d3 and paralysis	Bite 1d8+1 and paralysis; claw 1d4 and paralysis
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralysis, create spawn	Stench, paralysis, create spawn
Special Qualities:	Undead, +2 turn resistance	Undead, +2 turn resistance
Saves:	Fort +0, Ref +2, Will +5	Fort +1, Ref +3, Will +6
Abilities:	Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16	Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16
Skills:	Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7	Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8
Feats:	Multiattack, Weapon Finesse (bite)	Multiattack, Weapon Finesse (bite)
Climate/Terrain:	Any land, aquatic, and underground	Any land and underground
Organization:	Solitary, gang (2-4), or pack (7-12)	Solitary, gang (2-4), or pack (2-4 plus 7-12 ghouls)
Challenge Rating:	1	3
Treasure:	None	Standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	3 HD (Medium-size)	5-6 HD (Medium-size)

Ghouls speak the languages they spoke in life (usually Common).

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls. Ghouls and ghouls may vary depending on their original race or kind.)

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Lacedon

They have a swim speed of 30 feet.

Ghast

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghaſt's bite or claw attack muſt ſucceed at a Fortitude ſave (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Giant

	Hill Giant	Stone Giant	Frost Giant
Hit Dice:	Large Giant 12d8+48 (102 hp)	Large Giant (Earth) 14d8+56 (119 hp)	Large Giant (Cold) 14d8+70 (133 hp)
Initiative:	-1 (Dex)	+2 (Dex)	-1 (Dex)
Speed:	40 ft.	40 ft.	40 ft.
AC:	20 (-1 ſize, -1 Dex, +9 natural, +3 hide)	25 (-1 ſize, +2 Dex, +11 natural, +3 hide)	21 (-1 ſize, -1 Dex, +9 natural, +4 chain ſhirt)
Attacks:	Huge greatclub +16/+11 melee; or rock +8/+3 ranged	Huge greatclub +17/+12 melee; or rock +12/+7 ranged	Huge greataxe +18/+13 melee; or rock +9/+4 ranged
Damage:	Huge greatclub 2d6+10; or rock 2d6+7	Huge greatclub 2d6+12; or rock 2d8+8	Huge greataxe 2d8+13; or rock 2d6+9
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Rock throwing	Rock throwing, and ſee text	Rock throwing
Special Qualities:	Rock catching	Rock catching	Rock catching, cold subtype
Saves:	Fort +12, Ref +3, Will +4	Fort +13, Ref +6, Will +4	Fort +14, Ref +3, Will +4
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17	Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11	Str 29, Dex 9, Con 21, Int 10, Wis 10, Cha 11
Skills:	Climb +9, Jump +9, Spot +4	Climb +10, Hide +0*, Jump +10, Spot +3	Climb +13, Jump +13, Spot +6
Feats:	Cleave, Power Attack, Weapon Focus (greatclub)	Combat Reflexes, Point Blank Shot, Power Attack, Preciſe Shot	Cleave, Great Cleave, Power Attack, Sunder
Climate/Terrain:	Any hill, mountains, and underground	Any mountains	Any cold land and underground
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding party (6-9 plus level), 2-4 dire wolves), or tribe (21-30 plus 35% noncombatants plus 12-30 dire wolves, 2-4 ogres, and 12-22 orcs)	Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9 plus 1 elder), or tribe (21-30 plus 35% noncombatants plus 1-3 elders and 3-6 dire bears)	Solitary, gang (2-5), band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level plus 2-4 winter wolves and 2-3 ogres), or tribe (21-30 plus 1 adept, cleric, or ſorcerer of 6th or 7th level plus 12-30 winter wolves, 12-22 ogres, and 1-2 young white dragons)
Challenge Rating:	7	8	9
Treasure:	Standard	Standard	Standard
Alignment:	Often chaotic evil	Usually neutral	Often chaotic evil
Advancement:	By character class	By character class	By character class
	Fire Giant	Cloud Giant	Storm Giant
Hit Dice:	Large Giant (Fire) 15d8+75 (142 hp)	Huge Giant (Air) 17d8+102 (178 hp)	Huge Giant (Electricity) 19d8+114 (199 hp)
Initiative:	-1 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	30 ft. (chainmail); base 40 ft.	50 ft.	40 ft., ſwim 30 ft. (breastplate); base 50 ft., ſwim 40 ft.
AC:	21 (-1 ſize, -1 Dex, +8 natural, +5 chainmail)	21 (-2 ſize, +1 Dex, +12 natural)	27 (-2 ſize, +2 Dex, +12 natural, +5 breastplate)
Attacks:	Huge greatsword +20/+15/+10 melee; or rock +10/+5/+0 or rock +12/+7/+2 ranged	Gargantuan morningstar ranged +22/+17/+12 melee; composite longbow (+14) +14/+9/+4 ranged	Gargantuan greatsword +26/+21/+16 melee; or Gargantuan mighty
Damage:	Huge greatsword 2d8+15; or rock 2d6+10 and 2d6 fire longbow (+14) 2d8+14	Gargantuan morningstar 4d6+18; or rock 2d8+12	Gargantuan greatsword 4d6+21; or Gargantuan mighty composite
Face/Reach:	5 ft. by 5 ft./10 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Rock throwing	Rock throwing, ſpell-like abilities	Spell-like abilities
Special Qualities:	Rock catching, fire subtype	Rock catching, ſcent	Electricity immunity, rock freedom of movement, water breathing
Saves:	Fort +14, Ref +4, Will +5	Fort +16, Ref +6, Will +6	Fort +17, Ref +8, Will +9
Abilities:	Str 31, Dex 9, Con 21, Int 10, Wis 10, Cha 11	Str 35, Dex 13, Con 23, Int 12, Wis 12, Cha 13	Str 39, Dex 14, Con 23, Int 16, Wis 16, Cha 15
Skills:	Climb +11, Jump +11, Spot +7	Climb +16, Jump +16, Liſten +10, Spot +10	Climb +18, Concentration +12, Jump +12, Perform (chant, dance, drama, harp, recorder) +7, Spot +8
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Alertness, Cleave, Great Cleave, Power Attack	Cleave, Combat Reflexes, Great Cleave, Power Attack, Sunder
Climate/Terrain:	Any land and underground	Temperate and warm mountains and aquatic	Temperate and warm mountains
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6-9 plus level lions)	Solitary, gang (2-4), family (2-4 plus 35% noncombatants plus 1 ſorcerer or cleric of 4th-7th level plus 2-5 griffons or 2-8 dire lions), or band (6-9 plus 1 ſorcerer or cleric of 4th-7th level plus 2-5 griffons or 2-8 dire lions)	Solitary or family (2-4 plus 35% noncombatants plus 1 ſorcerer or cleric of 7th-10th level plus 1-2 rocs, 2-5 griffons, or 2-8 sea
Challenge Rating:	10	11	13
Treasure:	Standard	Standard coins; double goods; ſtandard items	Standard coins; double goods; ſtandard items
Alignment:	Often lawful evil	Usually neutral good or neutral evil	Often chaotic good
Advancement:	By character class	By character class	By character class

All giants ſpeak Giant. Thoſe with Intelligence ſcores of at leaſt 10 alſo ſpeak Common.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Stone Giant

Skills: *A stone giant gains a +8 racial bonus to Hide checks in rocky terrain.

Stone Giant Elders

Some stone giants develop special abilities related to their environment. These giant elders have Charisma scores of at least 15 and spell-like abilities, which they use as 10th-level sorcerers. Once per day they can use stone shape, stone tell, and either transmute rock to mud or transmute mud to rock. One in ten elders is a sorcerer, usually of 3rd to 6th level.

Frost Giant

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Frost Giant Characters

Clerics have access to any two of the following domains: Chaos, Destruction, Evil, and War (most choose Destruction or War).

Fire Giant

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Fire Giant Characters

Clerics have access to any two of the following domains: Evil, Law, Trickery, and War (most choose Trickery or War).

Cloud Giant

Spell-Like Abilities: Cloud giants who dwell on cloud islands (see below) can use the following as the spells cast by a 15th-level sorcerer: 3/day-levitate (self plus 2,000 pounds) and obscuring mist; 1/day-fog cloud.

Skills and Feats: Cloud giants have EHD as though they were large creatures.

Cloud Giant Characters

Good clerics have access to any two of the following domains: Good, Healing, Strength, and Sun. Evil clerics have access to any two of the following domains: Death, Evil, and Trickery.

Storm Giant

Spell-Like Abilities: Once per day a storm giant can call lightning as a 15th-level druid and use chain lightning as a 15th-level sorcerer. Twice per day a storm giant can control weather as a 20th-level druid and levitate as a 20th-level sorcerer. Save DC is 12 + spell level.

Freedom of Movement (Su): Storm giants continuously have freedom of movement as the spell.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills and Feats: Storm giants have EHD as though they were large creatures. Storm giants ignore all weight penalties for gear carried when swimming.

Storm Giant Characters

Storm giant clerics can choose two of the following domains: Chaos, Good, Protection, and War.

Giant Eagle

Large Magical Beast
Hit Dice: 4d10+4 (26 hp)
Initiative: +3 (Dex)
Speed: 10 ft., fly 80 ft. (average)
AC: 15 (-1 size, +3 Dex, +3 natural)
Attacks: 2 claws +7 melee, bite +2 melee
Damage: Claw 1d6+4, bite 1d8+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Evasion
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills: Knowledge (nature) +2, Listen +5, Sense Motive +8, Spot +11*, Wilderness Lore +8
Feats: Alertness

Climate/Terrain: Any forest, hill, mountains, and plains
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral good
Advancement: 5-8 HD (Huge); 9-12 HD (Gargantuan)

Giant eagles speak Common and Auran.

Combat

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

Skills: *Giant eagles receive a +4 racial bonus to Spot checks during daylight hours.

Training a Giant Eagle

Training a giant eagle as an aerial mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult) and that the creature be willing.

Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant eagle, and riding one requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Giant Owl

Large Magical Beast
Hit Dice: 4d10+4 (26 hp)
Initiative: +3 (Dex)
Speed: 10 ft., fly 70 ft. (average)
AC: 15 (-1 size, +3 Dex, +3 natural)
Attacks: 2 claws +7 melee, bite +2 melee
Damage: Claw 1d6+4, bite 1d8+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Superior low-light vision
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills: Knowledge (nature) +6, Listen +16, Move Silently +9*, Spot +10*
Feats: Alertness

Climate/Terrain: Any forest, hill, mountains and plains
Organization: Solitary, pair, or company (2-5)
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral good
Advancement: 5-8 HD (Huge); 9-12 HD (Gargantuan)

Giant owls speak Common and Sylvan.

Combat

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls receive a +8 racial bonus to Listen checks. *They also receive a +4 racial bonus to Spot checks in dusk and darkness; when in flight, they gain a +8 bonus to Move Silently checks.

Training a Giant Owl

Training a giant owl as an aerial mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult) and that the creature be willing.

Giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant owl, and riding one requires an exotic saddle. A giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a giant owl is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Gibbering Moulder

Medium-Size Aberration
Hit Dice: 4d8+4 (22 hp)
Initiative: +1 (Dex)
Speed: 10 ft., swim 20 ft.
AC: 19 (+1 Dex, +8 natural)
Attacks: 6 bites +4 melee
Damage: Bite 1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation
Special Qualities: Amorphous
Saves: Fort +2, Ref +2, Will +5
Abilities: Str 10, Dex 13, Con 12, Int 4, Wis 13, Cha 13
Skills: Listen +8, Spot +12
Feats: Weapon Finesse (bite)

Climate/Terrain: Any land, aquatic, and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 5-12 HD (Large)

Gibbering moulder's can speak Common, but seldom say anything other than gibbering.

Combat

Gibbering moulder's attack by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A moulder can send out a total of six such members in any round.

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulder's) within a 60-foot spread must succeed at a Will save (DC 13) or be affected as though by a confusion spell for 1d2 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the same gibbering moulder's gibbering for one day.

Spittle (Ex): At the start of every combat, and every 2 rounds thereafter, a gibbering moulder looses a stream of spittle. This ignites on contact with the air, creating a blinding flash of light. All sighted creatures within 60 feet must succeed at a Fortitude save (DC 13) or be blinded for 1d3 rounds.

Improved Grab (Ex): To use this ability, the gibbering moulder must hit with a bite attack.

Blood Drain (Ex): On a second successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of temporary Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a successful Strength check (DC 12) or severed by a normal attack that deals at least 2 points of damage (AC 18). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed and absorbed by the moulder, which gains 1 hit point and adds another mouth and pair of eyes to its body.

Engulf (Ex): A gibbering moulder can try to engulf a Medium-size or smaller opponent grabbed by three or more mouths. The opponent must succeed at a Reflex save (DC 14) or fall and be engulfed. On the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth within 5 feet of it to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering moulder is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering moulthers receive a +4 racial bonus to Spot checks.

Girallon

Large Beast
Hit Dice: 7d10+14 (52 hp)
Initiative: +3 (Dex)
Speed: 40 ft., climb 40 ft.
AC: 16 (-1 size, +3 Dex, +4 natural)
Attacks: 4 claws +12 melee, bite +7 melee
Damage: Claw 1d4+8, bite 1d8+4
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Rend 2d4+12
Special Qualities: Scent
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 26, Dex 17, Con 14, Int 3, Wis 12, Cha 7
Skills: Climb +16, Move Silently +8, Spot +7

Climate/Terrain: Warm forest, mountains, and underground
Organization: Solitary or company (5-8)
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Combat

A solitary girallon usually conceals itself in the branches of a tree or under a pile of leaves and brush, with only its nose showing. When it spots or scents prey, it charges to the attack. The girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate. Against larger foes, the girallon seeks to tear a single opponent to bits as quickly as it can.

Rend (Ex): A girallon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+12 points of damage.

Githyanki

Medium-Size Outsider (Evil)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 16 (+1 Dex, +5 breastplate)
Attacks: Masterwork greatsword +3 melee; or composite longbow +3 ranged

Damage: Greatsword 2d6; or composite longbow 1d8
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Qualities: Psionics, power resistance (variable, see text)
 Saves: Fort +3, Ref +3, Will +1
 Abilities: Str 10, Dex 12, Con 13, Int 11, Wis 8, Cha 10
 Skills: Craft (weaponsmithing) +2, Craft (armorsmithing) +2, Search +3
 Feats: Weapon Focus (greatsword)
 Climate/Terrain: Any land and underground
 Organization: Company (2 to 4 3rd-level fighters or psionic warriors), squad (11 to 20 3rd-level fighters or psionic warriors, plus 2 7th-level sergeants, 1 9th-level captain, and 1 young red dragon), or regiment (30 to 100 3rd-level fighters or psionic warriors, plus 1 7th-level sergeant per 10 members, 5 7th-level lieutenants, 3 9th-level captains, 1 16th-level supreme leader, and 1 adult red dragon per 30 members)
 Challenge Rating: 1
 Treasure: Standard
 Alignment: Always evil (any)
 Advancement: By character class

Githyanki are an ancient line of humanlike beings who reside in the Astral Plane, filling their armories for their next skirmish, raid, or war.

Githyanki are gaunt, averaging 6 1/4 feet tall and typically weighing around 170 pounds. They possess rough, yellow skin and black hair that is often pulled into one or more topknots. Their eyes gleam darkly, and their ears are pointed and serrated in back. They enjoy elaborate dress and baroque armor. In fact, they revere weapons and armor, and it is not uncommon for githyanki to show more regard for their panoply than for a mate.

Githyanki speak their own secret tongue, but most also know Common and Draconic. Like dwarves, githyanki are craftmasters, although they focus exclusively on items of warfare. Their items are distinctive, and nongithyanki who acquire them run the risk of immediate retribution should they encounter githyanki.

Most githyanki encountered outside their homes are fighters or psionic warriors; however, psions, wizards (called "warlocks"), and multiclass githyanki (called **gish**) are not uncommon.

Combat

Githyanki are seasoned warriors and well familiar with the tactical use of ambush, cover, and psionic sniper attacks from afar. However, they prefer to engage their enemies hand-to-hand so they can bring their devastating melee weapons to bear. Githyanki weapons are usually greatswords, bastard swords, and other particularly large-bladed weapons of special githyanki manufacture, all masterwork and each distinctively decorated and named. Githyanki psions and wizards direct their powers with pinpoint accuracy to support their comrades in melee.

Psionics (Sp): Manifest freely (at will)—**Clairaudience/Clairvoyance**, **Telekinesis**, and **Dimension Slide**. Upon advancing to 8th level in any class (or combination of classes), a githyanki can use **Plane Shift** once per day. These effects are as the powers manifested by a 16th-level psion.

Attack Modes/Defense Modes (Sp): Manifest freely (at will)—**Mind Thrust/Empty Mind**.

Power Resistance (Ex): A githyanki has power resistance of 5 + 1 per character level.

Silver Swords

These impressive weapons are carried by githyanki combatants of 7th level and higher. Of githyanki make, a **silver sword** is a +3 **greatsword** that looks much like a standard githyanki weapon. However, when drawn in melee, the blade transforms into a column of silvery liquid, altering the weapon's balance round by round as the blade's shape flows and shimmers. In the hands of someone without the appropriate Exotic Weapon Proficiency feat, the weapon is clumsy (–4 penalty to attack rolls) and possesses only its enhancement bonus. A proficient user on the Astral Plane, however, is able to attack the silver cord that connects many astral travelers to their physical forms; the normally insubstantial cord is treated as a tangible object with hardness 10 and 20 hit points (see "Attack an Object" on page 135 in the **Player's Handbook**). Attacking the silver cord draws an attack of opportunity from the astral traveler.

A silver cord visibly trails 5 feet behind an astral traveler before fading into the astral medium. When the cord is damaged, the astral traveler must succeed at a Fortitude save (DC 13) or be immediately forced to return to its body—which might be a good idea anyway if the traveler is not up to fighting githyanki on their home plane. If the silver cord is completely severed, the creature's material body (and astral echo) is slain instantly. The cords of travelers with the **Mind Blank** power active are immune to silver swords.

If a **silver sword** falls into the hands of a nongithyanki, githyanki will kill the possessor if they can, steal it if they have to, negotiate if they must, or ally with the thief's most potent foe as a last resort. **Silver swords** with an enhancement bonus of +5 and vorpal characteristics exist, but these are minor artifacts, relatively few, and only handed down to heroes of the race.

Manifester Level: 11th; **Prerequisites:** Craft Psionic Arms and Armor, creator must be a githyanki; **Market Price:** 98,350 gp; **Cost to Create:** 49,000 gp + 3920 XP.

Githyanki Society

Mind flayers enslaved entire races, including the githyanki forerunners. Centuries of captivity bred hate, nurtured resolve, and finally instilled psionic powers. With mental armaments of their own and a powerful leader to rally behind (the legendary Gith), the slaves instigated a crossplanar struggle that, in the end, threw down the mind flayer empire, bringing freedom to the surviving slaves. Unfortunately, the former slaves soon split into the racially distinct githyanki and their mortal enemies, the githzerai. Each constantly attempts the extinction of the other. This animosity has burned through the centuries, warping the githyanki into the evil, militaristic creatures they are today. Both peoples' hatred of the mind flayers knows no bounds, though, and they will break off hostilities to slay illithids if the opportunity presents itself.

Githyanki live within massive fortresses adrift in the Astral Plane. Here they conduct commerce, manufacture goods, grow food, and live out their lives. Family dwellings are nonexistent, as most githyanki prefer their own abode; however, githyanki are often found in groups, honing their fighting skills. A githyanki fortress contains noncombatants (mostly children) equal to 20% of the fighting population. Githyanki males and females may be found in almost any role or class.

The githyanki have no deity but instead pay homage to a lich-queen. A jealous and paranoid overlord, she devours the essence of any githyanki that rises above the 16th level of ability in any class (or combination of classes). Besides eliminating potential rivals, the lich-queen enhances her power with the stolen life essence.

Red Dragon Pact: Githyanki have a racial pact with red dragons, who sometimes serve them as steeds. Individually, githyanki gain a +4 racial bonus to Diplomacy checks when dealing with red dragons. In large groups, they can make temporary alliances with red dragons at the DM's option (see Organization, above).

Githyanki Characters

A githyanki can choose fighter or psychic warrior as the favored character class. Githyanki are never clerics, unless they've forsworn the dreaded lich-queen (which is a dangerous and ultimately lethal choice).

Gnoll

Medium-Size Humanoid (Gnoll)

Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 20 ft. (scale mail), base 30 ft.
AC: 17 (+1 natural, +4 scale, +2 large shield)
Attacks: Battleaxe +3 melee; or shortbow +1 ranged
Damage: Battleaxe 1d8+2; or shortbow 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Skills: Listen +3, Spot +3
Feats: Power Attack

Climate/Terrain: Temperate or warm land and underground

Organization: Solitary, pair, gang (2-5), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 6-10 dire lions; underground lairs also have 1-3 trolls)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Gnolls speak Gnoll and sometimes Goblin or Orc.

Combat

Because of its armor and shield, a gnoll's Hide score is -6, which means gnolls always take special care to seek favorable conditions when laying ambushes (such as darkness, heavy cover, or some other form of concealment).

Gnoll Characters

A gnoll's favored class is ranger.

Gnome

Small Humanoid (Gnome)

Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 20 ft.
AC: 16 (+1 size, +4 chain shirt, +1 small shield)
Attacks: Short sword +2 melee; or light crossbow +2 ranged
Damage: Short sword 1d6-1; or light crossbow 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Gnome traits, spells
Special Qualities: Gnome traits, speak with animals
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11
Skills: Listen +4, Spot +2
Feats: Weapon Focus (short sword)

Climate/Terrain: Any forest, hill, and underground
Organization: Company (2-4), squad (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band (30-50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2-5 dire badgers)
Challenge Rating: 1/2 or 1 (svirfneblin)
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class

Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know Common, while warriors in gnome settlements usually learn Goblin or Kobold.

Combat

Gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can.

Spells: Gnomes with Intelligence scores of 10 or higher may cast dancing lights, ghost sound, and prestidigitation, each once per day as a 1st-level wizard (spell failure penalties for armor apply).

Speak with Animals (Sp): Once per day a gnome can use speak with animals as a 1st-level druid to communicate with a burrowing mammal (badger, fox, rabbit, etc.).

Gnome Traits (Ex): Gnomes benefit from a number of racial traits.

- **Small:** Gnomes gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- **Low-light Vision.** Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +2 racial bonus to saving throws against illusions.
- +1 racial bonus to attack rolls against kobolds and goblinoids.
- +4 dodge bonus against giants.

Skills: Gnomes receive a +2 racial bonus to Listen checks, for their keen hearing, and to Alchemy checks, because their sensitive noses allow them to monitor alchemical processes by smell.

Subraces

Svirfneblin: Speak Gnome, Common, Terran, and Undercommon. Most also speak the language of drow or kuo-toa.

The typical ability scores for a svirfneblin are Str 8, Dex 12, Con 10, Int 10, Wis 12, Cha 6.

Spell-Like Abilities: Svirfneblin have no special skill with or resistance to illusions, but they can use blindness, blur, and change self each once per day. These abilities are as the spells cast by a wizard of the svirfneblin's character level (save DC 10 + spell level).

Nondetection (Su): Svirfneblin have a continuous nondetection ability as the spell.

Svirfneblin Traits (Ex): These are in addition to the basic gnome traits, except where noted here.

- **Stonecunning:** Like dwarves, svirfneblin receive a +2 racial bonus to checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.
- Darkvision up to 120 feet.
- Spell resistance of 11 + character level.
- +2 racial bonus to all saving throws.
- +4 dodge bonus against all creatures (no special bonus against giants).

Skills: Svirfneblin receive a +2 racial bonus to Hide checks, which improves to +4 in darkened areas underground.

Forest Gnomes: In addition to Gnome, forest gnomes speak Elf, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals.

Forest Gnome Traits (Ex): These are in addition to the basic gnome traits, except where noted here.

- Forest gnomes have the innate ability to pass without trace (as the spell).
- +1 racial bonus to attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.

Skills: Forest gnomes receive a +4 racial bonus to Hide checks, which improves to +8 in a wooded area.

Gnome Characters

A gnome's favored class is illusionist.

Goblin

Small Humanoid (Goblinoid)
Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (+1 size, +1 Dex, +3 studded leather)
Attacks: Morningstar +1 melee; or javelin +3 ranged
Damage: Morningstar 1d8-1; or javelin 1d6-1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills: Hide +6, Listen +3, Move Silently +4, Spot +3
Feats: Alertness

Climate/Terrain: Temperate and warm land and underground
Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)
Challenge Rating: 1/4
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

Goblins speak Goblin; those with Intelligence scores of 12 or above also speak Common.

Combat

They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Goblin Characters

A goblin's favored class is rogue. Goblin clerics can choose two of the following domains: Chaos, Evil, and Trickery. Most goblin spellcasters are adepts. Goblin adepts favor spells that fool or confuse enemies.

Golem

	Flesh	Clay	Stone
Hit Dice:	Large Construct 9d10 (49 hp)	Large Construct 11d10 (60 hp)	Large Construct 14d10 (77 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	30 ft. (can't run)	20 ft. (can't run)	20 ft. (can't run)
AC:	18 (-1 size, -1 Dex, +10 natural)	22 (-1 size, -1 Dex, +14 natural)	26 (-1 size, -1 Dex, +18 natural)
Attacks:	2 slams +10 melee	2 slams +14 melee	2 slams +18 melee
Damage:	Slam 2d8+5	Slam 2d10+7	Slam 2d10+9
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Berserk	Berserk, wound	Slow
Special Qualities:	Construct, magic immunity, damage reduction 15/+1	Construct, magic immunity, damage reduction 20/+1, immune to piercing and slashing, haste	Construct, magic immunity, damage reduction 30/+2
Saves:	Fort +3, Ref +2, Will +3	Fort +3, Ref +2, Will +3	Fort +4, Ref +3, Will +4
Abilities:	Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1
Climate/Terrain:	Any land and underground	Any land and underground	Any land
Organization:	Solitary or gang (2-4)	Solitary or gang (2-4)	Solitary or gang (2-4)
Challenge Rating:	7	10	11
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	10-18 HD (Large); 19-27 HD (Huge)	12-18 HD (Large); 19-33 HD (Huge)	15-21 HD (Large); 22-42 (Huge)
	Iron		
Hit Dice:	Large Construct 18d10 (99 hp)		
Initiative:	-1 (Dex)		
Speed:	20 ft. (can't run)		
AC:	30 (-1 size, -1 Dex, +22 natural)		
Attacks:	2 slams +23 melee		
Damage:	Slam 2d10+11		
Face/Reach:	5 ft. by 5 ft./10 ft.		
Special Attacks:	Breath weapon		
Special Qualities:	Construct, magic immunity, damage reduction 50/+3, rust vulnerability		
Saves:	Fort +6, Ref +5, Will +6		
Abilities:	Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1		
Climate/Terrain:	Any land		
Organization:	Solitary or gang (2-4)		
Challenge Rating:	13		
Treasure:	None		
Alignment:	Always neutral		
Advancement:	19-24 HD (Large); 25-54 HD (Huge)		

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, the golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple program to govern its actions in his or her absence.

Golems do not need to breathe and are immune to most forms of energy.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Golems completely resist most magical and supernatural effects, except where otherwise noted below.

Construction

The cost listed for each golem includes that of the physical body and all the materials and spell components that are consumed or become a permanent part of it.

Understanding the rituals requires a character of the required level with the Craft Magic Arms and Armor and Craft Wondrous Item feats. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, or talking. If personally constructing the golem's body, the creator can perform the building and rituals together. If the creator misses a day of rituals, the process fails and must be started again. Money spent is lost, but XP spent are not. The golem's body can be reused, as can the laboratory.

Completing the ritual drains the appropriate XP from the creator and requires casting any spells on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

Flesh Golem

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). It takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects slow them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a flesh golem hit by a lightning bolt cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against electricity effects.

Construction

The golem costs 50,000 gp to create, which includes 500 gp for the construction of the body. Assembling the body requires a successful Craft (leatherworking) or Heal check (DC 13). The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires bull's strength, geas/quest, limited wish, polymorph any object, and protection from arrows.

Clay Golem

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Wound (Ex): The damage a clay golem deals doesn't heal naturally. Only a heal spell or a Healing spell of 6th level or higher can heal it.

Immune to Slashing and Piercing (Ex): Slashing and piercing weapons, even enchanted ones, deal no damage to a clay golem.

Magic Immunity (Ex): Clay golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage. An earthquake cast directly at a clay golem stops it from moving that round and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Construction

The golem costs 60,000 gp to create, including 1,500 gp for the body and 30,000 gp for vestments, which can be reused. Creating the body requires a successful Craft (sculpting or masonry) check (DC 15). The ritual requires a 16th-level creator who can cast divine spells. Completing the ritual drains 1,200 XP from the creator and requires animate objects, bless, commune, prayer, and resurrection.

Stone Golem

Slow (Su): A stone golem can use slow as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Magic Immunity (Ex): A stone golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Construction

The golem costs 80,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 17). The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,600 XP from the creator and requires geas/quest, limited wish, polymorph any object, and slow.

Iron Golem

Breath Weapon (Su): First or second round of combat-cloud of poisonous gas, 10-foot cube directly in front of the golem lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death.

Magic Immunity (Ex): An iron golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the slow spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a flesh golem hit by a fireball cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against fire effects.

Rust Vulnerability (Ex): An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Construction

The golem costs 100,000 gp to create, which includes 1,500 gp for the body. Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 20). The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 2,000 XP from the creator and requires cloudkill, geas/quest, limited wish, and polymorph any object.

Gorgon

Large Magical Beast
Hit Dice: 8d10+24 (68 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft.
AC: 18 (-1 size, +9 natural)
Attacks: Gore +12 melee
Damage: Gore 1d8+7
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Breath weapon, trample 1d8+7
Special Qualities: Scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 21, Dex 10, Con 17, Int 2, Wis 12, Cha 9
Skills: Listen +8, Spot +8
Feats: Alertness, Improved Initiative

Climate/Terrain: Temperate and warm land and underground
Organization: Solitary, pair, pack (2-4), or herd (5-13)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 9-15 HD (Large); 16-24 HD (Huge)

Combat

Breath Weapon (Su): Turn to stone permanently, cone, 60 feet, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 17).

Trample (Ex): A gorgon can trample Small or smaller creatures for 1d8+7 points of damage. Opponents who do not make attacks of opportunity against the gorgon can attempt a Reflex save (DC 23) to halve the damage.

Gray Render

Large Beast
Hit Dice: 10d10+70 (125 hp)
Initiative: +0
Speed: 30 ft.
AC: 19 (-1 size, +10 natural)
Attacks: Bite +12 melee, 2 claws +7 melee
Damage: Bite 2d6+6, claw 1d6+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Improved grab, rend 3d6+9
Special Qualities: Scent
Saves: Fort +14, Ref +7, Will +4
Abilities: Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8
Skills: Hide +7, Spot +8

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Usually neutral
Advancement: 11-15 HD (Large); 16-30 HD (Huge)

Combat

A gray render attacks to kill, whether to bring down prey or to protect itself or those it has adopted. When hunting, it sometimes attempts to hide and wait for prey to wander close.

Improved Grab (Ex): To use this ability, the gray render must hit with its bite attack.

Rend (Ex): A gray render that gets a hold latches onto the opponent's body and tears the flesh. This attack automatically deals 3d6+9 points of damage.

Skills: Gray renders receive a +4 racial bonus to Spot checks due to their six keen eyes.

Grick

Medium-Size Aberration
Hit Dice: 2d8 (9 hp)
Initiative: +2 (Dex)
Speed: 30 ft., climb 20 ft.
AC: 16 (+2 Dex, +4 natural)
Attacks: 4 tentacle rakes +3 melee, bite -2 melee
Damage: Tentacle rake 1d4+2, bite 1d3+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Scent, damage reduction 15/+1
Saves: Fort +0, Ref +2, Will +5
Abilities: Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5
Skills: Climb +10, Hide +4*, Listen +7, Spot +7
Feats: Alertness

Climate/Terrain: Underground
Organization: Solitary or cluster (2-4)
Challenge Rating: 3
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)

Combat

They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. A grick's rubbery body seems to shed blows of any kind. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, the grick normally drags its victim back to its lair to be eaten at its leisure.

Skills: *Their coloration affords gricks a +8 racial bonus to Hide checks when in natural rocky areas.

Griffon

Large Beast
 Hit Dice: 7d10+21 (59 hp)
 Initiative: +2 (Dex)
 Speed: 30 ft., fly 80 ft. (average)
 AC: 17 (-1 size, +2 Dex, +6 natural)
 Attacks: Bite +8 melee, 2 claws +3 melee
 Damage: Bite 2d6+4, claw 1d4+2
 Face/Reach: 5 ft. by 10 ft./5 ft.
 Special Attacks: Pounce, rake 1d6+2
 Special Qualities: Scent
 Saves: Fort +8, Ref +7, Will +3
 Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
 Skills: Jump +8, Listen +6, Spot +11*

Climate/Terrain: Temperate and warm hill and mountains
 Organization: Solitary, pair, or pride (6-10)
 Challenge Rating: 4
 Treasure: None
 Alignment: Always neutral
 Advancement: 8-10 HD (Large); 11-21_HD_(Huge)

Combat

Griffons prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A griffon that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d6+2 slashing damage each.

Skills: Griffons receive a +4 racial bonus to Jump checks. *They also receive a +4 racial bonus to Spot checks in daylight.

Training a Griffon

Training a griffon as an aerial mount requires a successful Handle Animal check (DC 21 for a young creature, or DC 28 for an adult) and that the creature be willing. Griffons mature in about two years. Trainers can reduce the DC by 5 and the rearing time by one-half by using a magic bridle enchanted for this purpose.

Griffon eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffon. Riding a trained griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Grimlock

Medium-Size Monstrous Humanoid
 Hit Dice: 2d8+2 (11 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft.
 AC: 15 (+1 Dex, +4 natural)
 Attacks: Battleaxe +4 melee
 Damage: Battleaxe 1d8+3
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Blindsight
 Special Qualities: Immunities, scent
 Saves: Fort +1, Ref +4, Will +2
 Abilities: Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6
 Skills: Climb +7, Hide +6*, Listen +6, Search +5, Spot +3
 Feats: Alertness

Climate/Terrain: Any mountains and underground
 Organization: Gang (2-4), pack (10-20), tribe (10-60 plus 1 leader of 3rd-5th level per 10 adults), or cult (10-80 plus 1 leader of 3rd-5th level per 10 adults and 1 mind flayer or medusa)
 Challenge Rating: 1
 Treasure: Standard coins; standard goods (gems only); standard items
 Alignment: Always neutral evil
 Advancement: By character class

Combat

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed.

Grimlocks are susceptible to sound and scent based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus to Hide checks when in mountains or underground.

Grimlock Characters

Grimlocks favor the barbarian class.

Hag

	Sea Hag	Annis	Green Hag
	Large Monstrous Humanoid (Aquatic)	Large Monstrous Humanoid	Medium-Size Monstrous Humanoid
Hit Dice:	3d8+3 (16 hp)	7d8+14 (45 hp)	9d8+9 (49 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	30 ft., swim 40 ft.	40 ft.	30 ft., swim 30 ft.
AC:	13 (-1 size, +1 Dex, +3 natural)	20 (-1 size, +1 Dex, +10 natural)	22 (+1 Dex, +11 natural)
Attacks:	2 claws +6 melee	2 claws +13 melee, bite +8 melee	2 claws +13 melee
Damage:	Claw 1d4+4	Claw 1d6+7, bite 1d6+3	Claw 1d4+4
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Horrific appearance, evil eye	Improved grab, rend 2d6+14, spell-like abilities	Spell-like abilities, weakness, mimicry
Special Qualities:	SR 14, water breathing	SR 19, steely skin	SR 18, darkvision 90 ft.
Saves:	Fort +2, Ref +4, Will +4	Fort +4, Ref +6, Will +6	Fort +6, Ref +7, Will +7
Abilities:	Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10	Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10	Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 10
Skills:	Craft or Knowledge (any one) +4, Hide +3, Listen +9, Spot +9	Concentration +12, Hide +7, Listen +11, Spot +11	Concentration +13, Craft or Knowledge (any one) +5, Hide +11, Listen +11, Spot +11
Feats:	Alertness	Alertness, Blind-Fight, Combat Casting	Alertness, Blind-Fight, Combat Casting, Great Fortitude
Climate/Terrain:	Any aquatic	Any land and underground	Temperate and warm forest and marsh
Organization:	Solitary or covey (3 hags of any type plus 1-8 ogres and 1-4 evil giants)	Solitary or covey (3 hags of any type plus 1-8 ogres and 1-4 evil giants)	Solitary or covey (3 hags of any type plus 1-8 ogres and 1-4 evil giants)
Challenge Rating:	4 or 12 (covey)	6 or 12 (covey)	5 or 12 (covey)
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class

Hags speak Giant and Common.

Sea Hag

Horroric Appearance (Su): The sight of a sea hag is so revolting that anyone who sets eyes upon one must succeed at a Fortitude save (DC 11) or instantly be weakened, taking 2d8 points of temporary Strength damage. This cannot reduce a victim to a negative Strength score, but anyone reduced to Strength 0 is helpless. Creatures who successfully save cannot be affected again by the same hag's horrific appearance for one day.

Evil Eye (Su): Three times per day a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed at a Fortitude save (DC 11). Creatures who fail have a 25% chance of dying instantly from fright; even if they survive, they fall into a whimpering catatonia for three days, although remove curse or dispel evil can restore sanity sooner.

Water Breathing (Ex): Sea hags can breathe underwater indefinitely and can freely use their abilities while submerged.

Annis

Improved Grab (Ex): To use this ability, the annis must hit a Large or smaller creature with a claw attack.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+14 points of damage.

Tear (Ex): An annis automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Spell-Like Abilities: 3/day-change self and fog cloud. These abilities are as the spells cast by an 8th-level sorcerer.

Steely Skin (Ex): The steely skin of an annis reduces damage dealt by slashing and piercing weapons by 1 point of damage per hit. Conversely, their brittle bones increase damage dealt by bludgeoning weapons by 1 point per hit. (Treat combination weapons such as morningstars as bludgeoning weapons.)

Green Hag

Spell-Like Abilities: At will: change self, dancing lights, ghost sound, invisibility, pass without trace, tongues, and water breathing. These abilities are as the spells cast by an 8th-level sorcerer (save DC 10 + spell level).

Weakness (Su): The green hag can weaken a foe by making a special touch attack. The affected opponent must succeed at a Fortitude save (DC 13) or take 2d4 points of temporary Strength damage.

Mimicry (Ex): Green hags can imitate the sounds of almost any animal found near their lairs.

Hag Covey

A covey of hags is 80% likely to be guarded by 1d8 ogres and 1d4 evil giants who do their bidding. These are often polymorphed into less hostile forms and sent forth as spies. Such minions often (60%) carry magic stones known as hag eyes (see below).

Spell-Like Abilities: 3/day-animate dead, bestow curse, control weather, dream, forcecage, mind blank, mirage arcana, polymorph other, veil, and vision. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level). To use one of these abilities, all three hags must be within 10 feet of one another. This is a full-round action.

Once per month, a covey that does not have a hag eye can create one from a gem worth at least 20 gp (see below).

Hag Eye

Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane as the hag. Destroying a hag eye deals 1d10 points of damage to each member of the covey and blinds the one who sustained the greatest damage for 24 hours.

Halfling

Small Humanoid (Halfling)
Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
AC: 15 (+1 size, +1 Dex, +3 studded leather)
Attacks: Longsword +2 melee; or heavy crossbow +3 ranged
Damage: Longsword 1d8-1; or heavy crossbow 1d10
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Halfling traits
Special Qualities: Halfling traits
Saves: Fort +3, Ref +2, Will +1
Abilities: Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 11
Skills: Climb +0, Hide +5, Jump +0, Listen +3, Move Silently +4
Feats: Weapon Focus (longsword)

Climate/Terrain: Any land and underground
Organization: Company (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6-10 dogs, and 2-5 riding dogs)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class

Halflings speak Halfling and Common.

Combat

Halflings prefer to fight defensively, usually hiding and launching ranged attacks as the foe approaches.

Halfling Traits (Ex): Halflings benefit from a number of racial traits.

- Small: Halflings gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- +1 racial bonus to all saving throws.
- +2 morale bonus to saving throws against fear. (This bonus stacks with the halfling's +1 bonus to saving throws in general.)
- +1 racial attack bonus with a thrown weapon.

Skills: Halflings are agile, surefooted, and athletic. They receive a +2 racial bonus to Climb, Jump, and Move Silently checks. Their keen hearing bestows a +2 racial bonus to Listen checks.

Subraces

Tallfellows: They generally speak Elven in addition to the usual halfling languages.

Tallfellow Traits (Ex): These are in addition to the basic halfling traits, except where noted here.

- +2 racial bonus to Search, Spot, and Listen checks. Like an elf, a tallfellow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.

Skills: Tallfellows are less athletic than lightfeet and do not receive any bonus to Climb, Jump, and Move Silently checks.

Deep Halflings: They speak Dwarven fluently.

Deep Halfling Traits (Ex): These are in addition to the basic halfling traits, except where noted here.

- Darkvision up to 60 feet.
- Stonecunning: Like dwarves, deep halflings receive a +2 racial bonus to checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A deep halfling who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

Skills: Deep halflings receive a +2 racial bonus to Appraise checks and Craft checks that are related to stone or metal. They are less athletic than lightfeet and do not receive any bonus to Climb, Jump, and Move Silently checks.

Halfling Characters

A halfling's favored class is rogue.

Harpy

Medium-Size Monstrous Humanoid
Hit Dice: 7d8 (31 hp)
Initiative: +2 (Dex)
Speed: 20 ft., fly 80 ft. (average)
AC: 13 (+2 Dex, +1 natural)
Attacks: Club +7/+2 melee, or 2 claws +2 melee
Damage: Club 1d4, or claw 1d3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Captivating song

Saves: Fort +2, Ref +7, Will +5
Abilities: Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15
Skills: Bluff +8, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +9, Spot +6
Feats: Dodge, Flyby Attack

Climate/Terrain: Temperate and warm land and underground
Organization: Solitary, pair, or flight (7-12)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Combat

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for one day. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Hell Hound

Medium-Size Outsider (Evil, Fire, Lawful)
Hit Dice: 4d8+4 (22 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 16 (+1 Dex, +5 natural)
Attacks: Bite +5 melee
Damage: Bite 1d8+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Breath weapon
Special Qualities: Scent, fire subtype
Saves: Fort +5, Ref +5, Will +4
Abilities: Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6
Skills: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*
Feats: Improved Initiative, Track

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or pack (5-12)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful evil
Advancement: 5-8 HD (Large)

Hell hounds do not speak but understand Infernal.

Combat

Hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it with their fiery breath toward the rest. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly.

Breath Weapon (Su): Cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites any flammable materials within the cone. Hell hounds can use their breath weapon while biting.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Skills: Hell hounds receive a +5 racial bonus to Hide and Move Silently checks. *They also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

Helmed Horrors

Large Construct
Hit Dice: 18d10 (99 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run)
AC: 30 (-1 size, -1 Dex, +22 natural)
Attacks: 2 slams +23 melee

Damage: Slam 2d10+11
 Face/ Reach: 5 ft. by 5 ft./10 ft.
 Special Attacks: Breath Weapon
 Saves: Fort +6, Ref +5, Will +6
 Abilities: Str 33, Dex 9, Con --, Int --, Wis 11, Cha 1
 Skills: Listen +5, Spot +5, Swim +5
 Treasure: None
 Alignment: Always neutral

Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to all spells, spell-like abilities, and supernatural effects, except as follows. Electricity effects slow it (as the **slow** spell) for 3 rounds, with no saving throw. Fire effects break any **slow** effect on the golem and cure 1 point of damage for each 3 points of damage they would otherwise deal.

Breath Weapon: First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the golem lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death.

Hippogriff

Large Beast
 Hit Dice: 3d10+9 (25 hp)
 Initiative: +2 (Dex)
 Speed: 50 ft., fly 100 ft. (average)
 AC: 15 (-1 size, +2 Dex, +4 natural)
 Attacks: 2 claws +5 melee, bite +0 melee
 Damage: Claw 1d4+4, bite 1d8+2
 Face/Reach: 5 ft. by 10 ft./5 ft.
 Saves: Fort +6, Ref +5, Will +2
 Abilities: Str 18, Dex 15, Con 16, Int 4, Wis 13, Cha 8
 Skills: Listen +4, Spot +7*

Climate/Terrain: Temperate and warm hill and plains
 Organization: Solitary, pair, or flight (7-12)
 Challenge Rating: 2
 Treasure: None
 Alignment: Always neutral
 Advancement: 4-6 HD (Large); 7-9 HD (Huge)

Combat

Hippogriffs dive at their prey and strike with their taloned forelegs. When they cannot dive, they slash with claws and beak.

Skills: *Hippogriffs receive a +4 racial bonus to Spot checks during daylight hours.

Training a Hippogriff

Training a hippogriff as an aerial mount requires a successful Handle Animal check (DC 21 for a young creature, or DC 28 for an adult) and that the creature be willing. Hippogriffs mature at the same rate as horses. Trainers can reduce the DC by 5 and the rearing time by one-half by using a magic bridle enchanted for this purpose.

Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff. Riding a trained hippogriff requires an exotic saddle. A hippogriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Hobgoblin

Medium-Size Humanoid (Goblinoid)
 Hit Dice: 1d8+1 (5 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft.
 AC: 15 (+1 Dex, +3 studded leather, +1 small shield)
 Attacks: Longsword +1 melee; or javelin +2 ranged
 Damage: Longsword 1d8; or javelin 1d6
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Qualities: Darkvision 60 ft.
 Saves: Fort +3, Ref +1, Will +0
 Abilities: Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3
Feats: Alertness

Climate/Terrain: Temperate and warm land and underground
Organization: Gang (4-9), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24), or tribe (30-300 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2-4 dire wolves, and 1-4 ogres or 1-2 trolls)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

Hobgoblins speak Goblin and Common.

Combat

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first, in preference to other opponents.

Skills: Hobgoblins receive a +4 racial bonus to Move Silently checks.

Hobgoblin Characters

A hobgoblin's favored class is fighter. Hobgoblin clerics can choose two of the following domains: Evil, Destruction, and Trickery.

Homunculus

Tiny Construct
Hit Dice: 2d10 (11 hp)
Initiative: +2 (Dex)
Speed: 20 ft., fly 50 ft. (good)
AC: 14 (+2 Dex, +2 size)
Attacks: Bite +2 melee
Damage: Bite 1d4-1 and poison
Face/Reach: 2 1/2 ft. by 2 1/2 ft./"0_ft.
Special Attacks: Poison
Special Qualities: Construct
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 8, Dex 15, Con -, _Int 10, Wis 12, Cha 7

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Any (same as creator)
Advancement: 3-6 HD (Tiny)

Combat

Homunculi land on their victims and bite with their venomous fangs.

Poison (Ex): Bite, Fortitude save (DC 11); initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Construction

A homunculus costs 100 gp to create, including 20 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation.

Creating the body requires a Craft (sculpture or masonry) check (DC of 12).

After the body is sculpted, it is animated through an extended magical ritual that requires a 7th-level character with the Craft Wondrous Item feat. This ritual requires a week to complete: The creator must labor for at least 8 hours each day in a specially

prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the laboratory.

Completing the ritual requires casting arcane eye, mirror image, and mending on the final day of the ritual and drains 25 XP from the creator. He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

Howler

Large Outsider (Chaotic, Evil)
Hit Dice: 6d8+12 (39 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 17 (-1 size, +3 Dex, +5 natural)
Attacks: Bite +10 melee, 1d4 quills +5 melee
Damage: Bite 2d8+5, quill 1d4+2
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Quills, howl
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills: Climb +10, Hide +8, Listen +11, Move Silently +8, Search +1, Spot +11
Feats: Alertness, Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-4), or pack (6-10)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-9 HD (Large); 11-18 HD (Huge)

Combat

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again.

Quills (Ex): The howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by the howler's quill attack must make a Reflex save (DC 16) or have the quill break off in his or her flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Removing the quill deals 1d6 additional points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or more are subject to its effect, though it does not help the howler in combat. Those within a 100-foot spread must succeed at a Will save (DC 12) or take 1 point of temporary Wisdom damage. The save must be repeated for each hour of exposure. This is a sonic, mind-affecting attack; deafened creatures are not subject to it.

Training a Howler

Small and Medium-size infernal creatures such as quasits, abyssal orcs, or even succubi sometimes use howlers as mounts or pack animals. They are particularly useful underground. Larger and more powerful demons use them like hunting dogs.

Training a howler requires a successful Handle Animal check (DC 23 for a young creature, or DC 30 for an adult) and that the creature be willing. Trainers can reduce the DC by 5 and the rearing time by one-half by using a magic harness enchanted for the purpose. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461-920 pounds; and a heavy load, 921-1,380 pounds. A howler can drag 6,900 pounds.

Hydra

Five-Headed
Huge Beast

Six-Headed
Huge Beast

Seven-Headed
Huge Beast

Hit Dice:	5d10+25 (52 hp)	6d10+30 (63 hp)	7d10+35 (73 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 10 ft.	20 ft., swim 10 ft.	20 ft., swim 10 ft.
AC:	15 (-2 size, +1 Dex, +6 natural)	15 (-2 size, +1 Dex, +6 natural)	15 (-2 size, +1 Dex, +6 natural)
Attacks:	5 bites +4 melee	6 bites +5 melee	7 bites +7 melee
Damage:	Bite 1d10+3	Bite 1d10+3	Bite 1d10+4
Face/Reach:	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +9, Ref +5, Will +1	Fort +10, Ref +6, Will +2	Fort +10, Ref +6, Will +2
Abilities:	Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9	Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9	Str 19, Dex 12, Con 20, Int 3, Wis 10, Cha 9
Skills:	Listen +5, Spot +6	Listen +6, Spot +6	Listen +6, Spot +7
Feats:	Combat Reflexes	Combat Reflexes	Combat Reflexes
	Eight-Headed	Nine-Headed	Ten-Headed
	Huge Beast	Huge Beast	Huge Beast
Hit Dice:	8d10+40 (84 hp)	9d10+45 (94 hp)	10d10+50 (105 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 20 ft.	20 ft., swim 20 ft.	20 ft., swim 20 ft.
AC:	15 (-2 size, +1 Dex, +6 natural)	15 (-2 size, +1 Dex, +6 natural)	15 (-2 size, +1 Dex, +6 natural)
Attacks:	8 bites +8 melee	9 bites +9 melee	10 bites +10 melee
Damage:	Bite 1d10+4	Bite 1d10+5	Bite 1d10+5
Face/Reach:	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +11, Ref +7, Will +3	Fort +11, Ref +7, Will +3	Fort +12, Ref +8, Will +3
Abilities:	Str 19, Dex 12, Con 20, Int 3, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 3, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 3, Wis 10, Cha 9
Skills:	Listen +7, Spot +7	Listen +7, Spot +8	Listen +8, Spot +8
Feats:	Combat Reflexes	Combat Reflexes	Combat Reflexes
	Eleven-Headed	Twelve-Headed	
	Huge Beast	Huge Beast	
Hit Dice:	11d10+55 (115 hp)	12d10+60 (126 hp)	
Initiative:	+1 (Dex)	+1 (Dex)	
Speed:	20 ft., swim 20 ft.	20 ft., swim 20 ft.	
AC:	15 (-2 size, +1 Dex, +6 natural)	15 (-2 size, +1 Dex, +6 natural)	
Attacks:	11 bites +12 melee	12 bites +13 melee	
Damage:	Bite 1d10+6	Bite 1d10+6	
Face/Reach:	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.	
Special Qualities:	Scent	Scent	
Saves:	Fort +12, Ref +8, Will +3	Fort +13, Ref +9, Will +4	
Abilities:	Str 23, Dex 12, Con 20, Int 3, Wis 10, Cha 9	Str 23, Dex 12, Con 20, Int 3, Wis 10, Cha 9	
Skills:	Listen +8, Spot +9	Listen +9, Spot +9	
Feats:	Combat Reflexes	Combat Reflexes	
Climate/Terrain:	Any marsh and underground		
Organization:	Solitary		
Challenge Rating:	Five-headed 4 (normal); 6 (pyro- or cryo-); 7 (Lernaean); or 8 (Lernaean pyro- or cryo-) Six-headed 5 (normal); 7 (pyro- or cryo-); 8 (Lernaean); or 9 (Lernaean pyro- or cryo-) Seven-headed 6 (normal); 8 (pyro- or cryo-); 9 (Lernaean); or 10 (Lernaean pyro- or cryo-) Eight-headed 7 (normal); 9 (pyro- or cryo-); 10 (Lernaean); or 11 (Lernaean pyro- or cryo-) Nine-headed 8 (normal); 10 (pyro- or cryo-); 11 (Lernaean); or 12 (Lernaean pyro- or cryo-) Ten-headed 9 (normal); 11 (pyro- or cryo-); 12 (Lernaean); or 13 (Lernaean pyro- or cryo-) Eleven-headed 10 (normal); 12 (pyro- or cryo-); 13 (Lernaean); or 14 (Lernaean pyro- or cryo-) Twelve-headed 11 (normal); 13 (pyro- or cryo-); 14 (Lernaean); or 15 (Lernaean pyro- or cryo-)		
Treasure:	1/10 coins; 50% goods; 50% items		
Alignment:	Usually neutral		
Advancement:	-		

Magical Beasts

Three special kinds of hydras—the Lernaean hydra, the pyrohydra, and the cryohydra—are magical beasts rather than beasts. They have all the same characteristics and statistics blocks that ordinary hydras have, and in addition they possess special abilities.

Combat

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the hydra's original hit point total, divided by its original number of heads, in one blow. (The player says where the attack is aimed just before making the attack roll.) For example, if a five-headed hydra has 52 hp, a single blow dealing 10 or more points of damage severs a head ($52 / 5 = 10.4$, rounded down to 10). Any excess damage is lost. A severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The hydra can no longer attack with the severed head but suffers no other penalties. A severed head regrows in about a month.

Skills: Hydras receive a +2 racial bonus to Listen and Spot checks, thanks to their multiple heads.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity each round.

Lernaean Hydra

The only way to slay a Lernaean hydra normally is to sever all its heads. However, each time a head is severed, two new heads spring from the stump in 1d4 rounds. A Lernaean hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day.

To prevent a severed head from growing back into two, at least 5 points of fire or acid damage must be dealt to the stump (AC 19) before the new heads appear.

Spells such as disintegrate, finger of death, and slay living kill a Lernaean hydra outright if they succeed. If the spell deals damage on a successful save, that damage is directed against one of the hydra's heads.

Pyrohydra

These reddish hydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 damage per head. A successful Reflex save halves the damage. The save DC is $10 + 1/2$ hydra's original number of heads + the hydra's Constitution modifier.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

A pyrohydra may also be of the Lernaean form.

Cryohydra

These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 damage per head. A successful Reflex save halves the damage. The save DC is $10 + 1/2$ hydra's original number of heads + the hydra's Constitution modifier.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

A cryohydra may also be of the Lernaean form.

Invisible Stalker

Large Elemental (Air)
Hit Dice: 8d8+16 (52 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 30 ft., fly 30 ft. (perfect)
AC: 17 (-1 size, +4 Dex, +4 natural)
Attacks: Slam +10/+5
Damage: Slam 2d6+6
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: Elemental, natural invisibility, improved tracking
Saves: Fort +4, Ref +10, Will +4
Abilities: Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills: Listen +11, Move Silently +15, Search +11, Spot +13
Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None

Alignment: Usually neutral
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

These creatures speak only Auran but can understand Common.

Combat

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense vortex of wind that pounds a single target on the same plane as the creature.

Invisible stalkers can be killed only when on the Elemental Plane of Air. When performing tasks elsewhere, they automatically return to their home plane when they suffer sufficient damage to destroy them.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Natural Invisibility (Su): This ability is constant, allowing the stalker to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell.

Improved Tracking (Ex): Invisible stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

Kobold

Small Humanoid (Reptilian)
Hit Dice: 1/2 d8 (2 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (+1 size, +1 Dex, +1 natural, +2 leather)
Attacks: Halfspear -1 melee; or light crossbow +2 ranged
Damage: Halfspear 1d6-2; or light crossbow 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft., light sensitivity
Saves: Fort +0, Ref +1, Will +2
Abilities: Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10
Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2
Feats: Alertness

Climate/Terrain: Any forest and underground
Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 plus 2-4 dire weasels), tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 5-8 dire weasels)
Challenge Rating: 1/6
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

Kobolds speak Draconic with voices that sound like yapping dogs.

Combat

They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas. They aim to drive enemies into the traps, where other kobolds wait to pour flaming oil over them, shoot them, or drop poisonous vermin onto them.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Kobolds receive a +2 racial bonus to Craft (trapmaking), Profession (mining), and Search checks.

Kobold Characters

A kobold's favored class is sorcerer. Kobold clerics can choose any two of the following domains: Evil, Law, Luck, and Trickery.

Kraken

Gargantuan Magical Beast (Aquatic)
 Hit Dice: 20d10+180 (290 hp)
 Initiative: +4 (Improved Initiative)
 Speed: Swim 20 ft.
 AC: 20 (-4 size, +14 natural)
 Attacks: 2 tentacle rakes +28 melee, 6 arms +23 melee, _bite +23 melee
 Damage: Tentacle rake 2d8+12, arm 1d6+6, bite 4d6+6
 Face/Reach: 20 ft. by 40 ft./"10 ft. (100 ft. with tentacle)
 Special Attacks: Improved grab, constrict 2d8+12 or 1d6+6
 Special Qualities: Jet, ink cloud, spell-like abilities
 Saves: Fort +21, Ref +12, Will +13
 Abilities: Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 10
 Skills: Concentration +19, Knowledge (geography) +10, Knowledge (nature) +10, Listen +15, Search +15, Spot +15
 Feats: Alertness, Blind-Fight, Expertise, Improved Critical_(tentacle), Improved Initiative, Improved Trip, Iron Will

Climate/Terrain: Any aquatic
 Organization: Solitary
 Challenge Rating: 12
 Treasure: Triple standard
 Alignment: Always neutral evil
 Advancement: 21-32 HD (Gargantuan); 33-60 HD (Colossal)

Krakens speak Common and Aquan.

Combat

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws.

Improved Grab (Ex): To use this ability, the kraken must hit an opponent of up to Huge size with an arm or tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check against Huge or smaller creatures.

Jet (Ex): A kraken can jet backward once per round as a double move action, at a speed of 280 feet.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink 80 feet high by 80 feet wide by 120 feet long once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Spell-Like Abilities: 1/day-control weather, control winds, dominate animal, and resist elements. These abilities are as the spells cast by a 9th-level druid (save DC 15 + spell level).

Krenshar

Medium-Size Magical Beast
 Hit Dice: 2d10 (11 hp)
 Initiative: +2 (Dex)
 Speed: 40 ft.
 AC: 15 (+2 Dex, +3 natural)
 Attacks: Bite +2 melee, 2 claws +0 melee
 Damage: Bite 1d6, claw 1d4
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Scare
 Special Qualities: Scent
 Saves: Fort +3, Ref +5, Will +1
 Abilities: Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13
 Skills: Hide +4, Jump +4, Listen +4, Move Silently +6
 Feats: Multiattack

Climate/Terrain: Temperate and warm forest and plains
 Organization: Solitary, pair, or pride (6-10)
 Challenge Rating: 1
 Treasure: None
 Alignment: Always neutral
 Advancement: 3-4 HD (Medium-size); 5-8 HD (Large)

Combat

Krenshars use solitary scouts to drive prey into the waiting clutches of the pack. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like scare cast by a 3rd-level sorcerer (save DC 12). If the save is successful, that opponent cannot be affected again by that krenshar's scare ability for one day. The shriek does not affect other krenshars.

Kuo-Toa

Medium-Size Monstrous Humanoid (Aquatic)
Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 20 ft., swim 50 ft.
AC: 18 (+6 natural, +2 large shield)
Attacks: Spear +3 melee, bite -2 melee; or spear +2 ranged
Damage: Spear 1d8+1, bite 1d4
Special Attacks: Lightning bolt, pincer staff
Special Qualities: Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious
Saves: Fort +3, Ref +3, Will +5
Abilities: Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8
Skills: Escape Artist +18, Knowledge or Craft (any one) +6,
Listen +9, Move Silently +3, Search +10, Spot +11
Feats: Alertness, Great Fortitude

Climate/Terrain: Any aquatic and underground
Organization: Patrol (2-4 plus 1 3rd-level whip), squad (6-11 plus 1 or 2 3rd-level whips, 1 or 2 4th-level monitors, and 1 8th-level fighter), band (20-50 plus 100% noncombatants plus 2 3rd-level whips, 2 8th-level fighters, and 1 10th-level fighter), or tribe (40-400 plus 1 3rd-level whip per 20 adults, 1 4th-level monitor, 4 8th-level fighters, 1 10th-level whip, and 2 10th-level fighters)
Challenge Rating: 2
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class

Kuotoas speak Kuo-Toan, Undercommon, and Aquan.

Combat

Kuo-toan tactics and weapons vary greatly depending upon the training and skills of the individual encountered. A group of kuo-toa warriors usually fight in formation, throwing their spears before closing to melee range.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various hold spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Kuo-toan Characters

A kuo-toa's favored class is rogue. Whips can choose any two of the following domains: Destruction, Evil, and Water.

Lamia

Medium-Size Magical Beast
Hit Dice: 9d10+9 (58 hp)
Initiative: +2 (Dex)
Speed: 60 ft.
AC: 17 (+2 Dex, +5 natural)
Attacks: Touch +9 melee; or dagger +11/+6 melee
Damage: Touch 1 permanent Wisdom drain; or dagger 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, Wisdom drain
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12
Skills: Bluff +13, Concentration +11, Hide +14
Feats: Dodge, Iron Will, Mobility, Weapon Finesse (dagger)

Climate/Terrain: Any desert, hill, and underground
Organization: Solitary, pair, or gang (2-4)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Combat

Spell-Like Abilities: 1/day-charm person, major image, mirror image, and suggestion. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Wisdom Drain (Su): By making a successful touch attack, a lamia permanently drains 1 point of Wisdom. Lamias try to use this power early in an encounter to make foes more susceptible to charm person and suggestion.

Lammasu

Large Magical Beast
Hit Dice: 7d10+21 (59 hp)
Initiative: +0
Speed: 30 ft., fly 60 ft. (average)
AC: 14 (-1 size, +5 natural)
Attacks: 2 claws +12 melee
Damage: Claw 1d6+6
Face/Reach: 5 ft. by 10 ft./"5 ft.
Special Attacks: Spells, pounce, rake 1d6+3
Special Qualities: Magic circle against evil, spell-like abilities
Saves: Fort +8, Ref +7, Will +7
Abilities: Str 23, Dex 10, Con 17, Int 16, Wis 17, Cha 14
Skills: Concentration +12, Knowledge (arcana) +12, Listen +8, Sense Motive +12, Spot +8*
Feats: Blind-Fight, Combat Casting, Flyby Attack, Iron Will, Lightning Reflexes

Climate/Terrain: Any warm land and underground
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always lawful good
Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Lammasus speak Common, Draconic, and Celestial.

Combat

Spells: A lammasu casts spells as a 7th-level cleric, choosing from any two of the following domains: Good, Healing, Knowledge, and Law. Save DC is 13 + spell level.

Magic Circle against Evil (Su): A lammasu has a continuous magic circle against evil that affects a 20-foot radius. The aura can be dispelled, but the lammasu can create it again as a free action on its next turn.

Spell-Like Abilities: 2/day-improved invisibility; 1/day-dimension door. These abilities are as the spells cast by a 7th-level sorcerer.

Pounce (Ex): If a lammasu leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A lammasu that pounces on a creature can make two rake attacks (+12 melee) with its hind legs for 1d6+3 slashing damage each.

Skills: *Lammasus gain a +2 racial bonus to Spot checks during daylight hours.

Lillend

Large Outsider (Chaotic, Good)
Hit Dice: 7d8+14 (45 hp)
Initiative: +3 (Dex)
Speed: 20 ft., fly 70 ft. (average)
AC: 17 (-1 size, +3 Dex, +5 natural)
Attacks: Sword +11/+6 melee, tail slap +6 melee
Damage: Sword 1d8+5, tail slap 2d6+2
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Improved grab, constrict 2d6+5, spells, spell-like abilities
Special Qualities: Poison immunity, fire resistance 20
Saves: Fort +7, Ref +8, Will +8
Abilities: Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18
Skills: Appraise +12, Concentration +12, Knowledge (arcana) +12, Listen +13, Perform (any ten) +14, Spellcraft +12, Wilderness Lore +17
Feats: Combat Casting, Extend Spell

Climate/Terrain: Any land and underground
Organization: Solitary or covey (2-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic good
Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Lillends speak Celestial, Infernal, Abyssal, and Common.

Combat

Spells: A lillend casts arcane spells as a 6th-level bard. Save DC is 14 + spell level.

Spell-Like Abilities: 3/day-darkness, hallucinatory terrain, knock, and light; 1/day-charm person, speak with animals, and speak with plants. These abilities are as the spells cast by a 10th-level bard (save DC 14 + spell level).

A lillend also has the bardic music ability as a 6th-level bard.

Improved Grab (Ex): To use this ability, the lillend must hit an opponent of up to Medium-size with its tail slap attack. If it gets a hold, it can constrict.

Constrict (Ex): A lillend deals 2d6+5 points of damage with a successful grapple check against opponents of up to Medium-size. This uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Fire Resistance (Ex): A lillend is immune to nonmagical fire and has magic fire resistance 20.

Skills: Lillends receive a +4 racial bonus to Wilderness Lore checks.

Lizardfolk

Medium-Size Humanoid (Aquatic, Reptilian)
Hit Dice: 2d8+2 (11 hp)
Initiative: +0

Speed: 30 ft.
 AC: 15 (+5 natural) or 17 (+5 natural, +2_large shield)
 Attacks: 2 claws +2 melee (or greatclub +2 melee), bite +0 melee; or javelin +1 ranged
 Damage: Claw 1d4+1, greatclub 1d10+1, bite 1d4, or javelin 1d6+1
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Saves: Fort +1, Ref +3, Will +0
 Abilities: Str 13, Dex 10, Con 13, Int_9, Wis_10, Cha 10
 Skills: Balance +4, Jump +7, Swim +9
 Feats: Multiattack

Climate/Terrain: Temperate and warm marsh
 Organization: Gang (2-3), band (6-10 plus 50% noncombatants plus 1 leader of 3rd-6th level), or tribe (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)
 Challenge Rating: 1
 Treasure: 50% coins; 50% goods; 50% items
 Alignment: Usually neutral
 Advancement: By character class

Lizardfolk speak Draconic.

Combat

Skills: Thanks to their tails, lizardfolk receive a +4 racial bonus to Jump, Swim, and Balance checks (the numbers in the statistics block do not reflect check penalties for large shields).

Lizardfolk Characters

A lizardfolk's favored class is druid. Lizardfolk clerics (shamans) can choose any two of the following domains: Animal, Plant, and Water.

Locathah

Medium-Size Humanoid (Aquatic)
 Hit Dice: 2d8 (9 hp)
 Initiative: +1 (Dex)
 Speed: 10 ft., swim 60 ft.
 AC: 14 (+1 Dex, +3 natural)
 Attacks: Longspear +1 melee; or light crossbow +2 ranged
 Damage: Longspear 1d8; or light crossbow 1d8
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Saves: Fort +3, Ref +1, Will +1
 Abilities: Str 10, Dex 12, Con 10, Int_13, Wis 13, Cha 11
 Skills: Craft (any one) +3, Listen +4, Spot +4
 Feats: Blind-Fight

Climate/Terrain: Warm aquatic
 Organization: Company (2-4), patrol (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or tribe (30-100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
 Challenge Rating: 1/2
 Treasure: Standard
 Alignment: Usually neutral
 Advancement: By character class

Locathah Characters

A locathah's favored class is barbarian. Locathah clerics can choose two of the following domains: Animal, Protection, and Water.

Magmin

Small Elemental (Fire)
 Hit Dice: 2d8 (9 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft.
 AC: 14 (+1 size, +1 Dex, +2 natural)
 Attacks: Burning touch +1 melee
 Damage: Burning touch 1d8 fire and combustion
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Combustion, fiery aura
 Special Qualities: Elemental, fire subtype, melt weapons, damage reduction 15/+1
 Saves: Fort +0, Ref +4, Will +0
 Abilities: Str 9, Dex 13, Con 11, Int 8, Wis_10, Cha_10
 Skills: Climb +4, Escape Artist +5, Jump_+4, Spot +4

Climate/Terrain: Any land and underground
 Organization: Solitary, gang (2-4), or squad (6-10)
 Challenge Rating: 3
 Treasure: Standard coins; standard goods (nonflammables only); standard items (nonflammables only)

Alignment: Always chaotic neutral
Advancement: 3-4 HD (Small); 5-6 HD (Medium-size)

Magmins speak Ignan.

Combat

Combustion (Ex): Anyone a magmin touches must succeed at a Reflex save (DC 11) or take an additional 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch.

Fiery Aura (Ex): Anyone within 30 feet of a magmin must succeed at a Fortitude save (DC 11) or suffer 1d6 points of heat damage from the intense heat. Treat this effect as an emanation.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed at a Fortitude save (DC 11) or melt away into slag.

Manticore

Huge Magical Beast
Hit Dice: 6d10+24 (57 hp)
Initiative: +2 (Dex)
Speed: 30 ft., fly 50 ft. (clumsy)
AC: 16 (-2 size, +2 Dex, +6 natural)
Attacks: 2 claws +9 melee, bite +7 melee; or 6 spikes +6 ranged
Damage: Claw 2d4+5, bite 1d8+2; or spike 1d8+2
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Spikes
Special Qualities: Scent
Saves: Fort +9, Ref +7, Will +3
Abilities: Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Skills: Listen +9, Spot +9*
Feat: Multiattack

Climate/Terrain: Warm and temperate land and underground
Organization: Solitary, pair, or pride (3-6)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 7-16 HD (Huge); 17-18 HD (Gargantuan)

Combat

A manticore begins most attacks with a volley of spikes, then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action. This attack has a range of 180 feet with no range increment. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only twenty-four spikes in any one day.

Skills: *Manticores receive a +4 racial bonus to Spot checks in daylight.

Medusa

Medium-Size Monstrous Humanoid
Hit Dice: 6d8 +6 (33 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 15 (+2 Dex, +3 natural)
Attacks: Shortbow +8/+3 ranged; or dagger +6/+1 melee, snakes +3 melee
Damage: Shortbow 1d6; or dagger 1d4, snakes 1d4 and poison
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Petrifying gaze, poison
Saves: Fort +3, Ref +7, Will +6
Abilities: Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Skills: Bluff +11, Disguise +11, Move Silently +9, Spot +10
Feats: Point Blank Shot, Precise Shot, Weapon Finesse (snakes)

Climate/Terrain: Any land and underground
 Organization: Solitary or covey (2-4)
 Challenge Rating: 7
 Treasure: Double standard
 Alignment: Usually lawful evil
 Advancement: By character class

Combat

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Mephit

	<p>Air Mephit Small Outsider (Air) 3d8 (13 hp) Initiative: +7 (+3 Dex, +4 Improved Initiative) Speed: 30 ft., fly 60 ft. (perfect) AC: 17 (+1 size, +3 Dex, +3 natural) Attacks: 2 claws +4 melee Damage: Claw 1d3 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fast healing 2, damage reduction 5/+1 Saves: Fort +3, Ref +6, Will +3 Abilities: Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15 Skills: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6 Feats: Improved Initiative</p>	<p>Dust Mephit Small Outsider (Air) 3d8 (13 hp) Initiative: +7 (+3 Dex, +4 Improved Initiative) Speed: 30 ft., fly 50 ft. (perfect) AC: 17 (+1 size, +3 Dex, +3 natural) Attacks: 2 claws +4 melee Damage: Claw 1d3 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fast healing 2, damage reduction 5/+1 Saves: Fort +3, Ref +6, Will +3 Abilities: Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15 Skills: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6 Feats: Improved Initiative</p>	<p>Earth Mephit Small Outsider (Earth) 3d8+3 (16 hp) Initiative: -1 (Dex) Speed: 30 ft., fly 40 ft. (average) AC: 16 (+1 size, -1 Dex, +6 natural) Attacks: 2 claws +7 melee Damage: Claw 1d3+3 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fast healing 2, damage reduction 10/+1 Saves: Fort +4, Ref +2, Will +3 Abilities: Str 17, Dex 8, Con 13, Int 12, Wis 11, Cha 15 Skills: Bluff +5, Hide +9, Listen +6, Move Silently +5, Spot +6 Feats: Power Attack</p>
	<p>Fire Mephit Small Outsider (Fire) 3d8 (13 hp) Initiative: +5 (+1 Dex, +4 Improved Initiative) Speed: 30 ft., fly 50 ft. (average) AC: 16 (+1 size, +1 Dex, +4 natural) Attacks: 2 claws +4 melee Damage: Claw 1d3 and 2 fire Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fire subtype, fast healing 2, damage reduction 5/+1 Saves: Fort +3, Ref +4, Will +3 Abilities: Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15 Skills: Bluff +5, Hide +11, Listen +6, Move Silently +7, Spot +6 Feats: Improved Initiative</p>	<p>Ice Mephit Small Outsider (Air, Cold) 3d8 (13 hp) Initiative: +7 (+3 Dex, +4 Improved Initiative) Speed: 30 ft., fly 50 ft. (perfect) AC: 18 (+1 size, +3 Dex, +4 natural) Attacks: 2 claws +4 melee Damage: Claw 1d3 and 2 cold Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Cold subtype, fast healing 2, damage reduction 5/+1 Saves: Fort +3, Ref +6, Will +3 Abilities: Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15 Skills: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6 Feats: Improved Initiative</p>	<p>Magma Mephit Small Outsider (Fire) 3d8 (13 hp) Initiative: +5 (+1 Dex, +4 Improved Initiative) Speed: 30 ft., fly 50 ft. (average) AC: 16 (+1 size, +1 Dex, +4 natural) Attacks: 2 claws +4 melee Damage: Claw 1d3 and 2 fire Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fire subtype, fast healing 2, damage reduction 5/+1 Saves: Fort +3, Ref +4, Will +3 Abilities: Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15 Skills: Bluff +5, Hide +11, Listen +6, Move Silently +7, Spot +6 Feats: Improved Initiative</p>
	<p>Ooze Mephit Small Outsider (Water) 3d8+3 (16 hp) Initiative: +0 Speed: 30 ft., fly 40 ft. (average) AC: 16 (+1 size, +5 natural) Attacks: 2 claws +6 melee Damage: Claw 1d3+2 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fast healing 2, damage reduction 5/+1 Saves: Fort +4, Ref +3, Will +3 Abilities: Str 14, Dex 10, Con 13, Int 12, Wis 11, Cha 15 Skills: Bluff +6, Hide +9, Listen +6, Move Silently +6, Spot +6 Feats: Power Attack</p>	<p>Salt Mephit Small Outsider (Earth) 3d8+3 (16 hp) Initiative: -1 (Dex) Speed: 30 ft., fly 40 ft. (average) AC: 16 (+1 size, -1 Dex, +6 natural) Attacks: 2 claws +7 melee Damage: Claw 1d3+3 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fast healing 2, damage reduction 10/+1 Saves: Fort +4, Ref +2, Will +3 Abilities: Str 17, Dex 8, Con 13, Int 12, Wis 11, Cha 15 Skills: Bluff +6, Hide +8, Listen +6, Move Silently +5, Spot +6 Feats: Power Attack</p>	<p>Steam Mephit Small Outsider (Fire) 3d8 (13 hp) Initiative: +5 (+1 Dex, +4 Improved Initiative) Speed: 30 ft., fly 50 ft. (average) AC: 16 (+1 size, +1 Dex, +4 natural) Attacks: 2 claws +4 melee Damage: Claw 1d3 and 2 fire Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fire subtype, fast healing 2, damage reduction 5/+1 Saves: Fort +3, Ref +4, Will +3 Abilities: Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15 Skills: Bluff +6, Hide +11, Listen +6, Move Silently +6, Spot +6 Feats: Improved Initiative</p>
	<p>Water Mephit Small Outsider (Water) 3d8+3 (16 hp) Initiative: +0 Speed: 30 ft., fly 40 ft. (average) AC: 16 (+1 size, +5 natural) Attacks: 2 claws +6 melee Damage: Claw 1d3+2 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Breath weapon, spell-like abilities, summon mephit Special Qualities: Fast healing 2, damage reduction 5/+1 Saves: Fort +4, Ref +3, Will +3 Abilities: Str 14, Dex 10, Con 13, Int 12, Wis 11, Cha 15 Skills: Bluff +6, Hide +9, Listen +6,</p>		

Feats:	Move Silently +6, Spot +6 Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary (1), gang (2-4 mephits of mixed types), or swarm (5-12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium-size)

Mephits

Breath Weapon: A mephit can use its breath weapon once every 1d4 rounds as a standard action. See the individual descriptions for details.

Spell-Like Abilities: All mephits have one or more spell-like abilities (save DC 12 + spell level). See the individual descriptions for details.

Summon Mephit (Sp): Once per day, all mephits can summon other mephits much as though casting a summon monster spell, but they have only a 25% chance of success to summon one mephit of the same type. Roll d%: On a failure, no creature answers the summons. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

Fast Healing (Ex): Mephits heal 2 points of damage each round, provided they are still alive and certain other conditions are met. See the individual descriptions for details.

Air Mephit

Breath Weapon (Su): Cone of dust and grit, 15 feet; damage 1d8, Reflex half DC 12.

Spell-Like Abilities: Once per hour an air mephit can surround itself with vapor, duplicating the effects of a blur spell as cast by a 3rd-level sorcerer. Once per day it can use gust of wind as the spell cast by a 6th-level sorcerer.

Fast Healing (Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning itself.

Dust Mephit

Breath Weapon (Su): Cone of irritating particles, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by itching skin and burning eyes. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: Once per hour a dust mephit can surround itself with a plume of dust, duplicating the effects of a blur spell cast by a 3rd-level sorcerer. Once per day it can create a mass of roiling dust that duplicates the effect of wind wall as cast by a 6th-level sorcerer.

Fast Healing (Ex): A dust mephit heals only if in an arid, dusty environment.

Earth Mephit

Breath Weapon (Su): Cone of rock shards and pebbles, 15 feet; damage 1d8, Reflex half DC 12.

Spell-Like Abilities: 1/hour-enlarge; 1/day-soften earth and stone. These abilities are as the spells cast by a 6th-level sorcerer.

Fast Healing (Ex): An earth mephit heals only if it is underground or buried up to its waist in earth.

Fire Mephit

Breath Weapon (Su): Cone of fire, 15 feet; damage 1d8, Reflex half DC 12.

Spell-Like Abilities: 1/hour-magic missile as the spell cast by a 3rd-level sorcerer; 1/day-heat metal as the spell cast by a 6th-level sorcerer.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Fast Healing (Ex): A fire mephit heals only if it is touching a flame at least as large as a torch.

Ice Mephit

Breath Weapon (Su): Cone of ice shards, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they are immune to or protected from cold. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: 1/hour-magic missile as the spell cast by a 3rd-level sorcerer; 1/day-chill metal as the spell cast by a 6th-level sorcerer.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below.

Magma Mephit

Breath Weapon (Su): Cone of magma, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they are immune to or protected from fire. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: Once per hour, a magma mephit can shapechange into a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/+1. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't "run." In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use pyrotechnics as the spell cast by a 6th-level sorcerer. It can use itself as the fire source without harm.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

Ooze Mephit

Breath Weapon (Su): Cone of caustic liquid, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by itching skin and burning eyes. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like Melf's acid arrow cast by a 3rd-level sorcerer. Once per day it can create a mass of smelly fog that duplicates the effect of stinking cloud as cast by a 6th-level sorcerer.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Salt Mephit

Breath Weapon (Su): Cone of salt crystals, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by itching skin and burning eyes. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: Once per hour a salt mephit can use glitterdust as the spell cast by a 3rd-level sorcerer. Once per day it can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude half DC 15). This is especially devastating to aquatic creatures and plants, which receive a -2 racial penalty to their saving throws.

Fast Healing (Ex): A salt mephit heals only if in an arid environment.

Steam Mephit

Breath Weapon (Su): Cone of steam, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they are immune to or protected from fire. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effects of a blur spell cast by a 3rd-level sorcerer. Once per day it can create a rainstorm of boiling water that affects an area 20 feet square. Living creatures caught in the storm take 2d6 points of damage (Reflex half DC 15).

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

Water Mephit

Breath Weapon (Su): Cone of caustic liquid, 15 feet; damage 1d8, Reflex half DC 12.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like Melf's acid arrow cast by a 3rd-level sorcerer. Once per day it can create a mass of smelly fog that duplicates the effect of stinking cloud as cast by a 6th-level sorcerer.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Merfolk

Medium-Size Humanoid (Aquatic)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (Dex)
Speed: 5 ft., swim 50 ft.
AC: 13 (+1 Dex, +2 leather)
Attacks: Trident +1 melee; or heavy crossbow +2 ranged
Damage: Trident 1d8; or heavy crossbow 1d10
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Low-light vision
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 13
Skills: Listen +4, Spot +4
Feats: Alertness

Climate/Terrain: Temperate aquatic
Organization: Company (2-4), patrol (11-20 plus 2 3rd-level lieutenants and 1 leader of 3rd-6th level), or band (30-60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 10 porpoises)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class

Merfolk speak Common and Aquan.

Combat

Merfolk favor heavy crossbows of shell and coral that fire bolts fashioned from blowfish spines, with an underwater range of 30 yards. Merfolk often barrage their enemies before closing, when they resort to tridents.

Merfolk Characters

A merfolk's favored class is bard. Merfolk clerics can choose two of the following domains: Animal, Protection, and Water.

Mimic

Large Aberration
Hit Dice: 7d8+21 (52 hp)
Initiative: +1 (Dex)
Speed: 10 ft.
AC: 13 (-1 size, +1 Dex, +3 natural)
Attacks: Slam +8 melee
Damage: Slam 1d8+6
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Adhesive
Special Qualities: Mimic shape, acid immunity
Saves: Fort +5, Ref +3, Will +6
Abilities: Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10
Skills: Climb +9, Disguise +12, Listen +11, Spot +6
Feats: Skill Focus (Disguise)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Mimics speak Common.

Combat

A mimic often surprises the unsuspecting adventurer, lashing out with a heavy pseudopod. Mimics are smart enough to avoid fights to the death by extorting treasure or food from a party.

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items touching it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A mimic makes one automatic slam attack each round against any creature stuck to it. A weapon that strikes an adhesive-coated mimic is also stuck fast unless the wielder succeeds at a Reflex save (DC 16). A successful Strength check (DC 16) is needed to pry it off. Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the mimic still has a +4 bonus to grapple checks. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Mind Flayer

Medium-Size Aberration
Hit Dice: 8d8+8 (44 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 15 (+2 Dex, +3 natural)
Attacks: 4 tentacles +8 melee
Damage: Tentacle 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Mind blast, psionics, improved grab, extract
Special Qualities: SR 25, telepathy
Saves: Fort +3, Ref +4, Will +9
Abilities: Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17
Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (any two) +9, Listen +10, Move Silently +7, Spot +10
Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse (tentacle)

Climate/Terrain: Any underground
Organization: Solitary, pair, inquisition (3-5), or cult (3-5 plus 6-10 grimlocks)
Challenge Rating: 8

Treasure: Double standard
Alignment: Usually lawful evil
Advancement: By character class

Mind flyers speak Undercommon but prefer to communicate telepathically.

Combat

Mind flyers like to fight from a distance, using their psionic abilities, particularly their mind blast. If pressed into melee combat, a mind flyer lashes its enemies with the tentacles ringing its mouth.

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 17) or be stunned for 3d4 rounds. Mind flyers often hunt using this power and then drag off one or two of their stunned victims to feed upon.

Psionics (Sp): At will—astral projection, charm monster, detect thoughts, levitate, plane shift, and suggestion. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Improved Grab (Ex): To use this ability, the mind flyer must hit a Small to Large creature with its tentacle attack. If it gets a hold, it attaches the tentacle to the opponent's head. A mind flyer can grab a Huge or larger creature, but only if it can somehow reach the foe's head. After a successful grab, the mind flyer can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the mind flyer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A mind flyer that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponent's brain, instantly killing that creature.

Telepathy (Su): Mind flyers can communicate telepathically with any creature within 100 feet that has a language.

Minotaur

Large Monstrous Humanoid
Hit Dice: 6d8+12 (39 hp)
Initiative: +0
Speed: 30 ft.
AC: 14 (-1 size, +5 natural)
Attacks: Huge greataxe +9/+4 melee, gore +4 melee
Damage: Huge greataxe 2d8+4, gore 1d8+2
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Charge 4d6+6
Special Qualities: Scent, natural cunning
Saves: Fort +6, Ref +5, Will +5
Abilities: Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8
Feats: Great Fortitude, Power Attack

Climate/Terrain: Any underground
Organization: Solitary or gang (2-4)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Minotaurs speak Giant.

Combat

Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs receive a +4 racial bonus to Search, Spot, and Listen checks.

Mohrg

Medium-Size Undead
Hit Dice: 14d12 (91 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 15 (+1 Dex, +4 natural)
Attacks: 2 slams +12 melee, tongue touch +7 melee
Damage: Slam 1d6+5, tongue paralysis
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Improved grab, paralyzing touch, create spawn
Special Qualities: Undead
Saves: Fort +4, Ref +5, Will +9
Abilities: Str 21, Dex 13, Con -, Int 11, Wis 10, Cha 10
Skills: Climb +11, Hide +15, Listen +12, Move Silently +15, Spot +12, Swim +10
Feats: Alertness, Dodge, Improved Initiative, Mobility

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-4), or mob (2-4 plus 5-10 zombies)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: 15-21 HD (Medium-size); 22-28 HD (Large)

Combat

Like zombies, mohrgs attack by slamming enemies with their powerful fists. They often catch opponents flat-footed, for they move much faster than zombies.

Improved Grab (Ex): To use this ability, the mohrg must hit with its slam attack.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed at a Fortitude save (DC 17) or become paralyzed for 1d4 minutes.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Mummy

Medium-Size Undead
Hit Dice: 6d12+3 (42 hp)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 17 (-1 Dex, +8 natural)
Attacks: Slam +6 melee
Damage: Slam 1d6+4 and mummy rot
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Despair, mummy rot
Special Qualities: Undead, resistant to blows, damage reduction 5/+1, fire vulnerability
Saves: Fort +2, Ref +1, Will +7
Abilities: Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15
Skills: Hide +8, Listen +9 Move Silently +8, Spot +9
Feats: Alertness, Toughness

Climate/Terrain: Any desert and underground
Organization: Solitary, wardens (2-4), or guardians (6-10)
Challenge Rating: 3
Treasure: Standard
Alignment: Always lawful evil
Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

Combat

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease [slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution.] Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a remove disease and raise dead are cast on the remains within 6 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Naga

	Water Naga Large Aberration (Aquatic)	Spirit Naga Large Aberration	Dark Naga Large Aberration
Hit Dice:	7d8+28 (59 hp)	9d8+36 (76 hp)	9d8+18 (58 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	30 ft., swim 50 ft.	40 ft.	40 ft.
AC:	15 (-1 size, +1 Dex, +5 natural)	16 (-1 size, +1 Dex, +6 natural)	14 (-1 size, +2 Dex, +3 natural)
Attacks:	Bite +7 melee	Bite +9 melee	Sting +7 melee, bite +2 melee
Damage:	Bite 2d6+4 and poison	Bite 2d6+6 and poison	Sting 2d4+2 and poison, bite 1d4+1
Face/Reach:	5 ft. by 5 ft. (coiled)/10 ft.	5 ft. by 5 ft. (coiled)/10 ft.	5 ft. by 5 ft. (coiled)/10 ft.
Special Attacks:	Poison, spells	Poison, charming gaze, spells	Poison, detect thoughts, spells
Special Qualities:	-	-	Poison immunity, guarded thoughts, charm resistance
Saves:	Fort +6, Ref +5, Will +8	Fort +7, Ref +6, Will +9	Fort +5, Ref +7, Will +8
Abilities:	Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15	Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17	Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17
Skills:	Concentration +12, Listen +10, Spellcraft +8, Spot +10	Concentration +13, Listen +15, Spellcraft +10, Spot +15	Bluff +9, Concentration +13, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11
Feats:	Lightning Reflexes	Alertness, Lightning Reflexes	Alertness, Combat Casting, Dodge, Lightning Reflexes
Climate/Terrain:	Temperate and warm aquatic and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Solitary or nest (2-4)	Solitary or nest (2-4)	Solitary or nest (2-4)
Challenge Rating:	7	9	8
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral	Usually chaotic evil	Usually lawful evil
Advancement:	8-10 HD (Large); 11-21 HD (Huge)	10-13 HD (Large); 14-27 HD (Huge)	10-13 HD (Large); 14-27 HD (Huge)
	Guardian Naga Large Aberration		
Hit Dice:	11d8+44 (93 hp)		
Initiative:	+2 (Dex)		
Speed:	40 ft.		
AC:	18 (-1 size, +2 Dex, +7 natural)		
Attacks:	Bite +12 melee		
Damage:	Bite 2d6+7 and poison		
Face/Reach:	5 ft. by 5 ft. (coiled)/10 ft.		
Special Attacks:	Poison, spit, spells		
Saves:	Fort +7, Ref +7, Will +11		
Abilities:	Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18		
Skills:	Bluff +12, Concentration +15, Listen +13, Sense Motive +13, Spellcraft +11, Spot +13		
Feats:	Alertness, Combat Casting, Dodge, Lightning Reflexes, Spell Focus (any one school)		
Climate/Terrain:	Temperate and warm land and underground		
Organization:	Solitary or nest (2-4)		
Challenge Rating:	10		
Treasure:	Standard		
Alignment:	Usually lawful good		
Advancement:	12-16 HD (Large); 17-33 HD (Huge)		

Water Naga

Poison (Ex): Bite, Fortitude save (DC 17); initial and secondary damage 1d8 temporary Constitution.

Spells: Water nagas cast spells as 7th-level sorcerers but never use fire spells.

Spirit Naga

Poison (Ex): Bite, Fortitude save (DC 18); initial and secondary damage 1d8 temporary Constitution.

Charming Gaze (Su): As charm person, 30 feet, Will save (DC 17).

Spells: Spirit nagas cast spells as 7th-level sorcerers, and can also cast cleric spells and spells from the domains of Chaos and Evil as arcane spells.

Dark Naga

Detect Thoughts (Su): A dark naga can continuously detect thoughts as the spell cast by a 9th-level sorcerer (DC 15). This ability is always active.

Poison (Ex): Sting, Fortitude save (DC 16) or lapse into a nightmare-haunted sleep for 2d4 minutes.

Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

Charm Resistance: Dark nagas receive a +2 racial bonus to saving throws against all charm effects (not included in the statistics block).

Spells: Dark nagas cast spells as 7th-level sorcerers.

Guardian Naga

Poison (Ex): Bite, Fortitude save (DC 19); initial and secondary damage 2d8 temporary Constitution.

Spit (Ex): A guardian naga can spit its venom up to 30 feet as a standard action. The attack ignores armor and has no range increment. Opponents hit by this attack must attempt saves against the naga's poison, as above.

Spells: Guardian nagas cast spells as 9th-level sorcerers, and can also cast cleric spells and spells from the Good and Law domains as arcane spells.

Night Hag

Medium-Size Outsider (Evil)
Hit Dice: 8d8+8 (44 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
AC: 20 (+1 Dex, +9 natural)
Attacks: Bite +12 melee
Damage: Bite 2d6+6 and disease
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, dream haunting
Special Qualities: Immunities, SR 25, damage reduction 20/+3
Saves: Fort +9, Ref +9, Will +10
Abilities: Str 19, Dex 12, Con 12, Int 15, Wis 15, Cha 12
Skills: Bluff +11, Concentration +12, Intimidate +11, Listen +14, Ride +11, Sense Motive +12, Spellcraft +13, Spot +14
Feats: Alertness, Combat Casting, Mounted Combat

Climate/Terrain: Any land and underground
Organization: Solitary, mounted (1, on nightmare), or covey (3, on nightmares)
Challenge Rating: 9
Treasure: Standard
Alignment: Always neutral evil
Advancement: 9-16 HD (Medium-size)

Night hags speak Infernal, Abyssal, and Celestial.

Combat

Disease (Ex): Demon fever [bite, Fortitude save (DC 18), incubation period 1 day; damage 1d6 temporary Constitution.] Each day thereafter, on a failed save, the creature must immediately succeed at another Fortitude save or suffer 1 point of permanent Constitution drain.

Spell-Like Abilities: At will - detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph self, ray of enfeeblement, and sleep. These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level). A night hag can use etherealness at will as a 16th-level sorcerer so long as it possesses its heartstone (see below).

Dream Haunting (Su): Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once the hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and suffers 1 point of permanent Constitution drain upon awakening. A sleeper reduced to a Constitution score of 0 dies. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Immunities (Ex): Night hags are immune to fire and cold, and to charm, sleep, and fear effects.

Heartstone

All night hags carry this periapt, which instantly cures any disease contracted by the holder. In addition, a heartstone imparts a +2 resistance bonus to all saving throws. A night hag that loses this charm can no longer use etherealness until it can manufacture another (which takes one month). Good-aligned creatures can also benefit from the heartstone's powers, but the periapt shatters after ten uses and does not bestow etherealness.

Nightshade

	Nightwing	Nightwalker	Nightcrawler
Hit Dice:	Huge Undead 17d12 (110 hp)	Huge Undead 21d12 (136 hp)	Gargantuan Undead 25d12 (162 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)	+4 (Improved Initiative)
Speed:	20 ft., fly 60 ft. (good)	40 ft., fly 20 ft. (poor)	30 ft., burrow 60 ft.
AC:	28 (-2 size, +4 Dex, +16 natural)	26 (-2 size, +2 Dex, +16 natural)	28 (-4 size, +22 natural)
Attacks:	Bite +15 melee	2 slams +20 melee	Bite +25 melee, sting +20 melee
Damage:	Bite 2d6+13 and transformation	Slam 2d6+12	Bite 4d6+17, sting 2d8+8 and poison
Face/Reach:	20 ft. by 10 ft./10 ft.	10 ft. by 10 ft./15 ft.	30 ft. by 30 ft. (coiled)/10 ft.
Special Attacks:	Nightshade abilities, magic drain crush item, evil gaze	Nightshade abilities, swallow whole, energy drain, poison	Nightshade abilities, improved grab,
Special Qualities:	Undead, nightshade abilities	Undead, nightshade abilities	Undead, nightshade abilities, tremorsense
Saves:	Fort +5, Ref +9, Will +15	Fort +7, Ref +9, Will +17	Fort +8, Ref +8, Will +21
Abilities:	Str 29, Dex 18, Con -, Int 20, Wis 20, Cha 18	Str 35, Dex 14, Con -, Int 20, Wis 20, Cha 18	Str 45, Dex 10, Con -, Int 20, Wis 20, Cha 18
Skills:	Concentration +16, Intuit Direction +19, Listen +22, Move Silently +20, Spellcraft +19, Spot +22	Concentration +19, Hide +12*, Listen +22, Move Silently +19, Spellcraft +19, Spot +22	Concentration +18, Intuit Direction +7, Listen +22, Move Silently +20, Spellcraft +17, Spot +22
Feats:	Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (bite), Improved Initiative, (slam), Power Attack	Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical Improved Initiative, Power Attack, Sunder	Alertness, Blind-Fight, Combat Casting, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will Power Attack
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary, pair, or flock (3-6)	Solitary, pair, or gang (2-4)	Solitary or pair
Challenge Rating:	14	16	18
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	18-25 HD (Huge); 26-51 HD (Gargantuan)	22-31 HD (Huge); 32-63 HD (Gargantuan)	26-75 HD (Colossal)

Nightshades

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Chill Aura (Su): All nightshades radiate a 60-foot-radius aura of utter cold. While this aura does not damage living things, it spoils any food and drink it touches. In addition, it ruins holy water and magic potions, oils, and ointments unless the items succeed at a Fortitude save (DC 22). Items that successfully save cannot be affected again by the same nightshade's aura for one day. This bone-numbing cold is so distinctive that anyone exposed to it once instantly recognizes it in the future, so it is difficult for a nightshade to surprise someone who has previously encountered such a beast.

Spell-Like Abilities: At will-cause disease, charm person, cloudkill, confusion, darkness, dispel magic, haste, hold person, and invisibility; once per night: finger of death. These abilities are as the spells cast by a sorcerer whose level equals the nightshade's HD total (save DC 14 + spell level).

Summon Undead (Su): A nightshade can summon undead creatures once every 4 hours: 2-5 shadows, 1-2 wraiths, 1 spectre, or 1 ghost. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Aversion to Daylight (Ex): Nightshades are creatures of utter darkness. While they loathe all light, if exposed to natural daylight (not merely a daylight spell), they suffer a -4 morale penalty to all attack rolls.

Cold Immunity (Ex): Nightshades suffer no damage from cold.

Resistances (Ex): Nightshades have acid, fire, and electricity resistance 50.

Spell Immunity (Su): Nightshades ignore the effects of spells and spell-like abilities of 6th level or lower, just as if the spellcaster had failed to overcome spell resistance.

Detect Magic (Su): A nightshade can continuously detect magic as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

See Invisibility (Su): A nightshade can continuously see invisibility as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

Telepathy (Su): Nightshades can communicate telepathically with any creature within 100 feet that has a language.

Damage Reduction (Su): All nightshades have damage reduction 25/+3.

Nightwing

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The target item must succeed at a Fortitude save (DC 20) or lose one "plus" (for example, a +2 sword becomes a +1 sword). An item that is completely drained becomes normal in all respects and loses any other powers (such as flame tongue) as well. Casting dispel evil upon the item reverses the effects of the magic drain, provided this occurs within a number of days after the attack equal to the caster's level.

Nightwalker

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. This is a standard action. The nightshade must make a successful disarm attack to grab an item held by an opponent.

Evil Gaze (Su): Curse, 30 feet, Will save (DC 24). Cursed opponents suffer a -4 morale penalty to all attack rolls, checks, and saving throws. Dispel evil or remove curse eliminates the effect.

Skills: *When hiding in a dark area, a nightwalker receives a +8 racial bonus to Hide checks.

Nightcrawler

Improved Grab (Ex): To use this ability, the nightcrawler must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow the opponent.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d8 points of acid damage per round from the nightcrawler's gizzard, and is subject to the creature's energy drain. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the nightcrawler's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 35 points of damage to the gizzard (AC 24). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The nightcrawler's interior can hold two Huge, four Large, eight Medium-size, sixteen Small, or thirty-two Tiny or smaller opponents.

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard receive one negative level each round. The Fortitude save to remove a negative level has a DC of 24.

Poison (Ex): Sting, Fortitude save (DC 22); initial and secondary damage 2d6 temporary Strength.

Tremorsense (Ex): A nightcrawler can automatically sense the location of anything within 60 feet that is in contact with the ground.

Nightmare

Large Outsider (Evil)
 Hit Dice: 6d8+18 (45 hp)
 Initiative: +6 (+2 Dex, +4 Improved Initiative)
 Speed: 40 ft., fly 90 ft. (good)
 AC: 24 (-1 size, +2 Dex, +13 natural)
 Attacks: 2 hooves +9 melee, bite +4 melee
 Damage: Hoof 1d8+4 and 1d4 fire, bite 1d8+2
 Face/Reach: 5 ft. by 10 ft./5 ft.
 Special Attacks: Flaming hooves, smoke
 Special Qualities: Astral projection, etherealness
 Saves: Fort +8, Ref +7, Will +6
 Abilities: Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12
 Skills: Intuit Direction +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12
 Feats: Alertness, Improved Initiative

Climate/Terrain: Any land and underground
 Organization: Solitary
 Challenge Rating: 5
 Treasure: None
 Alignment: Always neutral evil
 Advancement: 7-10 HD (Large); 11-18 HD (Huge)

Combat

Nightmares do battle by biting with their viperish fangs and kicking with their powerful legs. A nightmare can fight while mounted, but the rider cannot also fight unless he or she succeeds at a Ride check.

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a nightmare often snorts and neighs with rage. This fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed at a Fortitude save (DC 16) or suffer a -2 morale penalty to all attack and damage rolls until 1d6 minutes after they leave the cone. The nightmare gains one-half concealment against creatures 5 feet away and total concealment against creatures 10 feet away. The smoke does not obscure the nightmare's vision at all. The nightmare can suppress the smoke as a free action.

Astral Projection and Etherealness (Su): These function just like the spells of the same names as cast by a 20th-level sorcerer.

Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Nymph

Medium-Size Fey
 Hit Dice: 3d6 (10 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft., swim 20 ft.
 AC: 11 (+1 Dex)
 Attacks: Dagger +1 melee
 Damage: Dagger 1d4
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Blinding beauty, unearthly beauty
 Special Qualities: Spell-like abilities
 Saves: Fort +1, Ref +4, Will +8
 Abilities: Str 10, Dex 13, Con 10, Int 16, Wis 17, Cha 19
 Skills: Animal Empathy +10, Craft (any one) or Knowledge (any one) +7, Escape Artist +7, Heal +9, Hide +7, Listen +11, Move Silently +7, Sense Motive +9, Spot +11
 Feats: Ability Focus (unearthly beauty), Alertness, Dodge, Iron Will

Climate/Terrain: Any land
 Organization: Solitary
 Challenge Rating: 6
 Treasure: Standard
 Alignment: Always chaotic good
 Advancement: 4-9 HD (Medium-size)

Nymphs speak Sylvan and Common.

Combat

Blinding Beauty (Su): This ability operates continuously, affecting all humanoids within 60 feet of the nymph. Those who look directly at the nymph must succeed at a Fortitude save (DC 15) or be blinded permanently as though by the blindness spell. The nymph can suppress or resume this ability as a free action.

Unearthly Beauty (Su): The nymph can evoke this ability once every 10 minutes. Those within 30 feet of the nymph who look directly at it must succeed at a Will save (DC 17) or die.

Spell-Like Abilities: Nymphs can use dimension door once per day as cast by a 7th-level sorcerer. They can also replicate druid spells as 7th-level casters (save DC 13+ spell level).

Ogre

	Ogre	Ogre Mage
	Large Giant	Large Giant
Hit Dice:	4d8+8 (26 hp)	5d8+15 (37 hp)
Initiative:	-1 (Dex)	+4 (Improved Initiative)
Speed:	30 ft.	30 ft., fly 40 ft. (good)
AC:	16 (-1 size, -1 Dex, +5 natural, +3 hide)	18 (-1 size, +5 natural, +4 chain shirt)
Attacks:	Huge greatclub +8 melee; or Huge longspear +1 ranged	Huge greatsword +7 melee; -or Huge longbow +2 ranged
Damage:	Huge greatclub 2d6+7; or Huge longspear 2d6+5	Huge greatsword 2d8+7; -or Huge longbow 2d6
Face/Reach:	5 ft. by 5 ft./10 ft. (15-20 ft. with longspear)	-5 ft. by 5 ft./10 ft.
Special Attacks:	-	Spell-like abilities
Special Qualities:	-	Regeneration 2, SR 18
Saves:	Fort +6, Ref +0, Will +1	Fort +7, Ref +1, Will +3
Abilities:	Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7	Str 21, Dex 10, Con 17, -Int 14, Wis 14, Cha 17
Skills:	Climb +4, Listen +2, Spot +2	Concentration +6, Listen +5, Spellcraft +4, Spot +5
Feats:	Weapon Focus (greatclub)	Improved Initiative
Climate/Terrain:	Any land, aquatic, and underground	Any land and underground
Organization:	Solitary, pair, gang (2-4), or band (5-8)	Solitary, pair, or troupe (1-2 plus 2-4 ogres)
Challenge Rating:	2	8
Treasure:	Standard	Double standard
Alignment:	Usually chaotic evil	Usually lawful evil
Advancement:	By character class	By character class

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

Merrow (Aquatic Ogre)

Apart from their habitat, speed (swim 40 ft.), and their penchant for longspears (attack +7 melee, damage 1d8+7), they are identical with their landbound cousins.

Ogre Mage

Ogre mages speak Giant and Common.

Spell-Like Abilities: At will-darkness and invisibility; 1/day-charm person, cone of cold, gaseous form, polymorph self, and sleep. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

Flight (Su): An ogre mage can cease or resume flight as a free action. While in gaseous form it can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Ogre mages take normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost body parts.

Ooze

	Gray Ooze	Gelatinous Cube	Ochre Jelly
	Medium-Size Ooze	Huge Ooze	Large Ooze
Hit Dice:	3d10+10 (26 hp)	4d10+36 (58 hp)	6d10+27 (60 hp)
Initiative:	-5 (Dex)	-5 (Dex)	-5 (Dex)
Speed:	10 ft.	15 ft.	10 ft., climb 10 ft.
AC:	5 (-5 Dex)	3 (-2 size, -5 Dex)	4 (-1 size, -5 Dex)
Attacks:	Slam +3 melee	Slam +1 melee	Slam +5 melee
Damage:	Slam 1d6+1 and 1d6 acid	Slam 1d6+4 and 1d6 acid	Slam 2d4+3 and 1d4 acid
Face/Reach:	5 ft. by 5 ft./5 ft.	10 ft. by 10 ft./10 ft.	5 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid	Engulf, paralysis, acid	Improved grab, acid, constrict 2d4+3 and 1d4 acid
Special Qualities:	Blindsight, cold and fire immunity, ooze, camouflage	Blindsight, transparent, electricity	Blindsight, split, ooze immunity, ooze
Saves:	Fort +1, Ref -4, Will -4	Fort +5, Ref -4, Will -4	Fort +4, Ref -3, Will -3
Abilities:	Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1	Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1	Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1
Climate/Terrain:	Any marsh and underground	Any underground	Any marsh and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	4	3	5
Treasure:	None	1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal	None

Alignment:	Always neutral	or nonstone)	Always neutral
Advancement:	4-6 HD (Medium-size); 7-9 HD (Large)	Always neutral 5-12 HD (Huge); 13-24 HD (Gargantuan)	7-9 HD (Large); 10-18 HD (Huge)
	Black Pudding Huge Ooze		
Hit Dice:	10d10+60 (115 hp)		
Initiative:	-5 (Dex)		
Speed:	20 ft., climb 20 ft.		
AC:	3 (-2 size, -5 Dex)		
Attacks:	Slam +8 melee		
Damage:	Slam 2d6+4 and 2d6 acid		
Face/Reach:	5 ft. by 20 ft./10 ft.		
Special Attacks:	Improved grab, acid, constrict 2d6+4 and 2d6 acid		
Special Qualities:	Blindsight, split, ooze		
Saves:	Fort +7, Ref -2, Will -2		
Abilities:	Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1		
Climate/Terrain:	Any marsh and underground		
Organization:	Solitary		
Challenge Rating:	7		
Treasure:	None		
Alignment:	Always neutral		
Advancement:	11-15 HD (Huge); 16-30 HD (Gargantuan)		

Oozes

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Gray Ooze

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage. The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

Gelatinous Cube

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (Ex): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Ochre Jelly

Improved Grab (Ex): To use this ability, the ochre jelly must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Split (Ex): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

Black Pudding

Improved Grab (Ex): To use this ability, the black pudding must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): The pudding secretes a digestive acid that dissolves organic material and metal quickly. Any melee hit deals acid damage. The pudding's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 19). The acid can dissolve stone, dealing 20 points of damage per round of contact. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Split (Ex): Weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split.

Orc

Medium-Size Humanoid (Orc)
Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 20 ft. (scale mail); base 30 ft.
AC: 14 (+4 scale mail)
Attacks: Greataxe +3 melee; or javelin +1 ranged
Damage: Greataxe 1d12+3; or javelin 1d6+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft., light sensitivity
Saves: Fort +2, Ref +0, Will -1
Abilities: Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8
Skills: Listen +2, Spot +2
Feats: Alertness

Climate/Terrain: Any land and underground
Organization: Gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Combat

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Half-Orcs

The typical ability scores for a half-orc are Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Half-orcs have 60-foot darkvision but are not sensitive to light.

Orc Characters

An orc's favored class is barbarian. Orc clerics can choose two of the following domains: Chaos, Evil, Strength, and War.

Otyugh

Large Aberration
 Hit Dice: 6d8+6 (33 hp)
 Initiative: +0
 Speed: 20 ft.
 AC: 17 (-1 size, +8 natural)
 Attacks: 2 tentacle rakes +3 melee, bite -2 melee
 Damage: Tentacle rake 1d6, bite 1d4
 Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with tentacle)
 Special Attacks: Improved grab, constrict 1d6, disease
 Special Qualities: Scent
 Saves: Fort +3, Ref +2, Will +6
 Abilities: Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6
 Skills: Hide +5*, Listen +6, Spot +9
 Feats: Alertness

Climate/Terrain: Any underground
 Organization: Solitary, pair, or cluster (2-4)
 Challenge Rating: 4
 Treasure: Standard
 Alignment: Always neutral
 Advancement: 7-8 HD (Large); 9-15 HD (Huge)

Otyughs speak Common.

Combat

Improved Grab (Ex): To use this ability, the otyugh must hit a Medium-size or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Medium-size or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever [bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.]

Skills: *An otyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

Owlbear

Large Beast
 Hit Dice: 5d10+20 (47 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft.
 AC: 15 (-1 size, +1 Dex, +5 natural)
 Attacks: 2 claws +7 melee, bite +2 melee
 Damage: Claw 1d6+5, bite 1d8+2
 Face/Reach: 5 ft. by 10 ft./5 ft.
 Special Attacks: Improved grab
 Special Qualities: Scent
 Saves: Fort +8, Ref +5, Will +2
 Abilities: Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10
 Skills: Listen +8, Spot +7

Climate/Terrain: Temperate forest
 Organization: Solitary, pair, or pack (5-8)
 Challenge Rating: 4
 Treasure: None
 Alignment: Usually chaotic evil
 Advancement: 6-8 HD (Large); 9-15 HD (Huge)

A lair usually has 1d6 young, fetching a price of 3,000 gp each in many civilized areas. While owlbears cannot be domesticated, they can still be placed in strategically important areas as free-roaming guardians. A professional trainer charges 2,000 gp to rear or train an owlbear (DC 23 for a young creature, DC 30 for an adult).

Combat

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack.

Pegasus

Large Magical Beast
 Hit Dice: 4d10+12 (34 hp)
 Initiative: +2 (Dex)
 Speed: 60 ft., fly 120 ft. (average)

AC: 14 (-1 size, +2 Dex, +3 natural)
Attacks: 2 hooves +7 melee, bite +2 melee
Damage: Hoof 1d6+4, bite 1d3+2
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Qualities: Scent, spell-like abilities
Saves: Fort +7, Ref +6, Will +4
Abilities: Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Skills: Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3
Feats: Iron Will

Climate/Terrain: Temperate and warm forest
Organization: Solitary, pair, or herd (6-10)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic good
Advancement: 5-8 HD (Large)

Combat

Pegasi attack with their sharp hooves and powerful bite. Mated pairs and herds attack as a team, fighting to the death to defend their eggs and young, which fetch a handsome price in many civilized areas.

Spell-Like Abilities: Pegasi can detect good and detect evil at will within a 60-yard radius, as the spells cast by a 5th-level sorcerer.

Skills: Pegasi receive a +4 racial bonus to Listen and Spot checks.

Training a Pegasus

Pegasus eggs are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves its master with absolute faithfulness for life.

Training a pegasus requires a successful Handle Animal check (DC 22 for a young creature, DC 29 for an adult) and that the creature be willing. Trainers can reduce the DC by 5 and the training time by half by using a magic bridle enchanted for the purpose. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Phantom Fungus

Medium-Size Plant
Hit Dice: 2d8+6 (15 hp)
Initiative: +0
Speed: 20 ft.
AC: 14 (+4 natural)
Attacks: Bite +3 melee
Damage: Bite 1d6+3
Special Qualities: Plant, Improved invisibility
Saves: Fort +6, Ref +0, Will +0
Abilities: Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills: Move Silently +5

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)

Combat

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Improved Invisibility (Su): This ability is constant, allowing the phantom fungus to remain invisible even when attacking. This works just like improved invisibility cast by a 12th-level sorcerer, and lasts as long as the phantom fungus is alive. This ability is not subject to the invisibility purge spell. Once killed, a phantom fungus becomes visible after 1 minute.

Skills: Phantom fungus has a +5 racial bonus to Move Silently checks.

Phase Spider

Large Magical Beast
Hit Dice: 5d10+15 (42 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft., climb 20 ft.
AC: 15 (-1 size, +3 Dex, +3 natural)
Attacks: Bite +7 melee
Damage: Bite 1d6+4 and poison
Face/Reach: 10 ft. by 10 ft./5 ft.
Special Attacks: Ethereal Jaunt, poison
Saves: Fort +7, Ref +7, Will +2
Abilities: Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10
Skills: Climb +12, Move Silently +11, Spot +9
Feats: Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary or cluster (2-5)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Combat

Phase spiders dwell and hunt on the Material Plane. Once a spider locates prey, however, it shifts to the Ethereal Plane to attack, attempting to catch its victim flat-footed. The spider shifts in, bites its victim, and retreats quickly back to the Ethereal Plane.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with ethereal Jaunt cast by a 15th-level sorcerer.

Poison (Ex): Bite, Fortitude save (DC 15); initial and secondary damage 2d6 temporary Constitution.

Phasm

Medium-Size Shapechanger
Hit Dice: 15d8+30 (97 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 17 (+2 Dex, +5 natural)
Attacks: 2 slams +12 melee
Damage: Slam 1d3+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Amorphous, scent, alternate form, telepathy, tremorsense
Saves: Fort +11, Ref +11, Will +11
Abilities: Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14
Skills: Bluff +15, Climb +7, Craft (any one) +7, Disguise +7*, Knowledge (any one) +7, Listen +10, Spot +10, Wilderness Lore +6
Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Disguise)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral
Advancement: 15-21 HD (Huge); 22-42 HD (Gargantuan)

Phasms can speak Common but prefer telepathic communication.

Combat

If pursued or harassed, a phasm transforms into the most fearsome creature it knows, such as an adult white dragon or a fire giant, and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

Amorphous (Ex): A phasm in its natural form is immune to poison, sleep, paralysis, stun, and polymorph. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Alternate Form (Su): Phasms can assume the form of any corporeal creature or object from Diminutive to Large size as a standard action. This ability is otherwise similar to shapechange as cast by a 20th-level sorcerer.

Telepathy (Su): Phasms can communicate telepathically with any creature within 100 feet that has a language.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

Skills: *When using alternate form, a phasm receives a +10 circumstance bonus to Disguise checks.

Planetouched

	Aasimar	Tiefling
	Medium-Size Outsider	Medium-Size Outsider
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+4 (Improved Initiative)	+1 (Dex)
Speed:	30 ft.	30 ft.
AC:	16 (+4 scale, +2 large shield)	15 (+1 Dex, +3 studded leather, +1 small shield)
Attacks:	Longsword +1 melee; or light crossbow +1 ranged	Rapier +2 melee; or light crossbow +2 ranged
Damage:	Longsword 1d8; or light crossbow 1d8	Rapier 1d6; or light crossbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Light	Darkness
Special Qualities:	Acid, cold, and electricity resistance 5	Fire, cold, and electricity resistance 5
Saves:	Fort +2, Ref +2, Will +3	Fort +2, Ref +3, Will +2
Abilities:	Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 13	Str 10, Dex 13, Con 10, Int 13, Wis 11, Cha 8
Skills:	Heal +5, Knowledge (religion) +1, Listen +4, Ride +1, Spot +4	Bluff +1, Hide +3, Move Silently +2, Pick Pocket +3
Feats:	Improved Initiative	Weapon Finesse (rapier)
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary or team (2-4)	Solitary or gang (2-4)
Challenge Rating:	1/2	1/2
Treasure:	Standard	Standard
Alignment:	Usually good (any)	Usually evil (any)
Advancement:	By character class	By character class

Aasimar

Light (Sp): Aasimars can use light once per day as cast by a sorcerer of 1st level or their character level, whichever is higher.

Skills: Aasimars receive a +2 racial bonus to Spot and Listen checks.

Aasimar Characters

An aasimar's favored class is paladin.

Tiefling

Darkness (Sp): Tieflings can use darkness once per day as cast by a sorcerer of 1st level or their character level, whichever is higher.

Skills: Tieflings receive a +2 racial bonus to Bluff and Hide checks.

Tiefling Characters

A tiefling's favored class is rogue.

Pseudodragon

	Tiny Dragon
Hit Dice:	2d12+2 (15 hp)
Initiative:	+0
Speed:	15 ft., fly 60 ft. (good)
AC:	18 (+2 size, +6 natural)
Attacks:	Sting +4 melee, bite -1 melee
Damage:	Sting 1d3 and poison, bite 1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft. (5 ft. with tail)
Special Attacks:	Poison
Special Qualities:	See invisibility, telepathy, immunities, SR_19
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 11, Dex 11, Con 13, Int 10, Wis 12, Cha_10

Skills: Hide +16*, Intuit Direction +3, Listen +5, Search_+2, Spot_+5
Feats: Alertness

Climate/Terrain: Temperate and warm forest
Organization: Solitary, pair, or clutch (3-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral good
Advancement: 3-4 HD (Tiny)

A pseudodragon egg can fetch a price of up to 10,000 gp, and a hatchling as much as 20,000 gp.

Combat

Poison (Ex): Sting, Fortitude save (DC 12); initial damage sleep for 1 minute, secondary damage sleep for 1d3 days.

See Invisibility (Ex): Pseudodragons continuously see invisibility as the spell, with a range of 60 feet.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Immunities (Ex): Pseudodragons are immune to sleep and paralysis effects.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus to Hide checks. *In forests or overgrown areas, this bonus improves to +8.

Purple Worm

Gargantuan Beast
Hit Dice: 16d10+112 (200 hp)
Initiative: -2 (Dex)
Speed: 20 ft., burrow 20 ft., swim 10 ft.
AC: 19 (-4 size, -2 Dex, +15 natural)
Attacks: Bite +20 melee, sting +15 melee
Damage: Bite 2d8+12, sting 2d6+6 and poison
Face/Reach: 30 ft. by 30 ft. (coiled)/15 ft.
Special Attacks: Improved grab, swallow whole, poison
Special Qualities: Tremorsense
Saves: Fort +17, Ref +8, Will +4
Abilities: Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills: Climb +14

Climate/Terrain: Any aquatic and underground
Organization: Solitary
Challenge Rating: 12
Treasure: No coins, 50% goods (stone only), no items
Alignment: Always neutral
Advancement: 16-32 HD (Gargantuan); 33-45 HD (Colossal)

Combat

In battle, a purple worm forms into a coil 15 feet across, biting and stinging anything within reach.

Improved Grab (Ex): To use this ability, the purple worm must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d8 points of acid damage per round from the worm's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the worm's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The worm's interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Poison (Ex): Sting, Fortitude save (DC 24); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Tremorsense (Ex): A purple worm can automatically sense the location of anything within 60 feet that is in contact with the ground.

Rakshasa

Medium-Size Outsider (Evil, Lawful)
Hit Dice: 7d8+21 (52 hp)
Initiative: +2 (Dex)
Speed: 40 ft.
AC: 21 (+2 Dex, +9 natural)
Attacks: 2 claws +8 melee, bite +3 melee
Damage: Claw 1d4+1, bite 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Detect thoughts, spells
Special Qualities: Alternate form, spell immunity, vulnerable to blessed crossbow bolts, damage reduction 20/+3
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills: Bluff +16*, Disguise +17*, Listen +11, Move Silently +11, Perform (ballad, chant, drama, epic, plus any other five) +12, Sense Motive +10, Spot +12
Feats: Alertness, Dodge

Climate/Terrain: Warm forest and marsh
Organization: Solitary
Challenge Rating: 9
Treasure: Standard coins; double goods; standard items
Alignment: Always lawful evil
Advancement: 8-14 HD (Medium-size)

Rakshasas speak Common, Infernal, and Undercommon.

Combat

Detect Thoughts (Su): A rakshasa can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 15). It can suppress or resume this ability as a free action.

Spells: A rakshasa casts spells as a 7th-level sorcerer, and can also cast 1st-level cleric spells as arcane spells.

Alternate Form (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. This ability is similar to the alter self spell cast by an 18th-level sorcerer, but the rakshasa can remain in the new form indefinitely.

Spell Immunity (Su): Rakshasas ignore the effects of spells and spell-like abilities of 8th level or less, just as if the spellcaster had failed to overcome spell resistance.

Vulnerable to Blessed Crossbow Bolts (Ex): Any hit scored with a blessed crossbow bolt instantly slays a rakshasa.

Skills: A rakshasa receives a +4 racial bonus to Bluff and Disguise checks. *When using alternate form, it gains an additional +10 circumstance bonus to Disguise checks. If reading an opponent's mind, its circumstance bonus to Bluff and Disguise checks increases by a further +4.

Rast

Medium-Size Outsider (Fire)
Hit Dice: 4d8+4 (22 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: Fly 50 ft. (good)
AC: 15 (+1 Dex, +4 natural)
Attacks: 4 claws +6 melee; or bite +6 melee
Damage: Claw 1d4+2; or bite 1d8+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Paralyzing gaze, improved grab, blood drain
Special Qualities: Fire subtype, flight
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12
Skills: Hide +5, Listen +7, Move Silently +7
Feats: Dodge, Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or swarm (3-6)
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 5-6 HD (Medium-size); 7-12 HD (Large)

Combat

Rasts attack in swarms, with a frightening, brutal cunning. The creatures paralyze as many of their foes as possible, then attack any that are still moving. A rast can claw or bite, but cannot do both during the same round.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude save (DC 13).

Improved Grab (Ex): To use this ability, the rast must hit with its bite attack. If it gets a hold, it automatically deals bite damage.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of temporary Constitution damage each round it maintains the hold.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Flight (Su): A rast can fly as the spell cast by an 11th-level sorcerer, as a free action. A rast that loses this ability falls and can perform only partial actions.

Ravid

Medium-Size Outsider
Hit Dice: 3d8+3 (16 hp)
Initiative: +0
Speed: Fly 60 ft. (perfect)
AC: 25 (+15 natural)
Attacks: Tail slap +4 melee, claw +2 melee
Damage: Tail slap 1d6+1 and positive energy, claw 1d4 and positive energy
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Positive energy lash, animate objects
Special Qualities: Fire immunity, flight
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 14
Skills: Listen +7, Move Silently +6, Spot +7
Feats: Multiattack*

Climate/Terrain: Any land and underground
Organization: Solitary (1 plus at least 1 animated object)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 4 HD (Medium-size); 5-9 HD (Large)

Combat

Ravids fight only in self-defense. A ravid itself is not very powerful but is always accompanied by at least one animated object that defends it.

Positive Energy Lash (Su): A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Animate Objects (Su): Once per round, a random object within 20 feet of the ravid animates as though by the spell animate objects cast by a 20th-level cleric. These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to give them specific commands.

Flight (Su): A ravid can fly as the spell cast by an 11th-level sorcerer, as a free action. A ravid that loses this ability falls and can perform only partial actions.

Feats: *Ravids have the Multiattack feat even though they do not have the requisite three natural weapons.

Remorhaz

Huge Magical Beast
Hit Dice: 7d10+35 (73 hp)
Initiative: +1 (Dex)
Speed: 30 ft., burrow 20 ft.

AC: 20 (-2 size, +1 Dex, +11 natural)
Attacks: Bite +13 melee
Damage: Bite 2d8+12
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Heat, tremorsense
Saves: Fort +10, Ref +6, Will +3
Abilities: Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills: Listen +10, Spot +9
Feats: Power Attack

Climate/Terrain: Any cold land
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral
Advancement: 8-10 HD (Huge); 11-21 HD (Gargantuan)

Combat

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Improved Grab (Ex): To use this ability, the remorhaz must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the opponent.

Swallow Whole (Ex): A remorhaz can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 10d10 points of fire damage per round from the creature's blazing gut. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the remorhaz's gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The remorhaz's interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 10d10 points of fire damage. This is usually enough to melt nonmagical weapons, but magic weapons get a Fortitude save (DC 18).

Tremorsense (Ex): A remorhaz can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: Remorhazes receive a +4 racial bonus to Listen checks.

Roc

Gargantuan Beast
Hit Dice: 18d10+126 (225 hp)
Initiative: +2 (Dex)
Speed: 20 ft., fly 80 ft. (average)
AC: 14 (-4 size, +2 Dex, +6 natural)
Attacks: 2 claws +21 melee, bite +16 melee
Damage: Claw 2d6+12, bite 2d8+6
Face/Reach: 20 ft. by 40 ft./10 ft.
Special Attacks: Snatch
Saves: Fort +18, Ref +13, Will +7
Abilities: Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha_11
Skills: Listen +4, Spot +4*

Climate/Terrain: Temperate and warm mountains
Organization: Solitary or pair
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 19-32 HD (Gargantuan); 33-54 (Colossal)

Combat

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium-size or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Snatch (Ex): A roc that hits a creature of at least Small size, but no larger than Huge, with a claw attack attempts to start a grapple as a free action without provoking an attack of opportunity. If the roc achieves a hold, it can fly off with its prey and

automatically make a bite attack each round in lieu of a claw attack. It can drop a snatched creature as a free action or use a standard action to fling it aside. A flung creature travels 90 feet and takes 9d6 points of damage. If the roc flings it while flying, the creature suffers this amount of damage or falling damage, whichever is greater.

Skills: *Rocs receive a +4 racial bonus to Spot checks during daylight hours.

Roper

Large Magical Beast
Hit Dice: 10d10+30 (85 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 10 ft.
AC: 24 (-1 size, +1 Dex, +14 natural)
Attacks: 6 strands +11 ranged, bite +8 melee
Damage: Strand (see text), bite 2d6+2
Face/Reach: 5 ft. by 5 ft./10 ft. (50 ft. with strand)
Special Attacks: Strands, attach, weakness
Special Qualities: Electricity immunity, cold resistance 30, fire vulnerability, SR 28
Saves: Fort +10, Ref +8, Will +8
Abilities: Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12
Skills: Climb +7, Hide +10*, Listen +13, Spot +13
Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

Climate/Terrain: Any underground
Organization: Solitary, pair, or cluster (3-6)
Challenge Rating: 10
Treasure: No coins; 50% goods (stone only); _no items
Alignment: Usually chaotic evil
Advancement: 11-15 HD (Large); 16-30 HD (Huge)

Combat

A roper hunts by standing very still and imitating a bit of rock. This usually allows it to attack with surprise. When it notices prey, it lashes out with its strands and bites adjacent opponents with its powerful maw.

Strands (Ex): Most encounters with a roper begin when it fires its strong, sticky strands. The creature has six such members that can strike up to 50 feet away (no range increment). A single attack with a slashing weapon that deals at least 10 points of damage severs a strand (AC 20).

Attach (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but draws the stuck opponent 10 feet closer each subsequent round (no attack of opportunity) unless that creature breaks free, which requires a successful Escape Artist check (DC 23) or Strength check (DC 19). The roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus, in that round.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone caught by a strand must succeed at a Fortitude save (DC 18) or take 2d8 points of temporary Strength damage.

Fire Vulnerability (Ex): A roper takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Skills: *Ropers receive a +8 racial bonus to Hide checks in stony or icy areas.

Rust Monster

Medium-Size Aberration
Hit Dice: 5d8+5 (27 hp)
Initiative: +3 (Dex)
Speed: 40 ft.
AC: 18 (+3 Dex, +5 natural)
Attacks: Antennae touch +3 melee, bite -2 melee
Damage: Antennae touch rust, bite 1d3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Rust
Special Qualities: Scent
Saves: Fort +2, Ref +4, Will +5
Abilities: Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Skills: Listen +9, Spot +9
Feats: Alertness

Climate/Terrain: Any underground
Organization: Solitary or pair
Challenge Rating: 3

Treasure: None
Alignment: Always neutral
Advancement: 6-8 HD (Medium-size); 9-15 HD (Large)

Combat

A rust monster can scent a metal object up to 90 feet away, dashing toward the source and attempting to strike it with its antennae. The creature is relentless, chasing adventurers over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. A clever (or desperate) adventurer can often distract a hungry rust monster by tossing it some metal objects, then fleeing while it consumes them.

The creature targets the largest metal object available, striking first at armor, then shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The size of the object is immaterial—a full suit of armor rusts away as quickly as a sword. Magic armor and weapons, and other enchanted items made of metal, must succeed at a Reflex save (DC 20) or be dissolved. A metal weapon that deals damage to a rust monster also corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Sahuagin

Medium-Size Humanoid (Aquatic)
Hit Dice: 2d8+2 (11 hp)
Initiative: +1 (Dex)
Speed: 30 ft., swim 60 ft.
AC: 16 (+1 Dex, +5 natural)
Attacks: Trident +3 melee, 2 rakes +1 melee (or 2 rakes +3 melee, 2 claws +1 melee), bite +1 melee; or heavy crossbow +2 ranged
Damage: Trident 1d8+2, rake 1d4+2 (1d4+1 when a secondary attack), claw 1d2+1, bite 1d4+1; or heavy crossbow 1d10
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Blood frenzy
Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Skills: Animal Empathy +2, Hide +6*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*
Feats: Multiattack

Climate/Terrain: Warm aquatic
Organization: Solitary, pair, team (5-8), patrol (11-20 plus 1 3rd-level lieutenant and 1-2 sharks), band (20-80 plus 100% noncombatants plus 1 3rd-level lieutenant and 1 4th-level chieftain per 20 adults plus 1-2 sharks), or tribe (70-160 plus 100% noncombatants plus 1 3rd-level lieutenant per 20 adults, 1 4th-level chieftain per 40 adults, 9 4th-level guards, 1-4 underpriestesses of 3rd-6th level, 1 7th-level priestess, and 1 baron of 6th-8th level plus 5-8 sharks)

Challenge Rating: 2
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class

Combat

Sahuagin are savage fighters, asking for and giving no quarter. When swimming, a sahuagin rakes with its feet as it strikes with its claws or a weapon. About half of any group of sahuagin are also armed with nets.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a -4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Skills: Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. *Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Sahuagin Mutants

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to the rake and bite attacks.

If a community of aquatic elves is located within a hundred miles of a sahuagin community, about one in one hundred sahuagin looks just like an aquatic elf. These creatures, called malenti, have a swim speed of 40 feet, can remain out of water for 1 hour per point of Constitution, and have freshwater and light sensitivity (-1 to attack rolls). They are otherwise identical with sahuagin.

Sahuagin Characters

A male sahuagin's favored class is ranger. Female sahuagin favor the cleric class. Sahuagin clerics can choose any two of the following domains: Evil, Law, Strength, and War.

Salamander

	Flamebrother Small Outsider (Fire)	Average Salamander Medium-Size Outsider (Fire)	Noble Salamander Large Outsider (Fire)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	15d8+45 (112 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	19 (+1 size, +1 Dex, +7 natural)	18 (+1 Dex, +7 natural)	18 (-1 size, +1 Dex, +8 natural)
Attacks:	Halfspear +5 melee, tail slap +3 melee	Longspear +9/+4 melee, tail slap +7 melee	+3 Huge longspear +23/+18/+13 melee, tail slap +15 melee
Damage:	Halfspear 1d6+1 and 1d6 fire, tail slap 1d4 and 1d6 fire	Longspear 1d8+2 and 1d6 fire, tail slap 2d6+1 and 1d6 fire	+3 Huge longspear 2d8+9 and 1d8 fire, tail slap 2d8+3 and 1d8 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Heat, constrict 1d4 and 1d6 fire	Heat, constrict 2d6+1 and 1d6 fire	Heat, constrict 2d8+3 and 1d8 fire, spell-like abilities
Special Qualities:	Fire subtype	Fire subtype, damage reduction 10/+1	Fire subtype, damage reduction 20 /+2
Saves:	Fort +4, Ref +4, Will +5	Fort +6, Ref +6, Will +7	Fort +12, Ref +10, Will +11
Abilities:	Str 12, Dex 13, Con 12, Int 14, Wis 15, Cha 13	Str 14, Dex 13, Con 12, Int 14, Wis 15, Cha 13	Str 22, Dex 13, Con 16, Int 15, Wis 15, Cha 15
Skills:	Craft (metalworking) +11, Escape Artist +7, Hide +9, Listen +7, Search +7, Spot +7	Craft (metalworking) +16, Escape Artist +11, Hide +11, Listen +14, Move Silently +11, Search +12, Spot +14	Bluff +11, Craft (metalworking) +24, Diplomacy +13, Escape Artist +19, Hide +15, Listen +20, Move Silently +17, Search +20, Sense Motive +12, Spot +20 Cleave, Great Cleave, Multiattack, Power Attack
Feats:	Multiattack	Alertness, Multiattack	
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary, pair, or cluster (3-5)	Solitary, pair, or cluster (3-5)	Solitary, pair, or noble party (9-14)
Challenge Rating:	2	5	9
Treasure:	Standard (nonflammables only)	Standard (nonflammables only)	Double standard (nonflammables only) and +3 Huge longspear
Alignment:	Usually evil (any)	Usually evil (any)	Usually evil (any)
Advancement:	4-6 HD (Small)	8-14 HD (Medium-size)	16-21 HD (Large); 22-45 HD (Huge)

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check against creatures up to one size larger than itself. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Spell-Like Abilities: (Noble salamanders only) 3/day-burning hands, fireball, flaming sphere, and wall of fire; 1/day-dispel magic and summon monster VII (huge fire elemental). These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Skills: Salamanders receive a +4 racial bonus to Craft (metalworking) skill checks.

Feats: Salamanders have the Multiattack feat even without the requisite three natural weapons.

Salamander Characters

Average or noble salamanders may be clerics, sorcerers, or fighters (their favored class).

Satyr

Medium-Size Fey
Hit Dice: 5d6+5 (22 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 15 (+1 Dex, +4 natural)
Attacks: Gore +2 melee, dagger -3 melee; or shortbow +3 ranged
Damage: Gore 1d6, dagger 1d4; or shortbow 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Pipes
Saves: Fort +2, Ref +5, Will +5
Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills: Bluff +9, Hide +13, Listen +15, Move Silently +13, Perform (dance, pan pipes, plus any two others) +9, Spot +15
Feats: Alertness, Dodge, Mobility

Climate/Terrain: Temperate forest
Organization: Solitary, band (2-5), or troop (6-11)
Challenge Rating: 2 (without pipes) or 4 (with pipes)
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 6-10 HD (Medium-size)

Combat

Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed at a Will save (DC 14) or be affected by charm person, sleep, or fear, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day. A satyr often uses its pipes to charm and seduce especially comely women or to put a party of adventurers to sleep and then steal their valuables.

Skills: Satyrs receive a +4 racial bonus to Hide, Listen, Move Silently, Perform, and Spot checks.

Sea Lion

Large Beast
Hit Dice: 6d10+18 (51 hp)
Initiative: +1 (Dex)
Speed: Swim 40 ft.
AC: 18 (-1 size, +1 Dex, +8 natural)
Attacks: 2 claws +7 melee, bite +2 melee
Damage: Claw 1d6+4, bite 1d8+2
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Rend 2d6+6
Special Qualities: Scent
Saves: Fort +8, Ref +6, Will +3

Abilities: Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10
Skills: Listen +7, Spot +7

Climate/Terrain: Temperate and warm aquatic
Organization: Solitary, pair, or pride (5-12)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Combat

Rend (Ex): A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

Shadow

Medium-Size Undead (Incorporeal)
Hit Dice: 3d12 (19 hp)
Initiative: +2 (Dex)
Speed: 30 ft., fly 40 ft. (good)
AC: 13 (+2 Dex, +1 deflection)
Attacks: Incorporeal touch +3 melee
Damage: Incorporeal touch 1d6 temporary Strength
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Strength damage, create spawn
Special Qualities: Undead, incorporeal, +2 turn resistance
Saves: Fort +1, Ref +3, Will +4
Abilities: Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13
Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7
Feat: Dodge

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-5), or swarm (6-11)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 4-9 HD (Medium-size)

Combat

Strength Damage (Su): The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Shadow Mastiff

Medium-Size Outsider (Evil)
Hit Dice: 4d8+12 (30 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 14 (+1 Dex, +3 natural)
Attacks: Bite +7 melee
Damage: Bite 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Bay, trip
Special Qualities: Shadow blend, scent
Saves: Fort +7, Ref +5, Will +5
Abilities: Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Skills: Listen +8, Spot +8, Wilderness Lore +7*
Feats: Dodge, Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or pack (5-12)
Challenge Rating: 5
Treasure: None

Alignment: Always neutral evil
Advancement: 5-6 HD (Medium-size); 7-12 HD (Large)

Combat

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that mastiff's bay for one day.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): During any conditions other than full daylight, a shadow mastiff can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Skills: A shadow mastiff receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Shambling Mound

Large Plant
Hit Dice: 8d8+24 (60 hp)
Initiative: +0
Speed: 20 ft.
AC: 20 (-1 size, +11 natural)
Attacks: 2 slams +10 melee
Damage: Slam 2d6+5
Face/Reach: 5 ft by 5 ft./10 ft.
Special Attacks: Improved grab, constrict 2d6+7
Special Qualities: Plant, electricity immunity, fire resistance 30
Saves: Fort +9, Ref +2, Will +2
Abilities: Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
Skills: Hide +0*, Listen +4, Move Silently +4

Climate/Terrain: Temperate and warm forest, marsh, and underground
Organization: Solitary
Challenge Rating: 6
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Combat

Improved Grab (Ex): To use this ability, the shambler must hit an opponent of up to Large size with both arm attacks. If it gets a hold, it can constrict.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check against Large or smaller creatures. The shambler can still move but cannot take any attack actions when constricting.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Electricity Immunity (Ex): Shamblers take no damage from electricity. Instead, any electrical attack (such as shocking grasp or lightning bolt) used against a shambler grants it 1d4 points of temporary Constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers receive a +4 racial bonus to Hide, Listen, and Move Silently checks. *They receive a +12 bonus to Hide checks when in a swampy or forested area.

Shield Guardian

Large Construct
Hit Dice: 15d10 (82 hp)
Initiative: +0
Speed: 30 ft.
AC: 24 (-1 size, +15 natural)
Attacks: Slam +16/+11/+6 melee
Damage: Slam 1d8+9
Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell storing
Special Qualities: Construct, fast healing 5, shield other, guard, find master
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 22, Dex 10, Con -, Int -, Wis_10, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 16-24 HD (Large); 25-45 HD (Huge)

A shield guardian when fashioned is keyed to a particular amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that person everywhere (unless specifically commanded not to do so).

Combat

Spell Storing (Sp): The shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded or when a predetermined situation arises. Once this is used, it can store another spell (or the same spell).

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Shield Other (Sp): The wearer of the keyed amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this transfers to the guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses, but see below).

Guard (Ex): The shield guardian moves swiftly to defend the amulet wearer by its side, blocking blows and disrupting foes. All attacks against the amulet wearer suffer a -2 deflection penalty.

Find Master (Su): No matter the distance, as long as they are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Construction

A shield guardian costs 100,000 gp to create. This cost includes the construct's physical body, the keyed amulet, and all the materials and spell components that are consumed or become a permanent part of them. This cost includes 1,000 gp for the body and 500 gp for the amulet.

Creating the body requires a successful Profession (engineering) or Craft (sculpture) check (DC 16).

The second requirement is creating the keyed amulet from bronze, which requires a successful Craft (metalworking) check (DC 12).

After the body and amulet are fashioned, the creature must be animated through an extended magical ritual that requires a week to complete. Understanding the ritual requires a 12th-level character with the Craft Wondrous Item feat. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's laboratory and a smithy and costs 1,000 gp to establish.

When not working on the ritual, the character must rest and can perform no other activities except eating, sleeping, or talking. If personally constructing the creature's body, the creator can perform the building and ritual together. If the creator misses a day of the ritual, the process fails and must be started again. Money spent is lost, but XP spent are not. The shield guardian's body can be reused, as can the chamber.

Completing the ritual drains 2,000 XP from the creator and requires limited wish, locate object, make whole, shield, and shield other, which must be cast on the final day of the ritual. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

Amulet

If the keyed amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command given.

Shocker Lizard

Small Magical Beast
 Hit Dice: 2d10+2 (13 hp)
 Initiative: +2 (Dex)
 Speed: 40 ft., climb 20 ft., swim 20 ft.
 AC: 16 (+1 size, +2 Dex, +3 natural)
 Attacks: Bite +3 melee
 Damage: Bite 1d4
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Stunning shock, lethal shock
 Special Qualities: Electricity sense, electricity immunity
 Saves: Fort +3, Ref +5, Will +1
 Abilities: Str 10, Dex 15, Con 13, Int 5, Wis 12, Cha 6
 Skills: Climb +12, Hide +11, Jump +4, Listen +4, Spot +4
 Feats: Alertness

Climate/Terrain: Warm aquatic, marsh, and underground
 Organization: Solitary, pair, clutch (3-5), or colony (6-11)
 Challenge Rating: 2
 Treasure: 1/10 coins; 50% goods; 50% items
 Alignment: Usually neutral
 Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)

Combat

A shocker lizard relies on its electrical abilities in combat. A lizard tends to bite only after its shock has rendered an opponent unconscious or when the shock seems to have no effect at all. Lone lizards flee once they deliver their shocks, but if others are nearby, they all home in on their comrade's discharges and administer deadly shocks to the foe.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of subdual damage to living opponents (Reflex half DC 12).

Lethal Shock (Su): Whenever two or more shocker lizards are within 25 feet of each other, they can work together to create a lethal shock. This effect has a radius of 25 feet, centered on any one contributing lizard. The shock deals 2d8 points of damage for each lizard contributing to it (Reflex half DC 10 + number of lizards contributing).

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Skills: Shocker lizards receive a +4 racial bonus to Hide checks due to their coloration.

Skeleton

	Tiny Skeleton Tiny Undead	Small Skeleton Small Undead	Medium-Size Skeleton Medium-Size Undead
Hit Dice:	1/4 d12 (1 hp)	1/2 d12 (3 hp)	1d12 (6 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
AC:	13 (+2 size, +1 Dex)	13 (+1 size, +1 Dex, +1 natural)	13 (+1 Dex, +2 natural)
Attacks:	2 claws +0 melee	2 claws +0 melee	2 claws +0 melee
Damage:	Claw 1d2-2	Claw 1d3-1	Claw 1d4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, immunities	Undead, immunities	Undead, immunities
Saves:	Fort +0, Ref +1, Will +2	Fort +0, Ref +1, Will +2	Fort +0, Ref +1, Will +2
Abilities:	Str 6, Dex 12, Con -, Int -, Wis 10, Cha 11	Str 8, Dex 12, Con -, Int -, Wis 10, Cha 11	Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
	Large Skeleton Large Undead	Huge Skeleton Huge Undead	
Hit Dice:	2d12 (13 hp)	4d12 (26 hp)	
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	
Speed:	40 ft.	40 ft.	
AC:	13 (-1 size, +1 Dex, +3 natural)	13 (-2 size, +1 Dex, +4 natural)	
Attacks:	2 claws +2 melee	2 claws +4 melee	
Damage:	Claw 1d6+2	Claw 1d8+4	
Face/Reach:	5 ft. by 5 ft./10 ft.	10 ft. by 10 ft./15 ft.	
Special Qualities:	Undead, immunities	Undead, immunities	
Saves:	Fort +0, Ref +1, Will +3	Fort +1, Ref +2, Will +4	
Abilities:	Str 14, Dex 12, Con -, Int -, Wis 10, Cha 11	Str 18, Dex 12, Con -, Int -, Wis 10, Cha 11	
Feats:	Improved Initiative	Improved Initiative	
	Gargantuan Skeleton Gargantuan Undead	Colossal Skeleton Colossal Undead	
Hit Dice:	16d12 (104 hp)	32d12 (208 hp)	

Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.	40 ft.
AC:	13 (-4 size, +1 Dex, +6 natural)	13 (-8 size, +1 Dex, +10 natural)
Attacks:	2 claws +10 melee	2 claws +16 melee
Damage:	Claw 2d6+6	Claw 2d8+8
Face/Reach:	20 ft. by 20 ft./20 ft.	40 ft. by 40 ft./25 ft.
Special Qualities:	Undead, immunities	Undead, immunities
Saves:	Fort +5, Ref +6, Will +10	Fort +10, Ref +11, Will +18
Abilities:	Str 22, Dex 12, Con -, Int -, Wis 10, Cha 11	Str 26, Dex 12, Con -, Int -, Wis 10, Cha 11
Feats:	Improved Initiative	Improved Initiative

Climate/Terrain:	Any land and underground
Organization:	Any
Challenge Rating:	Tiny 1/6; Small 1/4; Medium-size 1/3; Large 1; Huge 2; Gargantuan 7; Colossal 9
Treasure:	None
Alignment:	Always neutral
Advancement:	Tiny, Small, and Medium-size -; Large 3 HD (Large); Huge 5-15 HD (Huge); Gargantuan 17-31 HD (Gargantuan); Colossal 33-64 HD (Colossal)

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Skum

Medium-Size Aberration (Aquatic)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 40 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	Bite +5 melee, 2 claws +0 melee, 2 rakes +0 melee
Damage:	Bite 2d6+4, claw 1d4+2, rake 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Low-light vision
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6
Skills:	Climb +9, Hide +6*, Listen +7*, Move_Silently_+3, Spot +7*
Feats:	Alertness

Climate/Terrain:	Temperate and warm aquatic and underground
Organization:	Brood (2-5) or pack (6-15)
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)

Skum can breathe both air and water. They speak Aquan.

Combat

In the water, skum are dangerous enemies who attack by biting, clawing, and raking with their rear legs. On land they are less dangerous, for they cannot rake and suffer a -2 circumstance penalty to all attack rolls. Skum serving an aboleth are sometimes trained to fight with weapons, usually two-handed melee weapons with reach (such as longswords) and simple ranged weapons such as javelins, tridents, or slings.

Skills: *Skum receive a +4 racial bonus to Hide, Listen, and Spot checks underwater.

Slaad

	Red Slaad	Blue Slaad	Green Slaad
	Large Outsider (Chaotic)	Large Outsider (Chaotic)	Large Outsider (Chaotic)
Hit Dice:	7d8+21 (52 hp)	8d8+24 (60 hp)	9d8+27 (67 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)	18 (-1 size, +2 Dex, +7 natural)	20 (-1 size, +1 Dex, +10 natural)
Attacks:	Bite +10 melee, 2 claws +8 melee	4 rakes +11 melee, bite +9 melee	2 claws +12 melee, bite +10 melee
Damage:	Bite 2d8+4, claw 1d4+2 and implant	Rake 2d6+4, bite 2d8+2 and disease	Claw 1d6+4, bite 2d8+2
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Pounce, implant, stunning croak, summon slaad	Spell-like abilities, disease, summon slaad	Spell-like abilities, summon slaad
Special Qualities:	Fast healing 5, resistances	Fast healing 5, resistances	Fast healing 5, resistances
Saves:	Fort +8, Ref +6, Will +3	Fort +9, Ref +8, Will +4	Fort +9, Ref +7, Will +6
Abilities:	Str 19, Dex 13, Con 17, Int 6, Wis 6, Cha 8	Str 19, Dex 15, Con 17, Int 6, Wis 6, Cha 10	Str 19, Dex 13, Con 17, Int 10, Wis 10, Cha 10
Skills:	Climb +14, Jump +14, Listen +6, Move Silently +5, Spot +8	Climb +14, Jump +15, Listen +8, Move Silently +9, Spot +8	Climb +16, Hide +9, Jump +16, Listen +12, Move Silently +13, Spot +12
Feats:	Dodge, Multiattack	Dodge, Mobility, Multiattack	Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground

Organization:	Solitary, gang (2-5), or pack (6-10)	Solitary, gang (2-5), or pack (6-10)	Solitary or gang (2-5)
Challenge Rating:	7	8	9
Treasure:	None	Standard	Standard
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)	9-12 HD (Large); 13-24 HD (Huge)	10-15 HD (Large); 16-27 HD (Huge)
	Gray Slaad		Death Slaad
Hit Dice:	Medium-Size Outsider (Chaotic)		Medium-Size Outsider (Chaotic)
Initiative:	10d8+30 (75 hp)		15d8+45 (112 hp)
Speed:	+1 (Dex)		+8 (+4 Dex, +4 Improved Initiative)
AC:	30 ft.		30 ft.
Attacks:	22 (+1 Dex, +11 natural)		26 (+4 Dex, +12 natural)
Damage:	2 claws +14 melee, bite +12 melee		2 claws +20 melee, bite +18 melee
Face/Reach:	Claw 2d4+4, bite 2d8+2		Claw 3d6+5 and stun, bite 2d10+2
Special Attacks:	5 ft. by 5 ft./5 ft.		5 ft. by 5 ft./5 ft.
Special Qualities:	Spell-like abilities, summon slaad		Stun, spell-like abilities, summon slaad
Saves:	Fast healing 5, damage reduction 10/+1, resistances, alternate form		Fast healing 5, damage reduction 20/+2, resistances, telepathy, alternate form
Abilities:	Fort +10, Ref +8, Will +9		Fort +12, Ref +13, Will +13
Skills:	Str 19, Dex 13, Con 17, Int 14, Wis 14, Cha 14		Str 20, Dex 18, Con 17, Int 18, Wis 18, Cha 18
Feats:	Climb +15, Hide +14, Jump +17, Knowledge (arcana) +13, Listen +15, Move Silently +14, Search +15, Spot +15		Climb +23, Escape Artist +22, Hide +22, Jump +23, Knowledge (any two) +22, Listen +22, Move Silently +22, Search +22, Spot +22
	Multiattack, item creation feats (any two)		Cleave, Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Any land and underground		Any land and underground
Organization:	Solitary or pair		Solitary or pair
Challenge Rating:	10		13
Treasure:	Double standard		Double standard
Alignment:	Always chaotic neutral		Usually chaotic neutral (sometimes chaotic evil)
Advancement:	11-15 HD (Medium-size); 16-30 HD (Large)		16-22 HD (Medium-size); 23-45 HD (Large)

Slaadi

Resistances (Ex): All slaadi have acid, cold, electricity, fire, and sonic resistance 5.

Summon Slaad (Sp): Slaadi can summon other slaadi much as though casting a summon monster spell, but they have only a limited chance of success. Roll d%: On a failure, no slaadi answer the summons. Summoned creatures automatically return whence they came after 1 hour. A slaad that has just been summoned cannot use its own summon ability for 1 hour.

Slaadi Characters

Slaadi rarely have the focus to devote themselves to a character class. Grays sometimes become sorcerers, and the most powerful death slaadi take on evil aspects and train as rogues to take the assassin class.

Red Slaad

Pounce (Ex): If a red slaad leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Implant (Ex): A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed at a Fortitude save (DC 17) to avoid implantation. Often the slaad implants an unconscious or otherwise helpless creature (which gets no saving throw). The egg gestates for one week before hatching into a blue slaad that eats its way out, killing the host. Twenty-four hours before the egg fully matures, the victim falls extremely ill (-10 to all ability scores). A remove disease spell rids a victim of the pellet, as does a successful Heal check (DC 20) by someone with that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient. If the host is an arcane spellcaster, the egg pellet instead hatches into a green slaad.

Stunning Croak (Su): Once per day a red slaad can emit a loud croak. Every creature within 20 feet must succeed at a Fortitude save (DC 16) or be stunned for 1d3 rounds.

Summon Slaad (Sp): Once per day a red slaad can attempt to summon another red slaad with a 40% chance of success.

Blue Slaad

Spell-Like Abilities: At will: hold person, passwall, and telekinesis. These abilities are as the spells cast by a 10th-level sorcerer (save DC 10 + spell level).

Once per day three blue slaadi working together can produce chaos hammer (save DC 16) as the spell cast by a 15th-level sorcerer.

Disease (Ex): The bite of a blue slaad can cause a terrible transformation. Affected creatures must succeed at a Fortitude save (DC 17) or be infected with a disease that transforms the victim over the next week into a red slaad. The infected creature can attempt a new save each day to throw off the infection. If the infected being is an arcane spellcaster, the disease instead produces a green slaad.

Summon Slaad (Sp): Once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success.

Green Slaad

Spell-Like Abilities: At will: chaos hammer, deeper darkness, detect magic, detect thoughts, dispel law, fear, protection from law, see invisibility, and shatter. These abilities are as the spells cast by a 12th-level sorcerer (save DC 10 + spell level).

Alternate Form (Su): A green slaad can shift between its natural form and any humanoid form at will as a standard action. A green slaad whose personal treasure includes useful equipment or magic items will employ these when in humanoid form. A green slaad remains in humanoid form indefinitely. The ability is otherwise similar to polymorph self cast by a 9th-level sorcerer.

Summon Slaad (Sp): Twice per day a green slaad can attempt to summon another green slaad with a 40% chance of success.

Gray Slaad

Spell-Like Abilities: At will: animate objects, chaos hammer, deeper darkness, detect magic, dispel law, fly, identify, invisibility, lightning bolt, magic circle against law, see invisibility, shatter, and power word blind. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Alternate Form (Su): A gray slaad can shift between its natural and any humanoid form at will as a standard action. A gray slaad whose personal treasure includes useful equipment or magic items will use these when in humanoid form. A gray slaad remains in humanoid form indefinitely. The ability is otherwise similar to polymorph self cast by a 10th-level sorcerer.

Summon Slaad (Sp): Twice per day a gray slaad can attempt to summon 1-2 red slaadi or 1 blue slaad with a 40% chance of success, or 1 green slaad with a 20% chance of success.

Death Slaad

Stun (Ex): A death slaad can use Stunning Fist as the feat, three times per day. The save DC is 21.

Spell-Like Abilities: At will: animate objects, circle of death, chaos hammer, cloak of chaos, deeper darkness, detect magic, dispel law, fear, finger of death, fireball, fly, identify, invisibility, magic circle against law, power word blind, see invisibility, shatter, and word of chaos; 1/day-implosion. These abilities are as the spells cast by an 18th-level sorcerer (save DC 14 + spell level).

Alternate Form (Su): A death slaad can shift between its natural and any humanoid form at will as a standard action. A death slaad whose personal treasure includes magic weapons will use these when in humanoid form.

A death slaad remains in humanoid form indefinitely. The ability is otherwise similar to polymorph self cast by a 15th-level sorcerer.

Summon Slaad (Sp): Twice per day a death slaad can attempt to summon 1-2 red or blue slaadi with a 40% chance of success, or 1-2 green slaadi with a 20% chance of success.

Telepathy (Su): Death slaadi can communicate telepathically with any creature within 100 feet that has a language.

Variant Slaadi

Slaadi Chaotic Variations

d%	Variation	Effect
01-40	No noticeable variation	-
41-42	Skin more yellow	-
43-44	Skin more blue	-
45-46	Skin white	-
47-48	Skin black	-
49-50	Blotches of different color	-
51-52	Tufts of long hair	-
53-54	Very narrow mouth	Bite damage -2
55-56	Vestigial wings	-
57-58	Extra arm	-
59-60	Tail	-
61-62	Thin	-2 Str, +2 Int
63-64	Very wide mouth	Bite damage +2
65-66	Wide eyes	Spot +1
67-68	Extra eye	Spot +2
69-70	Muscular legs	Speed 40 ft.
71-72	Large head (bigger brain)	Int +4
73-74	Bladelike claws	Claw damage +1d6
75-76	Extra arm	Extra claw attack
77-78	Snakelike hair	As medusa (see entry)
79-80	Horns	Gore 2d6 (use lowest attack bonus)
81-82	Thick skin	Natural armor +2
83-84	Scales	Natural armor +3
85-86	Long legs	Dex +2
87-88	Muscular arms	Str +2
89-90	Stout	Con +2
91	Working wings	Fly 30 ft. (clumsy)
92	Narrow eyes	Gaze attack as medusa (see entry)
93	Oozing pustules	Poison touch, Fortitude save (DC 15). Initial 1 temporary Int, secondary 1d6 temporary Int
94	Steaming pustules	Stench, Fortitude save (DC 15) or -2 morale penalty to attacks, saves, and checks for 10 rounds
95	Narrow mouth	Breath weapon: 20-ft. cone of acid, cold, electricity, fire, or sound. Damage 1d6 per point of slaad's Con bonus (minimum 1d6); Reflex half DC 10 + 1/2 slaad's HD + Con bonus
96	Magical nature	Can use any one 1st-level spell at will (caster level = HD)
97	Enhanced magical nature	Can use any one 2nd- or 3rd-level spell at will (caster level = HD)
98-00	Roll twice	

Spectre

Medium-Size Undead (Incorporeal)
 Hit Dice: 7d12 (45 hp)
 Initiative: +7 (+3 Dex, +4 Improved Initiative)
 Speed: 40 ft., fly 80 ft. (good)
 AC: 15 (+3 Dex, +2 deflection)
 Attacks: Incorporeal touch +6 melee
 Damage: Incorporeal touch 1d8 and energy drain
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Energy drain, create spawn
 Special Qualities: Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness
 Saves: Fort +2, Ref +5, Will +7
 Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15
 Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13
 Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground
 Organization: Solitary, gang (2-4), or swarm (6-11)
 Challenge Rating: 7
 Treasure: None
 Alignment: Always lawful evil
 Advancement: 8-14 HD (Medium-size)

Combat

In close combat a spectre attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack receive two negative levels. The Fortitude save to remove a negative level has a DC of 15.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only partial actions.

Spider Eater

Huge Magical Beast
Hit Dice: 4d10+20 (42 hp)
Initiative: +1 (Dex)
Speed: 30 ft., fly 60 ft. (good)
AC: 13 (-2 size, +1 Dex, +4 natural)
Attacks: Sting +7 melee, bite +2 melee
Damage: Sting 1d8+5 and poison, bite 1d8+2
Face/Reach: 10 ft. by 40 ft./"10 ft.
Special Attack: Poison, implant
Special Qualities: Freedom of movement, scent
Saves: Fort +9, Ref +5, Will +2
Abilities: Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10
Skills: Listen +7, Spot +7
Feats: Dodge

Climate/Terrain: Temperate and warm land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 5-12 HD (Huge)

Combat

A spider eater attacks with its venomous sting and powerful mandibles. Its usual tactic is to deliver a sting, then back off, hovering out of reach until the venom takes effect. Spider eaters do not like to give up their prey, and foes who harry them with spells or ranged attacks provoke a determined counterattack.

Poison (Ex): Bite, Fortitude save (DC 17); initial damage none, secondary damage paralysis for 1d8+5 weeks.

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Huge or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Freedom of Movement (Su): Spider eaters have freedom of movement as though from the spell cast by a 12th-level sorcerer. The effect can be dispelled, but the spider eater can create it again the next round as a free action. When the spider eater serves as a mount, this effect does not extend to its rider.

Skills: Spider eaters receive a +4 racial bonus to Listen and Spot checks.

Training a Spider Eater

Training a spider eater as an aerial mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult). A spider eater matures in six months.

Spider eater eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 3,000 gp to rear or train a spider eater. Riding a trained spider eater requires an exotic saddle. A spider eater can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a spider eater is up to 612 pounds; a medium load, 613-1,224 pounds; and a heavy load, 1,225-1,840 pounds.

Sphinx

	Androsphinx	Criosphinx	Gynosphinx
	Large Magical Beast	Large Magical Beast	Large Magical Beast
Hit Dice:	12d10+48 (114 hp)	10d10+30 (85 hp)	8d10+8 (52 hp)
Initiative:	+0	+0	+5 (+1 Dex, +4 Improved Initiative)
Speed:	50 ft., fly 80 ft. (poor)	30 ft., fly 60 ft. (poor)	40 ft., fly 60 ft. (poor)
AC:	22 (-1 size, +13 natural)	20 (-1 size, +11 natural)	21 (-1 size, +1 Dex, +11 natural)
Attacks:	2 claws +18 melee	Butt +15 melee, 2 claws +10 melee	2 claws +11 melee
Damage:	Claw 2d4+7	Butt 2d6+6, claw 1d6+3	Claw 1d6+4
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce, rake 2d4+3, roar, spells	Pounce, rake 1d6+3	Pounce, rake 1d6+2, spell-like abilities
Saves:	Fort +12, Ref +8, Will +7	Fort +10, Ref +7, Will +3	Fort +7, Ref +7, Will +8
Abilities:	Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17	Str 23, Dex 10, Con 17, Int 10, Wis 11, Cha 11	Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills:	Intimidate +13, Knowledge (any one) +5, Listen +15, Spot +15, Wilderness Lore +13	Intimidate +8, Listen +10, Spot +10	Concentration +12, Intimidate +13, Listen +17, Spot +17
Feats:	Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track	Cleave, Flyby Attack, Power Attack	Alertness, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Iron Will
Climate/Terrain:	Any warm land	Warm forest	Any warm land
Organization:	Solitary	Solitary	Solitary or covey (2-4)
Challenge Rating:	9	7	8
Treasure:	Standard	Standard	Double standard
Alignment:	Always chaotic good	Always neutral	Always neutral
Advancement:	13-18 HD (Large); 19-36 HD (Huge)	11-15 HD (Large); 16-30 HD (Huge)	9-12 HD (Large); 13-24 HD (Huge)
	Hieracosphinx		
	Large Magical Beast		
Hit Dice:	9d10+18 (67 hp)		
Initiative:	+2 (Dex)		
Speed:	30 ft., fly 90 ft. (poor)		
AC:	19 (-1 size, +2 Dex, +8 natural)		
Attacks:	Bite +13 melee, 2 claws +8 melee		
Damage:	Bite 1d10+5, claw 1d6+2		
Face/Reach:	5 ft. by 10 ft./5 ft.		
Special Attacks:	Pounce, rake 1d6+2		
Saves:	Fort +8, Ref +8, Will +5		
Abilities:	Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10		
Skills:	Listen +13, Spot +14*		
Feats:	Alertness, Flyby Attack		
Climate/Terrain:	Warm hill		
Organization:	Solitary, pair, or flock (4-7)		
Challenge Rating:	5		
Treasure:	None		
Alignment:	Always chaotic evil		
Advancement:	10-14 HD (Large); 15-27 HD (Huge)		

Sphinx

Pounce (Ex): If a sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs. The individual description lists the attack bonus and damage.

Androsphinx

Rake (Ex): Attack bonus +18 melee, damage 2d4+3.

Roar (Su): Three times per day an androsphinx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed at a Will save (DC 19) or be affected as though by a fear spell for 12 rounds. If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save). If it roars a third time during the same encounter, all those within 250 feet must succeed at a Fortitude save (DC 19) or take 2d4 points of temporary Strength damage for 2d4 rounds. In addition, any Medium-size or smaller creature within 90 feet must succeed at a Fortitude save (DC 19) or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or

crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a successful Reflex save (DC 19). Other androsphinxes are immune to these effects.

Spells: An androsphinx casts divine spells as a 6th-level cleric from the cleric spell list and from the Good, Healing, and Protection domains.

Criosphinx

Rake (Ex): Attack bonus +15 melee, damage 1d6+3.

Gynosphinx

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Spell-Like Abilities: 3/day-clairaudience/clairvoyance, detect magic, read magic, and see invisibility; 1/day-comprehend languages, locate object, dispel magic, remove curse, and legend lore. These abilities are as the spells cast by a 14th-level sorcerer (save DC 14 + spell level).

Once per week a gynosphinx can create a symbol of death, discord, insanity, pain, persuasion, sleep, and stunning (one of each) as the spell cast by an 18th-level sorcerer (save DC 22).

Hieracosphinx

Rake (Ex): Attack bonus +13 melee, damage 1d6+2.

Skills: *Hieracosphinxes gain a +4 racial bonus to Spot checks in daylight.

Sprite

	Grig	Nixie	Pixie
	Tiny Fey	Small Fey	Small Fey
Hit Dice:	1/2 d6+1 (2 hp)	1d6 (3 hp)	1d6 (3 hp)
Initiative:	+4 (Dex)	+7 (+3 Dex, +4 Improved Initiative)	+4 (Dex)
Speed:	20 ft., fly 40 ft. (poor)	20 ft., swim 30 ft.	20 ft., fly 60 ft. (good)
AC:	18 (+2 size, +4 Dex, +2 natural)	14 (+1 size, +3 Dex)	16 (+1 size, +4 Dex, +1 natural)
Attacks:	Dagger +6 melee; or composite shortbow +6 ranged	Dagger +4 melee; or light crossbow +4 ranged	Dagger +5 melee; or composite shortbow +6 ranged
Damage:	Dagger 1d4-3; or composite shortbow 1d4	Dagger 1d4-2; or light crossbow 1d8	Dagger 1d4-2; or composite shortbow 1d6
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, fiddle	Water breathing, charm person	Spell-like abilities, special arrows
Special Qualities:	SR 17	SR 16	SR 16, natural invisibility
Saves:	Fort +1, Ref +6, Will +3	Fort +0, Ref +5, Will +3	Fort +0, Ref +6, Will +4
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Craft (any one) +4, Escape Artist +8, Hide +16, Jump +9, Listen +7, Move Silently +8*, Perform (dance, +8, fiddle, melody, plus any other one) +6, Search +3, Spot +4	Animal Empathy +7, Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +10*, Listen +7, Perform (dance, melody, plus any other one) +7, Search +3, Sense Motive +5, Spot +7	Bluff +7, Concentration +4, Craft (any one) +7, Escape Artist +8, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge, Weapon Finesse (dagger)	Dodge, Improved Initiative, Weapon Finesse (dagger)	Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow)
Climate/Terrain:	Temperate and warm forest	Temperate aquatic	Temperate forest
Organization:	Gang (2-4), band (6-11), or tribe (20-80)	Gang (2-4), band (6-11), or tribe (20-80)	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	1	1	4
Treasure:	No coins; 50% goods; 50% items	No coins; 50% goods (metal or stone only); 50% items (no scrolls)	No coins; 50% goods; 50% items
Alignment:	Always neutral good	Always neutral	Always neutral good
Advancement:	1-3 HD (Tiny)	2-3 HD (Small)	2-3 HD (Small)

Sprites

Skills: All sprites receive a +2 racial bonus to Search, Spot, and Listen checks.

Grig

Spell-Like Abilities: 3/day-change self, entangle, invisibility (self only), pyrotechnics, and ventriloquism. These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed at a Will save (DC 15) or be affected as though by Otto's irresistible dance as long as the playing continues.

Skills: Grigs receive a +8 racial bonus to Jump checks. *They also receive a +5 racial bonus to Move Silently checks in a forest setting.

Nixie

Water Breathing (Sp): Once per day a nixie can use water breathing as the spell cast by a 6th-level sorcerer. (They usually bestow this effect on those they have charmed.)

Charm Person (Sp): A nixie can charm person three times per day as the spell cast by a 4th-level sorcerer. Those affected must succeed at a Will save (DC 15) or be charmed for 24 hours, performing heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the charmed creature away and orders it to keep walking.

Skills: *Nixies receive a +5 racial bonus to Hide checks when in the water.

Pixie

Natural Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day-confusion (the pixie must touch the target), dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts, dispel magic, entangle, permanent image (visual and auditory elements only), and polymorph self. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

One pixie in ten can use Otto's irresistible dance once per day as cast by an 8th-level sorcerer.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by the arrow must succeed at a Fortitude save (DC 15) or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by the arrow, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a sleep spell.

Stellar Devas

Starkin

Medium-Size Outsider (Good, Lawful)
Hit Dice: 2d8+6 (12 hp)
Initiative: + 6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft., fly 80 ft. (perfect)
AC: 19 (+2 Dex)
Attacks: 2 light rays +6 ranged touch, or slam +6 melee; or +2 sunblade +6 melee (+8 vs. evil); or positive rod +4 ranged touch
Damage: Light ray 4d8, slam 1d6+4, sunblade 1d10+6 (+8 vs. evil or vrill)
Face/Reach: 5 ft.by 5 ft./5ft.
Special Attacks: Spell-like abilities, emotion, positive energy
Special Qualities: Damage reduction 10/+1, SR16, celestial qualities, alternate form
Saves: Fort +6, Ref +5/+7, Will +6
Abilities (hum. form): Str 18, Dex 15, Con 16, Int 16, Wis 16, Cha 18
Abilities (star form): Str 1, Dex 18, Con 16, Int 16, Wis 16, Cha 18
Skills: Concentration +8, Escape Artist +7, Hide +6, Knowledge or craft (any two) +8, Listen +8, Move Silently +8, Sense Motive +8
Feats: Improved Initiative

Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or brood (3-5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	3-6 HD (Medium-Size)

Stellar devas, or starkin, appear much like tall, overly thin, faintly luminescent human. They can shift to a bright, twinkling point of light like a star in the night sky. Some say stellar devas are quite like the stars -- cold and distant.

Their lithe, supple forms mask a surprising strength and fortitude. They generally seem to be beautiful humans of palest complexion with white, black, or even silver hair and eyes that seem to reflect fields of star-speckled space. In their star form, stellar devas appear as a roughly human-sized point of light twinkling through every color of the spectrum.

Stellar devas speak Celestial, Infernal, Draconic and Vrill.

Combat

Stellar devas are adept at and enjoy melee combat. Each carries a +2 **sunblade** and a crystalline rod used to channel bolts of positive energy. These swords as well as the Emprix's mace lose all magical abilities in the hands of other beings, becoming non-magical masterworks.

Light Ray (Ex): A stellar deva's light rays (usable only in its star form) have a range of 30 ft.

Spell-like Abilities: At will – **aid, continual flame, detect evil, light, remove disease** and **remove fear**; 3/day – **see invisibility, and cure light wounds**; 1/day – **holy aura**. These abilities are as the spells cast by a 10th-level sorcerer (save DC 14+spell level).

Emotion (Su): While in star form, a stellar deva can shine in such a way as to cause **emotion** as cast by a 12th-level sorcerer, 10 feet, Will negates DC 15.

Focusing Rods: Stellar devas can focus positive energy through magical crystal rods, stunning living beings and causing potentially monstrous damage to evil beings and the undead. The beam can be fired once per round to a distance of 60 feet.

Stun (Ex): Any non-evil living being struck by the rod's focused beam must succeed at a Fortitude save (DC 15) or be stunned for 1d6 rounds.

Positive Energy Bolt (Ex): The beam deals 2d10 damage in positive energy to any evil or undead creature it strikes. Stellar devas may choose to simply stun evil living beings (Fortitude save DC 15) but the beam always damages the undead.

Celestial Qualities: Protective aura, tongues, fire resistance 20, electricity, cold, acid, and petrification immunity, +4 save against poison, lowlight vision, darkvision 60 ft. (as all outsiders have)

Alternate Form: A stellar deva can shift between its human and star forms as a standard action. In human form, it cannot fly or use its light rays, but it can make use of its positive energy rod and spell-like abilities, and make physical attacks. In star form, it can fly and use its light rays and spell-like abilities, but not its rod or other melee attacks.

A stellar deva stays in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the celestial revert to any particular form when killed. A **true seeing** spell, however, reveals both forms simultaneously.

Emprix

Medium-Size Outsider (Good, Lawful)	
Hit Dice:	6d8+18 (45 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 100 ft. (perfect)
AC:	21 (+4 Dex)
Attacks:	2 light rays +11 ranged touch; or 2 slams +10 melee; or sun mace* +10 melee (+12 vs. evil); or positive rod +10 ranged touch
Damage:	Light ray 5d8, slam 1d6+ 4, heavy sun mace* 1d8+8 (+10 vs. evil)* Sun mace: as sunblade except a heavy mace
Face/Reach:	5 ft. by 5 ft./5ft.
Special Attacks:	Spell-like abilities, positive energy
Special Qualities:	Damage reduction 10/+1, SR 20, celestial qualities, true seeing, alternate form, brand (Sigil of Stars)

Saves:	Fort +8, Ref +9/+10, Will +8
Abilities (hum. form):	Str 18, Dex 18, Con 16, Int 18, Wis 16, Cha 20
Abilities (star form):	Str 1, Dex 20, Con 16, Int 18, Wis 16, Cha 20
Skills:	Concentration +10, Escape Artist +11, Hide +11, Knowledge (any three) +13, Listen +11, Move Silently +11, Sense
Motive +12	
Feats:	Improved Initiative, Flyby Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double Standard
Alignment:	Always lawful good
Advancement:	7-18 HD (Medium-Size)

All stellar devas from a given plane serve an absolute matriarchy headed by the Ruling Emprix. Within any given stellar deva society, it is possible that the sitting Emprix is advised by another of her kind the Waning Emprix, who is usually her mother and the most powerful of the group. She may also be rearing her heir, the Emprix Ascendant -- a less developed deva, but nevertheless a being of grace and power.

An Emprix looks like most starkin, though slightly more attractive (if possible) and radiating dignity and power. Most Emprixes are blessed with the stellar deva's silver hair and the most luminous of eyes.

Like her fellow stellar devas, the Emprix speaks Celestial, Infernal, Draconic and Vrill.

Combat

The Emprix excels at battle just as do those she rules. The only difference in combat is her improved bonuses, her +2 great sun mace, her ability to focus positive energy without a focusing rod, and her increased selection of abilities.

Light Ray (Ex): An Emprix's light rays (usable only in its star form) have a range of 60 feet.

Spell-like Abilities: At will – **aid, continual flame, flare, cure light wounds, detect magic, dispel magic, holy aura, daylight, remove disease** and **remove fear**. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15+spell level).

The following abilities are always active on the Emprix's person, as the spells cast by a 15th-level sorcerer: **detect evil, detect chaos, see invisibility**, and **true seeing**. They can be dispelled, but the Emprix can reactivate them as a free action.

Additionally, the Emprix has the following enchantments available to her each round. Whether in human or star form: at will – **daze, charm person, suggestion, charm monster, confusion, emotion**, 3/day – **mass charm**, 1/month – **geas/quest**. These are as the spells cast by a 17th-level sorcerer (save DC 15+spell level).

Positive Energy Focus (Ex): Like other stellar devas, an Emprix can channel and focus positive energy although she does not require any tool to do so. The Emprix can use this ability as a ranged attack up to 60 feet or a touch attack (see above for attack bonuses). She can make only once such attack -- either by bolt or touch -- per round.

Stun (Ex): Any non-evil living being struck by the Emprix's energy must succeed at a Fortitude save (DC 18) or be stunned for 1d6 rounds.

Positive Energy Bolt (Ex): The beam deals 2d10 damage in positive energy to any evil or undead creature it strikes. The Emprix may choose to simply stun evil living beings (Fortitude save DC 18) but the beam always damages the undead.

Brand: A use unique to Emprixes is their ability to brand any non-evil, living beings with "The Sigil of Stars". To be successful the Emprix must actually touch the target being, who is allowed a Will save to resist being branded (DC18).

An Emprix may only brand one being at a time. Successfully branding a second being causes the brand on the first being to immediately fade away. The brand remains on the target until he or she has used up all its inherent powers. The Sigil of Stars appears as a crescent moon surrounded by eight stars. It glows softly, becoming visible only in darkness, underground, and at night, although a **true seeing** spell will reveal its presence in other circumstances. The Sigil of Stars' bearer can, at will, perform the following abilities as the spells cast by an 8th-level sorcerer: **flare** (Fort save at DC 15), **light, disrupt undead**, and **protection from evil** (Will save at DC 16). The bearer may also cast **glitterdust, daylight** or **halt undead** but each casting

of these spells causes one of the Sigil's eight stars to vanish. Once all eight stars have been used, the Sigil dissipates and the bearer no longer has access to any of its benefits.

Celestial Qualities: Protective aura, tongues, fire resistance 20, electricity, cold, acid, and petrification immunity, +4 save against poison, lowlight vision, darkvision 60 ft. (as do all outsiders).

Alternate Form: Exactly as other stellar deva.

Stirge

Tiny Beast
Hit Dice: 1d10 (5 hp)
Initiative: +4 (Dex)
Speed: 10 ft., fly 40 ft. (average)
AC: 16 (+2 size, +4 Dex)
Attacks: Touch +6
Damage: Touch 1d3-4
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attack: Attach, blood drain
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6
Skills: Hide +14
Feats: Weapon Finesse (touch)

Climate/Terrain: Temperate and warm forest and underground
Organization: Clutch (2-4), swarm (5-8), or flock (9-13)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: -

Combat

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and flies off to digest the meal.

Tarrasque

Colossal Magical Beast
Hit Dice: 48d10+576 (840 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 20 ft.
AC: 35 (-8 size, +3 Dex, +30 natural)
Attacks: Bite +57 melee, 2 horns +52 melee, 2 claws +52 melee, tail slap +52 melee
Damage: Bite 4d8+17, horn 1d10+8, claw 1d12+8, tail slap 3d8+8
Face/Reach: 40 ft. by 40 ft./25 ft.
Special Attacks: Frightful presence, rush, improved grab, swallow whole, augmented criticals
Special Qualities: Damage reduction 25/+5, carapace, immunities, regeneration 40, scent, SR 32
Saves: Fort +38, Ref +29, Will +20
Abilities: Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14
Skills: Listen +21, Spot +21
Feats: Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will

Climate/Terrain: Any land
Organization: Solitary
Challenge Level: 20
Treasure: None
Alignment: Always neutral
Advancement: 49+ HD (Colossal)

Combat

Frightful Presence (Su): The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed at a Will save (DC 26) or become shaken, remaining shaken until they leave the area of effect.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

Improved Grab (Ex): To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold two Huge, four Large, eight Medium-size, or sixteen Small or smaller creatures.

Augmented Criticals (Ex): The tarrasque threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Carapace (Ex): The tarrasque's armorlike carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even magic missile spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Immunities (Ex): The tarrasque has fire, poison, and disease immunity.

Regeneration (Ex): No form of attack deals normal damage to the tarrasque. The tarrasque regenerates even if disintegrated or slain with death magic: These attack forms merely reduce it to -10 hit points. It is immune to effects that produce incurable or bleeding wounds, such as a sword of wounding, mummy rot, or a clay golem's wound ability. The tarrasque can be permanently slain only by reducing it to -30 hit points and using a wish or miracle spell to keep it dead. If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Skills: The tarrasque receives a +8 racial bonus to Listen and Spot checks.

Tendriculos

Huge Plant
Hit Dice: 9d8+54 (94 hp)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 16 (-2 size, -1 Dex, +9 natural)
Attacks: Bite +13 melee, 2 tendrils +8 melee
Damage: Bite 2d8+9, tendril 1d6+4
Face/Reach: 10 ft. by 40 ft./15 ft.
Special Attacks: Improved grab, swallow whole, paralysis
Special Qualities: Plant, regeneration 10
Saves: Fort +12, Ref +2, Will +2
Abilities: Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3

Climate/Terrain: Temperate and warm forest, hill, and marsh
Organization: Solitary
Challenge Rating: 6
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 10-16 HD (Huge); 17-27 HD (Gargantuan)

Combat

Improved Grab (Ex): To use this ability, the tendriculos must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow the opponent. A tendriculos that hits with a tendril attack grabs as above. If it gets a hold, it picks up the opponent and transfers it to the mouth as a partial action, automatically dealing bite damage as above.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 19) or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the tendriculos's interior (AC

15). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must again cut its own way out. The tendriculos's interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Thoquua

Medium-Size Elemental (Earth, Fire)
Hit Dice: 3d8+3 (16 hp)
Initiative: +1 (Dex)
Speed: 30 ft., burrow 20 ft.
AC: 18 (+1 Dex, +7 natural)
Attacks: Slam +4 melee
Damage: Slam 1d6+3 and 2d6 fire
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Heat, burn
Special Qualities: Fire subtype, tremorsense
Saves: Fort +4, Ref +4, Will +2
Abilities: Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10
Skills: Intuit Direction +4, Jump +6, Listen +6, Move Silently +5

Climate/Terrain: Any underground
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral
Advancement: 4-9 HD (Large)

Combat

When a thoquua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. In either case, treat the maneuver as a charge.

Heat (Ex): Merely touching or being touched by a thoquua automatically deals 2d6 fire damage.

Burn (Ex): When a thoquua hits with its slam attack, the opponent must succeed at a Reflex save (DC 13) or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. The burning creature can use a full-round action to put out the flame.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Tremorsense (Ex): Thoquuas can automatically sense the location of anything within 60 feet that is in contact with the ground.

Titan

Huge Outsider (Chaotic, Good)
Hit Dice: 20d8+120 (210 hp)
Initiative: +1 (Dex)
Speed: 90 ft.
AC: 22 (-2 size, +1 Dex, +13 natural)
Attacks: Gargantuan warhammer +31/+26/+21/+16 melee; or Huge javelin +19/+14/+9/+4 ranged
Damage: Gargantuan warhammer 4d6+19; or Huge javelin 2d6+13
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Damage reduction 15/+1, SR 25
Saves: Fort +18, Ref +13, Will +17
Abilities: Str 37, Dex 12, Con 23, Int 21, Wis 20, Cha 18
Skills: Bluff +27, Climb +21, Concentration +29, Craft (any one) +27, Jump +36, Knowledge (any one) +28, Knowledge (religion) +28, Listen +30, Perform (ballad, chant, dance, epic, harp, melody, ode, plus any other sixteen) +27, Sense Motive +28, Spot +30, Swim +36
Feats: Alertness, Blind-Fight, Cleave, Expertise, Great Cleave, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Level: 21
Treasure: Triple standard
Alignment: Always chaotic good
Advancement: 21-30 HD (Huge); 31-60 HD (Gargantuan)

Titans speak Common, Celestial, Draconic, Giant, and Sylvan.

Combat

Spell-Like Abilities: At will: alter self, bless, charm person or animal, commune with nature, cure light wounds, eyebite, fire storm, halt undead, hold monster, invisibility, levitate, light, magic circle against evil, mirror image, pass without trace, persistent image, produce flame, summon nature's ally II, remove curse, remove fear, shield, speak with plants, summon swarm, and whispering wind; 2/day-astral projection and etherealness. These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level). Once every other round, a titan can use holy smite as a 20th-level cleric.

Spells: A titan can use arcane spells as a 20th-level wizard or divine spells as a 20th-level cleric, from the cleric list and from the Chaos and Good domains.

Tojanida

	Juvenile	Adult	Elder
Hit Dice:	Small Outsider (Water) 3d8+6 (19 hp)	Medium-Size Outsider (Water) 7d8+14 (45 hp)	Large Outsider (Water) 15d8+60 (127 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	10 ft., swim 90 ft.	10 ft., swim 90 ft.	10 ft., swim 90 ft.
AC:	22 (+1 size, +1 Dex, +10 natural)	23 (+1 Dex, +12 natural)	24 (-1 size, +1 Dex, +14 natural)
Attacks:	Bite +6 melee, 2 claws +1 melee	Bite +10 melee, 2 claws +5 melee	Bite +20 melee, 2 claws +15 melee
Damage:	Bite 2d6+2, claw 1d4+1	Bite 2d8+3, claw 1d6+1	Bite 4d6+6, claw 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, ink cloud	Improved grab, ink cloud	Improved grab, ink cloud
Special Qualities:	All-around vision, acid and cold immunity, fire and electricity resistance 20	All-around vision, acid and cold immunity, fire and electricity resistance 20	All-around vision, acid and cold immunity, fire and electricity resistance 20
Saves:	Fort +5, Ref +4, Will +4	Fort +7, Ref +6, Will +6	Fort +13, Ref +10, Will +10
Abilities:	Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Skills:	Hide +11, Intuit Direction +7, Listen +7, Search +6, Spot +9	Escape Artist +11, Hide +11, Intimidate +5, Intuit Direction +11, Listen +11, Search +6, Spot +13	Escape Artist +19, Hide +15, Intimidate +17, Intuit Direction +19, Knowledge (Plane of Water) +13, Listen +19, Search +6, Spot +20
Feats:	Blind-Fight	Blind-Fight, Dodge	Blind-Fight, Cleave, Dodge, Power Attack
Climate/Terrain:	Any aquatic and underground	Any aquatic and underground	Any aquatic and underground
Organization:	Solitary or clutch (2-4)	Solitary or clutch (2-4)	Solitary or clutch (2-4)
Challenge Rating:	3	5	9
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Small)	8-14 HD (Medium-size)	16-24 HD (Large); 25-32 HD (Gargantuan)

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

Improved Grab (Ex): To use this ability, the tojanida must hit with a bite or claw attack. If it gets a hold, it automatically deals that weapon's damage each round the hold is maintained. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at top speed. A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

All-Around Vision (Ex): Tojanidas' multiple apertures allow them to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to fog cloud cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which the tojanida can squirt into an opponent's eyes. The affected creature must succeed at a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 19 against an elder.

Treant

Huge Plant	
Hit Dice:	7d8+35 (66 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +12 melee
Damage:	Slam 2d6+9
Face/Reach:	10 ft. by 10 ft./"15 ft.
Special Attacks:	Animate trees, trample, double damage against objects
Special Qualities:	Plant, fire vulnerability, half damage from piercing
Saves:	Fort +10, Ref +1, Will +6
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12
Skills:	Hide -9*, Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9
Feats:	Iron Will, Power Attack

Climate/Terrain: Any forest
Organization: Solitary or grove (4-7)
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral good
Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

Treants speak their own language, plus Common and Sylvan.

Combat

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a treant in all respects. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak as cast by a 12th-level druid.

Trample (Ex): A treant or animated tree can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the treant or animated tree can attempt a Reflex save (DC 20) to halve the damage.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): A treant or animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to treants, with a minimum of 1 point of damage.

Skills: Treants receive skills as though they were fey*. They have a +16 racial bonus to Hide checks made in forested areas.

Triton

Medium-Size Outsider (Water)
Hit Dice: 3d8+3 (16 hp)
Initiative: +0
Speed: Swim 40 ft.
AC: 16 (+6 natural)
Attacks: Trident +4 melee; or heavy crossbow +3 ranged
Damage: Trident 1d8+1; or heavy crossbow 1d10
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 12, Dex 10, Con 12, Int 13, Wis 13, Cha 11
Skills: Craft (any one) +4, Hide +6, Listen +7, Ride +6, Spot +7
Feats: Mounted Combat

Climate/Terrain: Any aquatic
Organization: Company (2-5), squad (6-11), or band (20-80)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral good
Advancement: 4-9 HD (Medium-size)

Tritons speak Common and Aquan.

Combat

Spell-Like Abilities: A triton can use summon nature's ally III once per day as the spell cast by a 5th-level sorcerer, often choosing water elementals for their companions.

Troglodyte

Medium-Size Humanoid (Reptilian)
 Hit Dice: 2d8+4 (13 hp)
 Initiative: -1 (Dex)
 Speed: 30 ft.
 AC: 15 (-1 Dex, +6 natural)
 Attacks: Longspear +1 melee (or 2 claws +1 melee), bite -1 melee; or javelin +1 ranged
 Damage: Longspear 1d8, bite 1d4, claw 1d4; or javelin 1d6
 Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with longspear)
 Special Attacks: Stench, darkvision 90 ft.
 Saves: Fort +5, Ref -1, Will +0
 Abilities: Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
 Skills: Hide +6*, Listen +3
 Feats: Multiattack, Weapon Focus (javelin)

Climate/Terrain: Any mountains and underground
 Organization: Clutch (2-5), squad (6-11 plus 1-2 giant lizards), or band (20-80 plus 20% noncombatants plus 3-13 giant lizards)
 Challenge Rating: 1
 Treasure: 50% coins; 50% goods; 50% items
 Alignment: Always chaotic evil
 Advancement: By character class

Troglodytes speak Draconic.

Combat

Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and longspears. They normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the trog must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with surroundings like a chameleon and conferring a +4 racial bonus to Hide checks. *In rocky or subterranean settings, this bonus improves to +8.

Troglodyte Characters

A troglodyte's favored class is cleric. Troglodyte clerics can choose any two of the following domains: Chaos, Death, Destruction, and Evil.

Troll

Large Giant
 Hit Dice: 6d8+36 (63 hp)
 Initiative: +2 (Dex)
 Speed: 30 ft.
 AC: 18 (-1 size, +2 Dex, +7 natural)
 Attacks: 2 claws +9 melee, bite +4 melee
 Damage: Claw 1d6+6, bite 1d6+3
 Face/Reach: 5 ft. by 5 ft./10 ft.
 Special Attacks: Rend 2d6+9
 Special Qualities: Regeneration 5, scent, darkvision 90 ft.
 Saves: Fort +11, Ref +4, Will +3
 Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
 Skills: Listen +5, Spot +5
 Feats: Alertness, Iron Will

Climate/Terrain: Any land, aquatic, and underground
 Organization: Solitary or gang (2-4)
 Challenge Rating: 5
 Treasure: Standard
 Alignment: Always chaotic evil
 Advancement: By character class

Trolls speak Giant.

Combat

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Scrag

On land, scrag have a speed of 20 feet, and their swimming speed is 40 feet. They regenerate only if mostly immersed in water. Scrag are otherwise identical with their landbound cousins.

Umber Hulk

Large Aberration
Hit Dice: 8d8+32 (68 hp)
Initiative: +1 (Dex)
Speed: 20 ft., burrow 20 ft.
AC: 17 (-1 size, +1 Dex, +7 natural)
Attacks: 2 claws +11 melee, bite +9 melee
Damage: Claw 2d4+6, bite 2d8+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Confusing gaze
Special Qualities: Tremorsense
Saves: Fort +6, Ref +3, Will +6
Abilities: Str 23, Dex 13, Con 19, Int 9, Wis 11, Cha_13
Skills: Climb +17, Jump +14, Listen +11
Feats: Multiattack

Climate/Terrain: Any underground
Organization: Solitary or cluster (2-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Umber hulks speak their own language.

Combat

Despite its great bulk, the umber hulk is intelligent. When brute force won't overcome an enemy, it is more than capable of outthinking those who assume it to be a stupid beast. Umber hulks often use their tunneling ability to create deadfalls and pits for the unwary.

Confusing Gaze (Su): Confusion as cast by an 8th-level sorcerer, 30 feet, Will negates DC 15.

Tremorsense (Ex): Umber hulks can automatically sense the location of anything within 60 feet that is in contact with the ground.

Unicorn

Large Magical Beast
Hit Dice: 4d10+20 (42 hp)
Initiative: +3 (Dex)
Speed: 60 ft.
AC: 18 (-1 size, +3 Dex, +6 natural)
Attacks: Horn +11 melee, 2 hooves +3 melee
Damage: Horn 1d8+8, hoof 1d4+2
Face/Reach: 5 ft. by 10 ft./5 ft. (10 ft. with horn)
Special Qualities: Magic circle against evil, spell-like abilities, immunities
Saves: Fort +9, Ref +7, Will +6
Abilities: Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24
Skills: Animal Empathy +11, Listen +11, Move Silently +9, Spot +11, Wilderness Lore +9*
Feats: Alertness

Climate/Terrain: Temperate forest
Organization: Solitary, pair, or grace (3-6)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic good
Advancement: 5-8 HD (Large)

Evil and unscrupulous beings sometimes hunt a unicorn for its horn, which can fetch up to 2,000 gp, for use in various healing potions and devices.

Unicorns speak Sylvan and Common.

Combat

They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effects of the spell. The unicorn cannot suppress this ability.

Spell-Like Abilities: Unicorns can detect evil at will as a free action. Once per day a unicorn can use teleport without error to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside. A unicorn can use cure light wounds three times per day and cure moderate wounds once per day, as cast by a 5th-level druid, by touching a wounded creature with its horn. Once per day it can use neutralize poison, as cast by an 8th-level druid, with a touch of its horn.

Immunities (Ex): Unicorns are immune to all poisons and to charm and hold spells or abilities.

Skills: *Unicorns receive a +3 competence bonus to Wilderness Lore checks within the boundaries of their forest.

Vampire Spawn

Medium-Size Undead
Hit Dice: 4d12 (26 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 15 (+2 Dex, +3 natural)
Attacks: Slam +5 melee
Damage: Slam 1d6+4 and energy drain
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Charm, energy drain, blood drain
Special Qualities: Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2
Saves: Fort +1, Ref +5, Will +5
Abilities: Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14
Skills: Bluff +8, Climb +8, Craft (any one) or Profession (any one) +10, Hide +10, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11
Feats: Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (any Craft or Profession)

Climate/Terrain: Any land and underground
Organization: Solitary or pack (2-5)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: -

Vampire spawn speak Common.

Combat

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Charm (Su): This is similar to the vampire's domination ability, but the save DC is 14, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a spider climb spell.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

Skills: Vampire spawn receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Repelling and Slaying Vampire Spawn

Vampire spawn are equally vulnerable to attacks that slay vampires.

Vargouille

Small Outsider (Evil)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (Dex)
Speed: Fly 30 ft. (good)
AC: 12 (+1 size, +1 Dex)
Attacks: Bite +3 melee
Damage: Bite 1d4 and poison
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Shriek, poison, kiss
Saves: Fort +3, Ref +3, Will +3
Abilities: Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8
Skills: Listen +4, Spot +3
Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground
Organization: Cluster (2-5) or swarm (6-11)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 2-3 HD (Small)

Combat

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who both hear the shriek and can clearly see the creature must succeed at a Fortitude save (DC 12) or be paralyzed with fear until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss. If the save is successful, that opponent cannot be affected again by that vargouille's shriek for one day.

Poison (Ex): Bite, Fortitude save (DC 12) or be unable to heal the bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack, beginning a terrible transformation. The affected opponent must succeed at a Fortitude save (DC 19) or begin to transform, losing all his or her hair 1d6 hours later. After another 1d6 hours, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim suffers 1d6 points of permanent Intelligence and Charisma drain. The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease.

Vrill

Small Outsider
Hit Dice: 3d8+3 (16 hp)

Initiative: +4 (+4 Improved Initiative)
 Speed: 30 ft.
 AC: 17 (+3 natural, +2 leather, +1 small shield, +1 small)
 Attacks: Gore +6; or vrill battleaxe +6 melee; or shortbow +4 ranged
 Damage: Gore 1d4+2; vrill battleaxe 1d8; shortbow 1d6
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Breath weapon, lamentation, stun
 Special Qualities: SR 15, damage reduction 10/+2, immovability, charm resistance, scent
 Saves: Fort +4, Ref +3, Will +5
 Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 15, Cha 8
 Skills: Diplomacy +3, Intuit Direction +7, Listen +3, Profession (any one) +7, Sense Motive +8, Wilderness Lore +5
 Feats: Improved Initiative

 Climate/Terrain: Temperate and cold forest, hill, mountain and plain
 Organization: Solitary, Gang (2-5), Pod (5-20) or Herd (21-40)
 Challenge Rating: 5
 Treasure: Standard
 Alignment: Always neutral
 Advancement: 4-6 HD (Small), 7-9 HD (Medium-Size)

The devoutly neutral vrill are squat, thick-bodied humanoids appearing much like bipedal musk oxen with a thick, powerful rack of horns, cloven feet, and shaggy, matted fur.

Vrill prefer to keep to themselves, leading long and peaceful lives on their far-removed and obscure home plane. They are known for their level-headedness and their dislike for arguments and often find themselves called on to serve as arbitrators in crossplanar disputes. Although vrill avoid conflict, they can be ferocious if provoked.

However, in recent centuries, the vrill somehow ran afoul of the zealous stellar devas, most likely by refusing to accept the stubborn celestials' heavy-handed view of things. The stellar devas invaded the vrill plane with their massive dimensional skimmers, and the vrill have been slaves (the devas refer to them as "students") for longer than most care to remember.

Members of this race speak Vrill and Celestial; many also speak Common. Vrill are roughly the size and weight of dwarves.

Combat

Only recently have the vrill begun to display a more aggressive side. While they prefer to use their special abilities and qualities to incapacitate attackers and thereby avoid combat, they are not above resorting to physical conflict. When they do choose to engage in combat, vrill are more likely to gore or trample their opponents into submission, reserving their waraxes and shortbows for more lethal engagements.

Breath Weapon (Su): 1d4 Constitution damage, cone, 60 feet, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 12). Affected creatures spend the next 1d6 rounds retching and attempting to move away from the offending vrill. Those that can't move away can defend themselves but not attack.

Lamentation (Su): A vrill can generate a radial sonic burst attack extending 80 feet in every direction. Targets subjected to the sound of the vrill's bellow must make a Will save (DC 10) or be overcome with grief for 1d6 rounds. This grief immobilizes its victims, allowing neither attack or defense.

Stun: Vrill who successfully charge a target can ram with the flat of their horn rack. That creature must succeed at a Fortitude save (DC 12) or be stunned for 1d6 rounds. Such "flat of the horn rack" attacks inflict no gore damage.

Immovability (Su): Vrill are able to magically root themselves to any surface. This ability gives the creature a +4 racial bonus to an opposed Strength check for a Bull Rush. Rooting itself offers the vrill no additional protection and ends if the vrill is killed, stunned or rendered unconscious.

Charm Resistance (Su): Vrill charm resistance offer them a +4 racial bonus to Will saves against enchantments.

Wight

Medium-Size Undead
 Hit Dice: 4d12 (26 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft.
 AC: 15 (+1 Dex, +4 natural)
 Attacks: Slam +3 melee
 Damage: Slam 1d4+1 and energy drain
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Energy drain, create spawn
 Special Qualities: Undead

Saves: Fort +1, Ref +2, Will +5
Abilities: Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15
Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8
Feats: Blind-Fight

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-5), or pack (6-11)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful_evil
Advancement: 5-8 HD (Medium-size)

Combat

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Wights receive a +8 racial bonus to Move Silently checks.

Will-o'-wisp

Small Aberration (Air)
Hit Dice: 9d8 (40 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: Fly 50 ft. (perfect)
AC: 29 (+1 size, +9 Dex, +9 deflection)
Attacks: Shock +16 melee
Damage: Shock 2d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Spell immunity, natural invisibility
Saves: Fort +3, Ref +12, Will +9
Abilities: Str -, Dex 29, Con 10, Int 15, Wis 16, Cha 12
Skills: Bluff +11, Listen +17, Search +14, Spot +17
Feats: Alertness, Blind-Fight, Dodge, Improved Initiative

Climate/Terrain: Any swamp
Organization: Solitary or string (2-4)
Challenge Rating: 6
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always chaotic evil
Advancement: 10-18 HD (Small)

Combat

Spell Immunity (Ex): The only spells that can affect will-o'-wisps are magic circle against chaos, magic circle against evil, magic missile, maze, protection from chaos, and protection from evil.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Winter Wolf

Large Magical Beast (Cold)
Hit Dice: 6d10+18 (51 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 15 (-1 size, +1 Dex, +5 natural)
Attacks: Bite +9 melee
Damage: Bite 1d8+6
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Breath weapon, trip
Special Qualities: Scent, cold subtype
Saves: Fort +8, Ref +6, Will +3
Abilities: Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10
Skills: Hide +6*, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1*
Feats: Alertness, Improved Initiative

Climate/Terrain: Any cold land and underground
Organization: Solitary, pair, or pack (2-5)

Challenge Rating: 5
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral evil
Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Winter wolves can speak Giant and Common.

Combat

Winter wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes.

Breath Weapon (Su): Cone of cold, 15 ft., every 1d4 rounds; damage 4d6, Reflex half DC 16. Winter wolves can use their breath weapon while biting.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Skills: Winter wolves receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. *Their natural coloration grants winter wolves a +7 racial bonus to Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Worg

Medium-Size Magical Beast
Hit Dice: 4d10+8 (30 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
AC: 14 (+2 Dex, +2 natural)
Attacks: Bite +7 melee
Damage: Bite 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Trip
Special Qualities: Scent
Saves: Fort +6, Ref +6, Will +3
Abilities: Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2*
Feats: Alertness

Climate/Terrain: Any forest, hill, plains, and mountains
Organization: Solitary, pair, or pack (6-11)
Challenge Rating: 2
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral evil
Advancement: 5-6 HD (Medium-size); 7-12 HD (Large)

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

Combat

Mated pairs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Wraith

Medium-Size Undead (Incorporeal)
 Hit Dice: 5d12 (32 hp)
 Initiative: +7 (+3 Dex, +4 Improved Initiative)
 Speed: 30 ft., fly 60 ft. (good)
 AC: 15 (+3 Dex, +2 deflection)
 Attacks: Incorporeal touch +5 melee
 Damage: Incorporeal touch 1d4 and 1d6 permanent Constitution drain
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Constitution drain, create spawn
 Special Qualities: Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness
 Saves: Fort +1, Ref +4, Will +6
 Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15
 Skills: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12
 Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground
 Organization: Solitary, gang (2-5), or pack (6-11)
 Challenge Rating: 5
 Treasure: None
 Alignment: Always lawful evil
 Advancement: 6-10 HD (Medium-size)

Combat

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer 1d6 points of permanent Constitution drain.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wight in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Wyvern

Huge Dragon
 Hit Dice: 7d12+14 (59 hp)
 Initiative: +1 (Dex)
 Speed: 20 ft., fly 60 ft. (poor)
 AC: 17 (-2 size, +1 Dex, +8 natural)
 Attacks: Sting +9 melee, bite +4 melee, 2 wings +4 melee; or 2 claws +9 melee
 Damage: Sting 1d6+4 and poison, bite 2d8+2, wing 1d8+2; or claw 1d6+4
 Face/Reach: 10 ft. by 20 ft./10 ft.
 Special Attacks: Poison, improved grab, snatch
 Special Qualities: Scent
 Saves: Fort +7, Ref +6, Will +6
 Abilities: Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
 Skills: Listen +13, Move Silently +9, Spot +13*
 Feats: Alertness, Flyby Attack

Climate/Terrain: Temperate and warm forest, hill, and mountains
 Organization: Solitary, pair, or flight (3-6)
 Challenge Rating: 6
 Treasure: Standard
 Alignment: Usually neutral
 Advancement: 8-10 HD (Huge); 11-21 HD (Gargantuan)

Some wyverns speak Draconic, but most are too stupid to understand any language.

Combat

A wyvern can slash with its claws only when making a flyby attack, and it cannot make bite, sting, or wing attacks.

Poison (Ex): Sting, Fortitude save (DC 17); initial and secondary damage 2d6 temporary Constitution.

Improved Grab (Ex): To use this ability, the wyvern must hit with both claw attacks. If it gets a hold, it hangs on and stings.

Snatch: If a wyvern gets a hold on a creature four or more sizes smaller, it automatically deals damage with both claws and its sting attacks each round the hold is maintained. The wyvern can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the wyvern flings it while flying, the creature suffers this amount of falling damage, whichever is greater.

Skills: *Wyverns receive a +3 racial bonus to Spot checks when flying during daylight hours.

Xill

Medium-Size Outsider (Evil, Lawful)
Hit Dice: 5d8+10 (32 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 20 (+3 Dex, +7 natural)
Attacks: 2 short swords +7 melee, 2 claws +2 melee (or 4 claws +7 melee); or 1 or 2 longbows +8 ranged
Damage: Short sword 1d6+2, short sword 1d6+1, claw 1d4+1; claw 1d4+2, or longbow 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Improved grab, paralysis, implant
Special Qualities: SR 21, planewalk
Saves: Fort +6, Ref +7, Will +5
Abilities: Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11
Skills: Escape Artist +11, Intuit Direction +6, Listen +9, Move Silently +11, Spot +9, Tumble +11
Feats: Improved Initiative, Multidexterity, Multiweapon Fighting

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-5)
Challenge Rating: 6
Treasure: Standard
Alignment: Always lawful evil
Advancement: 6-8 HD (Medium-size); 9-15 HD (Large)

Combat

Xills are dangerous opponents, attacking with all four limbs at no penalty. More civilized ones use weapons, usually fighting with two at a time so as to leave two claws free for grab attacks.

Xills typically lie in wait on the Ethereal Plane for suitable prey to happen by, then ambush it using their planewalk ability. They make full use of their Tumble skill in combat: Usually, one or two distract physically powerful enemies by attacking, then assuming a defensive stance while their fellows maneuver to advantage.

Xills seldom destroy enemies in combat but take prisoners whenever they can, dragging them back to the Ethereal Plane and implanting them with eggs.

Improved Grab (Ex): To use this ability, the xill must hit with one or more claw attacks. The grapple check has a +2 bonus for each claw that hits. If it gets a hold and maintains it the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed at a Fortitude save (DC 14) or be paralyzed for 1d4 hours. Barbaric xills secrete enough venom to bite two opponents every 6 hours, while their civilized cousins can bite only once per day.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents suffer a 20% miss chance on the first round and a 50% miss chance on the second.

Implant (Ex): Xills lay their eggs inside paralyzed creatures. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a successful Heal check (DC 20) by someone with that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Feats: A xill receives the Multiweapon Fighting feat as a bonus feat. With its Multidexterity and Multiweapon Fighting feats, it can attack with all its arms at no penalty as a racial ability.

Kill Characters

Kill clerics can choose any two of the following domains: Evil, Law, Strength, and Travel.

Xorn

	Minor Xorn	Average Xorn	Elder Xorn
Hit Dice:	Small Outsider (Earth) 3d8+6 (19 hp)	Medium-Size Outsider (Earth) 7d8+14 (45 hp)	Large Outsider (Earth) 15d8+60 (127 hp)
Initiative:	+0	+0	+0
Speed:	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.
AC:	23 (+1 size, +12 natural)	22 (+12 natural)	22 (-1 size, +13 natural)
Attacks:	Bite +6 melee, 3 claws +4 melee	Bite +10 melee, 3 claws +8 melee	Bite +21 melee, 3 claws +19 melee
Damage:	Bite 2d8+2, claw 1d3+1	Bite 4d6+3, claw 1d4+1	Bite 4d8+7, claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 10 ft./10 ft.
Special Attacks:	Burrow	Burrow	Burrow
Special Qualities:	Xorn qualities	Xorn qualities	Xorn qualities
Saves:	Fort +5, Ref +3, Will +3	Fort +7, Ref +5, Will +5	Fort +13, Ref +9, Will +9
Abilities:	Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10
Skills:	Hide +10, Intuit Direction +3, Listen +6, Move Silently +3, Search 6, Spot +8	Hide +10, Intuit Direction +10, Listen +10, Move Silently +10, Search +10, Spot +14	Hide +14, Intuit Direction +18, Knowledge (minerals) +12, Listen +18, Move Silently +18, Search +22, Spot +22
Feats:	Multiattack	Multiattack, Power Attack	Cleave, Great Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary, pair, or cluster (3-5)	Solitary, pair, or cluster (3-5)	Solitary, pair, or party (6-11)
Challenge Rating:	3	6	8
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4-6 HD (Small)	8-14 HD (Medium-size)	16-21 HD (Large); 22-45 HD (Huge)

Xorns speak Terran and Common.

Burrow (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Xorn Qualities:

- **Immunities (Ex):** Xorns are immune to fire and cold.
- **Resistances (Ex):** Xorns have electricity resistance 10.
- **Half Damage from Slashing (Ex):** Slashing weapons deal only half damage to xorns, with a minimum of 1 point of damage.
- **All-Around Vision (Ex):** Xorns' symmetrically placed eyes allow them to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. Xorns can't be flanked.
- **Tremorsense (Ex):** Xorns can automatically sense the location of anything within 60 feet that is in contact with the ground.

Yuan-ti

	Pureblood	Halfblood	Abomination
Hit Dice:	Medium-Size Monstrous Humanoid 6d8 (27 hp)	Medium-Size Monstrous Humanoid 7d8+7 (38 hp)	Large Monstrous Humanoid 9d8+27 (67 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft., climb 20 ft., swim 20 ft.
AC:	16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield) masterwork small shield) with human arms	16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield)	20 (-1 size, +1 Dex, +10 natural); or 21 (-1 size, +1 Dex, +10 natural, +1
Attacks:	Masterwork scimitar +7/+2 melee; or masterwork longbow with masterwork arrows +9/+4 ranged	Masterwork scimitar +10/+5 melee (and bite if snake-headed +4 melee); or masterwork mighty composite longbow (+2) with masterwork arrows +10/+5 ranged (+2)	Masterwork falchion +13/+8 melee (human arms) (or bite +12 melee if snake-headed); or master- work mighty composite longbow with masterwork arrows +11/+6 ranged (human arms)
Damage:	Masterwork scimitar 1d6; or masterwork longbow 1d8	Masterwork scimitar 1d6+2, bite 1d6+1 and poison; or masterwork mighty composite longbow (+2) 1d8+2	Masterwork falchion 2d4+6, bite 2d6+6 and poison; or masterwork mighty composite longbow (+2) 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, psionics	Spell-like abilities, psionics	Spell-like abilities, psionics, improved grab (if snake-headed), constrict 1d6+6
Special Qualities:	SR 16	SR 16	SR 16
Saves:	Fort +2, Ref +6, Will +9	Fort +3, Ref +6, Will +9	Fort +6, Ref +7, Will +10
Abilities:	Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16	Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16	Str 19, Dex 13, Con 17, Int 18, Wis 18, Cha 16
Skills:	Concentration +9, Craft (any two) or	Concentration +11, Craft (any two)	or Concentration +11, 2 Craft (any two)

	Knowledge (any two) +9, Disguise +3*, Hide +7*, Listen +15, Spot +15	Knowledge (any two) +9, Hide +8*, Listen +15, Spot +15	or Knowledge (any two) +9, Hide +9*, Listen +15, Spot +15
Feats:	Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative	Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative	Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative
Climate/Terrain:	Warm forest and underground	Warm forest and underground	Warm forest and underground
Organization:	Solitary, pair, gang (2-4), troupe (2-13 purebloods, 2-5 halfbloods, and 2-4 abominations), or tribe (20-160 purebloods, 10-80 halfbloods, and 10-40 abominations)		
Challenge Rating:	5	5	7
Treasure:	Double standard	Double standard	Double standard
Alignment:	Usually chaotic evil	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class	By character class

Yuan-ti speak their own language, plus Common, Draconic, and Abyssal.

Spell-Like Abilities: (Human-headed) 1/day-animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Psionics (Sp): All yuan-ti can produce the following effects at will:

- Detect Poison: As the spell cast by a 6th-level sorcerer.
- Alternate Form: The yuan-ti can assume the form of a Tiny to Large viper. This ability is similar to a shapchange spell cast by a 19th-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.
- Chameleon Power: The yuan-ti can change the coloration of itself and its equipment to match its surroundings.
- Produce Acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body.
- Aversion: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed at a Will save (DC 17) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to antipathy as cast by a 16th-level sorcerer.

Poison (Ex): Halfbloods and abominations with snake heads only-bite, Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution.

Skills: *Yuan-ti using chameleon power receive a +8 circumstance bonus to Hide checks.

Abomination

Yuan-ti abominations are all snake (01-50 on d%) or have a single human feature, either a head (51-75) or arms (76-00).

Improved Grab (Ex): To use this ability, a snake-headed abomination must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check (using the bite attack bonus if snake-headed) against Large or smaller creatures.

Yuan-ti Characters

The favored class for yuan-ti purebloods and halfbloods is ranger. Yuan-ti abominations favor the cleric class. Yuan-ti clerics can choose any two of the following domains: Chaos, Evil, Destruction, and Plant.

Yuan-Ti Halfblood Features

Roll*	Feature	Effect
1d6		
1	Snake head	Bite damage 1d6 and poison (save DC 14; initial and secondary damage 1d6 temporary Constitution)
2	Flexible torso	+1 racial bonus to Reflex saves

3	No legs, snake tail	Speed 20 ft., climb 15 ft., swim 15 ft; can constrict Medium-size or smaller creatures for 1d6+3 damage
4	Snakes instead of arms	Gains 2 bite attacks (1d4 arms damage and poison as above)
5	Scales instead of skin	+4 natural armor
6	Legs and snake tail	Speed 30 ft., swim 15 ft.; can constrict Small or smaller creatures for 1d4+3 damage

*Roll twice, ignoring duplicate or contradictory results.

Yeth Hound

Medium-Size Outsider (Evil)
 Hit Dice: 3d8+6 (19 hp)
 Initiative: +6 (+2 Dex, +4 Improved Initiative)
 Speed: 40 ft., fly 70 ft. (good)
 AC: 20 (+2 Dex, +8 natural)
 Attacks: Bite +6 melee
 Damage: Bite 1d8+4
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Bay, trip
 Special Qualities: Scent, flight, damage reduction 10/silver
 Saves: Fort +5, Ref +5, Will +5
 Abilities: Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
 Skills: Listen +8, Spot +8, Wilderness Lore +8*
 Feats: Improved Initiative

Climate/Terrain: Any land and underground
 Organization: Solitary, pair, or pack (6-11)
 Challenge Rating: 3
 Treasure: None
 Alignment: Always neutral evil
 Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

Combat

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed at a Will save (DC 12) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that hound's bay for one day.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can fly as the spell cast by an 11th-level sorcerer, as a free action. A yeth hound that loses this ability falls and can perform only partial actions.

Skills: *A yeth hound receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Yrthak

Huge Magical Beast
 Hit Dice: 12d10+36 (102 hp)
 Initiative: +6 (+2 Dex, +4 Improved Initiative)
 Speed: 20 ft., fly 60 ft. (average)
 AC: 18 (-2 size, +2 Dex, +8 natural)
 Attacks: Bite +15 melee, 2 claws +13 melee
 Damage: Bite 2d8+5, claw 1d6+2
 Face/Reach: 10 ft. by 20 ft./10 ft.
 Special Attacks: Sonic lance +12 ranged touch, explosion, snatch
 Special Qualities: Blindsight, sonic vulnerability
 Saves: Fort +11, Ref +10, Will +5
 Abilities: Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11
 Skills: Listen +19, Move Silently +10
 Feats: Flyby Attack, Improved Initiative, _Multiattack

Climate/Terrain: Any hill and mountains
 Organization: Solitary or clutch (2-4)
 Challenge Rating: 9
 Treasure: None
 Alignment: Often neutral
 Advancement: 13-16 HD (Huge); 17-36 HD (Gargantuan)

Despite their intelligence, yrthaks do not speak.

Combat

An yrthak prefers to attack from the air, strafing the ground with sonic attacks or snatching up and dropping prey (eventually landing to devour the flattened mess).

Sonic Lance (Su): Every 2 rounds, an yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): The yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance and thus is usable only once every 2 rounds, and never on a round following a sonic lance attack.

Snatch (Ex): An yrthak that hits a Medium-size or smaller creature with a claw attack attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can fly off with its prey and deal automatic claw damage, though it prefers to drop victims from a height. It can drop a snatched creature as a free action, which deals normal falling damage if the yrthak is flying.

Blindsight (Ex): An yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

An yrthak whose sense of hearing is impaired is effectively blind, treating all targets as totally concealed.

Sonic Vulnerability (Ex): Yrthaks are affected by loud noises and sonic spells (such as ghost sound or silence) and are more susceptible to sound-based attacks, suffering a -2 racial penalty to all saves.

Skills: Yrthaks receive a +4 racial bonus to Listen checks.

Zombie

	Tiny Zombie	Small Zombie	Medium Zombie
	Tiny Undead	Small Undead	Medium-Size Undead
Hit Dice:	1/2 d12+3 (6 hp)	1d12+3 (9 hp)	2d12+3 (16 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	20 ft.	30 ft.	30 ft.
AC:	11 (+2 size, -1 Dex)	11 (+1 size, -1 Dex, +1 natural)	11 (-1 Dex, +2 natural)
Attacks:	Slam +2 melee	Slam +1 melee	Slam +2 melee
Damage:	Slam 1d3	Slam 1d4	Slam 1d6+1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, partial actions only	Undead, partial actions only	Undead, partial actions only
Saves:	Fort +0, Ref -1, Will +2	Fort +0, Ref -1, Will +2	Fort +0, Ref -1, Will +3
Abilities:	Str 9, Dex 8, Con -, Int -, Wis 10, Cha 1	Str 11, Dex 8, Con -, Int -, Wis 10, Cha 1	Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1
Feats:	Toughness	Toughness	Toughness
	Large Zombie	Huge Zombie	Gargantuan Zombie
	Large Undead	Huge Undead	Gargantuan Undead
Hit Dice:	4d12+3 (29 hp)	8d12+3 (55 hp)	24d12+3 (159 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	40 ft.	40 ft.	40 ft.
AC:	11 (-1 size, -1 Dex, +3 natural)	11 (-2 size, -1 Dex, +4 natural)	11 (-4 size, -1 Dex, +6 natural)
Attacks:	Slam +4 melee	Slam +7 melee	Slam +15 melee
Damage:	Slam 1d8+4	Slam 2d6+7	Slam 2d8+10
Face/Reach:	5 ft. by 5 ft./10 ft.	10 ft. by 10 ft./15 ft.	20 ft. by 20 ft./20 ft.
Special Qualities:	Undead, partial actions only	Undead, partial actions only	Undead, partial actions only
Saves:	Fort +1, Ref +0, Will +4	Fort +2, Ref +1, Will +6	Fort +8, Ref +7, Will +14
Abilities:	Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1	Str 21, Dex 8, Con -, Int -, Wis 10, Cha 1	Str 25, Dex 8, Con -, Int -, Wis 10, Cha 1
Feats:	Toughness	Toughness	Toughness, Improved Critical (slam)
	Colossal Zombie		
	Colossal Undead		
Hit Dice:	48d12+3 (315 hp)		
Initiative:	-2 (Dex)		
Speed:	40 ft.		
AC:	11 (-8 size, -2 Dex, +11 natural)		
Attacks:	Slam +25 melee		
Damage:	Slam 4d6+13		
Face/Reach:	40 ft. by 40 ft./25 ft.		
Special Qualities:	Undead, partial actions only		
Saves:	Fort +16, Ref +14, Will +26		
Abilities:	Str 29, Dex 6, Con -, Int -, Wis 10, Cha 3		
Feats:	Toughness, Improved Critical (slam)		
Climate/Terrain:	Any land and underground		
Organization:	Tiny and Small: Squad (6-10) or mob (11-20); Medium-size: Gang (2-5), squad (6-10), or mob (11-20);		

Large and larger: Solitary, gang (2-5), squad, (6-10) or mob (11-20)
 Challenge Rating: Tiny 1/6; Small 1/4; Medium-size 1/2; Large 1; Huge 3; Gargantuan 6; Colossal 12
 Treasure: None
 Alignment: Always neutral
 Advancement: Tiny and Small -;
 Medium-size 3 HD (Medium-size);
 Large 5-7 HD (Large);
 Huge 9-23 HD (Huge);
 Gargantuan 25-47 HD (Gargantuan);
 Colossal 49-96 HD (Colossal)

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

ANIMALS

	Ape	Baboon	Badger
	Large Animal	Medium-Size Animal	Tiny Animal
Hit Dice:	4d8+8 (26 hp)	1d8+1 (5 hp)	1d8+2 (6 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	30 ft., climb 30 ft.	40 ft., climb 30 ft.	30 ft., burrow 10 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)	13 (+2 Dex, +1 natural)	15 (+2 size, +3 Dex)
Attacks:	2 claws +7 melee, bite +2 melee	Bite +2 melee	2 claws +5 melee, bite +0 melee
Damage:	Claw 1d6+5, bite 1d6+2	Bite 1d6+3	Claw 1d2-1, bite 1d3-1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	-	-	Rage
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +6, Ref +6, Will +2	Fort +3, Ref +4, Will +1	Fort +4, Ref +5, Will +1
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Climb +18, Listen +6, Spot +6	Climb +13, Listen +5, Spot +5	Escape Artist +7, Listen +4, Spot +4
Feats:	-	-	Weapon Finesse (bite, claw)
Climate/Terrain:	Warm forest and mountains	Warm desert and plains	Temperate forest, hill, plains, and underground
Organization:	Solitary or company (2-5)	Solitary or troop (10-40)	Solitary or cete (2-5)
Challenge Rating:	2	1/2	1/2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5-8 HD (Large)	2-3 HD (Medium-size)	2 HD (Tiny)

Badger

Rage (Ex): A badger that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

	Bat	Bear, Black	Bear, Brown
	Diminutive Animal	Medium-Size Animal	Large Animal
Hit Dice:	1/4 d8 (1 hp)	3d8+6 (19 hp)	6d8+24 (51 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	5 ft., fly 40 ft. (good)	40 ft.	40 ft.
AC:	16 (+4 size, +2 Dex)	13 (+1 Dex, +2 natural)	15 (-1 size, +1 Dex, +5 natural)
Attacks:	-	2 claws +6 melee, bite +1 melee	2 claws +11 melee, bite +6 melee
Damage:	-	Claw 1d4+4, bite 1d6+2	Claw 1d8+8, bite 2d8+4
Face/Reach:	1 ft. by 1 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	-	-	Improved grab
Special Qualities:	Blindsight	Scent	Scent
Saves:	Fort +2, Ref +4, Will +2	Fort +5, Ref +4, Will +2	Fort +9, Ref +6, Will +3
Abilities:	Str 1, Dex 15, Con 10 Int 2, Wis 14, Cha 4	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Listen +9, Move Silently +6, Spot +9*	Climb +6, Listen +4, Spot +7, Swim +8	Listen +4, Spot +7, Swim +14
Climate/Terrain:	Temperate and warm desert, forest, hill, plains, and underground	Temperate and warm forest, hill, and mountains	Any forest, hill, mountains, and underground
Organization:	Colony (10-40) or swarm (10-50)	Solitary or pair	Solitary or pair
Challenge Rating:	1/10	2	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	4-5 HD (Medium-size)	7-10 HD (Large)

Bat

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Skills: *Bats receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if Blindsight is negated.

	Bear, Polar	Bison	Boar
	Large Animal	Large Animal	Medium-Size Animal
Hit Dice:	8d8+32 (68 hp)	5d8+15 (37 hp)	3d8+9 (22 hp)
Initiative:	+1 (Dex)	+0	+0
Speed:	40 ft., swim 30 ft.	40 ft.	40 ft.
AC:	15 (-1 size, +1 Dex, +5 natural)	13 (-1 size, +4 natural)	16 (+6 natural)
Attacks:	2 claws +13 melee, bite +8 melee	Butt +6 melee	Gore +4 melee
Damage:	Claw 1d8+8, bite 2d8+4	Butt 1d8+6	Gore 1d8+3
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab	Stampede	Ferocity
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +10, Ref +7, Will +3	Fort +7, Ref +4, Will +1	Fort +6, Ref +3, Will +2
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6	Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Hide -2*, Listen +4, Spot +7	Listen +8, Spot +5	Listen +7, Spot +5
Climate/Terrain:	Any cold land	Temperate plains	Temperate and warm forest
Organization:	Solitary or pair	Solitary or herd (6-30)	Solitary
Challenge Rating:	4	2	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	9-12 HD (Large)	6-7 HD (Large)	4-5 HD (Medium-size)

Polar Bear

Skills: *A polar bear's white coat bestows a +12 racial bonus to Hide checks in snowy areas.

Bison

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd. A successful Reflex save (DC 16) halves the damage.

Boar

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

	Camel	Cat	Cheetah
	Large Animal	Tiny Animal	Medium-Size Animal
Hit Dice:	3d8+6 (19 hp)	1/2 d8 (2 hp)	3d8+6 (19 hp)
Initiative:	+3 (Dex)	+2 (Dex)	+4 (Dex)
Speed:	50 ft.	30 ft.	50 ft.
AC:	13 (-1 size, +3 Dex, +1 natural)	14 (+2 size, +2 Dex)	15 (+4 Dex, +1 natural)
Attacks:	Bite +5 melee	2 claws +4 melee, bite -1 melee	Bite +6 melee, 2 claws +1 melee
Damage:	Bite 1d4+6	Claw 1d2-4, bite 1d3-4	Bite 1d6+3, claw 1d2+1
Face/Reach:	5 ft. by 10 ft./5 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	-	-	Trip
Special Qualities:	Scent	-	Sprint
Saves:	Fort +5, Ref +6, Will +1	Fort +2, Ref +4, Will +1	Fort +5, Ref +7, Will +2
Abilities:	Str 18, Dex 16, Con 14, Int 1, Wis 11, Cha 4	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +5, Spot +5	Balance +10, Climb +5, Hide +17*, Listen +4, Move Silently +9, Spot +4	Hide +7, Listen +5, Move Silently +8, Spot +5
Feats:	-	Weapon Finesse (claw, bite)	Weapon Finesse (bite, claw)
Climate/Terrain:	Any desert, hill, and mountains	Any land	Warm plains
Organization:	Solitary	Solitary	Solitary, pair, or family (3-5)
Challenge Rating:	1	1/4	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	4-5 HD (Medium-size)
	Crocodile	Crocodile, Giant	Dog
	Medium-Size Animal (Aquatic)	Huge Animal (Aquatic)	Small Animal
Hit Dice:	3d8+9 (22 hp)	7d8+28 (59 hp)	1d8+2 (6 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+3 (Dex)
Speed:	20 ft., swim 30 ft.	20 ft., swim 30 ft.	40 ft.
AC:	15 (+1 Dex, +4 natural)	16 (-2 size, +1 Dex, +7 natural)	15 (+1 size, +3 Dex, +1 natural)
Attacks:	Bite +6 melee; or tail slap +6 melee	Bite +11 melee; or tail slap +11 melee	Bite +2 melee
Damage:	Bite 1d8+6; tail slap 1d12+6	Bite 2d8+12; tail slap 1d12+12	Bite 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.	10 ft. by 20 ft./10 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab	Improved grab	-
Special Qualities:	-	-	Scent
Saves:	Fort +6, Ref +4, Will +2	Fort +9, Ref +6, Will +3	Fort +4, Ref +5, Will +1
Abilities:	Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +7*, Listen +5, Spot +5	Hide +0*, Listen +5, Spot +5	Listen +5, Spot +5, Swim +5, Wilderness Lore +1*
Climate/Terrain:	Warm marsh and aquatic	Warm marsh and aquatic	Any land
Organization:	Solitary or colony (6-11)	Solitary or colony (6-11)	Solitary
Challenge Rating:	2	4	1/3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-5 HD (Medium-size)	8-14 HD (Huge)	-

Camel

The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40), and has a better Constitution score (16).

Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301-600 pounds; a heavy load, 601-900 pounds. A camel can drag 4,500 pounds.

Cat

Skills: Cats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Cheetah

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint (Ex): Once an hour, a cheetah can take a charge action to move ten times its normal speed (500 feet).

Crocodile

Improved Grab (Ex): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

Skills: *A crocodile gains a +12 racial bonus to Hide checks when submerged.

Giant Crocodile

Giant crocodiles can grab and hold creatures of Large or smaller size but otherwise fight and behave like their smaller cousins.

Dog

Skills: *Dogs receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.

	Dog, Riding	Donkey	Eagle
	Medium-Size Animal	Medium-Size Animal	Small Animal
Hit Dice:	2d8+4 (13 hp)	2d8+2 (11 hp)	1d8+1 (5 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	40 ft.	30 ft.	10 ft., fly 80 ft. (average)
AC:	16 (+2 Dex, +4 natural)	13 (+1 Dex, +2 natural)	14 (+1 size, +2 Dex, +1 natural)
Attacks:	Bite +3 melee	Bite +1 melee	2 claws +3 melee, bite -2 melee
Damage:	Bite 1d6+3	Bite 1d2	Claw 1d3, bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent	Scent	-
Saves:	Fort +5, Ref +5, Will +1	Fort +4, Ref +4, Will +0	Fort +3, Ref +4, Will +2
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6	Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +5, Spot +5, Swim +5	Balance +3, Listen +5, Spot +5	Listen +6, Spot +6* Wilderness Lore +1*
Feats:	-	-	Weapon Finesse (claw, bite)
Climate/Terrain:	Any land	Temperate and warm desert, hill, plains, and mountains	Any forest, hill, plains, and mountains
Organization:	Solitary	Solitary	Solitary or pair
Challenge Rating:	1	1/6	1/2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	2-3 HD (Medium-size)

Riding Dog

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.

Skills: *Riding dogs receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Donkey

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51-100 pounds; a heavy load, 101-150 pounds. A donkey can drag 750 pounds.

Skills: Donkeys receive a +2 racial bonus to Balance.

Eagle

Skills: *Eagles receive a +8 racial bonus to Spot checks during daylight.

	Elephant	Hawk	Horse, Heavy
	Huge Animal	Tiny Animal	Large Animal
Hit Dice:	11d8+55 (104 hp)	1d8 (4 hp)	3d8+6 (19 hp)
Initiative:	+0 (Dex)	+3 (Dex)	+1 (Dex)
Speed:	40 ft.	10 ft., fly 60 ft. (average)	50 ft.
AC:	15 (-2 size, +7 natural)	17 (+2 size, +3 Dex, +2 natural)	13 (-1 size, +1 Dex, +3 natural)
Attacks:	Slam +16 melee, 2 stamps +11 melee; or gore +16 melee	Claws +5 melee	2 hooves +3 melee
Damage:	Slam 2d6+10, stamp 2d6+5; gore 2d8+15	Claws 1d4-2	Hoof 1d6+2
Face/Reach:	10 ft. by 20 ft./10 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Trample 2d8+15	-	-
Special Qualities:	Scent	-	Scent
Saves:	Fort +12, Ref +7, Will +4	Fort +2, Ref +5, Will +2	Fort +5, Ref +4, Will +2
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6	Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +6	Listen +6, Spot +6*	Listen +6, Spot +6
Feats:	-	Weapon Finesse (claws)	-
Climate/Terrain:	Warm forest and plains	Any forest, hill, plains, and mountains	Any land
Organization:	Solitary or herd (6-30)	Solitary or pair	Solitary
Challenge Rating:	8	1/3	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	12-22 HD (Huge)	-	-
	Horse, Heavy War	Horse, Light	Horse, Light War
	Large Animal	Large Animal	Large Animal
Hit Dice:	4d8+12 (30 hp)	3d8+6 (19 hp)	3d8+9 (22 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	50 ft.	60 ft.	60 ft.
AC:	14 (-1 size, +1 Dex, +4 natural)	13 (-1 size, +1 Dex, +3 natural)	14 (-1 size, +1 Dex, +4 natural)
Attacks:	2 hooves +6 melee; bite +1 melee	2 hooves +2 melee	2 hooves +4 melee; bite -1 melee
Damage:	Hoof 1d6+4; bite 1d4+2	Hoof 1d4+1	Hoof 1d4+3; bite 1d3+1
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +7, Ref +5, Will +2	Fort +5, Ref +4, Will +2	Fort +6, Ref +4, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6	Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +7, Spot +7	Listen +6, Spot +6	Listen +7, Spot +7
Climate/Terrain:	Any land	Any land	Any land
Organization:	Domesticated	Solitary	Solitary
Challenge Rating:	2	1	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	-

Elephant

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Trample (Ex): An elephant can trample Medium-size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 20) to halve the damage.

Hawk

Skills: *Hawks gain a +8 racial bonus to Spot checks in daylight.

Heavy Horse

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201-400 pounds; a heavy load, 401-600 pounds. A heavy horse can drag 3,000 pounds.

Heavy Warhorse

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301-600 pounds; a heavy load, 601-900 pounds. A heavy warhorse can drag 4,500 pounds.

Light Horse

A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; a heavy load, 301-450 pounds. A light horse can drag 2,250 pounds.

Light Warhorse

A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A light warhorse can drag 3,450 pounds.

	Leopard	Lion	Lizard
	Medium-Size Animal	Large Animal	Tiny Animal
Hit Dice:	3d8+6 (19 hp)	5d8+10 (32 hp)	1/2 d8 (2 hp)
Initiative:	+4 (Dex)	+3 (Dex)	+2 (Dex)
Speed:	40 ft., climb 20 ft.	40 ft.	20 ft., climb 20 ft.
AC:	15 (+4 Dex, +1 natural)	15 (-1 size, +3 Dex, +3 natural)	14 (+2 size, +2 Dex)
Attacks:	Bite +6 melee; 2 claws +1 melee	2 claws +7 melee, bite +2 melee	Bite +4 melee
Damage:	Bite 1d6+3; claw 1d3+1	Claw 1d4+5, bite 1d8+2	Bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Pounce, improved grab, rake 1d3+1	Pounce, improved grab, rake 1d4+2	-
Special Qualities:	Scent	Scent	-
Saves:	Fort +5, Ref +7, Will +2	Fort +6, Ref +7, Will +2	Fort +2, Ref +4, Will +1
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +12, Climb +11, Hide +9*, Listen +6, Move Silently +9, Spot +6	Balance +7, Hide +4*, Jump +5, Listen +5, Move Silently +11, Spot +5	Balance +10, Climb +12, Hide +13, Listen +4, Spot +4
Feats:	Weapon Finesse (bite, claw)	-	Weapon Finesse (bite)
Climate/Terrain:	Warm forest and plains	Warm plains	Any warm land
Organization:	Solitary or pair	Solitary, pair, or pride (6-10)	Solitary
Challenge Rating:	2	3	1/6
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-5 HD (Medium-size)	6-8 HD (Large)	-
	Lizard, Giant	Monkey	Mule
	Medium-Size Animal	Tiny Animal	Large Animal
Hit Dice:	3d8+9 (22 hp)	1d8 (4 hp)	3d8+9 (22 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	30 ft., swim 30 ft.	30 ft., climb 30 ft.	30 ft.
AC:	15 (+2 Dex, +3 natural)	14 (+2 size, +2 Dex)	13 (-1 size, +1 Dex, +3 natural)
Attacks:	Bite +5 melee	Bite +4 melee	2 hooves +4 melee
Damage:	Bite 1d8+4	Bite 1d3-4	Hoof 1d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	-	-	-
Special Qualities:	-	-	-
Saves:	Fort +6, Ref +5, Will +2	Fort +2, Ref +4, Will +1	Fort +6, Ref +4, Will +1
Abilities:	Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills:	Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4	Balance +10, Climb +13, Hide +13, Listen +4, Spot +4	Listen +6, Spot +6
Feats:	-	Weapon Finesse (bite)	-
Climate/Terrain:	Any warm land	Warm forest	Warm plains
Organization:	Solitary	Troop (10-40)	Solitary
Challenge Rating:	2	1/6	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-5 HD (Medium-size)	2-3 HD (Medium-size)	-

Leopard

Pounce (Ex): If a leopard leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the leopard must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A leopard that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the leopard pounces on an opponent, it can also rake.

Skills: Leopards receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Lion

Pounce (Ex): If a lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A lion that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the lion pounces on an opponent, it can also rake.

Skills: Lions receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Lizard

Skills: Lizards use their Dexterity modifier for Climb checks and receive a +8 bonus to Balance checks.

Giant Lizard

Skills: Giant lizards receive a +4 racial bonus to Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.

Monkey

Skills: Monkeys use their Dexterity modifier for Climb checks and receive a +8 racial bonus to Balance checks.

Mule

Carrying Capacity: A light load for a mule is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A mule can drag 3,450 pounds.

Skills: Mules receive a +2 racial bonus to Dexterity checks to avoid slipping or falling.

	Octopus	Octopus, Giant	Owl
Hit Dice:	Small Animal (Aquatic) 2d8 (9 hp)	Large Animal (Aquatic) 8d8+8 (44 hp)	Tiny Animal 1d8 (4 hp)
Initiative:	+3 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	20 ft., swim 30 ft.	20 ft., swim 30 ft.	10 ft., fly 40 ft. (average)
AC:	16 (+1 size, +3 Dex, +2 natural)	18 (-1 size, +2 Dex, +7 natural)	17 (+2 size, +3 Dex, +2 natural)
Attacks:	8 arms +5 melee, bite +0 melee	8 tentacle rakes +10 melee, bite +5 melee	Claws +5 melee
Damage:	Arms 0, bite 1d3	Tentacle rake 1d4+5, bite 1d8+2	Claws 1d2-2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Improved grab	Improved grab, constrict	-
Special Qualities:	Ink cloud, jet	Ink cloud, jet	-
Saves:	Fort +3, Ref +6, Will +1	Fort +7, Ref +8, Will +3	Fort +2, Ref +5, Will +2
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills:	Hide +15, Listen +5, Spot +5	Hide +11, Listen +4, Spot +4	Listen +14, Move Silently +20, Spot +6*
Feats:	Weapon Finesse (arms, bite)	-	Weapon Finesse (claws)
Climate/Terrain:	Temperate and warm aquatic	Temperate and warm aquatic	Any forest, hill, plains, and mountains
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	8	1/4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3-6 HD (Medium-size); 7 HD (Large)	9-12 HD (Large); 13-24 HD (Huge)	1 HD (Medium-size); 2 HD (Large)

Octopus

Improved Grab (Ex): To use this ability, the octopus must hit with its arms attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): An octopus can jet backward once a round as a double move action, at a speed of 200 feet.

Skills: An octopus can change colors, giving it a +4 racial bonus to Hide checks.

Giant Octopus

Improved Grab (Ex): To use this ability, the giant octopus must hit a Medium-size or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check against Medium-size or smaller creatures.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): A giant octopus can jet backward once a round as a double move action, at a speed of 200 feet.

Skills: A giant octopus can change colors, giving it a +4 racial bonus to Hide checks.

Owl

Skills: Owls receive a +8 racial bonus to Listen checks, and a +14 to Move Silently checks. *They receive a +8 racial bonus to Spot checks in dusk and darkness.

	Pony	Pony, War	Porpoise
	Medium-Size Animal	Medium-Size Animal	Medium-Size Animal (Aquatic)
Hit Dice:	2d8+2 (11 hp)	2d8+4 (13 hp)	2d8+2 (11 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+3 (Dex)
Speed:	40 ft.	40 ft.	Swim 80 ft.
AC:	13 (+1 Dex, +2 natural)	13 (+1 Dex, +2 natural)	15 (+3 Dex, +2 natural)
Attacks:	2 hooves +2 melee	2 hooves +3 melee	Butt +4 melee
Damage:	Hoof 1d3+1	Hoof 1d3+2	Butt 2d4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent	Scent	Blindsight
Saves:	Fort +4, Ref +4, Will +0	Fort +5, Ref +4, Will +0	Fort +4, Ref +6, Will +1
Abilities:	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +10*, Spot +10*
Feats:	-	-	Weapon Finesse (butt)
Climate/Terrain:	Any land	Any land	Any aquatic
Organization:	Solitary	Solitary	Solitary or school (2-20)
Challenge Rating:	1/4	1/4	1/2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	3-4 HD (Medium-size); 5-6 HD (Large)

Pony

Carrying Capacity: A light load for a pony is up to 75 pounds; a medium load, 76-150 pounds; and a heavy load, 151-225 pounds. A pony can drag 1,125 pounds.

Warpony

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a warpony is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A warpony can drag 1,500 pounds.

Porpoise

Blindsight (Ex): Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Skills: Porpoises gain a +4 racial bonus to Spot and Listen checks. *These bonuses are lost if blindsight is negated.

	Rat	Raven	Rhinoceros
	Tiny Animal	Tiny Animal	Large Animal
Hit Dice:	1/4 d8 (1 hp)	1/4 d8 (1 hp)	8d8+40 (76 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+0 (Dex)
Speed:	15 ft., climb 15 ft.	10 ft., fly 40 ft. (average)	30 ft.
AC:	14 (+2 size, +2 Dex)	14 (+2 size, +2 Dex)	16 (-1 size, +7 natural)
Attacks:	Bite +4 melee	Claws +4 melee	Gore +13 melee
Damage:	Bite 1d3-4	Claws 1d2-5	Gore 2d6+12
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 10 ft./5 ft.
Special Qualities:	Scent	-	-
Saves:	Fort +2, Ref +4, Will +1	Fort +2, Ref +4, Will +2	Fort +11, Ref +6, Will +3
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills:	Balance +10, Climb +12, Hide +18, Move Silently +10	Listen +6, Spot +6	Listen +11
Feats:	Weapon Finesse (bite)	Weapon Finesse (claws)	-
Climate/Terrain:	Any land and underground	Any forest, hill, plains, and mountains	Warm plains
Organization:	Swarm (10-100)	Solitary	Solitary or herd (2-12)
Challenge Rating:	1/8	1/6	4
Treasure:	None	None	Always neutral
Advancement:	-	-	9-12 HD (Large); 13-24 HD (Huge)
	Shark, Medium-Size	Shark, Large	Shark, Huge
	Medium-Size Animal (Aquatic)	Large Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	Swim 60 ft.	Swim 60 ft.	Swim 60 ft.
AC:	15 (+2 Dex, +3 natural)	15 (-1 size, +2 Dex, +4 natural)	15 (-2 size, +2 Dex, +5 natural)
Attacks:	Bite +4 melee	Bite +7 melee	Bite +10 melee
Damage:	Bite 1d6+1	Bite 1d8+4	Bite 2d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.
Special Qualities:	Keen scent	Keen scent	Keen scent
Saves:	Fort +4, Ref +5, Will +2	Fort +6, Ref +7, Will +3	Fort +9, Ref +9, Will +4
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7	Listen +7, Spot +7	Listen +7, Spot +7
Feats:	Weapon Finesse (bite)	-	-
Climate/Terrain:	Any aquatic	Any aquatic	Any aquatic
Organization:	Solitary, school (2-5), or pack (6-11)	Solitary, school (2-5), or pack (6-11)	Solitary, school (2-5), or pack (6-11)
Challenge Rating:	1	2	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Medium-size)	8-10 HD (Large)	11-17 HD (Huge)

Rat

Skills: Rats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

Shark

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

	Snake, Constrictor	Snake, Giant Constrictor	Snake, Tiny Viper
	Medium-Size Animal	Huge Animal	Tiny Animal
Hit Dice:	3d8+3 (16 hp)	11d8+11 (60 hp)	1/4 d8 (1 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.	20 ft., climb 20 ft.	15 ft., climb 15 ft., swim 15 ft.
AC:	15 (+3 Dex, +2 natural)	15 (-2 size, +3 Dex, +4 natural)	17 (+2 size, +3 Dex, +2 natural)
Attacks:	Bite +5 melee	Bite +13 melee	Bite +5 melee
Damage:	Bite 1d3+4	Bite 1d8+10	Bite poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.	15 ft. by 15 ft. (coiled)/10 ft.	2 1/2 ft. by 2 1/2 ft. (coiled)/0 ft.
Special Attacks:	Improved grab, constrict 1d3+4	Improved grab, constrict 1d8+10	Poison
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +4, Ref +6, Will +2	Fort +8, Ref +10, Will +4	Fort +2, Ref +5, Will +1
Abilities:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +11, Listen +9, Spot +9	Balance +11, Climb +18, Hide +3, Listen +9, Spot +9	Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats:	-	-	Weapon Finesse (bite)
Climate/Terrain:	Warm forest and aquatic	Warm forest and aquatic	Temperate and warm land, aquatic, and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	2	5	1/3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-5 HD (Medium-size); 6-10 HD (Large)	12-16 HD (Huge); 17-33 HD (Gargantuan)	-
	Snake, Small Viper	Snake, Medium-Size Viper	Snake, Large Viper
	Small Animal	Medium-Size Animal	Large Animal
Hit Dice:	1d8 (4 hp)	2d8 (9 hp)	3d8 (13 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.	20 ft., climb 20 ft., swim 20 ft.	20 ft., climb 20 ft., swim 20 ft.
AC:	17 (+1 size, +3 Dex, +3 natural)	16 (+3 Dex, +3 natural)	15 (-1 size, +3 Dex, +3 natural)
Attacks:	Bite +4 melee	Bite +4 melee	Bite +4 melee
Damage:	Bite 1d2-2 and poison	Bite 1d4-1 and poison	Bite 1d4 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.	5 ft. by 5 ft. (coiled)/5 ft.	5 ft. by 5 ft. (coiled)/10 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +2, Ref +5, Will +1	Fort +3, Ref +6, Will +1	Fort +3, Ref +6, Will +2
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +12, Hide +15, Listen +9, Spot +9	Balance +11, Climb +11, Hide +12, Listen +9, Spot +9	Balance +11, Climb +11, Hide +8, Listen +9, Spot +9
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, aquatic, and underground	Temperate and warm land, aquatic, and underground	Temperate and warm land, aquatic, and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	-
	Snake, Huge Viper	Squid	Squid, Giant
	Huge Animal	Medium-Size Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	4d8+4 (22 hp)	3d8 (13 hp)	12d8+12 (66 hp)
Initiative:	+4 (Dex)	+3 (Dex)	+3 (Dex)
Speed :	20 ft., climb 20 ft., swim 20 ft.	Swim 60 ft.	Swim 80 ft.
AC:	15 (-2 size, +4 Dex, +3 natural)	16 (+3 Dex, +3 natural)	17 (-2 size, +3 Dex, +6 natural)
Attacks:	Bite +5 melee	10 arms +4 melee, bite -1 melee	10 tentacle rakes +15 melee, bite +10 melee
Damage:	Bite 1d4 and poison	Arms 0, bite 1d6+1	Tentacle 1d6+8, bite 2d8+4
Face/Reach:	15 ft. by 15 ft. (coiled)/10 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 20 ft./10 ft. (40 ft. with tentacle)
Special Attacks:	Poison	Improved grab	Improved grab, constrict 1d6+8
Special Qualities:	Scent	Ink cloud, jet	Ink cloud, jet
Saves:	Fort +5, Ref +8, Will +2	Fort +3, Ref +6, Will +2	Fort +9, Ref +11, Will +5
Abilities:	Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance, +12, Climb +12, Hide +3, Listen +9, Spot +9	Listen +7, Spot +7	Listen +8, Spot +8
Feats:	Weapon Finesse (bite)	-	-
Climate/Terrain:	Temperate and warm land, aquatic, and underground	Any aquatic	Any aquatic
Organization:	Solitary	Solitary or school (6-11)	Solitary
Challenge Rating:	3	1	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5-6 HD (Huge); 7-12 HD (Gargantuan)	4-6 HD (Medium-size); 7-11 HD (Large)	13-18 HD (Huge); 19-36 HD (Gargantuan)

Snake

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Constrictor

Improved Grab (Ex): To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A constrictor snake deals 1d3+4 points of damage with a successful grapple check against Medium-size or smaller creatures.

Giant Constrictor

Can constrict opponents of up to Large size, dealing 1d8+10 points of damage per round.

Viper

Poison (Ex): Bite, Fortitude save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

Squid

Improved Grab (Ex): To use this ability, the squid must hit with its arms attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): A squid can jet backward once a round as a double move action, at a speed of 240 feet.

Giant Squid

Improved Grab (Ex): To use this ability, the giant squid must hit a Medium-size or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict.

Constrict (Ex): A giant squid deals automatic tentacle rake damage with a successful grapple check against Medium-size or smaller creatures.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 40 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): A giant squid can jet backward once a round as a double move action, at a speed of 320 feet.

	Tiger	Toad	Weasel
	Large Animal	Diminutive Animal	Tiny Animal
Hit Dice:	6d8+18 (45 hp)	1/4 d8 (1 hp)	1/2 d8 (2 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	40 ft.	5 ft.	20 ft., climb 20 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)	15 (+4 size, +1 Dex)	14 (+2 size, +2 Dex)
Attacks:	2 claws +9 melee, bite +4 melee	-	Bite +4 melee
Damage:	Claw 1d8+6, bite 2d6+3	-	Bite 1d3-4
Face/Reach:	5 ft. by 10 ft./5 ft.	1 ft. by 1 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Pounce, improved grab, rake 1d8+3	-	Attach
Special Qualities:	-	-	Scent
Saves:	Fort +8, Ref +7, Will +3	Fort +2, Ref +3, Will +2	Fort +2, Ref +4, Will +1
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +6, Hide +5*, Listen +3, Move Silently +9, Spot +3, Swim +11	Hide +21, Listen +5, Spot +5	Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4
Feats:	-	-	Weapon Finesse (bite)
Climate/Terrain:	Any forest, hill, mountains, and plains	Temperate and warm land and aquatic	Temperate forest, hill, mountains, and plains
Organization:	Solitary	Swarm (10-100)	Solitary
Challenge Rating:	4	1/10	1/4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)	-	-

Tiger

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the tiger pounces on an opponent, it can also rake.

Skills: Tigers receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Toad

Skills: A toad's coloration gives it a +4 racial bonus to Hide checks.

Weasel

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel has an AC of 12.

Skills: Weasels receive a +4 racial bonus to Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

	Whale, Baleen Gargantuan Animal (Aquatic)	Whale, Cachalot Gargantuan Animal (Aquatic)	Whale, Orca Huge Animal (Aquatic)
Hit Dice:	12d8+72 (126 hp)	12d8+84 (138 hp)	9d8+45 (85 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	Swim 40 ft.	Swim 40 ft.	Swim 50 ft.
AC:	16 (-4 size, +1 Dex, +9 natural)	16 (-4 size, +1 Dex, +9 natural)	16 (-2 size, +2 Dex, +6 natural)
Attacks:	Tail slap +17 melee	Bite +17 melee, tail slap +12 melee	Bite +12 melee
Damage:	Tail slap 1d8+18	Bite 4d6+12, tail slap 1d8+6	Bite 2d6+12
Face/Reach:	20 ft. by 40 ft./10 ft.	20 ft. by 40 ft./10 ft.	10 ft. by 20 ft./10 ft.
Special Qualities:	Blindsight	Blindsight	Blindsight
Saves:	Fort +14, Ref +9, Will +5	Fort +15, Ref +9, Will +6	Fort +11, Ref +8, Will +5
Abilities:	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills:	Listen +10*, Spot +11*	Listen +11*, Spot +12*	Listen +12*, Spot +12*
Climate/Terrain:	Any aquatic	Any aquatic	Any aquatic
Organization:	Solitary	Solitary or pod (6-11)	Solitary or pod (6-11)
Challenge Rating:	5	6	5
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	13-18 HD (Gargantuan); 19-36 HD (Colossal)	13-18 HD (Gargantuan); 19-36 HD (Colossal)	10-13 HD (Huge); 14-27 HD (Gargantuan)
	Wolf Medium-Size Animal	Wolverine Medium-Size Animal	
Hit Dice:	2d8+4 (13 hp)	3d8+12 (25 hp)	
Initiative:	+2 (Dex)	+2 (Dex)	
Speed:	50 ft.	30 ft., burrow 10 ft., climb 10 ft.	
AC:	14 (+2 Dex, +2 natural)	14 (+2 Dex, +2 natural)	
Attacks:	Bite +3 melee	2 claws +4 melee; bite -1 melee	
Damage:	Bite 1d6+1	Claw 1d4+2; bite 1d6+1	
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	
Special Attacks:	Trip	Rage	
Special Qualities:	Scent	Scent	
Saves:	Fort +5, Ref +5, Will +1	Fort +7, Ref +5, Will +2	
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6	Str 14, Dex 15, Con 19, Int 1, Wis 12, Cha 10	
Skills:	Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*	Climb +15, Listen +6, Spot +6	
Feats:	Weapon Finesse (bite)	-	
Climate/Terrain:	Any forest, hill, plains, and mountains	Cold and temperate forest and hill	
Organization:	Solitary, pair, or pack (7-16)	Solitary	
Challenge Rating:	1	2	
Treasure:	None	None	
Alignment:	Always neutral	Always neutral	
Advancement:	3 HD (Medium-size); 4-5 HD (Large)	4-5 HD (Large)	

Whale

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Skills: Whales gain a +4 racial bonus to Spot and Listen checks. *These bonuses are lost if Blindsight is negated.

Wolf

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Wolverine

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

MONSTER TEMPLATES

Celestial Creatures

"Celestial" is a template that can be added to any corporeal creature of nonevil alignment (referred to hereafter as the "base creature"). Beasts or animals with this template become magical beasts, but otherwise the creature type is unchanged.

A celestial creature uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A celestial creature retains all the special attacks of the base creature and also gains the following.

Smite Evil (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against an evil foe.

Special Qualities: A celestial creature retains all the special qualities of the base creature and also gains the following ones:

- Darkvision with a range of 60 feet.
- Acid, cold, and electricity resistance (see the table below).
- Damage reduction (see the table below).
- SR equal to double the creature's HD (maximum 25).

<i>Hit Dice</i>	<i>Resistance</i>	<i>Acid, Cold, Electricity Damage Reduction</i>
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature

Abilities: Same as the base creature, but Intelligence is at least 3.

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating:

Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Always good (any)

Advancement: Same as the base creature

Fiendish Creatures

"Fiendish" is a template that can be added to any corporeal creature of nongood alignment (referred to hereafter as the "base creature"). Beasts or animals with this template become magical beasts, but otherwise the creature type is unchanged. A fiendish creature uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following.

- Darkvision with a range of 60 feet.
- Cold and fire resistance (see the table below).
- Damage reduction (see the table below).
- SR equal to double the creature's HD (maximum 25).

<i>Hit Dice</i>	<i>Resistance</i>	<i>Cold, Fire Damage Reduction</i>
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature

Abilities: Same as the base creature, but Intelligence is at least 3.

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating: Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Always evil (any)

Advancement: Same as the base creature

Ghost

"Ghost" is a template that can be added to any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, or shapechanger. The creature (referred to hereafter as the "base creature") must have a Charisma score of at least 8. The creature's type changes to "undead." It otherwise uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the ghost manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attacks: The ghost retains all the attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures.

Damage: Against ethereal creatures, a ghost uses the base creature's damage ratings. Against nonethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike

with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the ghost's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's Charisma modifier). A creature that successfully saves is immune to that ghost's malevolence for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Saves: Same as the base creature

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: Same as the base creature +2

Treasure: None

Alignment: Any

Advancement: Same as the base creature

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works

normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the ghost manifests, and enchanted weapons can harm the ghost.

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This invariably angers the ghost, who stops at nothing to return the item to its original resting place.

Half-Celestial

"Half-celestial" is a template that can be added to any corporeal creature with an Intelligence score of 4 or more and nonevil alignment (referred to hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

Speed: There is a 75% chance that a half-celestial has feathered wings. The creature can fly at twice the base creature's normal speed (good maneuverability).

AC: Natural armor improves by +1.

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the supernatural ability to use light at will as the spell. Half-celestials with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

<i>Level</i>	<i>Abilities</i>
1-2	Protection from evil, 3/day, bless
3-4	Aid, detect evil
5-6	Cure serious wounds, neutralize poison
7-8	Holy smite, remove disease
9-10	Dispelling evil
11-12	Holy word
13-14	Holy aura 3/day, hallow
15-16	Symbol
17-18	Summon monster IX (celestials only)
19+	Resurrection

Special Qualities: A half-celestial has all the special qualities of the base creature, plus low-light vision. Half-celestials are immune to acid, cold, disease, and electricity, and gain a +4 racial bonus to Fortitude saves against poison.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.

Skills: A half-celestial has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Half-celestials have one feat for every four levels or the base creature's total of feats, whichever is greater.

Climate/Terrain: Same as either the base creature or the celestial

Organization: Same as the base creature

Challenge Rating: Same as the base creature +1

Alignment: Always good (any)

Treasure: Same as the base creature

Advancement: Same as the base creature

Half-Dragon

"Half-dragon" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type becomes "dragon." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase by one die type, to a maximum of d12.

Speed: Half-dragons of Large or larger size have wings and can fly at their normal speed (average maneuverability). Smaller specimens have wings only if the base creature does.

AC: Natural armor improves by +4.

Damage: Half-dragons have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

<i>Size</i>	<i>Bite Damage</i>	<i>Claw Damage</i>
Fine	1	-
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A half-dragon retains all the special attacks of the base creature and also gains a breath weapon based on the dragon variety, usable only once per day. Use all rules for dragon breath (see the Dragon entry) except as specified in the table below.

<i>Dragon Variety</i>	<i>Breath Weapon</i>	<i>Damage</i>	<i>(DC)</i>
Black	Line* of acid	6d4	(17)
Blue	Line of lightning	6d8	(18)
Green	Cone** of gas	6d6	(17)
Red	Cone of fire	6d10	(19)
White	Cone of cold	3d6	(16)
Brass	Line of fire	3d6	(17)
Bronze	Line of lightning	6d6	(18)
Copper	Line of acid	6d4	(17)
Gold	Cone of fire	6d10	(20)
Silver	Cone of cold	6d8	(18)

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.

**A cone is always 30 ft. long.

Special Qualities: A half-dragon has all the special qualities of the base creature, plus low-light vision and darkvision with a range of 60 feet. Half-dragons are immune to sleep and paralysis effects, and have additional immunities based on their dragon variety.

<i>Dragon Variety</i>	<i>Immunity</i>
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +8, Dex +0, Con +2, Int +2, Wis +0, Cha +2.

Skills: A half-dragon has 6 skill points, plus its Intelligence modifier, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Half-dragons have one feat for every four levels or the base creature's total of feats, whichever is greater. Half-dragons have access to, and usually favor, the dragon feats.

Climate/Terrain: Same as either the base creature or the dragon variety

Organization: Same as the base creature

Challenge Rating: Same as the base creature + 2

Treasure: Same as the base creature

Alignment: Same as the dragon variety
Advancement: Same as the base creature

Half-Fiend

"Half-fiend" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

Speed: There is a 50% chance that a half-fiend has bat wings. The creature can fly at the base creature's normal speed (average maneuverability).

AC: Natural armor improves by +1.

Attacks: A half-fiend gains bite and claw attacks in addition to the base creature's attacks., if it did not have them already.

Damage: If the base creature does not have bite and claw attacks, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

	<i>Bite</i>	<i>Claw</i>
<i>Size</i>	<i>Damage</i>	<i>Damage</i>
Fine	1	-
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A half-fiend retains all the special attacks of the base creature. Half-fiends with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

<i>Level</i>	<i>Abilities</i>
1-2	Darkness 3/day
3-4	Desecrate
5-6	Unholy blight
7-8	Poison 3/day
9-10	Contagion
11-12	Blasphemy
13-14	Unholy aura 3/day, unhallow
15-16	Horrid wilting
17-18	Summon monster IX (fiends only)
19+	Destruction

Special Qualities: A half-fiend has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Half-fiends are immune to poison, and have acid, cold, electricity, and fire resistance 20.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Wis +0, Cha +2.

Skills: A half-fiend has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Half-fiends have one feat for every four levels or the base creature's total of feats, whichever is greater.

Climate/Terrain: Same as either the base creature or the fiend

Organization: Same as the base creature

Challenge Rating: Same as the base creature +2

Alignment: Always evil (any)

Treasure: Same as the base creature

Advancement: Same as the base creature

Lich

"Lich" is a template that can be added to any humanoid creature (referred to hereafter as the "character"), provided it can create the required phylactery (see The Lich's Phylactery, below). The creature's type changes to "undead." It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character

AC: The lich has +5 natural armor or the character's natural armor, whichever is better.

Damage: Creatures without natural weapons gain a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save with a DC of 10 + 1/2 lich's HD + lich's Charisma modifier reduces the damage by half. Creatures with natural attacks can use their natural weaponry or use the touch attack, as they prefer.

Special Attacks: A lich retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 lich's HD + lich's Charisma modifier unless noted otherwise.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the lich's level.

Paralyzing Touch (Su): Any living creature the lich touches must succeed at a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. This power works in conjunction with the lich's damaging touch (see above).

Spells: The lich can cast any spells it could cast while alive.

Special Qualities: A lich retains all the character's special qualities and those listed below, and also gains the undead type (see page 6).

Turn Resistance (Ex): A lich has +4 turn resistance (see page 10).

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/+1.

Immunities (Ex): Liches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Saves: Same as the character

Abilities: A lich gains +2 to Intelligence, Wisdom, and Charisma, but being undead, has no Constitution score.

Skills: Liches receive a +8 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the character.

Feats: Same as the character

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 lich, plus 2-4 vampires_ and 5-8 vampire spawn)

Challenge Rating: Same as the character + 2

Treasure: Standard coins; double goods; double items

Alignment: Any evil

Advancement: By character class

The Lich's Phylactery:

An integral part of becoming a lich is creating a magic phylactery in which to store its life force. Unless the phylactery is located and destroyed, the lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be a sorcerer, wizard, or cleric of at least 11th level. The phylactery costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

Lycanthrope

"Lycanthrope" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The creature's type changes to "shapechanger." The lycanthrope takes on the characteristics of some type of carnivorous animal (referred to hereafter as the "animal"). This can be any predator between the size of a small dog and a large bear. The most common are listed in the table below. Some kinds of lycanthropes can also adopt a hybrid shape that combines features of the character and the animal.

A lycanthrope uses either the character's or the animal's statistics and special abilities in addition to those set out below.

Hit Dice: Same as the character or animal, whichever produces the higher hit point total. If the lycanthrope's number of Hit Dice is important, as with a sleep spell, use the character's or animal's number of Hit Dice, whichever is greater.

Speed: Same as the character or animal, depending on which form the lycanthrope is using.

AC: The character's or animal's natural armor increases by +2, depending on which form the lycanthrope is using. (A wererat in hybrid form is an exception; see the entry below.)

Attacks: Same as the character or animal, depending on which form the lycanthrope is using. (A wererat in hybrid form is an exception; see the entry below.)

Damage: Same as the character or animal, depending on which form the lycanthrope is using.

Special Attacks: A lycanthrope retains all the special attacks of the character or animal, depending on which form it is using, and also gains those listed below.

Lycanthropic Empathy (Ex): Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Curse of Lycanthropy (Su): Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy. A wererat can spread lycanthropy with its bite or by hitting with a piercing or slashing weapon. Bludgeoning or nonpenetrating attacks do not transmit the condition.

Special Qualities: A lycanthrope retains all the special qualities of the character or animal and also gains those listed below.

Alternate Form (Su): All lycanthropes can shift into animal form as though using the polymorph self spell (though their gear does not change). Wererats, weretigers, and werewolves also can assume a bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. Upon assuming either form, the lycanthrope regains hit points as if having rested for a day. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retains their animal form, however. This shapeshifting ability can be difficult to control (see Lycanthropy as an Affliction, below).

Damage Reduction (Ex): A lycanthrope in animal or hybrid form gains damage reduction 15/silver.

Saves: The base saves are as for the character or animal, whichever is better. In addition, lycanthropes receive a +2 racial bonus to Fortitude and Will saves.

Abilities: For a lycanthrope in humanoid form, ability scores are unchanged. In animal or hybrid form, a lycanthrope's ability scores improve by type, as set out in the table below.

Skills: Lycanthropes receive a +4 racial bonus to Search, Spot, and Listen checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8. A lycanthrope in hybrid or animal form gains the same skills as a normal animal of its form in addition to the character's skills. If a lycanthrope has a skill in both its humanoid and animal forms, use the better score. Afflicted lycanthropes also can learn the Control Shape skill (see the sidebar) as a class skill.

Feats: Same as the character. When in hybrid or animal form, the lycanthrope gains any feats a normal animal of its form has.

Lycanthropes also have the Improved Control Shape feat (see the sidebar). Lycanthropes in hybrid or animal form have additional feats as set out in the accompanying table.

Climate/Terrain: Same as either the character or animal

Organization: Solitary or pair, sometimes family (2-4), pack (6-10), or troupe (family plus related animals)

Challenge Rating: Same as the animal +2

Treasure: Standard

Alignment: Any; see examples below

Advancement: By character class

Common Lycanthropes

Name	Animal Form	Ability Score Adjustments	Feats
Werebear	Brown Bear	Str +16, Dex +2, Con +8	Blind-Fight, Multiattack, Power Attack
Wereboar	Boar	Str +4, Con +6	Blind-Fight, Improved Initiative
Wererat	Dire rat	Dex +6, Con +2	Multiattack (despite only one natural weapon), Weapon Finesse (bite), Weapon Finesse (any)
Weretiger	Tiger	Str +12, Dex +4, Con +6	Blind-Fight, Multiattack, Power Attack
Werewolf	Wolf	Str +2, Dex +4, Con +4	Blind-Fight, Improved Initiative, Weapon Finesse (bite) Control Shape (Wis)

Any character who has contracted lycanthropy and is aware of his or her condition can learn Control Shape as a class skill. This determines whether the afflicted lycanthrope can voluntarily control his or her shape. Natural lycanthropes instead have the Improved Control Shape feat, which gives them full control over their shapeshifting abilities.

Check: The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his or her hit points by one-quarter and again after each additional one-quarter lost (save DC same as for full moon).

Task	DC
Resist involuntary change	25
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Voluntary change (full moon)	10
Voluntary change (not full moon)	15

*For game purposes, the full moon lasts three days every month.

Retry: Check for an involuntary change once each time a triggering event occurs.

On a failed check to return to humanoid form (see below), the character must remain in animal or hybrid form until the next dawn, when he or she automatically returns to humanoid form.

Special: An involuntary change to animal or hybrid form ruins the character's armor and clothing if the new form is larger than the character's natural form. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds at a Fortitude save (DC 15).

When returning to normal form after an involuntary change, the character attempts a Wisdom check (DC 15) to realize what has happened. If the check succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form, using the appropriate DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.

An afflicted character who is aware of his or her condition can also try to return to humanoid form after assuming animal or hybrid form, using the appropriate DC. Only one attempt is allowed, however, as described above.

Lycanthropy as an Affliction

When a character contracts lycanthropy through a lycanthrope's attack (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and becomes a ravening beast, forgetting his or her own identity. The character remains in animal form, assuming the appropriate alignment, until dawn and remembers nothing about the incident.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed at a Control Shape check to resist changing into animal form (see the sidebar).

Many lycanthropes are born, not made, and are sometimes called "natural lycanthropes" to distinguish them from those who have contracted lycanthropy ("afflicted lycanthropes").

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Fortitude save (DC 20) to shake off the affliction. If a healer administers the herb, use the character's save or the healer's Heal check, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed at a Fortitude save (DC 13) or take initial damage of 1d6 points of temporary Strength. One minute later, the character must succeed at a second save or take an additional 2d6 points of temporary Strength damage.

A remove disease or heal spell cast by a cleric of at least 12th level also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast remove curse or break enchantment on the character during one of the three days of the full moon. After receiving the spell, the character must succeed at a Will save (DC 20) to break the curse (the caster knows if the spell works). Otherwise the process must be repeated. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

	Werebear	Wereboar	Wererat
	Medium-Size/Large Shapechanger	Medium-Size Shapechanger	Medium-Size/Small Shapechanger
Hit Dice:	6d8+24 (51 hp)	3d8+9 (22 hp)	1d8+1 (5 hp)
Initiative:	+0; +1 (Dex) as bear	+0; +4 (Improved Initiative) as boar	+0; +3 (Dex) as rat
Speed:	30 ft.; 30 ft. as bear	30 ft.; 40 ft. as boar	30 ft.; 40 ft., climb 20 ft. as rat
AC:	12 (+2 natural); 17 (-1 size, +1 Dex, +7 natural) as bear	12 (+2 natural); 18 (+8 natural) as boar	12 (+2 natural); 16 (+3 Dex, +3 natural) as hybrid 17 (+1 size, +3 Dex, +3 natural) as rat
Attacks:	Unarmed strike +0 melee; 2 claws +11 melee, bite +9 melee as bear	Unarmed strike +0 melee; gore +4 melee as boar	Unarmed strike +0 melee; rapier +3 melee, bite +1 melee as hybrid; bite +4 melee as rat
Damage:	Unarmed strike 1d3 subdual; claw 1d8+8, bite 2d8+4	Unarmed strike 1d3 subdual; gore 1d8+3	Unarmed strike 1d3 subdual; rapier 1d6; bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft; 5 ft. by 5 ft./10 ft as bear	5 ft. by 5 ft./5 ft; 5 ft. by 5 ft./5 ft as boar	5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./5 ft. as rat or hybrid
Special Attacks:	Improved grab, curse of lycanthropy as bear	Ferocity, curse of lycanthropy as boar	Curse of lycanthropy as rat or hybrid
Special Qualities:	Bear empathy; plus scent, damage reduction 15/silver as bear	Boar empathy; plus scent, damage reduction 15/silver as boar	Rat empathy; plus scent, damage reduction 15/silver as rat or hybrid
Saves:	Fort +11, Ref +6, Will +4	Fort +8, Ref +3, Will +3	Fort +5, Ref +5, Will +4
Abilities:	Str 27, Dex 13, Con 19, Int 10, Wis 10, Cha 10 as bear	Str 15, Dex 11, Con 17, Int 10, Wis 10, Cha 10 (as boar)	Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10 as rat or hybrid
Skills:	Listen +11, Search +8, Spot +14, Swim +14 as bear	Listen +15, Search +8, Spot +12 as boar	Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8. Move Silently +6, _
Feats:	Blind-Fight, Multiattack, Power Attack as bear3	Blind-Fight, Improved Initiative as boar3	Multiattack, Weapon Finesse (bite), Weapon Finesse (rapier) as hybrid3
Climate/Terrain:	Any forest, hill, mountains, and underground	Temperate and warm forest	Any land and underground
Organization:	Solitary, pair, family (2-4), or troupe (2-4 plus 1-4 brown bears)	Solitary, pair, brood (2-4), or troupe (2-4 plus 1-4 boars)	Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 dire rats)
Challenge Rating:	5	3	2
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful good	Always neutral	Always lawful evil
Advancement:	By character class	By character class	By character class

Werebear

Improved Grab (Ex): To use this ability, the werebear must hit with a claw attack.

Wereboar

Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Wererat

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat. The bipedal form is Medium-size with head, torso, and tail identical to those of a rat, although the limbs remain human. The rat form is 2 feet long from nose to rump and is preferred for travel and spying on potential victims.

Skills: A wererat in rat or hybrid form uses its Dexterity modifier for Climb checks.

	Weretiger	Werewolf
Hit Dice:	Medium-Size/Large Shapechanger 6d8+18 (45 hp)	Medium-Size Shapechanger 2d8+4 (13 hp)
Initiative:	+0; +2 (Dex) as tiger or hybrid	+0; +6 (+2 Dex, +4 Improved Initiative) as wolf or hybrid
Speed :	30 ft.; 40 ft. as tiger or hybrid	30 ft.; 50 ft. as wolf or hybrid
AC:	12 (+2 natural); 17 (+2 Dex, +5 natural) as hybrid; 16 (-1 size, +2 Dex, +5 natural) as tiger	12 (+2 natural); 16 (+2 Dex, +4 natural) as wolf or hybrid
Attacks:	Unarmed strike +0 melee; 2 claws +10 melee, bite melee as hybrid; 2 claws +9 melee, bite +7 melee as tiger	+8 Unarmed strike +0 melee; bite +3 melee as wolf or hybrid
Damage:	Unarmed strike 1d3 subdual; claw 1d8+6; bite 2d6+3	Unarmed strike 1d3 subdual; bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft; 5 ft. by 10 ft./5 ft. as tiger or hybrid	5 ft. by 5 ft./5 ft; 5 ft. by 5 ft./5 ft. as wolf or hybrid
Special Attacks:	Pounce, improved grab, rake 1d8+3, curse of lycanthropy as tiger or hybrid	Trip, curse of lycanthropy as wolf or hybrid
Special Qualities:	Tiger empathy; plus scent, damage reduction 15/silver as tiger or hybrid	Wolf empathy; plus scent, damage reduction 15/silver as wolf or hybrid
Saves:	Fort +10, Ref +7, Will +4	Fort +7, Ref +5, Will +2
Abilities:	Str 23, Dex 15, Con 17, Int 10, Wis 10, Cha 10 as tiger or hybrid1	Str 13, Dex 15, Con 15, Int 10, Wis 10, Cha 10 as wolf or hybrid1
Skills:	Balance +6, Hide +9 as hybrid or +5 as tiger, Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11 as tiger or hybrid2	Hide +3, Listen +14, Move Silently +4, Search +8, Spot +14, Wilderness Lore +0 as wolf or hybrid2
Feats:	Blind-Fight, Multiattack, Power Attack as tiger or hybrid3	Blind-Fight, Improved Initiative, Weapon Finesse (bite) as wolf or hybrid3
Climate/Terrain:	Any forest, hill, mountains, and plains	Any forest, hill, mountains, and plains
Organization:	Solitary or pair	Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 wolves)
Challenge Rating:	5	3
Treasure:	Standard	Standard
Alignment:	Always neutral	Always chaotic evil
Advancement:	By character class	By character class

(1)In human form, these lycanthropes have the following ability scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

(2)In human form, these lycanthropes have the skill Craft or Profession (any one) +6, Knowledge (any one) +4.

(3)In human form, these lycanthropes have the feat Skill Focus (any Craft or Profession).

Weretiger

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger. The bipedal form is about 7 feet tall, with a 3-foot tail, and covered by tiger-striped hide. The legs are more feline than human, and this form walks on its toes. The fingernails grow into claws. The head is a mixture of features: Ears, nose, muzzle, and teeth are tigerlike, but the eyes and overall shape are human. If the human form's hair is long, it is still present. The animal form is that of a fully grown tiger without any trace of human features.

Pounce (Ex): If a weretiger in hybrid or tiger form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the weretiger in hybrid or tiger form must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A weretiger in hybrid or tiger form that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the weretiger pounces on an opponent, it can also rake.

Skills: In hybrid or tiger form, weretigers receive a +4 bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Werewolf

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf. The bipedal form is about 6 feet tall, with a short tail, and covered in fur. The legs are like those of a wolf, and the head combines humanoid and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully grown wolf without any trace of human features.

Trip (Ex): A werewolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Skills: A werewolf in hybrid or wolf form gains a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Skeleton

"Skeleton" is a template that can be added to any non-undead corporeal creature (referred to hereafter as the "base creature") that has a skeletal system. The creature's type changes to "Undead." It retains most type modifiers, but loses alignment type modifiers and type modifiers that indicate kind (such as "Goblinoid" or "Reptilian"). for more information see the charts below:

They Keep:

Air
Aquatic
Cold
Earth
Electricity
Fire
Water

They Lose:

Chaotic
Evil
Good
Lawful
Reptilian
Humanoid subtype (e.g., Elf)

The new skeleton uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from experience and raise remaining Hit Dice to d12. If the creature has more than 20 Hit Dice, it can't be made into a skeleton by the **animate dead** spell. (Exception: A 20th-level cleric with the Evil domain casts **animate dead** at caster level 21, so such a cleric can create an undead creature with 21 Hit Dice.)

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor changes to a number based on the skeleton's size:

Tiny or smaller:	0
Small:	1
Medium-size:	2
Large:	3
Huge:	4
Gargantuan:	6
Colossal:	10

Attacks: The skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that can't work without flesh (such as a mind flayer's tentacle attacks). A creature with hands gains one claw attack per hand; the skeleton can strike with all of them at its full attack bonus. (If the creature already had claw attacks with its hands, it can use the skeleton attack format and damage, if they're better.) Recalculate the skeleton's melee and ranged attack bonuses based on its new type (Undead) and abilities (+2 Dexterity). Undead creatures have a base attack of HD ' 1/2 (same as a wizard).

Damage: Natural and manufactured weapons inflict normal damage. A claw attack deals damage depending on the skeleton's size. (Use the base creature's claw damage if it's greater.)

Diminutive or Fine:	1
Tiny:	1d2
Small:	1d3
Medium-size:	1d4
Large:	1d6
Huge:	2d4
Gargantuan:	2d6
Colossal:	2d8

Special Attacks: The skeleton loses all special attacks the base creature once enjoyed.

Special Qualities: The skeleton loses all special qualities the base creature once had, except those associated with any subtypes it retains (such as the Fire subtype). All skeletons gain the Undead type (see the Introduction of the **Monster Manual**) and this special quality:

Skeleton Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they suffer only half damage from piercing and slashing weapons.

Saves: Base saves are the same as those of a wizard: Fort +1/3 HD, Ref +1/3 HD, and Will +2+(1/2HD).

Abilities: The new skeleton's Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The skeleton loses all skills once possessed by the base creature.

Feats: The skeleton loses all feats once possessed by the base creature, but gains Improved Initiative.

Climate/Terrain: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice:

<i>Hit Dice</i>	<i>Challenge Rating</i>
1/2	1/6
1	1/2
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-14	6
15-17	7
18-20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: Hit Dice are based on advanced Hit Dice, if applicable.

EXAMPLE SKELETONS

Skeleton Orc

Medium-size Undead	
Hit Dice:	1d12 (6 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	16 (+1 Dex, +2 natural,+3 studded leather)
Attacks:	Scimitar +2 melee
Damage:	Scimitar 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, skeleton immunities
Saves:	Fort +0, Ref +1, Will +2
Abilities:	Str 14, Dex 12, Con --,Int --, Wis 10, Cha 1

Feats: Improved Initiative
Clim./Terr.: Any land and underground
Organization: Any
CR: 1/2
Treasure: None
Alignment: Always neutral evil
Advancement: --

Skeleton Gnoll

Medium-size Undead
Hit Dice: 2d12 (13 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 16 (+1 Dex, +2 natural, +3 studded leather)
Attacks: Greataxe +3 melee
Damage: Greataxe 1d12+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Undead, skeleton immunities
Saves: Fort +0, Ref +1, Will +3
Abilities: Str 15, Dex 12, Con --, Int --, Wis 10, Cha 1
Feats: Improved Initiative
Clim./Terr.: Any land and underground
Organization: Any
CR: 1
Treasure: None
Alignment: Always neutral evil
Advancement: -

Skeleton Umber Hulk

Large Undead
Hit Dice: 8d12 (52 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft., burrow 20 ft.
AC: 14 (-1 size, +2 Dex, +3 natural)
Attacks: 2 claws +9 melee
Damage: Claw 2d4+6
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: Undead, skeleton immunities
Saves: Fort +2, Ref +4, Will +6
Abilities: Str 23, Dex 15, Con --, Int --, Wis 10, Cha 1
Feats: Improved Initiative
Clim./Terr.: Any land and underground
Organization: Any
CR: 4
Treasure: None
Alignment: Always neutral evil
Advancement: 9-12 HD (Large); 13-21 HD (Huge)

Skeleton Gray Render

Large Undead
Hit Dice: 10d12 (65 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 13 (-1 Size, +1 Dex, +3 natural)
Attacks: Bite +10 melee, 2 claws +5 melee@base +5 Str +6 Size -1
Damage: Bite 2d6+6, claw 1d6+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: Undead, skeleton immunities
Saves: Fort +3, Ref +4, Will +7
Abilities: Str 23, Dex 12, Con --, Int --, Wis 10, Cha 1
Feats: Improved Initiative
Clim./Terr.: Any land and underground
Organization: Any
CR: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 11-15 HD (Large); 16-21 (Huge)

Skeleton Fire Giant

Large Undead (Fire)
Hit Dice: 15d12 (97 hp)
Initiative: +4 (+4 Improved Initiative)
Speed: 30 ft. (chainmail); base 40 ft.
AC: 17 (-1 Size, +3 natural, +5 breastplate)
Attacks: Huge greatsword +16/+11 melee
Damage: Huge greatsword 2d8+15
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: Undead, skeleton immunities
Saves: Fort +5, Ref +5, Will +9
Abilities: Str 31, Dex 11, Con --, Int --, Wis 10, Cha 1
Feats: Improved Initiative
Clim./Terr.: Any land and underground
Organization: Any
CR: 7
Treasure: None
Alignment: Always neutral evil
Advancement: --

Adult Green Dragon Skeleton

Huge Undead (Air)
Hit Dice: 20d12 (130 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft., swim 40 ft.
AC: 13 (-2 size, +1 Dex, +4 natural)
Attacks: Bite +16 melee, 2 claws +11 melee, 2 wings +11 melee, tail slap +11 melee
Damage: Bite 2d8+8, claw 2d6+4, wing 1d8+4, tail slap 2d6+12
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Qualities: Undead type, skeleton immunities.

Saves: Fort +6, Ref +7, Will +12
Abilities: Str 27, Dex 12, Con --, Int --, Wis 10, Cha 1
Skills: None
Feats: Improved Initiative
Clim./Terr.: Any land and underground
Organization: Any
CR: 8
Treasure: None
Alignment: Always neutral evil
Advancement: 21 HD (Huge)

Vampire

"Vampire" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

AC: The base creature's natural armor improves by +6.

Attacks: A vampire retains all the attacks of the base creature and also gains a slam attack if it didn't already have one.

Damage: Vampires have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

<i>Size</i>	<i>Damage</i>
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 vampire's HD + vampire's Charisma modifier unless noted otherwise.

Domination (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save or fall instantly under the vampire's influence as though by a dominate person spell cast by a 12th-level sorcerer. The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire's slam attack suffer 2 negative levels.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

Special Qualities: A vampire retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction (Su): A vampire's undead body is tough, giving the creature damage reduction 15/+1.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Resistance (Ex): A vampire has cold and electricity resistance 20.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will, as the spell cast by a 5th-level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph self spell cast by a 12th-level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, vampires have no Constitution score.

Skills: Vampires receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Otherwise same as the base creature.

Feats: Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2-5), or troop (1-2 plus 2-5 vampire spawn)

Challenge Rating: Same as the base creature +2

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Vampire Weaknesses

Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented, holy symbol. These things don't harm the vampire—they merely keep it at bay.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire

Simply reducing a vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay vampires.

Exposing any vampire to direct sunlight disorients it: It can take only partial actions and is destroyed utterly on the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round.

Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Vampire Characters

Vampires are always chaotic evil, which causes characters of certain classes to lose their class abilities. In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that master controls. Vampire clerics have access to the Chaos, Destruction, Evil, and Trickery domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar (other than a rat or bat), the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

Vermin

Vermin: Immune to mind-influencing effects.

Poison (Ex): Many vermin have poisonous bites or stings. They are all injury type poisons. The Fortitude save DCs and damage are set out in the Vermin Poison table.

Vermin Poison

<i>Poison</i>	<i>DC</i>	<i>Initial and Secondary Damage</i>
Giant bee	13	1d6 Con
Giant wasp	18	1d6 Dex

Monstrous centipede

Tiny	11	1 Dex
Small	11	1d2 Dex
Medium-size	13	1d3 Dex
Large	16	1d4 Dex
Huge	18	1d6 Dex
Gargantuan	26	1d8 Dex
Colossal	36	2d6 Dex

Monstrous scorpion

Tiny	11	1d2 Str
Small	11	1d3 Str
Medium-size	15	1d4 Str
Large	18	1d6 Str
Huge	26	1d8 Str
Gargantuan	36	2d6 Str
Colossal	54	2d8 Str

Monstrous spider

Tiny	11	1d2 Str
Small	11	1d3 Str
Medium-size	14	1d4 Str
Large	16	1d6 Str
Huge	22	1d8 Str
Gargantuan	31	2d6 Str
Colossal	35	2d8 Str

	Giant Ant, Worker	Giant Ant, Soldier	Giant Ant, Queen
	Medium-Size Vermin	Medium-Size Vermin	Large Vermin
HD:	2d8 (9 hp)	2d8+2 (11 hp)	4d8+4 (22 hp)
Initiative:	+0	+0	-1 (Dex)
Speed:	50 ft., climb 20 ft.	50 ft., climb 20 ft.	40 ft.
AC:	17 (+7 natural)	17 (+7 natural)	17 (-1 size, -1 Dex, +9 natural)
Attacks:	Bite +1 melee	Bite +3 melee	Bite +5 melee
Damage:	Bite 1d6	Bite 2d4+3	Bite 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab	Improved grab, acid sting	Improved grab
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +3, Ref +0, Will +0	Fort +4, Ref +0, Will +1	Fort +5, Ref +0, Will +2

Abilities:	Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 9	Str 14, Dex 10, Con 13, Int -, Wis 13, Cha 11	Str 16, Dex 9, Con 13, Int -, Wis 13, Cha 11
Skills:	Climb +8, Listen +5, Spot +5	Climb +10, Listen +6, Spot +6	Listen +7, Spot +7
Climate/Terrain:	Temperate and warm desert, forest, hill, plains, and underground	Temperate and warm desert, forest, hill, plains, and underground	Temperate and warm desert, forest, hill, plains, and underground
Organization:	Gang (2-6) or crew (6-11 plus 1 giant ant soldier)	Solitary or gang (2-4)	Hive (1 plus 10-100 workers and 5-20 soldiers)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)	3-4 HD (Medium-size); 5-6 HD (Large)	5-6 HD (Large); 7-8 HD (Huge)

Giant Ant

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

Acid Sting (Ex): The giant ant soldier has a stinger and an acid-producing gland and in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

	Giant Bee Medium-Size Vermin +2 (Dex)	Giant Beetle, Bombardier 2d8+4 (13 hp) +0	Giant Beetle, Fire 1d8 (4 hp) +0
Initiative:	20 ft., fly 80 ft. (good)	30 ft.	30 ft.
Speed:	14 (+2 Dex, +2 natural)	16 (+6 natural)	16 (+1 size, +5 natural)
AC:	Sting +2 melee	Bite +2 melee	Bite +1 melee
Attacks:	Sting 1d4 and poison	Bite 1d4+1	Bite 2d4
Damage:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	-
Face/Reach:	Vermin	Vermin	Vermin
Special Qualities:	Fort +3, Ref +3, Will +2	Fort +5, Ref +0, Will +0	Fort +2, Ref +0, Will +0
Saves:	Str 11, Dex 14, Con 11, Int -, Wis 12, Cha 9	Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 9	Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7
Abilities:	Intuit Direction +6, Spot +6	Listen +5, Spot +5	Climb +4, Listen +3, Spot +3
Skills:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Climate/Terrain:	Solitary, swarm (2-5), or hive (11-20)	Cluster (2-5) or swarm (6-11)	Cluster (2-5) or swarm (6-11)
Organization:	2	2	1/3
Challenge Rating: 1/2	No coins; 1/4 goods (honey only); no items	None	None
Treasure:	Always neutral	Always neutral	Always neutral
Alignment:	4-6 HD (Medium-size); 7-9 HD (Large)	3-4 HD (Medium-size); 5-6 HD (Large)	2-3 HD (Small)
Advancement:			

Giant Bee

Poison (Ex): See the Vermin Poison table, above. A bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

Giant Bombardier Beetle

Acid Spray (Ex): When attacked or disturbed, a giant bombardier beetle can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed at a Fortitude save (DC 13) or take 1d4+2 points of damage.

Giant Fire Beetle

They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius

	Giant Beetle, Stag Large Vermin 7d8+21 (52 hp)	Giant Praying Mantis Large Vermin 4d8+8 (26 hp)	Giant Wasp Large Vermin 5d8+10 (32 hp)
HD:	+0	-1 (Dex)	+1 (Dex)
Initiative:	20 ft.	20 ft., fly 40 ft. (poor)	20 ft., fly 60 ft. (good)
Speed:	19 (-1 size, +10 natural)	14 (-1 size, -1 Dex, +6 natural)	14 (-1 size, +1 Dex, +4 natural)
AC:	Bite +10 melee	Claws +6 melee, bite +1 melee	Sting +6 melee
Attacks:	Bite 4d6+9	Claws 1d8+4, bite 1d6+2	Sting 1d3+6 and poison
Damage:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Face/Reach:	Trample 2d8+3	Improved grab, squeeze	Poison
Special Attacks:	Vermin	Vermin	Vermin
Special Qualities:	Fort +8, Ref +2, Will +2	Fort +6, Ref +0, Will +3	Fort +6, Ref +2, Will +2
Saves:	Str 23, Dex 10, Con 17, Int -, Wis 10, Cha 9	Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11	Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11
Abilities:	Listen +8, Spot +7 Hide +1*, Temperate and warm forest and underground	Listen +5, Spot +8 Any land and underground and underground	Intuit Direction +7, Spot +9 Temperate and warm land
Skills:	Cluster (2-5) or swarm (6-11)	Solitary	Solitary, swarm (2-5), or nest (11-20)
Climate/Terrain:	4	2	3
Organization:	None	None	None
Challenge Rating:	Always neutral	Always neutral	Always neutral
Treasure:			
Alignment:			

Giant Stag Beetle

Trample (Ex): A giant stag beetle can trample Medium-size or smaller creatures for 2d8+3 points of damage. Opponents who do not make attacks of opportunity against the giant stag beetle can attempt a Reflex save (DC 19) to halve the damage.

Giant Praying Mantis

Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size or smaller with its claws attack. If it gets a hold, it squeezes.

Squeeze (Ex): A giant praying mantis that gets a hold on a Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at its full attack value of +6 each round the hold is maintained.

Skills: *Because of its camouflage, a mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

Giant Wasp

Poison (Ex): See the Vermin Poison table.

	Monstrous Centipede, Tiny Tiny Vermin	Monstrous Centipede, Small Small Vermin	Monstrous Centipede, Medium-Size Medium-Size Vermin
Hit Dice:	1/4 d8 (1 hp)	1/2 d8 (2 hp)	1d8 (4 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	20 ft.	30 ft.	40 ft.
AC:	14 (+2 size, +2 Dex)	14 (+1 size, +2 Dex, +1 natural)	14 (+2 Dex, +2 natural)
Attacks:	Bite +4 melee	Bite +3 melee	Bite +2 melee
Damage:	Bite 1d3-5 and poison	Bite 1d4-3 and poison	Bite 1d6-1 and poison
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2	Str 5, Dex 15, Con 10, Int -, Wis 10, Cha 2	Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2
Skills:	Climb +3, Hide +17, Spot +7	Climb +5, Hide +13, Spot +7	Climb +8, Hide +8, Spot +8
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Colony (8-16)	Colony (2-5) or swarm (6-11)	Solitary or colony (2-5)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	-
	Monstrous Centipede, Large Large Vermin	Monstrous Centipede, Huge Huge Vermin	Monstrous Centipede, Gargantuan Gargantuan Vermin
Hit Dice:	2d8 (9 hp)	4d8 (18 hp)	16d8 (72 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	40 ft.	40 ft.	40 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)	16 (-2 size, +2 Dex, +6 natural)	18 (-4 size, +2 Dex, +10 natural)
Attacks:	Bite +2 melee	Bite +4 melee	Bite +13 melee
Damage:	Bite 1d8+1 and poison	Bite 2d6+4 and poison	Bite 2d8+7 and poison
Face/Reach:	5 ft. by 15 ft./5 ft.	10 ft. by 30 ft./10 ft.	15 ft. by 60 ft./10 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +3, Ref +2, Will +0	Fort +4, Ref +3, Will +1	Fort +10, Ref +7, Will +5
Abilities:	Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2	Str 17, Dex 15, Con 10, Int -, Wis 10, Cha 2	Str 21, Dex 15, Con 10, Int -, Wis 10, Cha 2
Skills:	Climb +10, Hide +3, Spot +8	Climb +11, Hide +1, Spot +7	Climb +13, Hide -3, Spot +7
Feats:	Weapon Finesse (bite)	-	-
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Solitary or colony (2-5)	Solitary or colony (2-5)	Solitary
Challenge Rating:	1	2	6
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3 HD (Large)	5-15 HD (Huge)	17-31 HD (Gargantuan)
	Monstrous Centipede, Colossal Colossal Vermin	Monstrous Scorpion, Tiny Tiny Vermin	Monstrous Scorpion, Small Small Vermin
Hit Dice:	32d8 (144 hp)	1/2 d8+2 (4 hp)	1d8+2 (6 hp)
Initiative:	+2 (Dex)	+0	+0
Speed:	40 ft.	20 ft.	30 ft.
AC:	20 (-8 size, +2 Dex, +16 natural)	14 (+2 size, +2 natural)	14 (+1 size, +3 natural)
Attacks:	Bite +23 melee	2 claws +2 melee, sting -3 melee	2 claws +1 melee, sting -4 melee
Damage:	Bite 4d6+10 and poison	Claw 1d2-4, sting 1d2-4 and poison	Claw 1d3-1, sting 1d3-1 and poison
Face/Reach:	30 ft. by 120 ft./15 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison	Improved grab, poison	Improved grab, squeeze, poison
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +18, Ref +12, Will +10	Fort +4, Ref +0, Will +0	Fort +4, Ref +0, Will +0
Abilities:	Str 25, Dex 15, Con 10, Int -, Wis 10, Cha 2	Str 3, Dex 10, Con 14, Int -, Wis 10, Cha 2	Str 9, Dex 10, Con 14, Int -, Wis 10, Cha 2
Skills:	Climb +15, Hide -7, Spot +7	Climb +4, Hide +15, Spot +7	Climb +6, Hide +12, Spot +7

Feats:	-	Weapon Finesse (claw, sting)	Weapon Finesse (claw, sting)
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Solitary	Colony (8-16)	Colony (2-5) or swarm (6-11)
Challenge Rating:	8	1/4	1/2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	33-64 HD (Colossal)	-	-

Monstrous Centipede

Monstrous Centipede Sizes

Size	Body Length	Body Width*	Height
Tiny	2 feet	3 inches	1 1/2 inches
Small	4 feet	6 inches	3 inches
Medium-size	8 feet	1 foot	6 inches
Large	15 feet	2 feet	1 foot
Huge	30 feet	4 feet	2 feet
Gargantuan	60 feet	8 feet	4 feet
Colossal	120 feet	16 feet	8 feet

*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

	Monstrous Scorpion, Medium-Size Vermin	Monstrous Scorpion, Large Vermin	Monstrous Scorpion, Huge Vermin
Hit Dice:	2d8+4 (13 hp)	4d8+8 (26 hp)	16d8+32 (104 hp)
Initiative:	+0	+0	+0
Speed:	40 ft.	50 ft.	50 ft.
AC:	14 (+4 natural)	14 (-1 size, +5 natural)	16 (-2 size, +8 natural)
Attacks:	2 claws +2 melee, sting -3 melee	2 claws +5 melee, sting +0 melee	2 claws +15 melee, sting +10 melee
Damage:	Claw 1d4+1, sting 1d4 and poison 5 ft. by 5 ft./5 ft.	Claw 1d6+3, sting 1d6+1 and poison 5 ft. by 10 ft./5 ft.	Claw 1d8+5, sting 2d4+2 and poison 10 ft. by 20 ft./10 ft.
Face/Reach:			
Special Attacks:	Improved grab, squeeze, poison	Improved grab, squeeze, poison	Improved grab, squeeze, poison
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +5, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +12, Ref +5, Will +5
Abilities:	Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 2	Str 17, Dex 10, Con 14, Int -, Wis 10, Cha 2	Str 21, Dex 10, Con 14, Int -, Wis 10, Cha 2
Skills:	Climb +8, Hide +8, Spot +7	Climb +11, Hide +3, Spot +7	Climb +12, Hide +0, Spot +7
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Solitary or colony (2-5)	Solitary or colony (2-5)	Solitary or colony (2-5)
Challenge Rating:	1	2	6
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	5-15 HD (Large)	17-31 HD (Huge)

	Monstrous Scorpion, Gargantuan Vermin	Monstrous Scorpion, Colossal Vermin	Monstrous Spider, Tiny Vermin
Hit Dice:	32d8+64 (208 hp)	64d8+128 (416 hp)	1/2 d8 (2 hp)
Initiative:	+0	+0	+3 (Dex)
Speed:	50 ft.	50 ft.	20 ft., climb 10 ft.
AC:	18 (-4 size, +12 natural)	20 (-8 size, +18 natural)	15 (+2 size, +3 Dex)
Attacks:	2 claws +27 melee, sting +22 melee	2 claws +49 melee, sting +44 melee	Bite +5 melee
Damage:	Claw 2d6+7, sting 2d6+3 and poison 20 ft. by 40 ft./10 ft.	Claw 2d8+9, sting 2d8+4 and poison 40 ft. by 80 ft./15 ft.	Bite 1d3-4 and poison 2 1/2 ft. by 2 1/2 ft./0 ft.
Face/Reach:			Poison, web
Special Attacks:	Improved grab, squeeze, poison	Improved grab, squeeze, poison	Vermin
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +20, Ref +10, Will +10	Fort +36, Ref +21, Will +21	Fort +2, Ref +3, Will +0
Abilities:	Str 25, Dex 10, Con 14, Int -, Wis 10, Cha 2	Str 29, Dex 10, Con 14, Int -, Wis 10, Cha 2	Str 3, Dex 17, Con 10, Int -, Wis 10, Cha 2
Skills:	Climb +14, Hide -4, Spot +7	Climb +16, Hide -8, Spot +7	Climb +8, Hide +18, Jump -4*, Spot +7*
Feats:	-	-	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Solitary	Solitary	Colony (8-16)
Challenge Rating:	9	11	1/4
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	33-63 HD (Gargantuan)	-	-

Monstrous Scorpion

Monstrous Scorpion Sizes

Size	Body Length	Body Width*	Height
Tiny	2 feet	1 foot	1 1/2 inches

Small	4 feet	2 feet	3 inches
Medium-size	6 feet	3 feet	6 inches
Large	10 feet	5 feet	1 1/2 feet
Huge	20 feet	10 feet	2 1/2 feet
Gargantuan	40 feet	20 feet	5 feet
Colossal	80 feet	40 feet	10 feet

*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

**The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

Poison (Ex): See the Vermin Poison table.

Skills: A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

	Monstrous Spider, Small Small Vermin	Monstrous Spider, Medium-Size Medium-Size Vermin	Monstrous Spider, Large Large Vermin
Hit Dice:	1d8 (4 hp)	2d8+2 (11 hp)	4d8+4 (22 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	30 ft., climb 20 ft. (40 ft., climb 20 ft.)	30 ft., climb 20 ft. (40 ft., climb 20 ft.)	30 ft., climb 20 ft. (40 ft., climb 20 ft.)
AC:	14 (+1 size, +3 Dex)	14 (+3 Dex, +1 natural)	14 (-1 size, +3 Dex, +2 natural)
Attacks:	Bite +4 melee	Bite +4 melee	Bite +4 melee
Damage:	Bite 1d4-2 and poison	Bite 1d6 and poison	Bite 1d8+3 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 10 ft./5 ft.
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +2, Ref +3, Will +3	Fort +4, Ref +3, Will +0	Fort +5, Ref +4, Will +1
Abilities:	Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2	Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2	Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2
Skills:	Climb +10, Hide +14, Jump -2*, Spot +7*	Climb +12, Hide +10, Jump +0*, Spot +7*	Climb +14, Hide +6, Jump +2*, Spot +7*
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)	-
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Colony (2-5) or swarm (6-11)	Solitary or colony (2-5)	Solitary or colony (2-5)
Challenge Rating:	1/2	1	2
Treasure:	None	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	3 HD (Medium-size)	6-9 HD (Large)
	Monstrous Spider, Huge Huge Vermin	Monstrous Spider, Gargantuan Gargantuan Vermin	Monstrous Spider, Colossal Colossal Vermin
Hit Dice:	10d8+10 (55 hp)	24d8+24 (132 hp)	48d8+48 (264 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	30 ft., climb 20 ft. (40 ft., climb 20 ft.)	30 ft., climb 20 ft. (40 ft., climb 20 ft.)	30 ft., climb 20 ft. (40 ft., climb 20 ft.)
AC:	16 (-2 size, +3 Dex, +5 natural)	18 (-4 size, +3 Dex, +9 natural)	20 (-8 size, +3 Dex, +15 natural)
Attacks:	Bite +9 melee	Bite +20 melee	Bite +36 melee
Damage:	Bite 2d6+6 and poison	Bite 2d8+9 and poison	Bite 4d6+12 and poison
Face/Reach:	15 ft. by 15 ft./10 ft.	20 ft. by 20 ft./10 ft.	40 ft. by 40 ft./15 ft.
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +8, Ref +6, Will +3	Fort +15, Ref +11, Will +8	Fort +27, Ref +19, Will +16
Abilities:	Str 19, Dex 17, Con 12, Int -, Wis 10, Cha 2	Str 23, Dex 17, Con 12, Int -, Wis 10, Cha 2	Str 27, Dex 17, Con 12, Int -, Wis 10, Cha 2
Skills:	Climb +16, Hide +2, Jump +4*, Spot +7*	Climb +18, Hide -2, Jump +6*, Spot +7*	Climb +20, Hide -6, Jump +8*, Spot +7*
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Solitary or colony (2-5)	Solitary	Solitary
Challenge Rating:	4	7	7
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	11-23 HD (Huge)	25-47 HD (Gargantuan)	49-64 HD (Colossal)

Monstrous Spider

Monstrous Spider Sizes

Size	Diameter*	Height
Tiny	2 feet	2 inches

Small	3 feet	3 inches
Medium-size	5 feet	6 inches
Large	10 feet	1 1/2 feet
Huge	15 feet	2 1/2 feet
Gargantuan	20 feet	5 feet
Colossal	40 feet	10 feet

*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

Monstrous Spider Webs

<i>Spider Size</i>	<i>Escape DC</i>	<i>Break DC</i>	<i>Hit Points</i>
Tiny	16	22	2
Small	18	24	4
Medium-size	20	26	6
Large	26	32	12
Huge	28	34	14
Gargantuan	30	36	16
Colossal	32	38	18

Poison (Ex): See the Vermin Poison table.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Skills: *Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks.

*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

SPELLS AND MAGIC

SPECIAL TERMS

Components: Aspects of a spell casting description; including Verbal (spoken), Somatic (Motions or gestures), Material (various physical ingredients), Focus (a specific object of power) and Divine Focus (a specific object of religious significance).

Spell: A description of a specific magical effect.

Spell Resistance: A special ability that may negate the effect of certain spells when cast on characters with Spell Resistance.

The Eight Schools of Magic: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy and Transmutation

CASTING A SPELL

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, the character must concentrate to cast a spell—and it's hard to concentrate in the heat of battle. (See below for details.)

If a spell has multiple versions, the character chooses which version to use when the character casts it. The character doesn't have to prepare (or learn, in the case of a bard or sorcerer) a specific version of the spell.

Once the character has cast a prepared spell, the character can't cast it again until it is prepared again. (If the character has prepared multiple copies of a single spell, each copy can be cast only once.) If the character is a bard or sorcerer, casting a spell counts against the character's daily limit for spells of that level, but the character can cast the same spell again if the character hasn't reached his or her limit.

Spell Slots: The various character class tables show how many spells of each level a character can cast per day. The character always has the option to fill a higher-level spell slot with a lower-level spell.

Casting Time

The character can cast a spell with a casting time of 1 action as a standard action, just like making an attack.

A spell that takes 1 full round to cast is a full-round action. It comes into effect just before the beginning of the character's turn in the round after the character began casting the spell. The character then acts normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (and for each of those 10 rounds, the character is casting a spell as a full-round action).

The character must make all pertinent decisions about a spell (range, target, area, effect, version, etc.) when the character begins casting.

Range

A spell's range indicates how far from the character it can reach, as defined on the Range line of the spell description. A spell's range is the maximum distance from the character that the spell's effect can occur, as well as the maximum distance at which the character can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted. Standard ranges include:

Personal: The spell affects only the character.

Touch: The character must touch a creature or object to affect it.

Close: The spell can reach up to 25 feet away from the character. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell can reach up to 100 feet + 10 feet per caster level.

Long: The spell can reach up to 400 feet + 40 feet per caster level.

Unlimited: The spell can reach anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Aiming a Spell

The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Target or Targets: Some spells have a target or targets. The character casts these spells directly on creatures or objects, as defined by the spell itself. The character must be able to see or touch the target, and the character must specifically choose that target. However, the character does not have to select the character's target until the moment the character finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target, such as casting charm person on a dog, the spell has no effect.

If the target of a spell is the character ("Target: the character"), the character does not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Effect: Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. The character aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope the character hit something. The character doesn't have to see the creature he or she is trying to hit, as the character does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature the character is aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the character can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

The character must designate the point of origin for such an effect but need not have line of effect to all portions of the effect.

Area: Some spells affect an area. The character selects where the spell starts, but otherwise the character doesn't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the categories below.

Burst: As with an effect, the character selects the spell's point of origin. The spell bursts out from this point, affecting whatever it catches in its area. A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: When the character casts a spell with a cone area, the cone shoots away from the character in the direction the character designates. A cone starts as a point directly before the character, and it widens out as it goes. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long. (A 25-foot-long cone is 10 feet wide at 10 feet of its length and 25 feet wide at its far end.)

Creatures: Some spells affect creatures directly (like a targeted spell), but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. If a spell has a limited amount of targets it can effect, it will ignore those that it cannot effect.

Cylinder: As with a burst, the character selects the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells, such as silence, have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Objects: Some spells affect objects within an area the character selects (as above, but affecting objects instead of creatures).

Spread: Some spells spread out like a burst but can turn corners. The character selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," the character can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

The character must have a clear line of effect to any target that the character casts a spell on or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell the character casts. For bursts, cones, cylinders, and emanating spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

Such an opening makes a 5-foot length of wall no longer considered a barrier for purposes of a spell's line of effect (though the rest of the wall farther from the hole can still block the spell).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, etc.) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half its caster level.

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against the character's spell has a DC of 10 + the level of the spell + the character's bonus for the relevant ability. A spell's level can vary depending on the character's class. Always use the spell level applicable to the character's class.

Succeeding at a Saving Throw: A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, the character senses that the spell has failed. The character does not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving Up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on his saving throw, however, an exposed item is harmed (if the attack can harm objects). The four items nearest the top on Table: Items Affected by Magical Attacks are the most likely to be struck. Determine which four objects are most likely to be struck and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deals.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Table: Items Affected by Magical Attacks

<i>Order*</i>	<i>Item</i>
1st	Shield
2nd	Armor
3rd	Magic helmet
4th	Item in hand (including weapon, wand, etc.)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

*In order of most likely to least likely to be affected.

Spell Resistance

Spell resistance is a special defensive ability. If the character's spell is being resisted by a creature with spell resistance, the character must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance rating for the spell to affect that creature.

The defender's spell resistance rating is like an AC against magical attacks.

The Spell Resistance line and descriptive text of a spell tell the character if spell resistance protects creatures from it. In many cases, SR applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "Object" and "Harmless" mean the same thing as for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as Harmless without the caster level check described above.

The Spell's Result

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), the character can apply whatever results a spell entails.

Many spells affect particular sorts of creatures. These terms, and terms like them, refer to specific creature types that are defined by these rules.

Duration

Once the character has determined who's affected and how, the character needs to know for how long. A spell's Duration line tells the character how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the DM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as the character concentrates on it. Concentrating to maintain a spell is a standard action that doesn't provoke attacks of opportunity.

Anything that could break the character's concentration when casting a spell can also break the character's concentration while the character is maintaining one, causing the spell to end (see Concentration, below). The character can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but the character can't maintain it for more than a stated duration in any event.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to when their durations end. If the spell affects an area, then the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and become no longer subject to it when they leave.

Touch Spells and Holding the Charge: If the character doesn't discharge a touch spell on the round the character casts the spell, the character can hold the discharge of the spell (hold the charge) indefinitely.

The character can make touch attacks round after round. The character can touch one friend (or the character can touch his or her self) as a standard action or up to six friends as a full-round action. If the character touches anything with the character's hand while holding a charge, the spell discharges. If the character casts another spell, the touch spell dissipates.

Discharge: A few spells last for a set duration or until triggered or discharged.

(D): If the Duration line ends with "(D)," the character can dismiss the spell at will. The character must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, the character dismisses the spell with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the character has to do to end the spell is to stop concentrating).

Components

A spell's Components line includes abbreviations that tell the character what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually the character doesn't worry about components, but when the character can't use a component for some reason or when a material or focus component is expensive, then they count.

V (Verbal): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A silence spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

S (Somatic): A somatic component is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component.

M (Material): A material component is a physical substance or object that is annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don't bother to keep track of material components with negligible cost. Assume the character has all components needed as long as the character has a spell component pouch.

F (Focus): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a specific price is listed. Assume that focus components of negligible cost are in the character's spell component pouch.

DF (Divine Focus): A divine focus component is an item of spiritual significance. The divine focus for a cleric or a paladin is a holy symbol appropriate to the character's faith. For an evil cleric, the divine focus is an unholy symbol. The default divine focus for a druid or a ranger is a sprig of mistletoe or some holly.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component and the divine version has a divine focus component.

XP (XP Cost): Some powerful spells entail an experience point (XP) cost to the character. No spell, not even restoration, can restore the lost XP. The character cannot spend so much XP that the character loses a level, so the character cannot cast the spell unless the character has enough XP to spare. However, the character may, on gaining enough XP to attain a new level, use the XP for casting a spell rather than keeping the XP and advancing a level. The XP are treated just like a material component—expended when the character casts the spell, whether or not the casting succeeds.

Concentration

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the character must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell the character is trying to cast, the higher the DC is. (The DC depends partly on the spell level because more powerful spells require more mental effort.) If the character fails the check, the character loses the spell just as if the character had cast it to no effect.

Injury: Getting hurt or being affected by hostile magic while trying to cast a spell can break the character's concentration and ruin a spell. If while trying to cast a spell the character takes damage, fails a saving throw, or is otherwise successfully assaulted, the character must make a Concentration check. The DC is 10 + points of damage taken + the level of the spell the character is casting. If the character fails the check, the character loses the spell without effect. The interrupting event strikes during spellcasting if it comes between when the character starts and completes a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to the character casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If the character is taking continuous damage, half the damage is considered to take place while the character is casting a spell. The character must make a Concentration check (DC 10 + one-half the damage that the continuous source last dealt + the level of the spell the character is casting). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract the character. Repeated damage, does not count as continuous damage.

Spell: If the character is affected by a spell while attempting to cast a spell, the character must make a Concentration check or lose the spell being cast. If the spell affecting the character deals damage, the DC of the Concentration check is 10 + points of damage + the level of the spell the character is casting. If the spell interferes with the character or distracts the character in some other way, the DC is the spell's saving throw DC + the level of the spell the character is casting. For spells with no saving throw, it's the DC that the spell's saving throw would have if it did allow a saving throw.

Grappling or Pinned: The only spells the character can cast while grappling or pinned are those without somatic components and whose material components (if any) the character has in hand. Even so, the character must make a Concentration check (DC 20 + the level of the spell the character is casting) or lose the spell.

Vigorous Motion: If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, the character must make a Concentration check (DC 10 + the level of the spell the character is casting) or lose the spell.

Violent Motion: If the character is on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, the character must make a Concentration check (DC 15 + the level of the spell the character is casting) or lose the spell.

Violent Weather: If the character is in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell the character is casting. If the character is in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell the character is casting. The character loses the spell if the character fails the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If the character wants to cast a spell without provoking any attacks of opportunity, the character needs to dodge and weave. The character must make a Concentration check (DC 15 + the level of the spell the character is casting) to succeed. The character loses the spell if the character fails.

Entangled: If the character wants to cast a spell while entangled, the character must make a Concentration check (DC 15) to cast the spell. the character loses the spell if the character fails.

Counterspells

It is possible to cast any spell as a counterspell. By doing so, the character is using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work: To use a counterspell, the character must select an opponent as the target of the counterspell. the character does this by choosing the ready action. In doing so, the character elects to wait to complete his or her action until the character's opponent tries to cast a spell. (The character may still move at normal speed, since ready is a standard action.)

If the target of the character's counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, the character correctly identifies the opponent's spell and can attempt to counter it. (If the check fails, the character can't do either of these things.)

To complete the action, the character must cast the correct spell. As a general rule, a spell can only counter itself. If the character is able to cast the same spell and has it prepared (if the character prepares spells), the character casts it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

Dispel Magic as a Counterspell: The character can use dispel magic to counterspell another spellcaster, and the character doesn't need to identify the spell he or she is casting. However, dispel magic doesn't always work as a counterspell.

Caster Level

A spell's power often depends on its caster level, which is generally equal to the character's class level.

the character can cast a spell at a lower caster level than normal, but the caster level must be high enough for the character to cast the spell in question, and all level-dependent features must be based on the same caster level.

Spell failure

If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if the character's concentration is broken and might fail if the character is wearing armor while casting a spell with somatic components.

Special Spell Effects

Many special spell effects are handled according to the school of the spells in question. For example, illusory figments all have certain effects in common. Certain other special spell features are found across spell schools.

Attacks: Some spells refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many spells give their subjects bonuses on ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and bonuses granted by a suit of

armor and a shield used in conjunction by a creature, only the better bonus works. The same principle applies to penalties — a character suffering two or more penalties of the same type applies only the worst one.

Descriptors: Some spells have descriptors indicating something about how the spell functions. Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

The descriptors are acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

A language-dependent spell uses intelligible language as a medium. The spell fails if the target cannot understand the language being spoken by the caster.

Bringing Back the Dead: Several spells have the power to restore slain characters to life. Divine spells are better at reviving the dead than arcane spells are. Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for his or her new level and the minimum needed for the next one. If the character was 1st level, he or she loses 1 point of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal spell, even wish or miracle. Still, the revived character can improve his or her Constitution normally (at 4th, 8th, 12th, 16th, and 20th level) and earn experience by further adventuring to regain the lost level.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using raise dead or resurrection to restore the slain character to life. Casting trap the soul prevents any sort of revivification unless the soul is first released.

Revivification Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Magical Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains the effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves.

More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells). The character uses whichever bonus gives the character the better Strength score.

Different Bonus Names: The bonuses or penalties from two different spells do stack, however, if the effects are of different types.

A bonus that isn't named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any named bonus or any other unnamed one.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability (and to the extent of the control each effect allows). If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other completely. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

SPELL FORMAT

Each spell description follows the same format. This section discusses that format and some of the fine points of how spells work.

Name: This is the name by which the spell is generally known.

School, Subschool, and Descriptors: This is the school to which the spell belongs. "Universal" refers to a spell that belongs to no school. If the spell is a subtype within a school, the subschool is given here (in parentheses).

Any descriptors that apply are given here [in brackets].

Schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

Subschools: Conjunction: creation, healing, and summoning; Enchantment: charm and compulsion; Illusion: figment, glamor, pattern, phantasm, and shadow.

Descriptors: Acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

Level: This is the relative power level of the spell. This entry includes an abbreviation for each class that can cast this spell. The "Level" entry also indicates if a spell is a domain spell and, if so, what its level is.

Class Abbreviations: Brd (bard), Clr (cleric), Drd (druid), Pal (paladin), Rgr (ranger), Sor (sorcerer), Wiz (wizard).

Domains: Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

Components: This entry indicates what the character must have or do to cast the spell. If the necessary components are not present, the casting fails. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF), or experience point cost (XP) components, or any combination thereof.

If the material component, focus or divine focus has a GP cost, the cost is listed; otherwise the character can assume that the actual materials involved are at the discretion of the caster and have no significant monetary value.

Material components are always consumed during the casting of a spell, a focus or divine focus is not. If a special focus or divine focus (not just a standard holy symbol) is required, it will be unique to the spell and cannot be used as the focus for other spells.

Casting Time: The time required to cast a spell.

Range: The maximum distance from the character at which the spell can affect a target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, weight, and so on, that the spell affects. The entry starts with one of three headings: "Target," "Effect," or "Area." If the target of a spell is "the character," the character does not receive a saving throw, and spell resistance does not apply. The saving throw and spell resistance headings are omitted from such spells.

Duration: How long the spell lasts.

Saving Throw: Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.

Spell Resistance: Whether spell resistance (SR), a special defensive ability, resists this spell.

Descriptive Text: This portion of the spell description details what the spell does and how it works.

ARCANE SPELLS

Preparing Arcane Spells

A wizard's level limits the number of spells she can prepare and cast. A wizard's high Intelligence score might allow her to prepare a few extra spells. She can prepare the same spell more than once, but each preparation counts as one spell toward her daily limit. Preparing arcane spells is an arduous mental task. To do so, the wizard must have an Intelligence score of at least 10 plus the spell's level.

Rest: To prepare her daily spells, a wizard must have a clear mind. To clear her mind, the wizard must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If the wizard's rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and the wizard must have at least 1 hour of rest immediately prior to preparing her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit/Rest Interruptions: If a wizard has cast spells recently, the drain on her resources reduces her capacity to prepare new spells. When she prepares spells for the coming day, all spells she has cast within the last 8 hours count against her daily limit.

Preparation Environment: To prepare any spell, the wizard must have enough peace, quiet, and comfort to allow for proper concentration. The wizard's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might suffer while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by.

One major exception: A wizard can prepare a read magic spell even without a spellbook. A great portion of a wizard's initial training goes into mastering this minor but vital feat of magic.

Spell Preparation Time: After resting, a wizard must study her spellbook to prepare any spells that day. If the character wants to prepare all her spells, the process takes 1 hour. Preparing some smaller portion of her daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.

Spell Selection and Preparation: Until she prepares spells from her spellbook, the only spells a wizard has available to cast are the ones that she already had prepared from the previous day and has not yet used. During the study period, a wizard chooses which spells to prepare. The act of preparing a spell is actually the first step in casting it. A spell is designed in such a way that it has an interruption point near its end. This allows a wizard to cast most of the spell ahead of time and finish the spell when it's needed, even if the character is under considerable pressure. The wizard's spellbook serves as a guide to the mental exercises the wizard must perform to create the spell's effect. If a wizard already has spells prepared (from the previous day) that she has not cast, she can abandon some or all of them to make room for new spells.

When preparing spells for the day, the wizard can leave some spell slots open. Later during that day, the wizard can repeat the preparation process as often as she likes, time and circumstances permitting. During these extra sessions of preparation, a wizard can fill these unused spell slots. She cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because she has cast a spell in the meantime. That sort of preparation requires a mind fresh from rest. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of her spells.

Prepared Spell Retention: Once a wizard prepares a spell, it remains in her mind as a nearly cast spell until she uses the prescribed components to complete and trigger it (or until she abandons it). Upon casting, the spell's energy is expended and purged from the character, leaving her feeling a little tired. Certain other events, such as the effects of magic items or special attacks from monsters, can wipe a prepared spell from a character's mind.

Death and Prepared Spell Retention: If the character dies, all spells stored in her mind are wiped away.

Arcane Magical Writings

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make a successful Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell until the next day. A read magic spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, she can attempt to use the scroll.

Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell she already knows and has recorded in her own spellbook, but preparation success is not assured. First, the wizard must decipher the writing in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster's book is deciphered, the reader must make a successful Spellcraft check (DC 15 + spell's level) to prepare the spell. If the check succeeds, the wizard can prepare the spell. She must repeat the check to prepare the spell again, no matter how many times she has prepared the spell before. If the check fails, she cannot try to prepare the spell from the same source again until the next day. (However, as explained above, she does not need to repeat a check to decipher the writing.)

Adding Spells to a Wizard's Spellbook

Wizards can add new spells to their spellbooks through several methods. If a wizard has chosen to specialize in a school of magic, she can learn spells only from schools she can cast.

Spells Copied from Another's Spellbook or a Scroll: A wizard can also add spells to her book whenever she encounters a new spell on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the character must first decipher the magical writing (see Arcane Magical Writings, above). Next, the wizard must spend a day studying the spell. At the end of the day, the character must make a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus to the check if the new spell is from her specialty school. She cannot, however, learn any spells from her prohibited schools.

If the check succeeds, the wizard understands the spell and can copy it into her spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the scroll.

If the check fails, the wizard cannot understand the spell and cannot attempt to learn it again even if she studies it from another source until she gains another rank in Spellcraft. If the check fails, the character cannot copy the spell from another's spellbook, and the spell does not vanish from the scroll.

Independent Research: A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one.

Writing a New Spell into a Spellbook

Once a wizard understands a new spell, she can record it into her spellbook.

Time: The process requires 1 day plus 1 additional day per spell level. Zero-level spells require 1 day.

Space in the Spellbook: A spell takes up 2 pages of the spellbook per spell level (so a 2nd-level spell takes 4 pages, a 5th-level spell takes 10 pages, and so forth). A 0-level spell (cantrip) takes but a single page. A spellbook has 100 pages.

Materials and Costs: Materials for writing the spell (special quills, inks, and other supplies) cost 100 gp per page.

Note that a wizard does not have to pay these costs in time or gold for the spells she gains for free at each new level. The wizard adds these to her spellbook as part of her ongoing research.

Replacing and Copying Spellbooks

A wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If she already has a particular spell prepared, she can write it directly into a new book at a cost of 100 gp per page (as noted in Writing a New Spell into a Spellbook). The process wipes the prepared spell from her mind, just as casting it would. If she does not have the spell prepared, she can prepare it from a borrowed spellbook and then write it into a new book.

Duplicating an existing spellbook uses the same procedure as replacing it, except that the task is much easier. The time requirement and cost per page are halved.

Arcane Spellcasters Who Are Not Wizards

Some arcane spellcasters do not have spellbooks and do not prepare spells. Such a character's level limits the number of spells he can cast.

Daily Reading of Spells: Each day, these characters must focus their minds on the task of casting their spells. The character needs 8 hours of rest (just like a wizard), after which he spends 15 minutes concentrating. A bard must sing or play an instrument of some kind while concentrating. During this period, the character readies his mind to cast his daily allotment of spells. Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

Recent Casting Limit: As with wizards, any spells cast within the last 8 hours count against the character's daily limit.

Adding Spells to a Sorcerer's or Bard's Repertoire: Most spellcasters that do not prepare spells like wizards gain new spells each time they attain new experience levels and never gain spells any other way.

DIVINE SPELLS

Preparing Divine Spells

Divine spellcasters prepare their spells in largely the same manner as wizards, but with a few differences.

Time of Day: A divine spellcaster chooses and prepares spells ahead of time, just as a wizard does. However, divine spellcasters do not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. The time usually is associated with some daily event. Dawn, dusk, noon, or midnight are common choices. Some deities set the time or impose other special conditions for granting spells to their clerics. If some event prevents the character from praying at the proper time, he must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, he must wait until the next day to prepare spells.

Spell Selection and Preparation: A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as for a wizard (1 hour), as is the requirement for a relatively peaceful environment in which to perform the preparation. A divine spellcaster does not have to prepare all his spells at once. However, the character's mind is only considered fresh during his first daily spell preparation, so he cannot fill a slot that is empty because he has cast a spell or abandoned a previously prepared spell.

However, he can spontaneously cast cure or inflict spells in place of certain prepared spells (see Spontaneous Casting of Cure and Inflict Spells, below).

Divine spellcasters do not require spellbooks. However, a character's spell selection is limited to the spells on the list for his class. Clerics also have access to two domains determined during their character creation. Each domain gives a cleric access to a domain spell at each spell level, as well as a special granted power. With access to two domain spells at each given spell level—one from each of his two domains—a cleric must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. If a domain spell is not on the Cleric Spells List, it can only be prepared in a domain slot.

Recent Casting Limit: As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.

Spontaneous Casting of Cure and Inflict Spells: A good cleric (or a cleric of a good deity) can spontaneously cast a cure spell in place of a prepared spell of the same level or higher, but not in place of an extra domain spell. An evil cleric (or a cleric of an evil deity) can spontaneously cast an inflict spell in place of a prepared nondomain spell of the same level or higher. Each neutral cleric of a neutral deity either spontaneously casts cure spells like a good cleric or inflict spells like an evil one, depending on which option the player chooses when creating the character. The divine energy of the spell that the cure or inflict spell substitutes for is converted into the cure or inflict spell as if that spell had been prepared all along.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class-based spell lists can cast a divine spell from a scroll.

New Divine Spells

Divine spellcasters most frequently gain new spells in one of the following two ways:

Spells Gained at a New Level: Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Each time a character receives a new level of divine spells, he learns new spells from that level automatically.

Independent Research: The character also can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless he decides to share it with others. Some such creators share their research with their churches, but others do not. The character can create a magic scroll (provided he has the Scribe Scroll feat) or write a special text similar to a spellbook to contain spells he has independently researched. Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and are of the same class as the creator. The process requires deciphering the writing (see Arcane Magical Writings, above).

SCHOOLS OF MAGIC

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

If more than one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. If the character forces the barrier against such a creature, the character feels a discernible pressure against the barrier. If the character continues to apply pressure, the character breaks the spell.

Conjuration

Conjurations bring manifestations of objects, creatures, or some form of energy to the character (summoning), actually transport creatures from another plane of existence to the character's plane (calling), heal (healing), or create such objects or effects on the spot (creation). Creatures the character conjures usually, but not always, obey the character's commands.

A creature or object brought into being or transported to the character's location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: The spell fully transports a creature from another plane to the plane the character is on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

Spells that call powerful extraplanar creatures are most useful when the conjurer has a magical trap to hold the summoned creature. The simplest type of trap is a magic circle spell (magic circle against chaos, magic circle against evil, etc.). When focused inward, a magic circle spell binds a called creature for a maximum of 24 hours per caster level, provided that the character casts the spell that calls the creature within 1 round of casting the magic circle. A magic circle leaves much to be desired as a trap, however. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If the character fails to overcome the spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel can simply leave the circle through that means. The character can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but the character must cast the spell before the creature acts. If successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The DM makes this check secretly. If the check fails, the diagram is ineffective. The character can take 10 when drawing the diagram if the character is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes 3 hours and 20 minutes to the task, the character can take 20. A successful diagram allows the character to cast a dimensional anchor spell on the trap during the round before casting any summoning spell. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap, the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

Creation: The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain divine conjurations heal creatures or even bring them back to life. These include cure spells, which good clerics can cast spontaneously.

Summoning: The spell instantly brings a creature or object to a place the character designates. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it XP.

Divination

Divination spells enable the character to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction the character looks. The cone defines the area that the character can sweep each round. If the character studies the same area for multiple rounds, the character can often gain additional information, as noted in the descriptive text for the spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant the character influence over a subject creature:

Charm: The spell changes the way the subject views the character, typically making the subject see the character as a good friend.

Compulsion: The spell forces the subject to act in some manner or changes the way her mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language the character cannot speak, the image produces gibberish. Likewise, the character cannot make a visual copy of something unless the character knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly. For example, it is possible to use a silent image spell to create an illusory cottage, but the cottage offers no protection from rain. A clever caster, however, can take pains to make the place look old and decrepit, so that the rain falling on the occupants seems to fall from a leaky roof.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real (quasi-real). The caster weaves it from extradimensional energies. Such illusions can have real effects. If a creature takes damage from a shadow illusion, that damage is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

SPELL FORMAT

Each spell description follows the same format. This section discusses that format and some of the fine points of how spells work.

Name: This is the name by which the spell is generally known.

School, Subschool, and Descriptors: This is the school to which the spell belongs. "Universal" refers to a spell that belongs to no school. If the spell is a subtype within a school, the subschool is given here (in parentheses).

Any descriptors that apply are given here [in brackets].

Schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

Subschools: Conjunction: creation, healing, and summoning; Enchantment: charm and compulsion; Illusion: figment, glamer, pattern, phantasm, and shadow.

Descriptors: Acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

Level: This is the relative power level of the spell. This entry includes an abbreviation for each class that can cast this spell. The "Level" entry also indicates if a spell is a domain spell and, if so, what its level is.

Class Abbreviations: Brd (bard), Clr (cleric), Drd (druid), Pal (paladin), Rgr (ranger), Sor (sorcerer), Wiz (wizard).

Domains: Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

Components: This entry indicates what the character must have or do to cast the spell. If the necessary components are not present, the casting fails. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF), or experience point cost (XP) components, or any combination thereof.

If the material component, focus or define focus has an GP cost, the cost is listed; otherwise the character can assume that the actual materials involved are at the discretion of the caster and have no significant monetary value.

Material components are always consumed during the casting of a spell, a focus or divine focus is not. If a special focus or divine focus (not just a standard holy symbol) is required, it will be unique to the spell and cannot be used as the focus for other spells.

Casting Time: The time required to cast a spell.

Range: The maximum distance from the character at which the spell can affect a target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, weight, and so on, that the spell affects. The entry starts with one of three headings: "Target," "Effect," or "Area." If the target of a spell is "the character," the character does not receive a saving throw, and spell resistance does not apply. The saving throw and spell resistance headings are omitted from such spells.

Duration: How long the spell lasts.

Saving Throw: Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.

Spell Resistance: Whether spell resistance (SR), a special defensive ability, resists this spell.

Descriptive Text: This portion of the spell description details what the spell does and how it works.

SCHOOLS OF MAGIC

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

If more than one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. If the character forces the barrier against such a creature, the character feels a discernible pressure against the barrier. If the character continues to apply pressure, the character breaks the spell.

Conjuration

Conjurations bring manifestations of objects, creatures, or some form of energy to the character (summoning), actually transport creatures from another plane of existence to the character's plane (calling), heal (healing), or create such objects or effects on the spot (creation). Creatures the character conjures usually, but not always, obey the character's commands.

A creature or object brought into being or transported to the character's location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: The spell fully transports a creature from another plane to the plane the character is on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

Spells that call powerful extraplanar creatures are most useful when the conjurer has a magical trap to hold the summoned creature. The simplest type of trap is a magic circle spell (magic circle against chaos, magic circle against evil, etc.). When focused inward, a magic circle spell binds a called creature for a maximum of 24 hours per caster level, provided that the character casts the spell that calls the creature within 1 round of casting the magic circle. A magic circle leaves much to be desired as a trap, however. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If the character fails to overcome the spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel can simply leave the circle through that means. The character can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but the character must cast the spell before the creature acts. If successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The DM makes this check secretly. If the check fails, the diagram is ineffective. The character can take 10 when drawing the diagram if the character is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes 3 hours and 20 minutes to the task, the character can take 20. A successful diagram allows the character to cast a dimensional anchor spell on the trap during the round before casting any summoning spell. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap, the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

Creation: The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain divine conjurations heal creatures or even bring them back to life. These include cure spells, which good clerics can cast spontaneously.

Summoning: The spell instantly brings a creature or object to a place the character designates. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it XP.

Divination

Divination spells enable the character to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction the character looks. The cone defines the area that the character can sweep each round. If the character studies the same area for multiple rounds, the character can often gain additional information, as noted in the descriptive text for the spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant the character influence over a subject creature:

Charm: The spell changes the way the subject views the character, typically making the subject see the character as a good friend.

Compulsion: The spell forces the subject to act in some manner or changes the way her mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language the character cannot speak, the image produces gibberish. Likewise, the character cannot make a visual copy of something unless the character knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly. For example, it is possible to use a silent image spell to create an illusory cottage, but the cottage offers no protection from rain. A clever caster, however, can take pains to make the place look old and decrepit, so that the rain falling on the occupants seems to fall from a leaky roof.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real (quasi-real). The caster weaves it from extradimensional energies. Such illusions can have real effects. If a creature takes damage from a shadow illusion, that damage is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

SPELL LISTS

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)

Dancing Lights	Figment torches or other lights.
Daze	Creature loses next action.
Detect Magic	Detects spells and magic items within 60 ft.
Flare	Dazzles one creature (-1 attack).
Ghost Sound	Figment sounds.
Light	Object shines like a torch.
Mage Hand	5-pound telekinesis.
Mending	Makes minor repairs on an object.
Open/Close	Opens or closes small or light things.
Prestidigitation	Performs minor tricks.
Read Magic	Read scrolls and spellbooks.
Resistance	Subject gains +1 on saving throws.

1st-LEVEL BARD SPELLS

Alarm	Wards an area for 2 hours/level.
Cause Fear	One creature flees for 1d4 rounds.
Charm Person	Makes one person your friend.
Cure Light Wounds	Cures 1d8 +1/level damage (max +5).
Detect Secret Doors	Reveals hidden doors within 60 ft.
Erase	Mundane or magical writing vanishes.
Expeditious Retreat	Doubles your speed.
Feather Fall	Objects or creatures fall slowly.
Grease	Makes 10-ft. square or one object slippery.
Hypnotism	Fascinates 2d4 HD of creatures.
Identify	Determines single feature of magic item.
Mage Armor	Gives subject +4 armor bonus.
Magic Weapon	Weapon gains +1 bonus.
Message	Whispered conversation at distance.
Protection from C/E/G/L	+2 AC and saves, counter mind control, hedge out elementals and outsiders.
Silent Image	Creates minor illusion of your design.
Sleep	Put 2d4 HD of creatures into comatose slumber.
Summon Monster I	Calls outsider to fight for you.
Unseen Servant	Creates invisible force that obeys your commands.
Ventriloquism	Throws voice for 1 min./level.

2nd-LEVEL BARD SPELLS

Animal Trance	Fascinates 2d6 HD of animals.
Blindness/Deafness	Makes subject blind or deaf.
Blur	Attacks miss subject 20% of the time.
Bull's Strength	Subject gains 1d4+1 Str for 1 hr./level.
Cat's Grace	Subject gains 1d4+1 Dex for 1 hr./level.
Cure Moderate Wounds	Cures 2d8 +1/level damage (max +10).
Darkness	20-ft. radius of supernatural darkness.
Daylight	60-ft. radius of bright light.
Delay Poison	Stops poison from harming subject for 1 hour/level.
Detect Thoughts	Allows "listening" to surface thoughts.
Enthrall	Captivates all within 100 ft. + 10 ft./level.
Glitterdust	Blinds creatures, outlines invisible creatures.
Hold Person	Holds one person helpless for 1 round/level.
Hypnotic Pattern	Fascinates 2d4+1 HD/level of creatures.
Invisibility	Subject is invisible for 10 min./level or until it attacks.
Levitate	Subject moves up and down at your direction.
Locate Object	Senses direction toward object (specific or type).
Magic Mouth	Speaks once when triggered.
Minor Image	As silent image, plus some sound.
Mirror Image	Creates decoy duplicates of you (1d4 +1/three levels, max 8).
Misdirection	Misleads divinations for one creature or object.
Obscure Object	Masks object against divination.
Pyrotechnics	Turns fire into blinding light or choking smoke.
Scare	Panics creatures up to 5 HD (15-ft. radius).
See Invisibility	Reveals invisible creatures or objects.
Shatter	Sonic vibration damages objects or crystalline creatures.
Silence	Negates sound in 15-ft. radius.
Sound Burst	Deals 1d8 sonic damage to subjects; may stun them.
Suggestion	Compels subject to follow stated course of action.
Summon Monster II	Calls outsider to fight for you.
Summon Swarm	Summons swarm of small crawling or flying creatures.
Tasha's Hideous Laughter	Subject loses actions for 1d3 rounds.
Tongues	Speak any language.
Undetectable Alignment	Conceals alignment for 24 hours.
Whispering Wind	Sends a short message one mile/level.

3rd-LEVEL BARD SPELLS

Bestow Curse	-6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Blink	You randomly vanish and reappear for 1 round/level.
Charm Monster	Makes monster believe it is your ally.
Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.
Confusion	Makes subject behave oddly for 1 round/level.
Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).
Dispel Magic	Cancels magical spells and effects.
Displacement	Attacks miss subject 50%.
Emotion	Arouses strong emotion in subject.
Fear	Subjects within cone flee for 1 round/level.
Gaseous Form	Subject becomes insubstantial and can fly slowly.
Greater Magic Weapon	+1 bonus/three levels (max +5).
Gust of Wind	Blows away or knocks down smaller creatures.
Haste	Extra partial action and +4 AC.
Illusory Script	Only intended reader can decipher.
Invisibility Sphere	Makes everyone within 10 ft. invisible.
Keen Edge	Doubles normal weapon's threat range.
Leomund's Tiny Hut	Creates shelter for 10 creatures.
Lesser Geas	Commands subject of 7 HD or less.
Magic Circle against C/E/G/L	As protection spells, but 10-ft. radius and 10 min./level.
Major Image	As silent image, plus sound, smell and thermal effects.
Phantom Steed	Magical horse appears for 1 hour/level.
Remove Curse	Frees object or person from curse.
Remove Disease	Cures all diseases affecting subject.
Spying	Spies on subject from a distance.
Sculpt Sound	Creates new sounds or changes existing ones.
Sepia Snake Sigil	Creates text symbol that immobilizes reader.
Slow	One subject/level takes only partial actions, -2 AC, -2 melee rolls.
Summon Monster III	Calls outsider to fight for you.
Wind Wall	Deflects arrows, smaller creatures, and gases.

4th-LEVEL BARD SPELLS

Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.
Cure Critical Wounds	Cures 4d8 +1/level damage (max +20).
Detect Scrying	Alerts you of magical eavesdropping.
Dimension Door	Teleports you and up to 500 lb.
Dismissal	Forces a creature to return to native plane.

Dominate Person	Controls humanoid telepathically.
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, etc.).
Hold Monster	As hold person, but any creature.
Improved Invisibility	As invisibility, but subject can attack and stay invisible.
Legend Lore	Learn tales about a person, place, or thing.
Leomund's Secure Shelter	Creates sturdy cottage.
Locate Creature	Indicates direction to familiar creature.
Modify Memory	Changes 5 minutes of subject's memories.
Neutralize Poison	Detoxifies venom in or on subject.
Rainbow Pattern	Lights prevent 24 HD of creatures from attacking or moving away.
Shout	Deafens all within cone and deals 2d6 damage.
Summon Monster IV	Calls outsider to fight for you.

5th-LEVEL BARD SPELLS

Contact Other Plane	Ask question of extraplanar entity.
Control Water	Raises, lowers, or parts bodies of water.
Dream	Sends message to anyone sleeping.
False Vision	Fools scrying with an illusion.
Greater Dispelling	As dispel magic, but +20 on check.
Healing Circle	Cures 1d8 +1/level damage in all directions.
Mind Fog	Subjects in fog get -10 Wis, Will checks.
Mirage Arcana	As hallucinatory terrain, plus structures.
Mislead	Turns you invisible and creates illusory double.
Nightmare	Sends vision dealing 1d10 damage, fatigue.
Persistent Image	As major image, but no concentration required.
Summon Monster V	Calls outsider to fight for you.

6th-LEVEL BARD SPELLS

Control Weather	Changes weather in local area.
Eyebite	Charm, fear, sicken or sleep one subject.
Geas/Quest	As lesser geas, plus it affects any creature.
Greater Scrying	As scrying, but faster and longer.
Mass Haste	As haste, affects one/level subjects.
Mass Suggestion	As suggestion, plus one/level subjects.
Permanent Image	Includes sight, sound, and smell.
Plane Shift	Up to eight subjects travel to another plane.
Programmed Image	As major image, plus triggered by event.
Project Image	Illusory double can talk and cast spells.
Repulsion	Creatures can't approach you.
Summon Monster VI	Calls outsider to fight for you.
Veil	Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (Orisons)

Create Water	Creates 2 gallons/level of pure water.
Cure Minor Wounds	Cures 1 point of damage.
Detect Magic	Detects spells and magic items within 60 ft.
Detect Poison	Detects poison in one creature or small object.
Guidance	+1 on one roll, save, or check.
Inflict Minor Wounds	Touch attack, 1 point of damage.
Light	Object shines like a torch.
Mending	Makes minor repairs on an object.
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.
Read Magic	Read scrolls and spellbooks.
Resistance	Subject gains +1 on saving throws.
Virtue	Subject gains 1 temporary hp.

1st-LEVEL CLERIC SPELLS

Bane	Enemies suffer -1 attack, -1 on saves against fear.
Bless	Allies gain +1 attack and +1 on saves against fear.
Bless Water	Makes holy water.
Cause Fear	One creature flees for 1d4 rounds.
Command	One subject obeys one-word command for 1 round.
Comprehend Languages	Understand all spoken and written languages.
Cure Light Wounds	Cures 1d8 +1/level damage (max +5).
Curse Water	Makes unholy water.
Deathwatch	Sees how wounded subjects within 30 ft. are.
Detect Chaos/evil/Good/Law	Reveals creatures, spells, or objects.
Detect Undead	Reveals undead within 60 ft.
Divine Favor	You gain attack, damage bonus, +1/three levels.
Doom	One subject suffers -2 on attacks, damage, saves, and checks.

Endure Elements	Ignores 5 damage/round from one energy type.
Entropic Shield	Ranged attacks against you suffer 20% miss chance.
Inflict Light Wounds	Touch, 1d8 +1/level damage (max +5).
Invisibility to Undead	Undead can't perceive one subject/level.
Magic Stone	Three stones gain +1 attack, deal 1d6+1 damage.
Magic Weapon	Weapon gains +1 bonus.
Obscuring Mist	Fog surrounds you.
Protection from C/E/G/L	+2 AC and saves, counter mind control, hedge out elementals and outsiders.
Random Action	One creature acts randomly for one round.
Remove Fear	+4 on saves against fear for one subject +1/four levels.
Sanctuary	Opponents can't attack you, and you can't attack.
Shield of Faith	Aura grants +2 or higher deflection bonus.
Summon Monster I	Calls outsider to fight for you.

2nd-LEVEL CLERIC SPELLS

Aid	+1 attack, +1 on saves against fear, 1d8 temporary hit points.
Animal Messenger	Sends a Tiny animal to a specific place.
Augury	Learns whether an action will be good or bad.
Bull's Strength	Subject gains 1d4+1 Str for 1 hr./level.
Calm Emotions	Calms 1d6 subjects/level, negating emotion effects.
Consecrate	Fills area with positive energy, making undead weaker.
Cure Moderate Wounds	Cures 2d8 +1/level damage (max +10).
Darkness	20-ft. radius of supernatural darkness.
Death Knell	Kills dying creature; you gain 1d8 temporary hp, +2 Str, and +1 level.
Delay Poison	Stops poison from harming subject for 1 hour/level.
Desecrate	Fills area with negative energy, making undead stronger.
Endurance	Gain 1d4+1 Con for 1 hr./level.
Enthrall	Captivates all within 100 ft. + 10 ft./level.
Find Traps	Notice traps as a rogue does.
Gentle Repose	Preserves one corpse.
Hold Person	Holds one person helpless; 1 round/level.
Inflict Moderate Wounds	Touch attack, 2d8 +1/level damage (max +10).
Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.
Make Whole	Repairs an object.
Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.
Resist Elements	Ignores 12 damage/round from one energy type.
Shatter	Sonic vibration damages objects or crystalline creatures.
Shield Other	You take half of subject's damage.
Silence	Negates sound in 15-ft. radius.
Sound Burst	Deals 1d8 sonic damage to subjects; may stun them.
Speak with Animals	You can communicate with natural animals.
Spiritual Weapon	Magical weapon attacks on its own.
Summon Monster II	Calls outsider to fight for you.
Undetectable Alignment	Conceals alignment for 24 hours.
Zone of Truth	Subjects within range cannot lie.

3rd-LEVEL CLERIC SPELLS

Animate Dead	Creates undead skeletons and zombies.
Bestow Curse	-6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Blindness/Deafness	Makes subject blind or deaf.
Contagion	Infects subject with chosen disease.
Continual Flame	Makes a permanent, heatless torch.
Create Food and Water	Feeds three humans (or one horse)/level.
Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).
Daylight	60-ft. radius of bright light.
Deeper Darkness	Object sheds absolute darkness in 60-ft. radius.
Dispel Magic	Cancels magical spells and effects.
Glyph of Warding	Inscription harms those who pass it.
Helping Hand	Ghostly hand leads subject to you.
Inflict Serious Wounds	Touch attack, 3d8 +1/level damage (max +15).
Invisibility Purge	Dispels invisibility within 5 ft./level.
Locate Object	Senses direction toward object (specific or type).
Magic Circle against C/E/G/L	As protection spells, but 10-ft. radius and 10 min./level.
Magic Vestment	Armor or shield gains +1 enhancement/three levels.
Meld into Stone	You and your gear merge with stone.
Negative Energy Protection	Subject resists level and ability drains.
Obscure Object	Masks object against divination.
Prayer	Allies gain +1 on most rolls, and enemies suffer -1.
Protection from Elements	Absorb 12 damage/level from one kind of energy.
Remove Blindness/Deafness	Cures normal or magical conditions.
Remove Curse	Frees object or person from curse.
Remove Disease	Cures all diseases affecting subject.
Searing Light	Ray deals 1d8/two levels, more against undead.
Speak with Dead	Corpse answers one question/two levels.

Speak with Plants
Stone Shape
Summon Monster III
Water Breathing
Water Walk
Wind Wall

You can talk to normal plants and plant creatures.
Sculpts stone into any form.
Calls outsider to fight for you.
Subjects can breathe underwater.
Subject treads on water as if solid.
Deflects arrows, smaller creatures, and gases.

4th-LEVEL CLERIC SPELLS

Air Walk
Control Water
Cure Critical Wounds
Death Ward
Dimensional Anchor
Discern Lies
Dismissal
Divination
Divine Power
Freedom of Movement
Giant Vermin
Greater Magic Weapon
Imbue with Spell Ability
Inflict Critical Wounds
Lesser Planar Ally
Neutralize Poison
Poison
Repel Vermin
Restoration
Sending
Spell Immunity
Status
Summon Monster IV
Tongues

Subject treads on air as if solid (climb at 45-degree angle).
Raises, lowers, or parts bodies of water.
Cures 4d8 +1/level damage (max +20).
Grants immunity to death spells and effects.
Bars extradimensional movement.
Reveals deliberate falsehoods.
Forces a creature to return to native plane.
Provides useful advice for specific proposed actions.
You gain attack bonus, 18 Str, and 1 hp/level.
Subject moves normally despite impediments.
Turns insects into giant vermin.
+1 bonus/three levels (max +5).
Transfer spells to subject.
Touch attack, 4d8 +1/level damage (max +20).
Exchange services with an 8 HD outsider.
Detoxifies venom in or on subject.
Touch deals 1d10 Con damage, repeats in 1 min.
Insects stay 10 ft. away.
Restores level and ability score drains.
Delivers short message anywhere, instantly.
Subject is immune to one spell/four levels.
Monitors condition, position of allies.
Calls outsider to fight for you.
Speak any language.

5th-LEVEL CLERIC SPELLS

Atonement
Break Enchantment
Circle of Doom
Commune
Dispel Chaos/Evil/Good/Law
Ethereal Jaunt
Flame Strike
Greater Command
Hallow
Healing Circle
Insect Plague
Mark of Justice
Plane Shift
Raise Dead
Righteous Might
Screaming
Slay Living
Spell Resistance
Summon Monster V
True Seeing
Unhallow
Wall of Stone

Removes burden of misdeeds from subject.
Frees subjects from enchantments, alterations, curses, and petrification.
Deals 1d8 +1/level damage in all directions.
Deity answers one yes-or-no question/level.
+4 bonus against attacks.
You become ethereal for 1 round/level.
Smites foes with divine fire (1d6/level).
As command, but affects one subject/level.
Designates location as holy.
Cures 1d8 +1/level damage in all directions.
Insect horde limits vision, inflicts damage, and weak creatures flee.
Designates action that will trigger curse on subject.
Up to eight subjects travel to another plane.
Restores life to subject who died up to 1 day/level ago.
Your size increases, and you gain +4 Str.
Spies on subject from a distance.
Touch attack kills subject.
Subject gains +12 +1/level SR.
Calls outsider to fight for you.
See all things as they really are.
Designates location as unholy.
20 hp/four levels; can be shaped.

6th-LEVEL CLERIC SPELLS

Animate Objects
Antilife Shell
Banishment
Blade Barrier
Create Undead
Etherealness
Find the Path
Forbiddance
Geas/Quest
Greater Dispelling
Greater Glyph of Warding
Harm
Heal
Heroes' Feast
Planar Ally
Summon Monster VI

Objects attack your foes.
10-ft. field hedges out living creatures.
Banishes 2 HD/level extraplanar creatures.
Blades encircling you deal 1d6 damage/level.
Ghouls, shadows, ghosts, wights, or wraiths.
Travel to Ethereal Plane with companions.
Shows most direct way to a location.
Denies area to creatures of another alignment.
As lesser geas, plus it affects any creature.
As dispel magic, but up to +20 on check.
As glyph of warding, but up to 10d8 damage or 6th level spell.
Subject loses all but 1d4 hp.
Cures all damage, diseases, and mental conditions.
Food for one creature/level cures and blesses.
As lesser planar ally, but up to 16 HD.
Calls outsider to fight for you.

Wind Walk You and your allies turn vaporous and travel fast.
Word of Recall Teleports you back to designated place.

7th-LEVEL CLERIC SPELLS

Blasphemy Kills, paralyzes, weakens, or dazes nonevil subjects.
Control Weather Changes weather in local area.
Destruction Kills subject and destroys remains.
Dictum Kills, paralyzes, weakens, or dazes nonlawful subjects.
Greater Restoration As restoration, plus restores all levels and ability scores
Greater Scrying As scrying, but faster and longer.
Holy Word Kills, paralyzes, weakens, or dazes nongood subjects.
Refuge Alters item to transport its possessor to you.
Regenerate Subject's severed limbs grow back.
Repulsion Creatures can't approach you.
Resurrection Fully restore dead subject.
Summon Monster VII Calls outsider to fight for you.
Word of Chaos Kills, confuses, stuns, or deafens nonchaotic subjects.

8th-LEVEL CLERIC SPELLS

Antimagic Field Negates magic within 10 ft.
Cloak of Chaos +4 AC, +4 resistance, and SR 25 against lawful spells.
Create Greater Undead Mummies, spectres, vampires, or ghosts.
Discern Location Exact location of creature or object.
Earthquake Intense tremor shakes 5-ft./level radius.
Fire Storm Deals 1d6 fire damage/level.
Greater Planar Ally As lesser planar ally, but up to 24 HD.
Holy Aura +4 AC, +4 resistance, and SR 25 against evil spells.
Mass Heal As heal, but with several subjects.
Shield of Law +4 AC, +4 resistance, and SR 25 against chaotic spells.
Summon Monster VIII Calls outsider to fight for you.
Symbol Triggered runes have array of effects.
Unholy Aura +4 AC, +4 resistance, and SR 25 against good spells.

9th-LEVEL CLERIC SPELLS

Astral Projection Projects you and companions into Astral Plane.
Energy Drain Subject gains 2d4 negative levels.
Gate Connects two planes for travel or summoning.
Implosion Kills one creature/round.
Miracle Requests a deity's intercession.
Soul Bind Traps newly dead soul to prevent resurrection.
Storm of Vengeance Storm rains acid, lightning, and hail.
Summon Monster IX Calls outsider to fight for you.
True Resurrection As resurrection, plus remains aren't needed.

CLERIC DOMAINS

Air Domain

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

1. Obscuring Mist	Fog surrounds you.
2. Wind Wall	Deflects arrows, smaller creatures, and gases.
3. Gaseous Form	Subject becomes insubstantial and can fly slowly.
4. Air Walk	Subject treads on air as if solid (climb at 45-degree angle)
5. Control Winds	Change wind direction and speed.
6. Chain Lightning	Chain Lightning. 1d6 damage/level; secondary bolts.
7. Control Weather	Control Weather. Changes weather in local area.
8. Whirlwind	Whirlwind. Cyclone inflicts damage and can pick up creatures.
9. Elemental Swarm*	Summons 2d4 Large, 1d4 Huge elementals.

*Cast as an air spell only.

Animal Domain

Granted Powers: You cast animal friendship once per day. Knowledge (nature) is a class skill.

1. Calm Animals	Calms 2d4 +1/level HD of animals, beasts, and magical beasts
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2. Hold Animal	Hold one animal helpless; 1 round/level.
3. Dominate Animal	Subject animal obeys silent mental commands.
4. Repel Vermin	Insects stay 10 ft. away.
5. Commune with Nature	Learn about terrain for one mile/level.
6. Antilife Shell	10-ft. field hedges out living creatures.
7. Animal Shapes	One ally/level polymorphs into chosen animal.
8. Creeping Doom	Carpet of insects attacks at your command.
9. Shapechange	Transforms you into any creature, and change forms once per round.

Chaos Domain

Granted Power: You cast chaos spells at +1 caster level.

1. Protection from Law	+2 AC and saves, counter mind control, hedge out elementals and outsiders
2. Shatter	Sonic vibration damages objects or crystalline creatures.
3. Magic Circle against Law	As protection spells, but 10-ft. radius and 10 min./level
4. Chaos Hammer	Damages and staggers lawful creatures.
5. Dispel Law	+4 bonus against attacks by lawful creatures.
6. Animate Objects	Objects attack your foes.
7. Word of Chaos	Kills, confuses, stuns, or deafens nonchaotic subjects.
8. Cloak of Chaos	+4 AC, +4 resistance, SR 25 against lawful spells.
9. Summon Monster IX*	Calls outsider to fight for you.

*Cast as a chaos spell only.

Death Domain

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

1. Cause Fear	One creature flees for 1d4 rounds.
2. Death Knell	Kill dying creature and gain 1d8 temp. hp, +2 Str, and +1 caster level
3. Animate Dead	Creates undead skeletons and zombies.
4. Death Ward	Grants immunity to death spells and effects.
5. Slay Living	Touch attack kills subject.
6. Create Undead	Ghouls, shadows, ghouls, wights, or wraiths.
7. Destruction	Kills subject and destroys remains.
8. Create Greater Undead	Mummies, spectres, vampires, or ghosts.
9. Wail of the Banshee	Kills one creature/level.

Destruction Domain

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

1. Inflict Light Wounds	Touch attack, 1d8 +1/level damage (max +5).
2. Shatter	Sonic vibration damages objects or crystalline creatures.
3. Contagion	Contagion. Infects subject with chosen disease.
4. Inflict Critical Wounds	Touch attack, 4d8 +1/level damage (max +20).
5. Circle of Doom	Deals 1d8 +1/level damage in all directions.
6. Harm	Subject loses all but 1d4 hp.
7. Disintegrate	Makes one creature or object vanish.
8. Earthquake	Intense tremor shakes 5-ft./level radius.
9. Implosion	Kills one creature/round.

Earth Domain

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

1. Magic Stone	Three stones become +1 projectiles, 1d6+1 damage.
2. Soften Earth and Stone	Turns stone to clay or dirt to sand or mud.

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| 3. Stone Shape | Sculpts stone into any form. |
| 4. Spike Stones | Creatures in area take 1d8 damage, may be slowed. |
| 5. Wall of Stone | 20 hp/four levels; can be shaped. |
| 6. Stoneskin | Stops blows, cuts, stabs, and slashes. |
| 7. Earthquake | Intense tremor shakes 5-ft./level radius. |
| 8. Iron Body | Your body becomes living iron. |
| 9. Elemental Swarm.* | Summons 2d4 Large, 1d4 Huge elementals. |

*Cast as an earth spell only.

Evil Domain

Granted Power: You cast evil spells at +1 caster level.

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| 1. Protection from Good | Protection from Good. +2 AC and saves, counter mind control, hedge out elementals and outsiders |
| 2. Desecrate | Fills area with negative energy, making undead stronger. |
| 3. Magic Circle against Good | As protection spells, but 10-ft. radius and 10 min./level |
| 4. Unholy Blight | Damages and sickens good creatures. |
| 5. Dispel Good | +4 bonus against attacks by good creatures. |
| 6. Create Undead | Ghouls, shadows, ghosts, wights, or wraiths. |
| 7. Blasphemy | Kills, paralyzes, weakens, or dazes nonevil subjects. |
| 8. Unholy Aura | +4 AC, +4 resistance, SR 25 against good spells. |
| 9. Summon Monster IX.* | Calls outsider to fight for you. |

*Cast as an evil spell only.

Fire Domain

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

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| 1. Burning Hands | 1d4 fire damage/level (max 5d4). |
| 2. Produce Flame | 1d4 +1/two levels damage, touch or thrown. |
| 3. Resist Elements.* | Ignore first 12 damage from one energy type each round. |
| 4. Wall of Fire | Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level. |
| 5. Fire Shield | Creatures attacking you take fire damage; you're protected from heat or cold. |
| 6. Fire Seeds | Acorns and berries become grenades and bombs. |
| 7. Fire Storm | Deals 1d6 fire damage/level. |
| 8. Incendiary Cloud | Cloud deals 4d6 fire damage/round. |
| 9. Elemental Swarm.** | Summons 2d4 Large, 1d4 Huge elementals. |

*Resist cold or fire only.

**Cast as a fire spell only.

Good Domain

Granted Power: You cast good spells at +1 caster level.

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| 1. Protection from Evil | +2 AC and saves, counter mind control, hedge out elementals and outsiders. |
| 2. Aid | +1 attack, +1 on saves against fear, 1d6 temporary hit points. |
| 3. Magic Circle against Evil | As protection spells, but 10-ft. radius and 10 min./level. |
| 4. Holy Smite | Damages and blinds evil creatures. |
| 5. Dispel Evil | +4 bonus against attacks by evil creatures. |
| 6. Blade Barrier | Blades encircling you deal 1d6 damage/level. |
| 7. Holy Word | Kills, paralyzes, weakens, or dazes nongood subjects. |
| 8. Holy Aura | +4 AC, +4 resistance, and SR 25 against evil spells. |
| 9. Summon Monster IX.* | Calls outsider to fight for you. |

*Cast as a good spell only.

Healing Domain

Granted Power: You cast healing spells at +1 caster level.

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| 1. Cure Light Wounds | Cures 1d8 +1/level damage (max +5). |
| 2. Cure Moderate Wounds | Cures 2d8 +1/level damage (max +10). |
| 3. Cure Serious Wounds | Cures 3d8 +1/level damage (max +15). |
| 4. Cure Critical Wounds | Cures 4d8 +1/level damage (max +20). |
| 5. Healing Circle | Cures 1d8 +1/level damage in all directions. |
| 6. Heal | Cures all damage, diseases, and mental conditions. |
| 7. Regenerate | Subject's severed limbs grow back. |
| 8. Mass Heal | As heal, but with several subjects. |
| 9. True Resurrection | As resurrection, plus remains aren't needed. |

Knowledge Domain

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

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| 1. Detect Secret Doors | Reveals hidden doors within 60 ft. |
| 2. Detect Thoughts | Allows "listening" to surface thoughts. |
| 3. Clairaudience/Clairvoyance | Hear or see at a distance for 1 min./level. |
| 4. Divination | Provides useful advice on to specific proposed actions. |
| 5. True Seeing | See all things as they really are. |
| 6. Find the Path | Shows most direct way to a location. |
| 7. Legend Lore | Learn tales about a person, place, or thing. |
| 8. Discern Location | Exact location of creature or object. |
| 9. Foresight | "Sixth sense" warns of impending danger. |

Law Domain

Granted Power: You cast Law spells at +1 caster level.

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| 1. Protection from Chaos | +2 AC and saves, counter mind control, hedge out elementals and outsiders. |
| 2. Calm Emotions | Calms 1d6 creatures/level, negating emotion effects. |
| 3. Magic Circle against Chaos | As protection spells, but 10-ft. radius and 10 min./level |
| 4. Order's Wrath | Order's Wrath. Damages and dazes chaotic creatures. |
| 5. Dispel Chaos | Dispel Chaos. +4 bonus against attacks by chaotic creatures. |
| 6. Hold Monster | Hold Monster. As hold person, but any creature. |
| 7. Dictum | Dictum. Kills, paralyzes, weakens, or dazes nonlawful subjects. |
| 8. Shield of Law | Shield of Law. +4 AC, +4 resistance, and SR 25 against chaotic spells. |
| 9. Summon Monster IX.* | Summon Monster IX.* Calls outsider to fight for you. |

*Cast as a law spell only.

Luck Domain

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

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| 1. Entropic Shield | Entropic Shield. Ranged attacks against you suffer 20% miss chance. |
| 2. Aid | Aid. +1 attack, +1 against fear, 1d8 temporary hit points. |
| 3. Protection from Elements | Protection from Elements. Absorb 12 damage/level from one kind of energy. |
| 4. Freedom of Movement | Freedom of Movement. Subject moves normally despite impediments. |
| 5. Break Enchantment | Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification. |
| 6. Mislead | Mislead. Turns you invisible and creates illusory double. |
| 7. Spell Turning | Spell Turning. Reflect 1d4+6 spell levels back at caster. |
| 8. Holy Aura | Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells. |
| 9. Miracle | Miracle. Requests a deity's intercession. |

Magic Domain

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

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| 1. Nystul's Undetectable Aura | Nystul's Undetectable Aura. Masks magic item's aura. |
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2. Identify	Identify. Determines single feature of magic item.
3. Dispel Magic	Dispel Magic. Cancels magical spells and effects.
4. Imbue with Spell Ability	Imbue with Spell Ability. Transfer spells to subject.
5. Spell Resistance	Spell Resistance. Subject gains +12 +1/level SR.
6. Antimagic Field	Antimagic Field. Negates magic within 10 ft.
7. Spell Turning	Spell Turning. Reflect 1d4+6 spell levels back at caster.
8. Protection from Spells	Protection from Spells. Confers +8 resistance bonus.
9. Mord's Disjunction	Mordenkainen's Disjunction. Dispels magic, disenchant magic items.

Plant Domain

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Knowledge (nature) is a class skill.

1. Entangle	Entangle. Plants entangle everyone in 40-ft.-radius circle.
2. Barkskin	Barkskin. Grants +3 natural armor bonus (or higher).
3. Plant Growth	Plant Growth. Grows vegetation, improves crops.
4. Control Plants	Control Plants. Talk to and control plants & fungi.
5. Wall of Thorns	Wall of Thorns. Thorns damage anyone who tries to pass.
6. Repel Wood	Repel Wood. Pushes away wooden objects.
7. Changestaff	Changestaff. Your staff becomes a treant on command.
8. Command Plants	Command Plants. Plants animate and vegetation entangles.
9. Shambler	Shambler. Summons 1d4+2 shambling mounds to fight for you.

Protection Domain

Granted Power: You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

1. Sanctuary	Sanctuary. Opponents can't attack you, and you can't attack.
2. Shield Other	Shield Other. You take half of subject's damage.
3. Protection from Elements	Protection from Elements. Absorb 12 damage/level from one kind of energy.
4. Spell Immunity	Spell Immunity. Subject is immune to one spell/four levels.
5. Spell Resistance	Spell Resistance. Subject gains +12 +1/level SR.
6. Antimagic Field	Antimagic Field. Negates magic within 10 ft.
7. Repulsion	Repulsion. Creatures can't approach you.
8. Mind Blank	Mind Blank. Subject is immune to mental/emotional magic and scrying.
9. Prismatic Sphere	Prismatic Sphere. As prismatic wall, but surrounds on all sides.

Strength Domain

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.

1. Endure Elements	Endure Elements. Ignores 5 damage/round from one energy type.
2. Bull's Strength	Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.
3. Magic Vestment	Magic Vestment. Armor or shield gains +1 enhancement three level.
4. Spell Immunity	Spell Immunity. Subject is immune to one spell/four levels.
5. Righteous Might	Righteous Might. Your size increases, and you gain +4 Str.
6. Stoneskin	Stoneskin. Stops blows, cuts, stabs, and slashes.
7. Bigby's Grasping Hand	Bigby's Grasping Hand. Hand provides cover, pushes, or grapples.
8. Bigby's Clenched Fist	Bigby's Clenched Fist. Large hand attacks your foes.
9. Bigby's Crushing Hand	Bigby's Crushing Hand. As Bigby's grasping hand, but stronger.

Sun Domain

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

1. Endure Elements.*	Endure Elements.* Ignores 5 damage/round from one energy type.
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2. Heat Metal	Heat Metal. Make metal so hot it damages those that touch it.
3. Searing Light	Searing Light. Ray deals 1d8/two levels, more against undead.
4. Fire Shield	Fire Shield. Creatures attacking you take fire damage; you're protected from heat or cold.
5. Flame Strike	Flame Strike. Smite foes with divine fire (1d8/level).
6. Fire Seeds	Fire Seeds. Acorns and berries become grenades and bombs.
7. Sunbeam	Sunbeam. Beam blinds and deals 3d6 damage.
8. Sunburst	Sunburst. Blinds all within 10 ft., deals 3d6 damage.
9. Prismatic Sphere	Prismatic Sphere. As prismatic wall, but surrounds on all sides.

Travel Domain

Granted Powers: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Wilderness Lore is a class skill.

1. Expeditious Retreat	Expeditious Retreat. Doubles your speed.
2. Locate Object	Locate Object. Senses direction toward object (specific or type).
3. Fly	Fly. Subject flies at speed of 90.
4. Dimension Door	Dimension Door. Teleports you and up to 500 lb.
5. Teleport	Teleport. Instantly transports you anywhere.
6. Find the Path	Find the Path. Shows most direct way to a location.
7. Teleport without Error	Teleport without Error. As teleport, but no off-target arrival.
8. Phase Door	Phase Door. Invisible passage through wood or stone.
9. Astral Projection	Astral Projection. Projects you and companions into Astral Plane.

Trickery Domain

Granted Power: Bluff, Disguise, and Hide are class skills.

1. Change Self	Change Self. Change own appearance.
2. Invisibility	Invisibility. Subject invisible 10 min./level or until it attacks.
3. Nondetection	Nondetection. Hides subject from divination, scrying.
4. Confusion	Confusion. Makes subjects behave oddly for 1 round/level.
5. False Vision	False Vision. Fools scrying with an illusion.
6. Mislead	Mislead. Turns you invisible and creates illusory double.
7. Screen	Screen. Illusion hides area from vision, scrying.
8. Polymorph Any Object	Polymorph Any Object. Changes any subject into anything else.
9. Time Stop	Time Stop. You act freely for 1d4+1 rounds.

War Domain

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

1. Magic Weapon	Magic Weapon. Weapon gains +1 bonus.
2. Spiritual Weapon	Spiritual Weapon. Magical weapon attacks on its own..
3. Magic Vestment	Magic Vestment. Armor or shield gains +1 enhancement/three levels.
4. Divine Power	Divine Power. You gain attack bonus, 18 Str, and 1 hp/level.
5. Flame Strike	Flame Strike. Smite foes with divine fire (1d6 damage/level).
6. Blade Barrier	Blade Barrier. Blades encircling you deal 1d6 damage/level.
7. Power Word, Stun	Power Word, Stun. Stuns creature with up to 150 hp.
8. Power Word, Blind	Power Word, Blind. Blinds 200 hp worth of creatures.
9. Power Word, Kill	Power Word, Kill. Kills one tough subject or many weak ones.

Water Domain

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

1. Obscuring Mist	Obscuring Mist. Fog surrounds you.
2. Fog Cloud	Fog Cloud. Fog obscures vision.
3. Water Breathing	Water Breathing. Subjects can breathe underwater.
4. Control Water	Control Water. Raise, lower, or part bodies of water.

5. Ice Storm	Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
6. Cone of Cold	Cone of Cold. 1d6 cold damage/level.
7. Acid Fog	Acid Fog. Fog deals acid damage.
8. Horrid Wilting	Horrid Wilting. Deals 1d8 damage/level within 30 ft.
9. Elemental Swarm.*	Elemental Swarm.* Summons 2d4 Large, 1d4 Huge elementals.

*Cast as a water spell only.

DRUID SPELLS

0-LEVEL DRUID SPELLS (Orisons)

Create Water	Creates 2 gallons/level of pure water.
Cure Minor Wounds	Cures 1 point of damage.
Detect Magic	Detects spells and magic items within 60 ft..
Detect Poison	Detects poison in one creature or small object.
Flare	Dazzles one creature (-1 attack).
Guidance	+1 on one roll, throw, or check.
Know Direction	You discern north.
Light	Object shines like a torch.
Mending	Makes minor repairs on an object.
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.
Read Magic	Read scrolls and spellbooks.
Resistance	Subject gains +1 on saving throws.
Virtue	Subject gains 1 temporary hp.

1st-LEVEL DRUID SPELLS

Animal Friendship	Gains permanent animal companions.
Calm Animals	Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
Cure Light Wounds	Cures 1d8 +1/level damage (max +5).
Detect Animals or Plants	Detects species of animals or plants.
Detect Snares and Pits	Reveals natural or primitive traps.
Endure Elements	Ignores 5 damage/round from one energy type.
Entangle	Plants entangle everyone in 40-ft.-radius circle.
Faerie Fire	Outlines subjects with light, canceling blur, concealment, etc.
Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours).
Invisibility to Animals	Animals can't perceive one subject/level.
Magic Fang	One natural weapon of subject creature gets +1 bonus to attack and damage.
Obscuring Mist	Fog surrounds you.
Pass without Trace	One subject/level leaves no tracks.
Shillelagh	Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.
Summon Nature's Ally I	Calls creature to fight.

2nd-LEVEL DRUID SPELLS

Animal Messenger	Sends a Tiny animal to a specific place.
Animal Trance	Fascinates 2d6 HD of animals.
Barkskin	Grants +3 natural armor bonus (or higher).
Charm Person or Animal	Makes one person or animal your friend.
Chill Metal	Cold metal damages those who touch it.
Delay Poison	Stops poison from harming subject for 1 hour/level.
Fire Trap	Opened object deals 1d4 +1/level damage.
Flame Blade	Touch attack deals 1d8 +1/two levels damage.
Flaming Sphere	Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Heat Metal	Hot metal damages those who touch it.
Hold Animal	Holds one animal helpless; 1 round/level.
Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.
Produce Flame	1d4 +1/two levels damage, touch or thrown.
Resist Elements	Ignores first 12 damage from one energy type each round.
Soften Earth and Stone	Turns stone to clay or dirt to sand or mud.
Speak with Animals	You can communicate with natural animals.
Summon Nature's Ally II	Calls creature to fight.
Summon Swarm	Summons swarm of small crawling or flying creatures.
Tree Shape	You look exactly like a tree for 1 hour/level.
Warp Wood	Bends wood (shaft, handle, door, plank).
Wood Shape	Rearranges wooden objects to suit you.

3rd-LEVEL DRUID SPELLS

Call Lightning	Directs lightning bolts (1d10/level) during storms.
Contagion	Infects subject with chosen disease.
Cure Moderate Wounds	Cures 2d8 +1/level damage (max +10).
Diminish Plants	Reduces size or blights growth of normal plants.
Dominate Animal	Subject animal obeys silent mental commands.
Greater Magic Fang	One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5)

Meld into Stone	You and your gear merge with stone.
Neutralize Poison	Detoxifies venom in or on subject.
Plant Growth	Grows vegetation, improves crops.
Poison	Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Elements	Absorb 12 damage/level from one kind of energy.
Remove Disease	Cures all diseases affecting subject.
Snare	Creates a magical booby trap.
Speak with Plants	You can talk to normal plants and plant creatures.
Spike Growth	Creatures in area take 1d4 damage, may be slowed.
Stone Shape	Sculpts stone into any form.
Summon Nature's Ally III	Calls creature to fight.
Water Breathing	Subjects can breathe underwater.

4th-LEVEL DRUID SPELLS

Antiplant Shell	Keeps animated plants at bay.
Control Plants	Talk to and control plants & fungi.
Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).
Dispel Magic	Cancels magical spells and effects.
Flame Strike	Smites foes with divine fire (1d6/level).
Freedom of Movement	Subject moves normally despite impediments.
Giant Vermin	Turns insects into giant vermin.
Quench	Extinguishes nonmagical fires or one magic item.
Reincarnate	Brings dead subject back in a random body.
Repel Vermin	Insects stay 10 ft. away.
Rusting Grasp	Your touch corrodes iron and alloys.
Spying	Spies on subject from a distance.
Sleet Storm	Hampers vision and movement.
Spike Stones	Creatures in area take 1d8 damage, may be slowed.
Summon Nature's Ally IV	Calls creature to fight.

5th-LEVEL DRUID SPELLS

Animal Growth	One animal/two levels doubles in size, HD.
Atonement	Removes burden of misdeeds from subject.
Awaken	Animal or tree gains human intellect.
Commune with Nature	Learn about terrain for one mile/level.
Control Winds	Change wind direction and speed.
Cure Critical Wounds	Cures 4d8 +1/level damage (max +20).
Death Ward	Grants immunity to all death spells and effects.
Hallow	Designates location as holy.
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.
Insect Plague	Insect horde limits vision, inflicts damage, and weak creatures flee.
Summon Nature's Ally V	Calls creature to fight.
Transmute Mud to Rock	Transforms two 10-ft. cubes/level.
Transmute Rock to Mud	Transforms two 10-ft. cubes/level.
Tree Stride	Step from one tree to another far away.
Unhallow	Designates location as unholy.
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
Wall of Thorns	Thorns damage anyone who tries to pass.

6th-LEVEL DRUID SPELLS

Antilife Shell	10-ft. field hedges out living creatures.
Find the Path	Shows most direct way to a location.
Fire Seeds	Acorns and berries become grenades and bombs.
Greater Dispelling	As dispel magic, but +20 on check.
Healing Circle	Cures 1d8 +1/level damage in all directions.
Ironwood	Magical wood is strong as steel.
Liveoak	Oak becomes treant guardian.
Repel Wood	Pushes away wooden objects.
Spellstaff	Stores one spell in wooden quarterstaff.
Stone Tell	Talk to natural or worked stone.
Summon Nature's Ally VI	Calls creature to fight.
Transport via Plants	Move instantly from one plant to another of the same species.
Wall of Stone	20 hp/four levels; can be shaped.

7th-LEVEL DRUID SPELLS

Changestaff	Your staff becomes a treant on command.
Control Weather	Changes weather in local area.
Creeping Doom	Carpet of insects attacks at your command.
Fire Storm	Deals 1d6 fire damage/level.
Greater Scrying	As scrying, but faster and longer.
Harm	Subject loses all but 1d4 hp.
Heal	Cures all damage, diseases, and mental conditions.
Summon Nature's Ally VII	Calls creature to fight.
Sunbeam	Beam blinds and deals 3d6 damage.

Transmute Metal to Wood	Metal within 40 ft. becomes wood.
True Seeing	See all things as they really are.
Wind Walk	You and your allies turn vaporous and travel fast.

8th-LEVEL DRUID SPELLS

Animal Shapes	One ally/level polymorphs into chosen animal.
Command Plants	Plants animate and vegetation entangles.
Finger of Death	Kills one subject.
Repel Metal or Stone	Pushes away metal and stone.
Reverse Gravity	Objects and creatures fall upward.
Summon Nature's Ally VIII	Calls creature to fight.
Sunburst	Blinds all within 10 ft., deals 3d6 damage.
Whirlwind	Cyclone inflicts damage and can pick up creatures.
Word of Recall	Teleports you back to designated place.

9th-LEVEL DRUID SPELLS

Antipathy	Object or location affected by spell repels certain creatures.
Earthquake	Intense tremor shakes 5-ft./level radius.
Elemental Swarm	Summons 2d4 Large, 1d4 Huge elementals.
Foresight	"Sixth sense" warns of impending danger.
Mass Heal	As heal, but with several subjects.
Shamblar	Summons 1d4+2 shambling mounds to fight for you.
Shapechange	Transforms you into any creature, and change forms once per round.
Summon Nature's Ally IX	Calls creature to fight.
Sympathy	Object or location attracts certain creatures.

PALADIN SPELLS

1st-LEVEL PALADIN SPELLS

Bless	Allies gain +1 attack and +1 on saves against fear.
Bless Water	Makes holy water.
Bless Weapon	Weapon gains +1 bonus.
Create Water	Creates 2 gallons/level of pure water.
Cure Light Wounds	Cures 1d8 +1/level damage (max +5).
Detect Poison	Detects poison in one creature or small object.
Detect Undead	Reveals undead within 60 ft.
Divine Favor	You gain attack, damage bonus, +1/three levels.
Endure Elements	Ignores 5 damage/round from one energy type.
Magic Weapon	Weapon gains +1 bonus.
Protection from Evil	+2 AC and saves, counter mind control, hedge out elementals and outsiders.
Read Magic	Read scrolls and spellbooks.
Resistance	Subject gains +1 on saving throws.
Virtue	Subject gains 1 temporary hp.

2nd-LEVEL PALADIN SPELLS

Delay Poison	Stops poison from harming subject for 1 hour/level.
Remove Paralysis	Frees one or more creatures from paralysis, hold or slow.
Resist Elements	Ignores 12 damage/round from one energy type.
Shield Other	You take half of subject's damage.
Undetectable Alignment	Conceals alignment for 24 hours.

3rd-LEVEL PALADIN SPELLS

Cure Moderate Wounds	Cures 2d8 +1/level (max +10).
Discern Lies	Reveals deliberate falsehoods.
Dispel Magic	Cancels magical spells and effects.
Greater Magic Weapon	+1 bonus/three levels (max +5).
Heal Mount	As heal on warhorse or other mount.
Magic Circle against Evil	As protection spells, but 10-ft. radius and 10 min./level.
Prayer	Allies gain +1 on most rolls, enemies suffer -1.
Remove Blindness/Deafness	Cures normal or magical conditions.

4th-LEVEL PALADIN SPELLS

Cure Serious Wounds	Cures 3d8 +1/level (max +15*).
Death Ward	Grants immunity to death spells and effects.
Dispel Evil	+4 bonus against attacks by evil creatures.
Freedom of Movement	Subject moves normally despite impediments.
Holy Sword	Weapon becomes +5, does double damage against evil.
Neutralize Poison	Detoxifies venom in or on subject.

*Paladin's maximum effective caster level is 10

RANGER SPELLS

1st-LEVEL RANGER SPELLS

Alarm	Wards an area for 2 hours/level.
Animal Friendship	Gains permanent animal companions.
Delay Poison	Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants	Detects species of animals or plants.
Detect Snares and Pits	Reveals natural or primitive traps.
Entangle	Plants entangle everyone in 40-ft.-radius circle.
Magic Fang	One natural weapon of subject creature gets +1 bonus to attack and damage.
Pass without Trace	One subject/level leaves no tracks.
Read Magic	Read scrolls and spellbooks.
Resist Elements	Ignores first 12 damage from one energy type each round.
Speak with Animals	You can communicate with natural animals.
Summon Nature's Ally I	Calls animal to fight for you.

2nd-LEVEL RANGER SPELLS

Animal Messenger	Sends a Tiny animal to a specific place.
Cure Light Wounds	Cures 1d8 +1/level damage (max +5).
Detect Chaos/Evil/Good/Law	Reveals creatures, spells, or objects.
Hold Animal	Holds one animal helpless; 1 round/level.
Protection from Elements	Absorb 12 damage/level from one kind of energy.
Sleep	Put 2d4 HD of creatures into comatose slumber.
Snare	Creates a magical booby trap.
Speak with Plants	You can talk to normal plants and plant creatures.
Summon Nature's Ally II	Calls animal to fight for you.

3rd-LEVEL RANGER SPELLS

Control Plants	Talk to and control plants & fungi.
Diminish Plants	Reduces size or blights growth of normal plants.
Greater Magic Fang	One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).
Neutralize Poison	Detoxifies venom in or on subject.
Plant Growth	Grows vegetation, improves crops.
Remove Disease	Cures all diseases affecting subject.
Summon Nature's Ally III	Calls animal to fight for you.
Tree Shape	You look exactly like a tree for 1 hour/level.
Water Walk	Subject treads on water as if solid.

4th-LEVEL RANGER SPELLS

Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).
Freedom of Movement	Subject moves normally despite impediments.
Nondetection	Hides subject from divination, scrying.
Polymorph Self	You assume a new form.
Summon Nature's Ally IV	Calls animal to fight for you.
Tree Stride	Step from one tree to another far away.
Wind Wall	Deflects arrows, smaller creatures, and gases.

SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER AND WIZARD SPELLS (Cantrips)

Abjur	Resistance	Subject gains +1 on saving throws.
Conj	Ray of Frost	Ray deals 1d3 cold damage.
Div	Detect Poison	Detects poison in one creature or small object.
Ench	Daze	Creature loses next action.
Evoc	Flare	Dazzles one creature (-1 attack).
	Light	Object shines like a torch.
Illus	Dancing Lights	Figment torches or other lights.
	Ghost Sound	Figment sounds.
Necro	Disrupt Undead	Deals 1d6 damage to one undead.
Trans	Mage Hand	5-pound telekinesis.
	Mending	Makes minor repairs on an object.
	Open/Close	Opens or closes small or light things.
Univ	Arcane Mark	Inscribes a personal rune (visible or invisible).
	Detect Magic	Detects spells and magic items within 60 ft.
	Prestidigitation	Performs minor tricks.
	Read Magic	Read scrolls and spellbooks.

1st-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Alarm	Wards an area for 2 hours/level.
	Endure Elements	Ignores 5 damage/round from one energy type.
	Hold Portal	Holds door shut.
	Protection from Chaos/Evil/Good/Law	+2 AC and saves, counter mind control, hedge out elementals and outsiders.
	Shield	Invisible disc gives cover and blocks magic missiles.

Conj	Grease	Makes 10-ft. square or one object slippery.
	Mage Armor	Gives subject +4 armor bonus.
	Mount	Summons riding horse for 2 hr./level.
	Obscuring Mist	Fog surrounds you.
	Summon Monster I	Calls outsider to fight for you.
Div	Unseen Servant	Creates invisible force that obeys your commands.
	Comprehend Languages	Understands all spoken and written languages.
	Detect Secret Doors	Reveals hidden doors within 60 ft.
Ench	Detect Undead	Reveals undead within 60 ft.
	Identify	Determines single feature of magic item.
	True Strike	Adds +20 bonus to your next attack roll.
	Charm Person	Makes one person your friend.
Evoc	Hypnotism	Fascinates 2d4 HD of creatures.
	Sleep	Put 2d4 HD of creatures into comatose slumber.
Illus	Magic Missile	1d4+1 damage; +1 missile/two levels above 1st (max +5).
	Tenser's Floating Disk	3-ft.-diameter horizontal disk that holds 100 lb./level.
Necro	Change Self	Changes your appearance.
	Color Spray	Knocks unconscious, blinds, or stuns 1d6 weak creatures.
	Nystul's Magical Aura	Grants object false magic aura.
	Nystul's Undetectable Aura	Masks magic item's aura.
	Silent Image	Creates minor illusion of your design.
Trans	Ventriloquism	Throws voice for 1 min./level.
	Cause Fear	One creature flees for 1d4 rounds.
	Chill Touch	1 touch/level deals 1d6 damage and possibly 1 Str damage.
Trans	Ray of Enfeeblement	Ray reduces Str by 1d6 points +1 point/two levels.
	Animate Rope	Makes a rope move at your command.
	Burning Hands	1d4 fire damage/level (max: 5d4).
	Enlarge	Object or creature grows +10%/level (max +50%).
	Erase	Mundane or magical writing vanishes.
	Expedition Retreat	Doubles your speed.
	Feather Fall	Objects or creatures fall slowly.
	Jump	Subject gets +30 on Jump checks.
	Magic Weapon	Weapon gains +1 bonus.
	Message	Whispered conversation at distance.
	Reduce	Object or creature shrinks 10%/level (max 50%).
	Shocking Grasp	Touch delivers 1d8 +1/level electricity.
	Spider Climb	Grants ability to walk on walls and ceilings.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Arcane Lock	Magically locks a portal or chest.
	Obscure Object	Masks object against divination.
	Protection from Arrows	Subject immune to most ranged attacks.
	Resist Elements	Ignores 12 damage/round from one energy type.
Conj	Fog Cloud	Fog obscures vision.
	Glitterdust	Blinds creatures, outlines invisible creatures.
	Melf's Acid Arrow	Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
	Summon Monster II	Calls outsider to fight for you.
	Summon Swarm	Summons swarm of small crawling or flying creatures.
Div	Web	Fills 10-ft. cube/level with sticky spider webs.
	Detect Thoughts	Allows "listening" to surface thoughts.
	Locate Object	Senses direction toward object (specific or type).
Ench	See Invisibility	Reveals invisible creatures or objects.
	Tasha's Hideous Laughter	Subject loses actions for 1d3 rounds.
Evoc	Darkness	20-ft. radius of supernatural darkness.
	Daylight	60-ft. radius of bright light.
Illus	Flaming Sphere	Rolling ball of fire, 2d6 damage, lasts 1 round/level.
	Shatter	Sonic vibration damages objects or crystalline creatures.
	Blur	Attacks miss subject 20% of the time.
	Continual Flame	Makes a permanent, heatless torch.
	Hypnotic Pattern	Fascinates 2d4+1 HD/level of creatures.
	Invisibility	Subject is invisible for 10 min./level or until it attacks.
	Leomund's Trap	Makes item seem trapped.
	Magic Mouth	Speaks once when triggered.
	Minor Image	As silent image, plus some sound.
	Mirror Image	Creates decoy duplicates of you (1d4 +1/three levels, max 8).
Necro	Misdirection	Misleads divinations for one creature or object.
	Ghoul Touch	Paralyzes one subject, who exudes stench (-2 penalty) nearby.
	Scare	Panics creatures up to 5 HD (15-ft. radius).
Trans	Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.
	Alter Self	As change self, plus more drastic changes.
	Blindness/Deafness	Makes subject blind or deaf.
	Bull's Strength	Subject gains 1d4+1 Str for 1 hr./level.
	Cat's Grace	Subject gains 1d4+1 Dex for 1 hr./level.
	Darkvision	See 60 ft. in total darkness.

Endurance	Gain 1d4+1 Con for 1 hr./level.
Knock	Opens locked or magically sealed door.
Levitate	Subject moves up and down at your direction.
Pyrotechnics	Turns fire into blinding light or choking smoke.
Rope Trick	Up to eight creatures hide in extradimensional space.
Whispering Wind	Sends a short message one mile/level.

3rd-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Dispel Magic	Cancels magical spells and effects.
	Explosive Runes	Deals 6d6 damage when read.
	Magic Circle against C/E/G/L	As protection spells, but 10-ft. radius and 10 min./level.
Conj	Nondetection	Hides subject from divination, scrying.
	Protection from Elements	Absorb 12 damage/level from one kind of energy.
	Flame Arrow	Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).
	Phantom Steed	Magical horse appears for 1 hour/level.
	Sepia Snake Sigil	Creates text symbol that immobilizes reader.
Div	Sleet Storm	Hampers vision and movement.
	Stinking Cloud	Nauseating vapors, 1 round/level.
	Summon Monster III	Calls outsider to fight for you.
	Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.
Ench	Tongues	Speak any language.
	Hold Person	Holds one person helpless; 1 round/level.
Evoc	Suggestion	Compels subject to follow stated course of action.
	Fireball	1d6 damage per level, 20-ft. radius.
Illus	Gust of Wind	Blows away or knocks down smaller creatures.
	Leomund's Tiny Hut	Creates shelter for 10 creatures.
	Lightning Bolt	Electricity deals 1d6 damage/level.
	Wind Wall	Deflects arrows, smaller creatures, and gases.
	Displacement	Attacks miss subject 50%.
Necro	Illusory Script	Only intended reader can decipher.
	Invisibility Sphere	Makes everyone within 10 ft. invisible.
	Major Image	As silent image, plus sound, smell and thermal effects.
Trans	Gentle Repose	Preserves one corpse.
	Halt Undead	Immobilizes undead for 1 round/level.
Trans	Vampiric Touch	Touch deals 1d6/two caster levels; caster gains damage as hp.
	Blink	You randomly vanish and reappear for 1 round/level.
	Fly	Subject flies at speed of 90.
	Gaseous Form	Subject becomes insubstantial and can fly slowly.
	Greater Magic Weapon	+1/three levels (max +5).
	Haste	Extra partial action and +4 AC.
	Keen Edge	Doubles normal weapon's threat range.
	Secret Page	Changes one page to hide its real content.
	Shrink Item	Object shrinks to one-twelfth size.
	Slow	One subject/level takes only partial actions, -2 AC, -2 melee rolls.
Water Breathing	Subjects can breathe underwater.	

4th-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Dimensional Anchor	Bars extradimensional movement.
	Fire Trap	Opened object deals 1d4 +1/level damage.
	Minor Globe of Invulnerability	Stops 1st- through 3rd-level spell effects.
	Remove Curse	Frees object or person from curse.
Conj	Stoneskin	Stops blows, cuts, stabs, and slashes.
	Evard's Black Tentacles	1d4 +1/level tentacles grapple randomly within 15 ft.
	Leomund's Secure Shelter	Creates sturdy cottage.
	Minor Creation	Creates one cloth or wood object.
	Solid Fog	Blocks vision and slows movement.
Div	Summon Monster IV	Calls outsider to fight for you.
	Arcane Eye	Invisible floating eye moves 30 ft./round.
	Detect Scrying	Alerts you of magical eavesdropping.
Ench	Locate Creature	Indicates direction to familiar creature.
	Scrying	Spies on subject from a distance.
	Charm Monster	Makes monster believe it is your ally.
	Confusion	Makes subject behave oddly for 1 round/level.
Evoc	Emotion	Arouses strong emotion in subject.
	Lesser Geas	Commands subject of 7 HD or less.
	Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.
	Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.
	Otiluke's Resilient Sphere	Force globe protects but traps one subject.
Illus	Shout	Deafens all within cone and deals 2d6 damage.
	Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
	Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
	Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, etc.).
	Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.
Improved Invisibility	As invisibility, but subject can attack and stay invisible.	

	Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.
	Rainbow Pattern	Lights prevent 24 HD of creatures from attacking or moving away.
	Shadow Conjuration	Mimics conjuring below 4th level.
Necro	Contagion	Infects subject with chosen disease.
	Enervation	Subject gains 1d4 negative levels.
	Fear	Subjects within cone flee for 1 round/level.
Trans	Bestow Curse	-6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
	Dimension Door	Teleports you and up to 500 lb.
	Polymorph Other	Gives one subject a new form.
	Polymorph Self	You assume a new form.
	Rary's Mnemonic Enhancer	Prepares extra spells or retains one just cast. Wizard only.

5th-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Dismissal	Forces a creature to return to native plane.
Conj	Cloudkill	Kills 3 HD or less; 4-6 HD save or die.
	Leomund's Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will.
	Lesser Planar Binding	Traps outsider until it performs a task.
	Major Creation	As minor creation, plus stone and metal.
	Mordenkainen's Faithful Hound	Phantom dog can guard, attack.
	Summon Monster V	Calls outsider to fight for you.
	Wall of Iron	30 hp/four levels; can topple onto foes.
	Wall of Stone	20 hp/four levels; can be shaped.
Div	Contact Other Plane	Ask question of extraplanar entity.
	Prying Eyes	1d4 floating eyes +1/level scout for you.
	Rary's Telepathic Bond	Link lets allies communicate.
Ench	Dominate Person	Controls humanoid telepathically.
	Feeblemind	Subject's Int drops to 1.
	Hold Monster	As hold person, but any creature.
	Mind Fog	Subjects in fog get -10 Wis, Will checks.
Evoc	Bigby's Interposing Hand	Hand provides 90% cover against one opponent.
	Cone of Cold	1d6 cold damage/level.
	Sending	Delivers short message anywhere, instantly.
	Wall of Force	Wall is immune to damage.
Illus	Dream	Sends message to anyone sleeping.
	False Vision	Fools scrying with an illusion.
	Greater Shadow Conjuration	As shadow conjuration, but up to 4th level and 40% real.
	Mirage Arcana	As hallucinatory terrain, plus structures.
	Nightmare	Sends vision dealing 1d10 damage, fatigue.
	Persistent Image	As major image, but no concentration required.
	Seeming	Changes appearance of one person/two levels.
	Shadow Evocation	Mimics evocation less than 5th level.
Necro	Animate Dead	Creates undead skeletons and zombies.
	Magic Jar	Enables possession of another creature.
Trans	Animal Growth	One animal/two levels doubles in size, HD.
	Fabricate	Transforms raw materials into finished items.
	Passwall	Breaches walls 1 ft. thick/level.
	Stone Shape	Sculpts stone into any form.
	Telekinesis	Lifts or moves 25 lb./level at long range.
	Teleport	Instantly transports you anywhere.
	Transmute Mud to Rock	Transforms two 10-ft. cubes/level.
	Transmute Rock to Mud	Transforms two 10-ft. cubes/level.
Univ	Permanency	Makes certain spells permanent; costs XP.

6th-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Antimagic Field	Negates magic within 10 ft.
	Globe of Invulnerability	As minor globe, plus 4th level.
	Greater Dispelling	As dispel magic, but +20 on check.
	Guards and Wards	Array of magic effects protect area.
	Repulsion	Creatures can't approach you.
Conj	Acid Fog	Fog deals acid damage.
	Planar Binding	As lesser planar binding, but up to 16 HD.
	Summon Monster VI	Calls outsider to fight for you.
Div	Analyze Dweomer	Reveals magical aspects of subject.
	Legend Lore	Learn tales about a person, place, or thing.
	True Seeing	See all things as they really are.
Ench	Geas/Quest	As lesser geas, plus it affects any creature.
	Mass Suggestion	As suggestion, plus one/level subjects.
Evoc	Bigby's Forceful Hand	Hand pushes creatures away.
	Chain Lightning	1d6 damage/level; secondary bolts.
	Contingency	Sets trigger condition for another spell.
	Otiluke's Freezing Sphere	Freezes water or deals cold damage.
Illus	Greater Shadow Evocation	As shadow evocation, but up to 5th level.
	Mislead	Turns you invisible and creates illusory double.
	Permanent Image	Includes sight, sound, and smell.

	Programmed Image	As major image, plus triggered by event.
	Project Image	Illusory double can talk and cast spells.
	Shades	As shadow conjuration, but up to 5th level and 60% real.
	Veil	Changes appearance of group of creatures.
Necro	Circle of Death	Kills 1d4 HD/level.
Trans	Control Water	Raises, lowers, or parts bodies of water.
	Control Weather	Changes weather in local area.
	Disintegrate	Makes one creature or object vanish.
	Eyebite	Charm, fear, sicken or sleep one subject.
	Flesh to Stone	Turns subject creature into statue.
	Mass Haste	As haste, affects one/level subjects.
	Mordenkainen's Lucubration	Recalls spell of 5th level or less. Wizard Only.
	Move Earth	Digs trenches and build hills.
	Stone to Flesh	Restores petrified creature.
	Tenser's Transformation	You gain combat bonuses.

7th-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Banishment	Banishes 2 HD/level extraplanar creatures.
	Sequester	Subject is invisible to sight and scrying.
	Spell Turning	Reflect 1d4+6 spell levels back at caster.
Conj	Drawmij's Instant Summons	Prepared object appears in your hand.
	Mordenkainen's Magnificent Mansion	Door leads to extradimensional mansion.
	Phase Door	Invisible passage through wood or stone.
	Power Word, Stun	Stuns creature with up to 150 hp.
	Summon Monster VII	Calls outsider to fight for you.
Div	Greater Scrying	As scrying, but faster and longer.
	Vision	As legend lore, but quicker and strenuous.
Ench	Insanity	Subject suffers continuous confusion.
Evoc	Bigby's Grasping Hand	Hand provides cover, pushes, or grapples.
	Delayed Blast Fireball	1d8 fire damage/level; you can delay blast for 5 rounds.
	Forcecage	Cube of force imprisons all inside.
	Mordenkainen's Sword	Floating magic blade strikes opponents.
	Prismatic Spray	Rays hit subjects with variety of effects.
Illus	Mass Invisibility	As invisibility, but affects all in range.
	Shadow Walk	Step into shadow to travel rapidly.
	Simulacrum	Creates partially real double of a creature.
Necro	Control Undead	Undead don't attack you while under your command.
	Finger of Death	Kills one subject.
Trans	Ethereal Jaunt	You become ethereal for 1 round/level.
	Plane Shift	Up to eight subjects travel to another plane.
	Reverse Gravity	Objects and creatures fall upward.
	Statue	Subject can become a statue at will.
	Teleport without Error	As teleport, but no off-target arrival.
	Vanish	As teleport, but affects a touched object.
Univ	Limited Wish	Alters reality-within spell limits.

8th-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Mind Blank	Subject is immune to mental/emotional magic and scrying.
	Prismatic Wall	Wall's colors have array of effects.
	Protection from Spells	Confers +8 resistance bonus.
Conj	Greater Planar Binding	As lesser planar binding, but up to 24 HD.
	Incendiary Cloud	Cloud deals 4d6 fire damage/round.
	Maze	Traps subject in extradimensional maze.
	Power Word, Blind	Blinds 200 hp worth of creatures.
	Summon Monster VIII	Calls outsider to fight for you.
	Trap the Soul	Imprisons subject within gem.
Div	Discern Location	Exact location of creature or object.
Ench	Antipathy	Object or location affected by spell repels certain creatures.
	Binding	Array of techniques to imprison a creature.
	Demand	As sending, plus you can send suggestion.
	Mass Charm	As charm monster, but all within 30 ft.
	Otto's Irresistible Dance	Forces subject to dance.
	Sympathy	Object or location attracts certain creatures.
Evoc	Bigby's Clenched Fist	Large hand attacks your foes.
	Otiluke's Telekinetic Sphere	As Otiluke's resilient sphere, but you move sphere telekinetically.
	Sunburst	Blinds all within 10 ft., deals 3d6 damage.
Illus	Screen	Illusion hides area from vision, scrying.
Necro	Clone	Duplicate awakens when original dies.
	Horrid Wilting	Deals 1d8 damage/level within 30 ft.
Trans	Etherealness	Travel to Ethereal Plane with companions.
	Iron Body	Your body becomes living iron.
	Polymorph Any Object	Changes any subject into anything else.
Univ	Symbol	Triggered runes have array of effects.

9th-LEVEL SORCERER AND WIZARD SPELLS

Abjur	Freedom	Releases creature suffering imprisonment.
	Imprisonment	Entombs subject beneath the earth.
	Mordenkainen's Disjunction	Dispels magic, disenchant's magic items.
	Prismatic Sphere	As prismatic wall, but surrounds on all sides.
Conj	Gate	Connects two planes for travel or summoning.
	Power Word, Kill	Kills one tough subject or many weak ones.
	Summon Monster IX	Calls outsider to fight for you.
Div	Foresight	"Sixth sense" warns of impending danger.
Ench	Dominate Monster	As dominate person, but any creature.
Evoc	Bigby's Crushing Hand	As Bigby's interposing hand, but stronger.
	Meteor Swarm	Deals 24d6 fire damage, plus bursts.
Illus	Weird	As phantasmal killer, but affects all within 30 ft.
Necro	Astral Projection	Projects you and companions into Astral Plane.
	Energy Drain	Subject gains 2d4 negative levels.
	Soul Bind	Traps newly dead soul to prevent resurrection.
	Wail of the Banshee	Kills one creature/level.
Trans	Refuge	Alters item to transport its possessor to you.
	Shapechange	Transforms you into any creature, and change forms once per round.
	Teleportation Circle	Circle teleports any creature inside to designated spot.
	Temporal Stasis	Puts subject into suspended animation.
	Time Stop	You act freely for 1d4+1 rounds.
Univ	Wish	As limited wish, but with fewer limits.

SPELL LIST

Spells (A)

Acid Fog

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6, Water 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads 30 ft., 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell's vapors are highly acidic. Each round, starting when the character casts the spell, the fog deals 2d6 points of acid damage to creatures and objects within it.

Aid

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Good 2, Luck 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject is encouraged just as with bless (+1 morale bonus to attack rolls and saves against fear effects), plus it gains 1d8 temporary hit points.

Air Walk

Transmutation

Level: Air 4, Clr 4

Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature (Gargantuan or smaller) touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)

The transmuted creature can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the creature's normal speed.

A strong wind (21+ mph) can push an air walker along or hold her back. At the end of her turn each round, the wind blows her 5 feet for each 5 miles per hour of wind speed. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or suffering physical damage from being buffeted about.

The character can cast air walk on a specially trained mount so it can be ridden through the air. The character trains a mount to air walk with the Handle Animal skill (air walking counts as an unusual task).

Alarm

Abjuration
Level: Brd 1, Rgr 1, Sor/Wiz 1
Components: V, S, F/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 25-ft.-radius emanation centered on a point in space
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature who speaks the password (determined by the character at the time of casting) does not set off the alarm. The character decides at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts the character (and only the character) so long as the character remains within a mile of the warded area. The character notes a single mental "ping" that awakens the character from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly up to 180 feet away. The ringing lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm unless the intruder becomes material while in the warded area.

Alter Self

Transmutation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 10 minutes/level (D)

The character can alter the character's appearance and form—including clothing and equipment—to appear taller or shorter, thin, fat, or in between. The assumed form must be corporeal. The character's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and the character's weight can be changed up to one-half. If the form selected has wings, The character can fly at a speed of 30 feet with poor maneuverability. If the form has gills, the character can breathe underwater.

The character's attack rolls, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell. If the character is slain, the character automatically returns to the character's normal form.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the character's Disguise check.

Analyze Dweomer

Divination

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 8 hours

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object or creature

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

The character discerns spells and magical properties present in a creature or object. One property, spell, or power is revealed each round, from lowest level (or weakest power) to highest (or strongest). For each spell or power, the character makes a caster level check (1d20 + caster level). If the result is equal to or higher than the spell's or power's caster level, the character identifies it. Otherwise, the character fails to identify that spell or power, and the character can check for the next one next round.

Analyze dweomer does not function when used on an artifact.

After the character analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; The character must make a Fortitude save (DC 21) when the spell ends or be exhausted and unable to do anything but rest for the next 1d8 hours.

Focus: The focus must be worth at least 1,500 gp.

Animal Friendship

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The character wins the loyalty of an animal, provided that the character's heart is true. The spell functions only if the character actually wishes to be the animal's friend. If the character is not willing to treat the animal as a friend (for example, the character intends to eat it, or to use it to set off traps), the spell fails. An animal's loyalty, once gained, is natural (not magical) and lasting.

The character can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are coming when called, rolling over on command, fetching, or shaking hands. They cannot be complex (complex tricks, such as accepting a rider, require the Handle Animal skill).

At any one time, the character can have only a certain number of animals befriended to the character. The character can have animal friends whose Hit Dice total no more than twice the character's caster level. The character may dismiss animal friends to enable the character to befriend new ones.

Animal Growth

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal/two levels, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A number of animals grow to twice their normal size. This doubles each animal's height, length, and width, increasing its weight by a factor of eight. This increase in size has a number of effects:

Hit Dice: The creature's HD double, doubling the creature's base attack bonus and increasing its saves accordingly.

Size: The creature's size increases one step. This increase reduces its AC (according to the new size), reduces its attack bonus (according to the new size), affects its ability to grapple, and so on. The creature gains an enlargement bonus to Strength and Constitution scores, and its damage with natural attacks increases. This spell does not affect Colossal creatures.

When the spell ends, the creature's hit points return to normal, and all damage the creature has taken while enlarged is divided by 2.

The spell gives the character no special means of command or influence over the enlarged animals.

Animal Messenger

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Drd 2, Rgr 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

The character compels a Tiny animal to go to a spot the character designates. The most common use for this spell is to get the animal to carry a message to the character's allies. The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, the character calls the animal to the character. It advances and awaits the character's bidding. the character can mentally impress on the animal a certain place well known to the character or an obvious landmark (such as the peak of a distant mountain or mouth of a nearby river). The directions must be simple, because the animal depends on the character's knowledge and can't find a destination on its own. The character can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. Note that unless the intended recipient of a message is expecting a messenger in the form of a bird or other small animal, the carrier may be ignored. The intended recipient of a message gains no special ability to communicate with the animal or read any attached message (if it's in a language she doesn't know, for example).

The spell works only on animals with an Intelligence score of 1 or 2.

Animal Shapes

Transmutation

Level: Animal 7, Drd 8

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

As polymorph other, except the character polymorphs up to one willing creature per level into an animal of the character's choice; the spell has no effect on unwilling creatures. Recipients remain in the animal form until the spell expires or the character dismisses the spell for all recipients. In addition, an individual subject may choose to resume her normal form (as a full-round action); doing so ends the spell for her and her alone.

The allowed size of the animal form depends on the character's level:

<i>Caster Level</i>	<i>Allowed Sizes</i>
Up to 16th	Small or Medium-size
17th-19th	Tiny through Large
20th	Diminutive through Huge

Creatures polymorphed by this spell don't suffer the disorientation penalty that those transformed by polymorph other often do.

Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2, Drd 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals, beasts, or magical beasts of Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character's swaying motions and music (or singing, or chanting) compel animals, beasts, and magical beasts to do nothing but watch the character. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. Roll 2d6 to determine the total number of HD that the character entrances. The closest targets are selected first until no more targets within range can be affected.

Animals trained to attack or guard, beasts, and magical beasts are allowed saving throws; animals not trained to attack or guard are not. An entranced creature can be struck (with a +2 bonus to the attack roll, as if it were stunned), but it then recovers from the compulsion and is no longer affected by the spell.

Animate Dead

Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 5

Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the character's spoken commands. The skeletons or zombies can follow the character, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, the character can't create more HD of undead than the character has caster levels with a single casting of animate dead.

The undead the character creates remain under the character's control indefinitely. No matter how many times the character uses this spell, however, the character can control only 2 HD worth of undead creatures per caster level. If the character exceeds this number, all the newly created creatures fall under the character's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released). If the character is a cleric, any undead the character might command by virtue of the character's power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so purple worm skeletons are not allowed). If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies: A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy (so gelatinous cube zombies are not allowed). The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: The character must place a black onyx gem worth at least 50 gp into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless, burned-out shells.

Animate Objects

Transmutation
Level: Chaos 6, Clr 6
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: Objects or matter, 1 cu. ft./level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

The character imbues inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever the character initially designates. The animated object can be of any nonmagical material—wood, metal, stone, fabric, leather, ceramic, glass, etc. The character can also animate masses of raw matter, such as water, a rock from a wall or a rock on the ground, as long as the volume of material does not exceed 1 cubic foot per caster level.

The spell cannot animate objects carried or worn by a creature.

Animate Rope

Transmutation
Level: Sor/Wiz 1
Components: V, S

Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One ropelike object, length up to 50 ft. + 5 ft./level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

The character can animate a nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The maximum length assumes a rope with a 1-inch diameter. Reduce the total length by 50% for every additional inch of thickness, and increase the length by 50% for each reduction of the rope's width by half. The possible commands are "Coil" (form a neat, coiled stack), "Coil and knot," "Loop," "Loop and knot," "Tie and knot," and the opposites of all of the above ("Uncoil," etc.). One command can be given each round as a standard action.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll. The rope has a range increment of 10 feet. A typical rope has 2 hit points, AC 10, and can be burst with a Strength check (DC 23). The rope does not deal damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a Reflex saving throw. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the rope can anchor itself to an immobile object, the entangled creature cannot move. Otherwise, it can move at half speed but can't run or charge. A creature capable of spellcasting that is bound by this spell must make a Concentration check (DC 15) to cast a spell. An entangled creature can slip free with an Escape Artist check (DC 20).

The rope itself, and any knots tied in it, are not magical.

This spell grants a +2 bonus to any Use Rope checks the character makes when using the transmuted rope.

Antilife Shell

Abjuration
Level: Animal 6, Clr 6, Drd 6
Components: V, S, DF
Casting Time: 1 full round
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on the character
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes

The character brings into being a mobile, hemispherical energy field that prevents the entrance of most sorts of living creatures. The effect hedges out animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoids, monstrous humanoids, oozes, plants, shapechangers, and vermin, but not constructs, elementals, outsiders, or undead.

Note: This spell may be used only defensively, not aggressively; forcing an abjuration barrier against creatures whom the spell keeps at bay collapses the barrier.

Antimagic Field

Abjuration
Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on the character
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: See text

An invisible barrier surrounds the character and moves with the character. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.

Golems and other magical constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature. If the character casts antimagic field in an area occupied by a conjured creature who has spell resistance, the character must make a caster level check (1d20 + caster level) against the creature's SR to make it wink out. (The effects of instantaneous conjurations, such as create water, are not affected by the antimagic field because the conjuration itself is no longer in effect, only its result.)

Normal creatures can enter the area, as can normal missiles. The spell has no effect on constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Undead and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel magic does not remove the field. Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of force, prismatic sphere, and prismatic wall remain unaffected by antimagic field (see the individual spell descriptions). Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

Note: Should the character be larger than the area enclosed by the barrier, any part of the character's person that lies outside the barrier is unaffected by the field.

Antipathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will partial

Spell Resistance: Yes

The character causes an object or location to emanate magical vibrations that repel either a specific type of intelligent creature or creatures of a particular alignment, as defined by the character. The particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, cloaklers, or vampires. Larger groups, such as "goblinoids," are not specific enough. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or true neutral.

Creatures of the designated type or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature who makes a successful saving throw can stay in the area or touch the item, but feels very uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels sympathy.

This spell cannot be cast upon living creatures.

Antiplant Shell

Abjuration

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on the character

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures whom the spell keeps at bay strains and collapses the field.

Arcane Eye

Divination

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The character creates an invisible magical sensor that sends the character visual information. The arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The arcane eye sees exactly as the character would see if the character were there. The arcane eye can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an arcane eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

The character must concentrate to use the eye. If the character does not concentrate, the eye is inert until the character again concentrates. The powers of the eye cannot be enhanced by other spells or items (though the character can use magic to improve the character's own eyesight). The character is subject to any gaze attack met by the eye. A successful dispel magic cast on the character or the eye ends the spell. With respect to blindness, magical darkness, and other phenomena that affect vision, the arcane eye is considered an independent sensory organ of the character's. (For example, it is not blinded if the character's normal eyes are blinded.)

Any creature with Intelligence 12 or higher can notice the arcane eye by making a Scry check or an Intelligence check (DC 20). Spells such as detect scrying can also detect the eye.

Arcane Lock

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

An arcane lock spell cast upon a door, chest, or portal magically locks it. The character can freely pass the character's own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking in or by a successful dispel magic or knock spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a knock spell does not remove an arcane lock. It only suppresses it for 10 minutes.

Arcane Mark

Universal

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 ft. square

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows the character to inscribe the character's personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables the character to etch the rune upon any substance (even stone or metal) without harm to the material upon which the mark is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible (though not necessarily understandable). See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows their users to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If cast on a living being, normal wear gradually causes the mark to fade in about a month.

Arcane mark must be cast on an object prior to casting Drawmij's instant summons on the same object (see that spell description for details).

Astral Projection

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: The character plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Freeing the character's spirit from the character's physical body, this spell allows the character to project an astral body into another plane altogether. The character can bring the astral forms of other creatures with the character, provided the creatures are linked in a circle with the character at the time of the casting. These fellow travelers are dependent upon the character and must accompany the character at all times. If something happens to the character during the journey, the companions are stranded wherever the character left them.

The character projects the character's astral self into the Astral Plane, leaving the character's physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the character and all the character wears or carries onto the Astral Plane. Since the Astral Plane touches upon other planes, the character can travel astrally to any of these other planes as the character wishes. The character then leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence the character has chosen to enter.

When on the Astral Plane or another plane, the character's astral body is connected at all times to the character's material body by a silvery cord. If the cord is broken, the character is killed, astrally and materially. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the character's body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The character and the character's companions may travel through the Astral Plane indefinitely. The character's bodies simply wait behind in a state of suspended animation until the character chooses to return to the physical body. The spell lasts until the character desires to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, or the destruction of the character's body back on the Material Plane (which kills the character).

Material Components: The components must be worth at least 1,000 gp, plus a 5 gp worth of silver for each person to be affected.

Atonement

Abjuration

Level: Clr 5, Drd 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to the character. However, in the case of a creature atoning for deliberate misdeeds and acts of knowing and willful nature, the character must intercede with the character's deity at the cost of 500 experience points in order to expunge the subject's burden. Naturally, many casters first assign a subject of this sort a quest (see geas/quest) or similar penance to determine if the creature is truly contrite before casting the atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected:

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to unwillingly or unwittingly committing an evil act may have her paladinhood restored to her by this spell. Note: A paladin who willingly and deliberately commits an evil act can never regain her paladinhood.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost his ability to cast spells because he incurred the anger of his deity may regain his spell powers by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: The character may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match the character's. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to the character's offer and changes to the character's alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders (or any creature incapable of changing its alignment naturally).

Note: Normally, changing alignment is up to the player (for PCs) or the DM (NPCs). This use of atonement simply offers a believable way for a character to change her alignment drastically, suddenly, and definitively.

Focus: The Focus must be worth at least 500 gp.

XP Cost: When cast for the benefit of creatures whose guilt was the result of deliberate acts, the cost to the character is 500 XP per casting (see above).

Augury

Divination

Level: Clr 2

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Instantaneous

An augury can tell the character whether a particular action will bring good or bad results for the character in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the character gets one of four results:

- "Weal" (if the action will probably bring good results).
- "Woe" (for bad results).
- "Weal and woe" (for both).
- "Nothing" (for actions that don't have especially good or bad results).

If the spell fails, the character gets the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it resulted from a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first augury.

Focus: Worth at least 25 gp value.

Awaken

Transmutation

Level: Drd 5

Components: V, S, F, XP

Casting Time: One day

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The character awakens a tree or animal to humanlike sentience. To succeed, the character must make a Will save (DC 10 + the target's HD, or the HD the tree will have once awakened).

The awakened animal or tree is friendly toward the character. The character has no special empathy or connection with a creature the character awakens, although it serves the character in specific tasks or endeavors if the character can communicate the character's desires to it.

An awakened tree has characteristics as if it were an animated object, except that its Intelligence, Wisdom, and Charisma scores are all 3d6. Awakened plants gain the ability to move their limbs, roots, vines, creepers, etc., and have senses similar to a human's.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD.

An awakened tree or animal can speak one language that the character knows, plus one additional language that the character knows per point of Intelligence bonus (if any).

XP Cost: 250 XP.

Spells (B)

Bane

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Bane fills the character's enemies with fear and doubt. They suffer a -1 morale penalty on their attack rolls and a -1 morale penalty on saving throws against fear effects.

Bane counters and dispels bless.

Banishment

Abjuration

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A banishment spell is a more powerful version of the dismissal spell. It enables the character to force extraplanar creatures out of the character's home plane. Up to 2 HD of creatures per caster level can be banished. To target a creature, the character must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, the character gains +1 on the character's caster level check to overcome the target's SR (if any) and +2 on the saving throw DC.

At the DM's option, certain rare items might work twice as well (each providing +2 against SR and +4 on the spell's DC).

Barkskin

Transmutation

Level: Drd 2, Plant 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin makes a creature's skin as tough as bark. The effect grants a +3 natural armor bonus to AC. This bonus increases to +4 at 6th level and to +5 at 12th level and up.

Bestow Curse

Transmutation

Level: Brd 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The character places a curse on the creature touched. The character chooses one of the three following effects, depending on the version selected:

- -6 effective decrease to an ability score (minimum 1).
- -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

The character may also invent the character's own curse, but it should be no more powerful than those listed above, and the DM has final say on the curse's effect.

The curse cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Bigby's Clenched Fist

Evocation

Level: Sor/Wiz 8, Strength 8

Components: V, S, F/DF

As Bigby's interposing hand, except it moves and attacks as directed by the character. (The character directs it as a free action.) The floating hand can move up to 60 feet and can attack in the same round. Since this hand is directed by the character, its ability to notice or attack invisible or concealed creatures is no better than the character's.

The hand attacks once per round, and its attack bonus equals the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand's damage is 1d8+12, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Bigby's Crushing Hand

Evocation

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

As Bigby's interposing hand, except the hand can interpose itself, push, or crush one opponent that the character selects.

The crushing hand can interpose itself as Bigby's interposing hand does, or it can bull rush an opponent as Bigby's forceful hand does, but at +18 on the Strength check.

The crushing hand can grapple an opponent as Bigby's grasping hand does, but with a +12 bonus for the hand's Strength score (35). The hand deals 2d6+12 points of grapple damage (normal, not subdual).

Bigby's Forceful Hand

Evocation

Level: Sor/Wiz 6

Components: V, S, F

As Bigby's interposing hand, except the forceful hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit.

A very strong creature could not push the hand out of its way (because the hand would instantly reposition itself between the creature and the character), but it could push the hand up against the character by successfully bull rushing the hand.

Bigby's Grasping Hand

Evocation

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

As Bigby's interposing hand, except the hand can also grapple one opponent that the character selects. The grasping hand gets one grappling attack per round. Its attack bonus to make contact is the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of -1. It holds but does not harm creatures it grapples.

The grasping hand can also bull rush an opponent as Bigby's forceful hand does, but at +16 on the Strength check, or interpose itself as Bigby's interposing hand does.

Bigby's Interposing Hand

Evocation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Bigby's interposing hand creates a Large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand-it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

A Bigby's hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a wall of force or enter an antimagic field. It suffers the full effects of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. Disintegrate or a successful dispel magic destroys the hand.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal speed. If the opponent weighs more than 2,000 pounds, the hand cannot reduce its speed but still affects the opponent's attacks.

By concentrating (as a standard action), the character can designate a new opponent for the hand.

Binding

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: One minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

A binding spell creates a magical restraint to hold a creature. The target only gets an initial saving throw if its HD is equal to at least half the character's caster level.

The character may have up to six assistants help the character with the spell. For each assistant who casts suggestion, the character's caster level for this casting of the spell increases by +1. For each assistant who casts dominate animal, dominate person, or dominate monster, the character's effective level increases by a number equal to one-third that assistant's level (provided the target is appropriate for the spell). All the assistants must join in chanting the spell (see the details on the spell's verbal component, below). The character's caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding durations are dismissible.

The binding spell has six versions. Choose one of the following versions when the character casts the spell.

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except the character. Duration is one year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell.

Slumber: Brings a comatose sleep upon the subject for up to one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it slightly easier to resist. Reduce the spell's save DC by 1.

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per caster level. Reduce save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area (such as a labyrinth) from which it cannot wander by any means. The spell is permanent. Reduce save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent (the character's choice). The creature remains aware of its surroundings and can speak, but cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem or similar object or jar. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce save DC by 4.

Regardless of the version of binding the character cast, the character can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as the character desires (but the DM must agree that the condition is reasonable and has a likelihood of coming to pass). The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, or hit points don't qualify. For example, a bound creature can be released when a lawful good creature approaches, but not when a paladin approaches. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by +2.

In the case of the first three versions of binding (those with limited durations), the character may cast additional binding spells to prolong the effect (the durations overlap). If the character does so, the target gets a saving throw at the end of the first spell's duration (even if the character's caster level was high enough to disallow an initial saving throw). If the creature succeeds at this save, all the binding spells it has received are broken.

Components: Specially made props suited to the specific type of binding (cost 500 gp), plus the spell requires gems worth at least 500 gp for each HD of the target.

Blade Barrier

Evocation

Level: Clr 6, Good 6, War 6

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Spinning disk of blades, up to 30-ft. radius

Duration: 10 minutes/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a spinning disk of razor-sharp blades. These whirl and flash around a central point, creating an immobile, circular barrier. Any creature passing through the blade barrier takes 1d6 points of slashing damage per caster level (maximum 20d6). The plane of rotation of the blades can be horizontal, vertical, or slanted.

Creatures within the blade barrier when it is invoked take the damage as well. They can negate the damage with a successful Reflex saving throw, provided they can and do physically leave the area of the blades by the shortest possible route. Once the barrier is in place, anything entering or passing through the blades automatically takes damage.

A blade barrier serves as one-half cover (+4 AC) for anyone beyond it.

Blasphemy

Evocation [Evil, Sonic]

Level: Clr 7, Evil 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering blasphemy creates two effects.

If the character is on the character's home plane, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the blasphemy.

Creatures native to the character's plane who hear the blasphemy and are not evil suffer the following ill effects:

<i>HD</i>	<i>Effect</i>
12 or more	Dazed
Less than 12	Weakened, dazed
Less than 8	Paralyzed, weakened, dazed
Less than 4	Killed

The effects are cumulative.

Dazed: The creature is dazed and can take no actions for 1 round (but defends itself normally).

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die. Undead creatures are destroyed.

Bless

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The character's allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels bane.

Bless Water

Transmutation [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water. Holy water is considered blessed, which means it has special effects on certain creatures.

Material Component: Worth at least 25 gp.

Bless Weapon

Transmutation

Level: Pal 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

All critical rolls against evil foes are automatically successful (so every threat is a critical hit). The weapon negates the damage reduction of evil creatures and is capable of striking evil incorporeal creatures as if it had a +1 enhancement bonus. Also, the weapon is considered blessed, which means it has special effects on certain creatures. Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

This transmutation can't affect any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blindness/Deafness

Transmutation

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject becomes blinded or deafened, as the character chooses. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

Blink

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

The blink effect rapidly cycles the character in and out of the ethereal plane. Blinking has several effects:

Physical attacks suffer a 50% miss chance, and the Blind-Fight feat doesn't help (since the blinker is ethereal and not merely invisible). If the attack is capable of striking ethereal or incorporeal creatures, the miss chance is only 20% (for one-half concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. If the attacker can both see and strike ethereal creatures, he suffers no penalty. Likewise, the character's own attacks suffer a 20% miss chance, since the character sometimes goes ethereal just as the character is about to strike.

Individually targeted spells have a 50% chance to fail against the character while blinking unless the character's attacker can target invisible, ethereal creatures. Likewise, the character's own spells have a 20% chance to activate just as the character goes ethereal, in which case they typically do not affect the Material Plane.

While blinking, the character takes only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane). The character strikes as an invisible creature (+2 attack), denying the character's target any Dexterity bonus to AC. The character suffers only half damage from falling, since the character falls only while the character is material.

While blinking, the character can step through (but not see through) solid objects. For each 5 feet of solid material the character walks through, there's a 50% chance that the character becomes material, with regrettable consequences (see below). The character can move only at three-quarters speed: Movement on the Ethereal Plane is at half speed, and the character spends about half the character's time there and half the character's time material.

Since the character spends about half the character's time on the Ethereal Plane, the character can see and even attack ethereal creatures. The character interacts with ethereal creatures roughly the same way the character interacts with material ones. For instance, the character's spells against ethereal creatures are 20% likely to activate just as the character goes material and be lost.

An ethereal creature who becomes material while in a material object is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

Blur

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject one-half concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

Note: Opponents who cannot see the subject ignore the spell's effect.

Break Enchantment

Abjuration

Level: Brd 4, Clr 5, Luck 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target or Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This dispelling spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). Break enchantment can reverse even an instantaneous effect, such as flesh to stone. For each such effect, the character makes a check of 1d20 + caster level (maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the spell is one that, as a special property, cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item, such as a cursed sword, break enchantment does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

Bull's Strength

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2, Strength 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell grants an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Burning Hands

Transmutation [Fire]

Level: Fire 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Area: Semicircular burst of flames 10 ft. long, centered on the character's hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A thin sheet of searing flame shoots from the character's outspread fingertips. The character must hold the character's hands with the character's thumbs touching and the character's fingers spread. The sheet of flame is about as thick as the character's thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per the character's caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them.

Spells (C)

Call Lightning

Evocation [Electricity]

Level: Drd 3

Components: V, S

Casting Time: 10 minutes, plus 1 action per bolt called

Range: Long (400 ft. + 40 ft./level)

Effect: See text

Duration: 10 minutes/level

Saving Throw: Reflex half

Spell Resistance: Yes

To cast call lightning, the character must be in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 HD or more). The character is then able to evoke bolts of lightning as long as the character remains in the stormy area. (The spell ends if the character leaves the stormy area.) The character can call down one bolt every 10 minutes. The character need not call a bolt of lightning immediately—other actions, even spellcasting, can be performed. However, the character must use a standard action (concentrating on the spell) to call each bolt. A bolt causes 1d10 points of electrical damage per caster level (maximum 10d10).

The bolt of lightning flashes down in a vertical stroke at whatever target point the character choose, within range (measured from the character's position at the time). The bolt takes the shortest possible unobstructed path between a nearby cloud and the target. Any creature within a 10-foot radius of the path or the point where the lightning strikes is affected.

This spell can be used only outdoors. It does not function indoors, underground, or underwater.

Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals, beasts, or magical beasts with Intelligence 1 or 2 within 30 ft. of each other

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell soothes and quiets animals, beasts, and magical beasts, rendering them docile and harmless. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. All the subjects must be of the same species and within a 30-foot sphere. Roll 2d4 + caster level to determine the total number of HD affected. Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed saving throws. Animals not trained to attack or guard are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creatures.

Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Law 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: 1d6 creatures/level, all of whom must be within 30 ft. of each other

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell calms agitated creatures. The character has no control over the affected creatures, but this spell can stop raging creatures from fighting. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive, except to protect themselves. Any aggressive action or life-threatening damage against calmed creatures immediately breaks the spell on the threatened creatures.

This spell automatically suppresses (but does not dispel) mind-affecting spells such as bless, confusion, emotion, and fear, as well as negating a bard's ability to inspire courage or a barbarian's rage. While the calm emotions spell lasts, a suppressed spell has no effect. When the calm emotions spell ends, the original spell takes hold of the creature again, provided its duration has not expired in the meantime.

Cat's Grace

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

The spell grants an enhancement bonus to Dexterity of 1d4+1 points, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd 1, Clr 1, Death 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature becomes frightened. It suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the character as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. Cause fear counters remove fear.

Chain Lightning

Evocation [Electricity]

Level: Air 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target plus one secondary target/level (each must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from the character's fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) on the primary target. After the bolt strikes, lightning can arc to as many secondary targets as the character has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt Reflex saving throws for half damage. The character chooses secondary targets as the character likes, but they must all be within 30 feet of the primary target, and no target can be struck more than once. The character can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Change Self

Illusion (Glamer)

Level: Sor/Wiz 1, Trickery 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level (D)

The character make the his or herself—including clothing, armor, weapons, and equipment—look different. The character can seem 1 foot shorter or taller, thin, fat, or in between. The character cannot change the character's body type. For example, a human caster could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to the character. The character could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the character or the character's equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the Disguise check.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching the character and having that not match what they see, in this case of this spell).

Changestaff

Transmutation

Level: Drd 7, Plant 7

Components: V, S, F

Casting Time: 1 full round

Range: Touch
Target: The character's touched staff
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

The character changes a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When the character plants the end of the staff in the ground and speak a special command to conclude the casting of the spell, the character's staff turns into a creature who looks and fights just like a treant. The staff-treant defends the character and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 hit points or less, it crumbles to powder and the staff is destroyed. Otherwise, the staff can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have suffered the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process taking 28 days). The character cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer

Evocation [Chaotic]
Level: Chaos 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

The character unleashes chaotic power to smite the character's enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures and staggers them for 1d6 rounds. A staggered character can take only partial actions. A successful Will save reduces the damage by half and negates the stagger effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not staggered. They can reduce the damage by half again (down to one-quarter of the roll) with a successful Will save.

Charm Monster

Enchantment (Charm) [Mind-Affecting]
Level: Brd 3, Sor/Wiz 4
Target: One living creature
Duration: 1 day/level

As charm person, except that the spell is not restricted by creature type or size.

Charm Person

Enchantment (Charm) [Mind-Affecting]
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person

Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This charm makes a humanoid of Medium-size or smaller regard the character as his trusted friend and ally. If the creature is currently being threatened or attacked by the character or the character's allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable the character to control the charmed person as if he were an automaton, but he perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Charisma check to convince him to do anything he wouldn't ordinarily do. (Retries not allowed.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the charmed person breaks the spell. Note also that the character must speak the person's language to communicate the character's commands, or else be good at pantomiming.

Charm Person or Animal

Enchantment (Charm) [Mind-Affecting]
Level: Drd 2
Target: One person or animal

As charm person, except that it can also affect an animal.

Chill Metal

Transmutation [Cold]
Level: Drd 2
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Metal equipment of one creature/two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest
Duration: 7 rounds
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it's holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes very chilly and uncomfortable to touch but deals no damage (this is also the effect on the last round of the spell's duration). During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown below:

<i>Round</i>	<i>Temperature</i>	<i>Damage</i>
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage roll from a chill metal spell indicates 5 points of cold damage and the creature plunges through a wall of fire in the same round and takes 8 points of fire damage, it winds up taking no chill damage and only 3 points of fire

damage. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels heat metal.

Chill Touch

Necromancy
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Targets: Creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

A touch from the character's hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage and possibly also 1 point of temporary Strength damage. (A successful Fortitude saving throw negates the Strength damage.) The character can use this melee touch attack up to one time per level.

The spell has a special effect on undead creatures. Undead touched by the character suffer no damage or Strength loss, but they must make successful Will saving throws or flee as if panicked for 1d4 rounds +1 round per caster level.

Circle of Death

Necromancy [Death]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Several living creatures within a 50-ft.-radius burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

A circle of death snuffs out the life forces of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first. No creature with 9 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Material Component: Minimum value of 500 gp.

Circle of Doom

Necromancy
Level: Clr 5, Destruction 5
Components: V, S
Casting Time: 1 action
Range: 20 ft.
Area: All living enemies and undead creatures within a 20-ft.-radius burst centered on the character
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Negative energy bursts in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living enemies.

Like inflict spells, circle of doom cures undead in its area rather than harming them.

Clairaudience/Clairvoyance

Divination

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance enables the character to concentrate upon some locale and hear or see (the character's choice) almost as if the character were there. Distance is not a factor, but the locale must be known—a place familiar to the character or an obvious one (such as behind a door, around a corner, or in a grove of trees). The spell does not allow magically enhanced senses to work through it. If the chosen locale is magically dark, the character sees nothing. If it is naturally pitch black, the character can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection (such as antimagic field, mind blank, or nondetection) blocks the spell, and the character senses that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a scrying spell, that can be dispelled. The spell functions only on the plane of existence the character is currently occupying.

Cloak of Chaos

Abjuration [Chaotic]

Level: Chaos 8, Clr 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and confusing lawful creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike protection from law, this benefit applies against all attacks, not just against attacks by lawful creatures.

Second, the warded creatures gain SR 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as protection from law does.

Finally, if a lawful creature succeeds with a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as confusion, but against the save DC of cloak of chaos).

Focus: Worth at least 500 gp.

Clone

Necromancy

Level: Sor/Wiz 8

Components: V, S, M, F
Casting Time: 10 minutes
Range: 0 ft.
Effect: One clone
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell makes an inert duplicate of a creature. If the original individual has been slain, the original's soul transfers to the clone, creating a replacement (provided the soul is free and willing to return). The original's physical remains, should they still exist, become inert matter and cannot thereafter be restored to life. If the original has reached the end of its natural life span (died of natural causes), any cloning attempt fails.

To create the duplicate, the character must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting (such as by the gentle repose spell). Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, if the original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Arcane Material Components: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Cloudkill

Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud spreads 30 ft. wide and 20 ft. high
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: Yes

This spell generates a bank of fog, similar to a fog cloud except that its vapors are ghastly yellowish green and poisonous. They kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

Unlike a fog cloud, the cloudkill moves away from the character at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where the character cast the spell.) Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Color Spray

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

A vivid cone of intertwined, clashing colors springs forth from the character's hand, stunning creatures, blinding them, or even knocking them unconscious. The closest 1d6 creatures in the cone are affected. The spell affects each subject according to its HD:

Up to 2: Unconscious for 2d4 rounds, then blinded for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4: Blinded for 1d4 rounds, then stunned for 1 round.

5 or more: Stunned for 1 round.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skills.

A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Sightless creatures are not affected by color spray.

Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The character give the subject a one-word command, which she obeys to the best of her ability. A very reasonable command causes the subject to suffer a penalty on the saving throw (from -1 to -4, at the DM's discretion). Typical commands are "Flee," "Die" (which causes the subject to feign death), "Halt," "Run," "Stop," "Fall," "Go," "Leave," "Surrender," and "Rest." (A command of "Suicide" fails because "suicide" is generally used as a noun, not as a command.)

Command Plants

Enchantment (Charm) [Mind-Affecting]

Level: Drd 8, Plant 8

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Plants and plant creatures (see text)

Duration: 1 day/level or 1 hour/level (see text)

Saving Throw: See text

Spell Resistance: See text

Plants, fungi, plant creatures, and fungus creatures do the character's bidding.

Charm: Against plant creatures and fungus creatures, command plants functions as a mass charm spell. The character can command a number of plant creatures whose combined level or HD do not exceed three times the character's level (or at least one creature regardless of HD). No two affected creatures can be more than 30 feet from each other, and each is allowed a Will saving throw to negate the effect. Spell resistance applies. The effect lasts 1 day per caster level. This is a charm effect.

Animate: The spell imbues trees or other large, inanimate vegetable life with mobility. The animated plants then attack whomever or whatever the character first designates. Animated plants gain humanlike senses. The plants' AC, speed, attacks, and special abilities vary with their size and form, as described for animated objects in the Monster Manual. The character can animate two trees, four shrubs, or eight vines. All plants to be affected must be within 60 feet of each other. The character can animate different types of plants if desired (for example, one tree and four vines or a tree and two shrubs). Creatures who have the plants in their possession can prevent the effect with Will saves or spell resistance. The effect lasts 1 hour per caster level.

Entangle: the character imbues all plants within range with semimobility, which allows them to entwine around creatures in the area. This duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. The effect lasts 1 hour per caster level.

Commune

Divination

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: 1 round/level

The character can contact the character's deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) The character are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, the DM should give a short phrase (five words or less) as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If the character doesn't focus on the conversation, discusses the answers at length with other parties, or leaves to undertake another task, the spell ends.

XP Cost: 100 XP.

Commune with Nature

Divination

Level: Animal 5, Drd 5

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Instantaneous

The character becomes one with nature, attaining knowledge of the surrounding territory. The character instantly gain knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. In natural underground settings—caves, caverns, etc. The range is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement (such as in dungeons and towns).

Comprehend Languages

Divination

Level: Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

The character can understand the spoken words of creatures or read otherwise incomprehensible written messages (such as writing in another language). In either case, the character must touch the creature or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. Note also that the spell enables the character to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Cone of Cold

Evocation [Cold]

Level: Sor/Wiz 5, Water 6

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at the character's hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 15d6).

Confusion

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Trickery 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by this spell behave randomly, as indicated on the following table:

<i>1d10</i>	<i>Behavior</i>
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any confused creature who is attacked automatically attacks its attackers on its next turn.

Consecrate

Evocation

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. All Charisma checks made to turn undead within this area gain a +3 sacred bonus. Undead entering this area suffer minor disruption, giving them a -1 sacred penalty on attack rolls, damage rolls, and saving throws. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to the character's deity, pantheon, or aligned higher power, the modifiers listed above are doubled (+6 sacred bonus to turning, -2 penalty to undead rolls). The character cannot consecrate an area with a similar fixture of a deity other than the character's own patron.

Consecrate counters and dispels desecrate.

Material Components: Worth 25 gp.

Contact Other Plane

Divination

Level: Brd 5, Sor/Wiz 5

Components: V

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Concentration

The character sends his or her mind to another plane of existence in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.)

<i>Plane Contacted</i>	<i>Avoid Effective Int/Cha Decrease</i>	<i>True Answer</i>	<i>Don't Know</i>	<i>Lie</i>	<i>Random Answer</i>
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01-34 (01-68)	35-62 (69-75)	63-83 (76-98)	84-100 (99-100)
Positive/Negative Energy Plane	DC 8/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 week	01-44	45-67	68-88	89-100
Outer Plane, demideity	DC 10/2 weeks	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 12/3 weeks	01-60	61-75	76-95	96-100
Outer Plane, intermediate deity	DC 14/4 weeks	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 16/5 weeks	01-88	89-90	91-99	100

Avoid Effective Intelligence/Charisma Decrease: The character must succeed at an Intelligence check against this DC in order to avoid effective Intelligence and Charisma decrease. If the check fails, the character's Intelligence and Charisma scores fall to 8 for the stated duration, and the character becomes unable to cast arcane spells. If the character loses Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: The DM rolls d% for the result shown on the table:

True Answer: The character get a true, one-word answer. Questions not capable of being answered in this way are answered randomly.

Don't Know: The entity tells the character that it doesn't know.

Lie: The entity intentionally lies to the character.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

The powers reply in a language the character understands, but they resent such contact and give only brief answers to the character's questions. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.) The character must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, the character may ask one question.

The character can contact an Elemental Plane or some plane farther removed. Contact with minds far removed from the character's home plane increases the probability of suffering an effective decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to DM changes, the personalities of individual deities, and so on.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Contagion

Necromancy

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease, which strikes immediately (no incubation period). The character infects the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

Contingency

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: The character

Duration: 1 day/level or until discharged

The character can place another spell upon the character's person so that the latter spell comes into effect under some condition the character dictates when casting contingency. The companion spell and the spell it is to bring into effect are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that casting time instead.

The spell to be brought into effect by the contingency must be one that affects the character's person (feather fall, levitate, fly, teleport, and so forth) and be of a spell level no higher than one-third the character's caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether the character wants it to.

The character can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Components: Those of the companion spell, plus quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature.

Focus: Worth at least 1,500 gp. The character must carry the focus for the contingency to work.

Continual Flame

Illusion (Figment)
Level: Clr 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Effect: Illusory flame
Duration: Permanent
Saving Throw: None
Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that the character touches. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden but not smothered or quenched.

Material Component: Worth 50 gp.

Control Plants

Transmutation
Level: Drd 4, Plant 4, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Plants within a 25 ft. + 5 ft./2 levels-radius spread, centered on the character
Duration: 1 minute/level
Saving Throw: Will negates (see text)
Spell Resistance: No

The character can converse, in very rudimentary terms, with all sorts of plants and plantlike creatures (including fungi, molds, and plantlike monsters such as shambling mounds). The character automatically exercises limited control over normal plants. Plantlike creatures can negate the control effect with a Will save.

The spell does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems, and leaves. Thus, the character can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services.

The plants can duplicate the effect of an entangle spell or free creatures trapped by that spell.

Control Undead

Necromancy
Level: Sor/Wiz 7

Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to 2 HD of undead creatures/level, no two of which can be more than 30 ft. apart
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell enables the character to command undead creatures for a short period of time. The character commands the creatures by voice. Telepathic communication is not possible, but the creatures understand the character no matter what language the character speaks. Even if vocal communication is impossible (in the area of a silence spell, for instance), the controlled undead do not attack the character. At the end of the spell, the controlled undead revert to their normal behavior. Intelligent undead remember that the character controlled them.

Control Water

Transmutation
Level: Brd 5, Clr 4, Sor/Wiz 6, Water 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Water in a volume of 10 ft./level x 10 ft./level x 2 ft./level (S)
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

Depending on the version the character chose, the control water spell raises or lowers water.

Lower Water: This causes water (or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The water is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell. The spell has no effect on other creatures.

Raise Water: This causes water (or similar liquid) to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land near the raised water, the water can spill over onto dry land.

For either version, the character may reduce one horizontal dimension by half and double the other horizontal dimension.

Control Weather

Transmutation
Level: Air 7, Brd 6, Clr 7, Drd 7, Sor/Wiz 6
Components: V, S
Casting Time: 10 minutes (see text)
Range: Two miles
Area: Two-mile-radius circle, centered on the character (see text)
Duration: 4d12 hours (see text)
Saving Throw: None
Spell Resistance: No

The character change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the DM. The character can call forth weather appropriate to the climate and season of the area the character are in.

<i>Season</i>	<i>Possible Weather</i>
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

The character control the general tendencies of the weather, such as the direction and intensity of the wind. The character cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When the character selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as the character left it for the duration, or until the character uses a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Druids casting this spell double the duration and affect a circle with a three-mile radius.

Control Winds

Transmutation

Level: Air 5, Drd 5

Components: V, S

Casting Time: 1 action

Range: 40 ft./level

Area: 40 ft./level radius centered on the character

Duration: 10 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: No

The character alters wind force in the area surrounding the character. The character can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or the character chooses to alter his or her handiwork, which requires concentration. The character may create an "eye" of calm air up to 80 feet in diameter at the center of the area if the character so desires, and the character may choose to limit the effect to any circular area less than the character's full range.

Wind Direction: The character may choose one of four basic wind patterns to function over the spell's area:

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Force: For every three caster levels, the character can increase or decrease wind force by one level of strength. Each round, a creature in the wind must make a Fortitude save or suffer the effect.

Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage. A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Create Food and Water

Conjuration (Creation)

Level: Clr 3

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 1 day
Duration: 24 hours (see text)
Saving Throw: None
Spell Resistance: No

The food that this spell creates is simple fare of the character's choice—highly nourishing, if rather bland. The food decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water. The water doesn't go bad as the food does.

Create Greater Undead

Necromancy [Evil]
Level: Clr 8, Death 8
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As create undead, except that this spell allows the character to create more powerful and intelligent sorts of undead. The type of undead created is based on the character's level. The following types of undead can be created by casters of the specified levels:

<i>Cleric Level</i>	<i>Undead Created</i>
15 or lower	Mummy
16-17	Spectre
18-19	Vampire
20	Ghost*

*Ghosts created by this spell have three ghostly powers in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

The character may attempt to command the undead as it forms with a turning check.

Certain types of undead, such as liches, cannot be created by this spell. Such undead are created in other, very specific ways.

Create Undead

Necromancy [Evil]
Level: Clr 6, Death 6, Evil 6
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A much more potent spell than animate dead, this evil spell allows the character to create more powerful sorts of undead: ghastrs, ghouls, shadow, wights, and wraiths. The following types of undead can be created by casters of the specified levels:

<i>Cleric Level</i>	<i>Undead Created</i>
11 or lower	Ghoul
12-13	Shadow
14-15	Ghast
16-19	Wight
20	Wraith

The character may create less powerful undead than the character's level would indicate if the character chooses. For example, at 16th level the character could decide to create a ghoul or shadow instead of a wight. Doing this may be a good idea, because created undead are not automatically under the control of their animator. The character may attempt to command the undead as it forms.

This spell must be cast at night.

Material Components: The spell must be cast on a dead body, and the DM may assign specific requirements for various types of undead. The character must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Create Water

Conjuration (Creation)

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles).

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom

Conjuration (Summoning)

Level: Animal 8, Drd 7

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)/100 ft. (see text)

Effect: 1,000 insects that fill a 10-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

When the character utters the spell of creeping doom, he or she calls forth a mass of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and centipedes. This carpetlike mass swarms in a square 20 feet on a side. Upon the character's command, the swarm creeps forth at 10 feet per round toward any prey within 100 feet, moving in the direction the character commands. Each vermin in the creeping doom effect automatically bites a creature for 1 point of damage and then dies. Each creature takes enough damage to kill it, destroying that number of vermin in the process. Thus, a total of 1,000 points of damage can be inflicted on those in the creeping doom's effect. These attacks are nonmagical attacks, so creatures with damage reduction, for example, are safe.

If there aren't enough vermin to kill all the creatures in the spell's effect, damage is distributed among the survivors equally.

If creeping doom travels more than 100 feet away from the character, it loses 50 of its number for each additional 10 feet it travels. For example, at 120 feet, its numbers have shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. Anything that would deter or destroy normal insects is effective against these insects.

Cure Critical Wounds

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 5, Healing 4

As cure light wounds, except cure critical wounds cures 4d8 points of damage +1 point per caster level (up to +20).

Cure Light Wounds

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying the character's hand upon a living creature, the character channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Minor Wounds

Conjuration (Healing)

Level: Clr 0, Drd 0

As cure light wounds, except cure minor wounds cures only 1 point of damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 3, Pal 3, Healing 2

As cure light wounds, except cure moderate wounds cures 2d8 points of damage +1 point per caster level (up to +10).

Cure Serious Wounds

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

As cure light wounds, except cure moderate wounds cures 3d8 points of damage +1 point per caster level (up to +15).

Curse Water

Transmutation [Evil]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead.

Material Component: Worth 25 gp.

Spells (D)

Dancing Lights

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four illusionary lights, all within a 10-ft.-radius area

Duration: 1 minute

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Depending on the version selected, the character creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the character desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet a round. A light winks out if the distance between the character and it exceeds the spell's range.

Darkness

Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) do not work, nor do light spells of lower level (flare, light, dancing lights). Darkness and the 2nd-level spell daylight cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells (such as the 3rd-level cleric spell daylight) are not affected by darkness.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower level.

Darkvision

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None
Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Daylight

Evocation [Light]
Level: Brd 2, Clr 3, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Daze

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, etc.

Death Knell

Necromancy [Death, Evil]
Level: Clr 2, Death 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous/10 minutes per target HD (see text)
Saving Throw: Will negates
Spell Resistance: Yes

The character draws forth the ebbing life force of a badly wounded creature and use it to fuel the character's own power. Upon casting this spell, the character touches a living creature with -1 hit points or lower. If the subject fails its saving throw, it dies,

and the character gains 1d8 temporary hit points and +2 Strength. Additionally, the character's effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant the character access to more spells.) These effects last for 10 minutes per HD of the target creature.

Death Ward

Necromancy

Level: Clr 4, Death 4, Drd 5, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject is immune to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.

Deathwatch

Necromancy

Level: Clr 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Quarter circle emanating from the character to the extreme of the range

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Using the foul sight granted by the powers of unlife, the character can determine the condition of creatures near death within the spell's range. The character instantly knows whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (as a construct). This spell foils any spell or ability that allows creatures to feign death.

Deeper Darkness

Evocation [Darkness]

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell causes the object touched to shed absolute darkness in a 60-foot radius. Even creatures who can normally see in the dark cannot see through this magical darkness. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of deeper darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters or dispels any light spell of equal or lower level, including daylight and light.

Delay Poison

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. Delay poison does not cure any damage that poison may have already done.

Delayed Blast Fireball

Evocation [Fire]

Level: Sor/Wiz 7

Duration: Up to 5 rounds (see text)

As fireball, except this spell is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame detonates with a low roar and delivers 1d8 points of fire damage per caster level.

The glowing bead created by the spell can detonate immediately if the character desires, or the character can choose to delay the burst for up to 5 rounds. The character chooses the amount of delay upon completing the spell, and the delay cannot change once it has been set (unless someone touches the bead; see below). If the character chose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while the creature is handling it.

Demand

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Saving Throw: Will partial

Spell Resistance: Yes

As sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does her best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the creature's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.

Desecrate

Evocation

Level: Clr 2, Evil 2

Components: V, S, M, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None
Spell Resistance: Yes

This spell imbues an area with negative energy. All Charisma checks made to turn undead within this area suffer a –3 profane penalty. Undead entering this area gain a +1 profane bonus to attack rolls, damage rolls, and saving throws. Undead created within or summoned into a desecrated area gain +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to the character's deity, pantheon, or aligned higher power, the effects are doubled (turning at –6, +2 profane bonuses to undead rolls, +2 hit points per HD).

If the area contains a similar fixture of a deity, pantheon, or higher power other than the character's patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses to undead as listed above.

Desecrate counters and dispels consecrate.

Material Component: Worth 25 gp.

Destruction

Necromancy [Death]
Level:Clr 7, Death 7
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This awful spell instantly slays the subject and consumes its remains utterly in holy (or unholy) fire. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

Focus: Worth 500 gp.

Detect Animals or Plants

Divination
Level: Drd 1, Rgr 1
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Quarter circle emanating from the character to the extreme of the range
Duration: Concentration, up to 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

The character can detect a particular type of animal or plant in a quarter circle emanating out from the character in whatever direction the character faces. The character must think of a species of animal or plant when using the spell. Each round the character can change the animal or plant type. The amount of information revealed depends on how long the character searches a particular area or focus on a specific type of animal or plant:

1st Round: Presence or absence of the animal or plant type in that quarter.

2nd Round: Number of individuals of the specified type in the area, and the condition of the healthiest specimen.

3rd Round: The condition and location of each individual present. If an animal or plant is outside the character's line of sight, then the character discerns its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of original hit points, free of disease.

Fair: 30% to 90% of original hit points remaining.

Poor: Up to 30% of original hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Note: Each round the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The DM decides if a specific type of animal or plant is present.

Detect Chaos

Divination

Level: Clr 1, Rgr 2

As detect evil, except that the spell detects chaotic creatures, spells, and magic items, and the character is vulnerable to an overwhelming chaotic aura if the character is lawful. It does not detect undead.

Detect Evil

Divination

Level: Clr 1, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The character can sense the presence of evil. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the strength of the strongest evil aura present. If the character is of good alignment, the strongest evil aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: An aura's evil power and strength depend on the type of evil creature or object that the character is detecting and its HD, caster level, or (in the case of a cleric) class level.

<i>Creature/Object</i>	<i>Evil Power</i>
Evil creature	HD / 5
Undead creature	HD / 2
Evil elemental	HD / 2
Evil magic item or spell	Caster level / 2
Evil outsider	HD
Cleric of an evil deity	Level

<i>Evil Power</i>	<i>Aura Strength</i>
Lingering	Dim
1 or less	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

<i>Original Strength</i>	<i>Duration</i>
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Remember that animals, traps, poisons, and other potential perils are not evil; this spell does not detect them.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Good

Divination

Level: Clr 1, Rgr 2

As detect evil, except that the spell detects good creatures, spells, and magic items, and the character is vulnerable to an overwhelming good aura if the character is evil. It does not detect undead. Also, remember that healing potions, antidotes, and similar beneficial items are not good.

Detect Law

Divination

Level: Clr 1, Rgr 2

As detect evil, except that the spell detects lawful creatures, spells, and magic items, and the character is vulnerable to an overwhelming lawful aura if the character is chaotic. It does not detect undead.

Detect Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The character detect magical auras. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the character can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

<i>Strength</i>	<i>Functioning Spell Level</i>	<i>Item Caster Level</i>
Dim	0-level or lingering aura	Lingering aura
Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

If an aura falls into more than one category, detect magic indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

<i>Aura Strength</i>	<i>Duration</i>
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

Detect Poison

Divination

Level: Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character determine whether a creature, object, or area has been poisoned or is poisonous. The character can determine the exact type of poison with a successful Wisdom check (DC 20). A character with the Alchemy skill may try an Alchemy check (DC 20) if the Wisdom check fails, or may try the Alchemy check prior to the Wisdom check.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Scrying

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 120 ft.

Area: 120-ft.-radius emanation centered on the character

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The character immediately become aware of any attempt to observe the character by means of clairaudience/clairvoyance or scrying. The spell's effect radiates from the character and moves as the character moves. The spell also reveals the use of crystal balls or other magic scrying devices. The character knows the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, the character also knows its location. If the attempt originates outside this range, the character and the scrier immediately make opposed Scry skill checks. (A Scry check is the same as an Intelligence check for a creature without the Scry skill.) If the character at least matches the scrier's result, the character gets a visual image of the scrier and a sense of the scrier's direction and distance from the character (accurate to within one-tenth the distance).

Detect Secret Doors

Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The character can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell—an ordinary trapdoor underneath a pile of crates would not be detected. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by the character.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The character can detect simple pits, deadfalls, snares of wilderness creatures (trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile traps, hunting snares, etc.). The spell does not detect complex traps, including trapdoor traps.

The spell does detect certain natural hazards—quicksand (registers as a snare), a sinkhole (pit), or unsafe walls of natural rock (deadfall). However, it does not reveal other potentially dangerous conditions, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the character studies a particular area:

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside the character's line of sight, then the character discerns its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by the character.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Divination [Mind-Affecting]

Level: Brd 2, Knowledge 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

The character detect surface thoughts. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents the character from reading its thoughts, and the character must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that the character can pick up.

<i>Intelligence</i>	<i>Mental Strength</i>
1-2	Animal
3-5	Very low
6-9	Low
10-11	Average
12-15	High
16-17	Very high
18-21	Genius
22-25	Supra-genius
26+	Deific

Note: Each round, the character can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

Detect Undead

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

The character can detect the aura that surrounds undead. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If the character is of good alignment, the strongest undead aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: The strength of the undead aura is determined by the HD of the undead creature.

<i>Strength</i>	<i>HD</i>
Dim	Lingering aura
Faint	1 or less
Moderate	2-4
Strong	5-10
Overwhelming	11+

Length Aura Lingers: How long the aura lingers depends on its original strength:

<i>Aura Strength</i>	<i>Duration</i>
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dictum

Evocation [Lawful, Sonic]

Level: Clr 7, Law 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering dictum creates two effects.

If the character is on the character's home plane, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the dictum.

Creatures native to the character's plane who hear the dictum and are not lawful suffer the following ill effects:

<i>HD</i>	<i>Effect</i>
12 or more	Deafened
Less than 12	Slowed, deafened
Less than 8	Paralyzed, slowed, deafened
Less than 4	Killed, paralyzed, slowed, deafened

The effects are cumulative.

Deafened: The creature is struck deaf (see blindness/deafness) for 1d4 rounds.

Slowed: The creature is slowed, as by the slow spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die. Undead creatures are destroyed.

Dimensional Anchor

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from the character's outstretched hand. The character must make a ranged touch attack to hit the target. Any creature or object struck is covered with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. It prevents the use of a gate or teleportation circle for the duration of the spell.

The dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms such as a basilisk's gaze. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimension Door

Transmutation [Teleportation]

Level: Brd 4, Sor/Wiz 4, Travel 4

Components: V

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

The character instantly transfers from the character's current location to any other spot within range. The character always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction, such as "900 feet straight downward," or "upward to the northwest, 45-degree angle, 1,200 feet." After using this spell, the character can't take any other actions until the character's next turn.

If the character arrives in a place that is already occupied by a solid body, the character become trapped in the Astral Plane. Each round that the character is trapped in the Astral Plane in this way, the character may make a Will save (DC 25) to return to the Material Plane at a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, make a Will save (DC 25) each minute to appear in a free space within 1,000 feet. If there's no free space within 1,000 feet, the character is stuck on the Astral Plane until rescued.

Diminish Plants

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell has two versions:

Prune Growth: The first version causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so forth) within long range (400 feet + 40 feet per level) to shrink to about a third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At the character's option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The character may also designate areas within the area that are not affected.

Stunt: The second version targets normal plants within a range of one-half mile, reducing their potential productivity over the course of the following year to one-third below normal.

Diminish plants counters plant growth.

Discern Lies

Divination

Level: Clr 4, Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Each round, the character concentrates on one subject, who must be in range. The character knows if the subject deliberately and knowingly speaks a lie by discerning disturbances in her aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the character may concentrate on a different subject.

Discern Location

Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 10 minutes
Range: Unlimited
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of the direct intervention of a deity keeps the character from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane where the subject lies.

To find a creature with the spell, the character must have seen the creature or have some item that once belonged to it. To find an object, the character must have touched the object at least once.

Disintegrate

Transmutation
Level: Destruction 7, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

A thin, green ray springs from the character's pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. The character must make a successful ranged touch attack to hit. Up to a 10-foot cube of nonliving matter is affected, so the spell disintegrates only part of any very large object or structure targeted. The ray affects even magical matter or energy of a magical nature, such as Bigby's forceful hand or a wall of force, but not a globe of invulnerability or an antimagic field. A creature or object that makes a successful Fortitude save is only partially affected. It takes 5d6 points of damage instead of disintegrating. Only the first creature or object struck can be affected (that is, the ray affects only one target per casting).

Dismissal

Abjuration
Level: Brd 4, Clr 4, Sor/Wiz 5
Components: V, S, F/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One extraplanar creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane. Add the creature's HD to its saving throw and subtract the character's level as well. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Arcane Focus: Any item that is distasteful to the subject.

Dispel Chaos

Abjuration [Lawful]
Level: Clr 5, Law 5

As dispel evil, except that the character is surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

Dispel Evil

Abjuration [Good]
Level: Clr 5, Good 5, Pal 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch

Target or Targets: The character and a touched evil creature from another plane; or the character and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, holy energy surrounds the character. This power has three effects:

1. The character gains a +4 deflection bonus to AC against attacks by evil creatures.
2. On making a successful melee touch attack against an evil creature from another plane, the character can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (SR applies). This use discharges and ends the spell.
3. With a touch, the character can automatically dispel any one enchantment cast by an evil creature or any one evil spell. Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and SR do not apply to this effect. This use discharges and ends the spell.

Dispel Good

Abjuration [Evil]
Level: Clr 5, Evil 5

As dispel evil, except that the character is surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

Dispel Law

Abjuration [Chaotic]
Level: Chaos 5, Clr 5

As dispel evil, except that the character is surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

Dispel Magic

Abjuration
Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst
Duration: Instantaneous

Saving Throw: None
Spell Resistance: No

The character can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. Dispel magic affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magic effect is already over before the dispel magic can take effect.

The character choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the spell. The character makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature who is the effect of an ongoing spell (such as a monster summoned by monster summoning), she makes a dispel check to end the spell that conjured the object or creature.

If the object that the character targets is a magic item, the character makes a dispel check against the item's caster level. If the character succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a bag of holding) is temporarily closed. Remember that a magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

The character automatically succeeds at the dispel check against any spell that the character cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature who is the target of one or more spells, the character makes a dispel check against the spell with the highest caster level. If that fails, the character makes dispel checks against progressively weaker spells until the character dispels one spell (which discharges the dispel so far as that target is concerned) or fail all the character's checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, the character makes dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the dispel magic's area, the character makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the character makes a dispel check to end the effect, but only within the area of the dispel magic.

If an object or creature who is the effect of an ongoing spell, such as a monster summoned by monster summoning, is in the area, the character makes a dispel check to end the spell that conjured the object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

The character may choose to automatically succeed at dispel checks against any spell that the character cast.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work. The character must make a dispel check to counter the other spellcaster's spell.

Displacement

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Emulating the natural ability of the displacer beast, the subject appears to be about 2 feet away from his true location. He benefits from a 50% miss chance as if he had full concealment. However, unlike actual full concealment, displacement does not prevent enemies from targeting him normally. True seeing reveals his true location.

Disrupt Undead

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The character direct a shock wave of positive energy. The character must make a ranged touch attack roll to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Divination

Divination

Level: Clr 4, Knowledge 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Instantaneous

Similar to augury but more powerful, a divination spell can provide the character with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

In all cases, the DM controls what information the character receives. Note that if the character's party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct divination is 70% + 1% per caster level. The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, the character knows the spell failed, unless specific magic yielding false information is at work.

As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Material Component: Worth at least 25 gp.

Divine Favor

Evocation

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute

Calling upon the strength and wisdom of a deity, the character gains a +1 luck bonus to attack and weapon damage rolls for every three caster levels the character has (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Divine Power

Evocation

Level: Clr 4, War 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level

Calling upon the divine power of the character's patron, the character is imbued with strength and skill in combat. The character gains the base attack bonus of a fighter of the character's total character level, an enhancement bonus to Strength sufficient to raise the character's Strength score to 18 (if it is not already 18 or higher), and 1 temporary hit point per level.

Dominate Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 3, Drd 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The character can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between the character and the subject animal. The animal can be directed by silent mental command as long as it remains in range. The character need not see the animal to control it. The character does not receive direct sensory input from the animal, but the character knows what it is experiencing. Because the character is directing the animal with the character's own intelligence, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The character need not concentrate exclusively on controlling the animal unless the character is trying to direct it to do something it normally couldn't do.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Target: One creature

As dominate person, except that the spell is not restricted by creature type or size.

Dominate Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The character can control the actions of any humanoid that is Medium-size or smaller. The character establishes a telepathic link with the subject's mind. If a common language is shared, the character can generally force the subject to perform as the character desires, within the limits of his abilities. If no common language is shared, the character can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." the character knows what the subject is experiencing, but the character does not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the character and the subject are on the same plane. The character need not see the subject to control it.

Protection from evil or a similar spell can prevent the character from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

Doom

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This curse fills a single subject with a feeling of horrible dread and causes her to weaken and lose confidence. The subject suffers a -2 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

Drawmij's Instant Summons

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: See text

Target: One object weighing up to 10 lb. whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

The character call some nonliving item from virtually any location directly to the character's hand.

First, the character places his or her arcane mark on the item. Then the character casts this spell, which magically and invisibly inscribes the name of the item on a gem worth at least 1,000 gp. Thereafter, the character can summon the item by speaking a special word (set by the character when the spell is cast) and crushing the gem. The item appears instantly in the character's hand. Only the character can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but the character knows who the possessor is and roughly where he, she, or it is located when the summons is cast.

The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but the character.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Dream

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

The character, or a messenger touched by the character, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, the character must name the recipient or identify him by some title that leaves no doubt as to his identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking.

The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to her body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. She can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. If the messenger is disturbed during the trance, she awakens, and the spell ends.

Creatures who don't sleep or dream (such as elves, but not half-elves) cannot be contacted by this spell.

The messenger is unaware of her own surroundings or the activities around her while in the trance. She is defenseless, both physically and mentally (she always fails any saving throw, for example) while in the trance.

Spells (E)

Earthquake

Evocation

Level: Clr 8, Destruction 8, Drd 9, Earth 7

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 5 ft./level radius (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When the character casts earthquake, an intense but highly localized tremor rips the ground. It knocks creatures down, collapses structures, opens cracks in the ground, and more. The shock lasts 1 round, during which time creatures on the ground can't move or attack. Spellcasters on the ground must make Concentration checks (DC 20 + spell level) or lose any spells they

try to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The exact effects depend on the terrain and its features:

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex half DC 15). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: They crumble, causing a landslide that travels horizontally as far as it fell vertically. An earthquake cast at the top of a 100-foot cliff would sweep 100 feet outward from the base of the cliff. Any creature in the path sustains 8d6 points of damage (Reflex half DC 15).

Open Ground: All creatures standing in the area must make Reflex saving throws (DC 15) or fall down. Fissures open in the ground, and every creature on the ground has a 25% chance to fall into one (Reflex save DC 20 to avoid the fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Most structures standing on open ground collapse, dealing 8d6 points of damage to those caught within or beneath the rubble (Reflex half DC 15).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Creatures must make Reflex saving throws (DC 15) or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Elemental Swarm

Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane. A druid can choose which plane (air, earth, fire, or water); a cleric opens a portal to the plane matching his domain. The character can then summon elementals from that plane.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has at least 5 hit points per HD (that is, at least 60, 80, or 100 hit points, respectively). Once the elementals appear, they serve the character for the duration of the spell.

The elementals obey the character explicitly and never attack the character, even if someone else manages to gain control over them. The character does not need to concentrate to maintain control over the elementals. The character can dismiss them singly or in groups at any time.

When the character uses a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type. For example, elemental swarm is a fire spell when the character casts it to summon fire elementals and a water spell when the character uses it to summon water elementals.

Emotion

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: All living creatures within a 15-ft. radius
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

This spell arouses a single emotion of the character's choice in the subjects. The character can choose any one of the following versions:

Despair: The enchanted creatures suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion (despair) dispels emotion (hope).

Fear: The enchanted creatures flee from the character whenever they are in sight of the character. Emotion (fear) dispels emotion (rage).

Friendship: The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. Emotion (friendship) dispels emotion (hate).

Hate: The enchanted creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). Emotion (hate) dispels emotion (friendship).

Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion (hope) dispels emotion (despair).

Rage: The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC. They are compelled to fight heedless of danger. Emotion (rage) does not stack with barbarian rage or with itself. Emotion (rage) dispels emotion (fear).

Endurance

Transmutation
Level: Clr 2, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes

The spell grants the subject an enhancement bonus (1d4+1 points) to Constitution.

Endure Elements

Abjuration
Level: Clr 1, Drd 1, Pal 1, Sor/Wiz 1, Strength 1, Sun 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: None
Spell Resistance: Yes

This abjuration grants a creature limited protection to damage from whichever one of five energy types the character selects: acid, cold, fire, electricity, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise

take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Endure elements absorbs only damage. The character could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Note: Endure elements overlaps (and does not stack with) resist elements and protection from elements. If a character is warded by protection from elements and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

Energy Drain

Necromancy

Level: Clr 9, Sor/Wiz 9

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

As enervation, except the creature struck gains 2d4 negative levels, and the negative levels last longer.

If the ray strikes an undead creature, that creature gains 2d4 X 5 temporary hit points.

Enervation

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The character must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the ray strikes an undead creature, it gives that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points).

Enlarge

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one object of up to 10 cu. ft. per level in volume

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a creature or object, increasing both size and weight. The subject grows by up to 10% per caster level, increasing by this amount in height, width, and depth (to a maximum of 50%). Weight increases by approximately the cube of the size increase, as follows:

Height Increase Weight Increase

+10% (x 1.1)	+30% (x 1.3)
+20% (x 1.2)	+70% (x 1.7)
+30% (x 1.3)	+120% (x 2.2)
+40% (x 1.4)	+170% (x 2.7)
+50% (x 1.5)	+240% (x 3.4)

All equipment worn or carried by a creature is enlarged by the spell. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials—the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell. Weight, mass, and strength are affected, though. A creature's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the creature gains a +1 enlargement bonus to Strength.

Multiple magical effects that increase size do not stack.

Enlarge counters and dispels reduce.

Entangle

Transmutation

Level: Drd 1, Plant 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: Reflex (see text)

Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those who enter the area, holding them fast. An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. She can break free and move half her normal speed by using a full-round action to make a Strength check or an Escape Artist check (DC 20). A creature who succeeds at a Reflex saving throw is not entangled but can still move at only half speed through the area. Each round, the plants once again attempt to entangle all creatures who have avoided or escaped entanglement.

Enthrall

Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: Up to 1 hour

Saving Throw: Will negates (see text)

Spell Resistance: Yes

If the character has the attention of a group of creatures, the character can use this spell to hold them spellbound. To cast the spell, the character must speak or sing without interruption for 1 full round. Thereafter, those affected give the character their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Those of a race or religion unfriendly to the character gain a +4 bonus to the saving throw.

Creatures with 4 or more HD or with Wisdom scores of 16 or higher remain aware of their surroundings and have an attitude of indifferent. They gain new saving throws if they witness actions that they oppose.

The enchantment lasts as long as the character speaks or sings, to a maximum of 1 hour. Those enthralled by the character's words take no action while the character speaks or sings, and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if the character loses concentration or performs any action other than speaking or singing.

If those not enthralled have unfriendly or hostile attitudes toward the character, they can collectively make a Charisma check to try to end the spell. This check is based on the character with the highest Charisma and has a +2 bonus for each other jeerer who can make a Charisma check of 10 or higher. The heckling ends the spell if it beats the character's opposed Charisma check. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked (or subjected to an overtly hostile act), the spell ends and the audience becomes immediately unfriendly toward the character (or hostile, for audience members with 4 or more HD and Wisdom 16 or higher).

Entropic Shield

Abjuration

Level: Clr 1, Luck 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at the character suffers a 20% miss chance (similar to the effects of concealment). This miss chance affects all ranged attacks for which the attackers make attack rolls.

Erase

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from up to two pages of paper, parchment, or similar surfaces. It removes explosive runes, glyphs of warding, sepia snake sigils, and arcane marks, but it does not remove illusory script or symbols. Nonmagical writings are automatically erased if the character touches them and no one else is holding them. Otherwise, the chance is 90%. Magic writings must be touched, and the character must roll 15+ on a caster level check (1d20 + caster level) to succeed. (A natural 1 or 2 is always a miss on this roll.) If the character fails to erase explosive runes, a glyph of warding, or a sepia snake sigil, the character accidentally activates the runes, glyph, or sigil instead.

Ethereal Jaunt

Transmutation

Level: Clr 5, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

The character becomes ethereal, along with the character's equipment. The character enters a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane.

When the spell expires, the character returns to material existence.

If the character ends the spell and become material while inside a material object (such as a solid wall), the character is shunted off to the nearest open space and take 1d6 points of damage per 5 feet that the character travelled.

Etherealness

Transmutation

Level: Clr 6, Sor/Wiz 8

Range: Touch (see text)

Targets: The character and one other touched creature/three levels

Duration: 1 minute/level (D)

Spell Resistance: Yes

As ethereal jaunt, except the character and other creatures joined by linked hands (along with their equipment) become ethereal. Besides the character, the character can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the creatures need not stay together.

When the spell expires, all affected creatures in the Ethereal Plane return to material existence.

Evard's Black Tentacles

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1d4 tentacles + one tentacle/level, all within 15 ft. of a central point

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell conjures many rubbery black tentacles. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. There are 1d4 such tentacles, plus one per caster level, appearing randomly scattered about the area. Each tentacle is 10 feet long (Large) and saves as the character does. It has AC 16, 1 hit point/per caster level, an attack bonus of +1/per caster level, and a Strength score of 19 (+4 bonus). It is immune to spells that don't cause damage (other than disintegrate).

Each round that a tentacle is not already grappling someone or something, starting the round after it appears, it makes a grapple attack at a random creature or object within 10 feet of it. These attacks take place on the character's turn. The tentacles do not attack each other, nor do they attack objects that are smaller than a Medium-size creature. The attacks are like regular grappling attacks, except that they don't provoke attacks of opportunity from opponents. Also, they cause 1d6 points of normal damage (+4 for Strength), not subdual damage. A tentacle maintains its grapple even after its subject is dying or dead.

Expeditious Retreat

Transmutation

Level: Brd 1, Sor/Wiz 1, Travel 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

The character's speed and maximum jumping distances both double. These benefits count as enhancement bonuses.

Explosive Runes

Abjuration [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: Until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

The character traces these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of damage. Anyone next to the runes (close enough to read them) takes this damage with no saving throw. Others within 10 feet of the runes take half damage if they succeed at Reflex saving throws. The object in which the runes were written also takes the damage (no saving throw).

As the spellcaster, the character and any characters the character specifically instructs can read the protected writing without triggering the runes. Likewise, the character can remove the runes whenever desired. Others can remove them with a successful dispel magic or erase spell. However, attempting to dispel or erase the runes and failing to do so triggers the explosion.

Eyebite

Transmutation [see text]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: The character

Duration: 1 round/three levels (see text)

Saving Throw: See text

Spell Resistance: Yes

The character can merely meet the gaze of a creature and speak a single word to affect it with one of four magical effects: charm, fear, sicken, or sleep. The character selects one of these four possible gaze attacks when casting the spell. The character retains the gaze power for 1 round for every three caster levels and can use the gaze attack as a free action each round.

These effects do not affect undead creatures or extend beyond the plane the character currently occupies. The character is subject to the effects of a reflected gaze and is allowed any applicable saving throw. In the case of a reflected charm gaze, the character is held (as a hold monster spell).

The four versions of the spell are as follows:

Charm: Equivalent to the charm monster spell, except that the saving throw is based on spell level 6.

Fear: The subject flees in blind terror for 1d4 rounds. Once it stops fleeing, the creature refuses to face the character for 10 minutes per the character's caster level. If subsequently confronted by the character, it either cowers or bolts for the nearest cover (50% chance of either). This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (SR applies).

Sicken: Sudden pain and fever sweeps over the subject's body. An affected creature's speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it suffers a -2 penalty to attack rolls. The creature remains stricken for 10 minutes per the character's caster level. The effects cannot be negated by a cure disease or heal spell, but a remove curse or successful dispel magic spell is effective. This is a necromancy effect; it can be negated by a Fortitude save (SR applies).

Sleep: The subject falls asleep. The creature sleeps for the character's caster level x 10 minutes but can be slapped awake. This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (SR applies).

Note: Each round, a gaze attack automatically works against one creature within range that is looking at (attacking or interacting with) the gazing creature.

Spells (F)

Fabricate

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character converts material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

The character must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

Casting requires 1 full round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Faerie Fire

Evocation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Creature and objects within a

5-ft.-radius burst

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally caused by darkness, blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet, according to the character's word at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

False Vision

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Trickery 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 25 ft. + 5 ft/2 levels-radius emanation, centered on the point where the character was when the character cast the spell

Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The character and all the character desires within the area of the spell become undetectable to scrying (whether by spell or magic device). Furthermore, if the character is aware of an attempt to scry, the character can create whatever image the character desires, including sight and sound, according to the medium of the scrying method. To do this, the character must concentrate on the figment the character is creating. Once concentration is broken, no further images can be created, although the area remains undetectable for the duration of the spell.

Arcane Material Component: Worth at least 250 gp.

Fear

Necromancy [Fear, Mind-Affecting]
Level: Brd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a –2 morale penalty on saving throws, and they flee from the character. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

Feather Fall

Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V
Casting Time: See text
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level
Duration: Until landing or 1 round/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The creatures or objects affected fall slowly (though faster than feathers typically do). The rate of falling is instantly changed to a mere 60 feet a round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes.

The character can cast this spell with an instant utterance, quickly enough to save herself if she unexpectedly falls. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the item does half normal damage based on weight with no bonus for the height of the drop.

The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The subject's Intelligence score drops to 1. Still, the creature knows who its friends are and can follow them and even protect them. The creature remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effects. Creatures who can cast arcane spells or use arcane spell-like effects suffer a -4 penalty on their saving throws.

Find the Path

Divination

Level: Clr 6, Drd 6, Knowledge 6, Travel 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: The character or creature touched

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination. Note that the spell works with respect to locales, not objects or creatures within a locale. The location must be on the same plane as the character at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. The spell frees the subject, and those with him, from a maze spell in a single round.

This divination is keyed to the recipient, not his companions, and does not predict or allow for the actions of creatures (including guardians).

Find Traps

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: The character

Duration: 1 minute/level

The character can use the Search skill to detect traps just as a rogue can but gain no special bonus on the Search checks.

Finger of Death

Necromancy [Death]

Level: Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

The character can slay any one living creature within range. The subject is entitled to a Fortitude saving throw to survive the attack. If the save is successful, it instead sustains 3d6 points of damage +1 point per caster level.

Fireball

Evocation [Fire]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A fireball spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The character points a finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point (an early impact results in an early detonation). If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Fire Seeds

Conjuration (Creation) [Fire]
Level: Drd 6, Fire 6, Sun 6
Components: V, S, M
Casting Time: 1 action/seed
Range: Touch
Targets: Up to four touched acorns or up to eight touched holly berries
Duration: 10 minutes/level or until used
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Acorn Grenades: Up to four acorns turn into special grenadelike weapons that can be hurled up to 100 feet. A ranged touch attack roll is required to strike the intended target. Each acorn bursts upon striking any hard surface. Together, the acorns are capable of dealing 1d8 points of fire damage per caster level (maximum 20d8), divided up among the acorns as the character wishes. A 20th-level druid could create one 20d8 missile, two 10d8 missiles, one 11d8 and three 3d8 missiles, or any other combination of d8s totaling up to four acorns and 20d8 points of damage. The acorns deal 1 point of splash damage per die and ignite any combustible materials within 10 feet. If a creature within the burst area makes a successful Reflex saving throw, it takes only half damage; a creature struck directly always sustains full damage (no saving throw).

Holly Berry Bombs: The character turns up to eight holly berries into special bombs. The holly berries are usually placed by hand, being too light to make effective thrown weapons (they can be tossed only 5 feet). They burst into flame if the character is within 200 feet and speak a word of command. The berries instantly ignite, causing 1d8 points of fire damage +1 point per caster level to creatures and igniting any combustible materials within 5 feet. Creatures who successfully make Reflex saving throws take half damage.

Fire Shield

Evocation [Fire or Cold]
Level: Fire 5, Sor/Wiz 4, Sun 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 round/level (D)
Saving Throw: None

This spell wreathes the character in flame and causes damage to each creature who attacks the character in melee. The flames also protect the character from either cold-based or fire-based attacks (the character's choice).

Any creature striking the character with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level. This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If a creature has spell resistance, it applies to this damage. Note that weapons with exceptional reach, such as two-handed spears, do not endanger their users in this way.

When casting this spell, the character appears to be immolated, but the flames are thin and wispy, shedding no heat and giving light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. The character takes only half damage from cold-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

Chill Shield: The flames are cool to the touch. The character takes only half damage from fire-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

Fire Storm

Evocation [Fire]
Level: Clr 8, Drd 7, Fire 7
Components: V, S
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Area: Two 10-ft. cubes/level (S)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and plant creatures in the area, if the character so desires. Any other creatures (and plant creatures the character wishes to affect) within the area take 1d6 points of fire damage per caster level (maximum 20d6).

Fire Trap

Abjuration [Fire]
Level: Drd 2, Sor/Wiz 4
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap wards. The fire trap can ward any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth). When casting fire trap, the character selects a point on the item as the spell's center. When someone other than the character opens the item, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

The fire trapped item cannot have a second closure or warding spell placed on it.

A knock spell does not affect a fire trap in any way, because knock only opens things and the fire trap in no way prevents one from opening the trapped item. An unsuccessful dispel magic spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

As the caster, the character can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" usually involves a password that the character can share with friends.

Material: Worth 25 gp

Flame Arrow

Conjuration (Creation) [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets or Effect: Up to one projectile/

level, all of which must be within 10 ft. of the character at the time of casting; or one fiery bolt/four levels

Duration: 1 round/Instantaneous

Saving Throw: See text

Spell Resistance: Yes

The character can either create flames that turn normal arrows, bolts, and stones into fiery projectiles, or the character can create fiery bolts and shoot them at enemies.

Flaming Normal Projectiles: When choosing this version, the character can affect up to one projectile per level. The projectiles must all be within 10 feet of the character at the time of casting. If shot before the end of the next round, these projectiles catch fire. If they hit, they deal additional fire damage equal to half the character's caster level (up to +10). The flaming projectiles can easily ignite flammable materials or structures. No saving throw is allowed for this version of the spell.

Fiery Bolts: When creating a fiery bolt, the character must succeed at a ranged touch attack roll to hit. The bolt deals 4d6 points of fire damage (Reflex save half). If the character creates extra bolts (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other.

Flame Blade

Evocation [Fire]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: Swordlike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from the character's hand. The character wields this bladelike beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of damage +1 point per

two caster levels (maximum +10). Since the blade is immaterial, the character's Strength modifier does not apply to the damage, which is all fire damage. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth. It can harm any creature who is harmed by magical fire.

The spell does not function underwater.

Flame Strike

Evocation [Fire]

Level: Clr 5, Drd 4, Sun 5, War 5

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flame strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by protection from elements (fire), fire shield (chill shield), and similar magic.

Flaming Sphere

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 3-ft.-radius sphere

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

A burning globe of fire rolls in whichever direction the character points and burns those it strikes. It moves 30 feet per round and can leap up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. (The subject can negate this damage with a successful Reflex save.) The flaming sphere rolls over barriers less than 4 feet tall, such as furniture and low walls. The sphere ignites flammable substances it touches and illuminates the same area as a torch.

The sphere moves as long as the character actively directs it (a move-equivalent action for the character); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. The sphere winks out if it exceeds the spell's range.

Flare

Evocation [Light]

Level: Brd 0, Drd 0, Sor/Wiz 0

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of bright light. If the character causes the light to burst directly in front of a single creature, that creature is dazzled. A dazzled creature suffers a -1 penalty on attack rolls. The creature recovers in 1 minute. Sightless creatures are not affected by flare.

Flesh to Stone

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject and all possessions it carries turn into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells such as deathwatch). Only creatures made of flesh are affected by this spell.

Fly

Transmutation

Level: Sor/Wiz 3, Travel 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The spell's subject can fly with a speed of 90 feet (60 feet if the creature wears medium or heavy armor). The subject can fly up at half speed and descend at double speed. The flying subject's maneuverability rating is good. Using the fly spell requires as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load (see page 142), plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject drops 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance. Since dispelling a spell effectively ends it, the subject also falls in this way if the fly spell is dispelled.

Fog Cloud

Conjuration (Creation)

Level: Sor/Wiz 2, Water 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog that spreads in a 30-ft. radius, 20 ft. high

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Forbiddance

Abjuration

Level: Clr 6

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 60-ft. cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Forbiddance prevents creatures whose alignments are different from the character's from entering the area. Additionally, the spell seals the area against all planar travel into it, including dimension door, teleport, plane shifting, astral travel, ethereal travel, and all summoning spells. At the character's option, the abjuration can be locked by a password, in which case it can be entered only by those speaking the proper words (no saving throw allowed to those who don't speak the password, although SR applies). Otherwise, the effect on those entering the warded area is based on their alignment relative to the character's.

Alignments identical: No effect. The creature may enter freely (albeit not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature is hedged out and takes 3d6 points of damage. A successful Will save negates both effects, and SR applies.

Alignments different with respect to both law/chaos and good/evil: The creature is hedged out and takes 6d6 points of damage. A successful Will save negates both effects, and SR applies.

Once a saving throw is failed, an intruder cannot enter the forbidden area (future saving throws likewise fail). Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

Dispel magic does not dispel the forbiddance effect unless the dispeller's level is at least as high as the character's caster level.

Material Components: Worth at least 1,500 gp per 60-foot cube. If a password lock is desired, additional components worth at least 5,000 gp per 60-foot cube.

Forcecage

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, M (see text)

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This powerful spell brings into being an immobile cubical prison with bars or solid walls of force (the character's choice).

Creatures within the area are caught and contained unless they are too big to fit inside or can pass through the slits in the barred cage. All spells and breath weapons can pass through the gaps in the bars. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a wall of force spell, the forcecage resists dispel magic, but it is vulnerable to a disintegrate spell, and it can be destroyed by a sphere of annihilation or a rod of cancellation.

Barred Cage: The barred cage is a 20-foot cube with bands of force (similar to a wall of force spell) for bars. The bands are a half-inch wide, with half-inch gaps between the bars.

Windowless Cell: The cell is a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Material Component: Worth 1,500 gp, consumed when the spell is prepared.

Foresight

Divination

Level: Drd 9, Knowledge 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal or touch

Target: See text

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants the character a powerful sixth sense in relation to his or herself or another. Once the spell is cast, the character receives instantaneous warnings of impending danger or harm to the subject of the spell. The character is never surprised or flat-footed. In addition, the spell gives the character a general idea of what action the character might take to best protect him or herself - duck, jump right, close the eyes, and so on—and gives the character a +2 insight bonus to AC and to Reflex saves. This insight bonus is lost whenever the character would lose a Dexterity bonus to AC.

When another creature is the object of the spell, the character receives warnings about that creature. The character must communicate what the characters learn to the other creature for the warning to be useful, and it can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the spell subject, provided the character acts on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Freedom

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: See text

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The subject is freed from spells and effects that restrict his movement. To free someone from the imprisonment spell, the character must know that person's name and background, and the character must cast this spell at the spot where that person was entombed.

Freedom of Movement

Abjuration

Level: Clr 4, Drd 4, Luck 4, Pal 4, Rgr 4

Components: V, S, M, DF

Casting Time: 1 action

Range: Personal or touch

Target: The character or creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No or Yes (harmless)

This spell enables the character or the creature the character touches to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement.

The spell also allows a character to move and attack normally while underwater, even with cutting weapons and with bludgeoning weapons provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

Spells (G)

Gaseous Form

Transmutation
Level: Air 3, Brd 3, Sor/Wiz 3
Components: S, M/DF
Casting Time: 1 action
Range: Touch
Target: Willing corporeal creature touched
Duration: 2 minutes/level (D)
Saving Throw: None
Spell Resistance: No

The subject and all her gear become insubstantial, misty, and translucent. The subject gains damage reduction 20/+1. Her material armor (including natural armor) becomes worthless, though her size, Dexterity, deflection bonuses, and armor bonuses from force armor (for example, from the mage armor spell) still apply. She becomes immune to poison and critical hits. She can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (Note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell.) As with polymorph other, the subject loses supernatural abilities while in gaseous form. If she has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous creature can't run but she can fly (speed 10, maneuverability perfect). She can pass through small holes or narrow openings, even mere cracks, with all she was wearing or holding in her hands, as long as the spell persists. She is subject to wind. She can't enter water or other liquid.

Gate

Conjuration (Creation, Calling)
Level: Clr 9, Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Casting a gate spell has two effects. First, it creates an interdimensional connection between the character's plane of existence and the plane desired, allowing travel between the planes in either direction. Second, the character may then call a particular individual or type of being through the gate. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction the character desires when it comes into existence (typically vertical and facing the character). It is a two-dimensional window into the plane the character named, and anyone or anything that moves through is shunted

instantly to the other side. The gate has a front and a back. Creatures moving through the gate from the front are transported to another plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, gate functions much like the plane shift spell, except that the gate opens precisely at the point the character desires (a creation effect). Note that deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with the character—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

The character may hold the gate open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or sever the interplanar connection.

Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to the character's aid (a calling effect). By naming a particular being or type of being as the character cast the spell, the character may cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures.

If the character chooses to call a type of being instead of a known individual the character may call either a single creature (of any HD) or several creatures. If several creatures, the character can call and control them as long as their HD total does not exceed the character's caster level. In the case of a single creature, the character can control it if its HD does not exceed twice the character's caster level. A single creature with more than twice the character's caster level in HD can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for the character. These fall into two categories: immediate tasks and contractual service. Fighting for the character in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; the character need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If the character chooses to exact a longer or more involved form of service from the called creature, the character must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. In general, a gift of 100 gp per HD of the called creature per day of service is reasonable. (Unfortunately, some creatures want their payment in "livestock" rather than in coin, which may involve complications.) Immediately upon completion of the service, the being is transported to the character's vicinity, and the character must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in the character's being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack the character.

Note: When the character uses a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type. For example, gate is a chaotic and evil spell when the character casts it to call a demon.

Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6

Target: One living creature

Saving Throw: None

As lesser geas, except that geas/quest affects a creature of any HD and allows no saving throw.

Instead of suffering penalties to abilities, the subject takes 3d6 points of damage each day he does not attempt to follow the geas/quest. Additionally, each day he must make a Fortitude saving throw or sicken. A sickened creature moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. A sickened creature must make a Fortitude save each day or become crippled. Once

crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects end 1 day after the creature attempts to resume the geas/quest.

Remove curse ends the geas/quest only if its caster level is at least two higher than the character's caster level. Break enchantment does not end the geas/quest, although limited wish, miracle, and wish do.

Wizard and bards usually refer to this spell as geas, while clerics call the same spell quest.

Gentle Repose

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Corpse touched

Duration: 1 day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character preserves the remains of a dead creature so that they do not decay. Doing so extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Ghost Sound

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows the character to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The character chooses what type of sound the spell creates when casting the spell and cannot thereafter change its basic character. The volume of sound created, however, depends on the character's level. The character can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans.

Note that ghost sound can enhance the effectiveness of a silent image spell.

Ghoul Touch

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates
Spell Resistance: Yes

Imbuing the character with negative energy, this spell allows the character to paralyze a single humanoid for 1d6+2 rounds with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius (excluding the character) must make a Fortitude save or suffer a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Giant Vermin

Transmutation
Level: Clr 4, Drd 4
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to three vermin, no two of which can be more than 30 ft. apart
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes

The character turn one or more normal-sized insects, arachnids, or other vermin into larger forms resembling giant vermin. Only one type of vermin can be transmuted (so a single casting cannot affect both an ant and a fly), and all must be grown to the same number of HD. The number of vermin and the HD to which they can be grown depends upon the character's level; see the accompanying table.

Caster Level	Target's New HD	New	Armor Size	Attack/		----- Saves -----		
				Class	Damage	For	Ref	Will
7-9	3d8+6		Large	14	+4/1d8+4	+5	+0	+1
10-12	4d8+16		Huge	14	+8/2d6+8	+8	+0	+1
13-15	5d8+20		Huge	14	+8/2d6+8	+8	+0	+1
16-18	6d8+24		Huge	14	+9/2d6+8	+9	+1	+2
19-20	7d8+28		Huge	14	+9/2d6+8	+9	+1	+2

Any giant vermin created by this spell do not attempt to harm the character, but the character's control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Glitterdust

Conjuration (Creation)
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Creatures and objects within 10-ft. spread
Duration: 1 round/level
Saving Throw: Will negates (blinding only)
Spell Resistance: Yes

A cloud of glittering golden particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things. Blindness lasts for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Globe of Invulnerability

Abjuration
Level: Sor/Wiz 6

As minor globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.

Glyph of Warding

Abjuration
Level: Clr 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target or Area: Object touched or up to 5 sq. ft./level
Duration: Until discharged
Saving Throw: See text
Spell Resistance: Yes (object)

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

The character set the conditions of the ward. Typically, any creature violating the warded area without speaking a pass phrase (which the character set when casting the spell) is subject to the magic it stores. Glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration"). Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of the character's religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet had three drawers, each could be separately warded.

When casting the spell, the character weaves a tracery of faintly glowing lines around the warding sigil. The glyph can be placed to conform to any shape up to the limitations of the character's total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection can fool a glyph.

Read magic allows the character to identify a glyph of warding with a successful Spellcraft check (DC 13). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph: The character can store any harmful spell of up to 3rd level that the character knows. All level-dependent features of the spell are based on the character's level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All saving throws operate as normal, except that the DC is based on the level of the glyph.

Material Component: Worth at least 200 gp.

Goodberry

Transmutation
Level: Drd 1

Components: V, S, DF
Casting Time: 1 action
Range: Touch
Targets: 2d4 fresh berries touched
Duration: 1 day/level
Saving Throw: None
Spell Resistance: Yes

Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. The character (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. Each enchanted berry nourishes a creature as if it were a normal meal for a Medium-size creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Grease

Conjuration (Creation)
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One object or a 10-ft. x 10-ft. square
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: No

A grease spell covers a solid surface with a layer of slippery grease. Any creature entering the area or caught in it when the spell is cast must make a successful Reflex save or slip, skid, and fall. Those that successfully save can move at half speed across the surface. However, those that remain in the area must each make a new saving throw every round to avoid falling and to be able to move. The DM should adjust saving throws by circumstance. For example, a creature charging down an incline that is suddenly greased has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

The spell can also be used to create a greasy coating on an item—a rope, ladder rungs, or a weapon handle, for instance. Material objects not in use are always affected by this spell, while objects wielded or employed by creatures receive a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made each round the creature attempts to pick up or use the greased item.

Greater Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Clr 5
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level

As command, except that up to one creature per level may be affected. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

Greater Dispelling

Abjuration
Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6

As dispel magic, except that the maximum bonus on the dispel check is +20 instead of +10. Additionally, greater dispelling has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect.

Greater Glyph of Warding

Abjuration
Level: Clr 6

As glyph of warding, except that the blast deals up to 10d8 damage, and the greater glyph can store a harmful spell of up to 6th level.

Material Component: Worth at least 400 gp.

Greater Magic Fang

Transmutation
Level: Drd 3, Rgr 3
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level

As magic fang, except that the enhancement bonus to attack and damage is +1 per three caster levels (maximum +5).

Greater Magic Weapon

Transmutation
Level: Brd 3, Clr 4, Pal 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1 per three caster levels (maximum +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, the character can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles (but not thrown weapons) lose their transmutation when used.

If the character is a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

Greater Planar Ally

Conjuration (Calling) [see text]
Level: Clr 8

Effect: Up to 24 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As lesser planar ally, except the character may call a single creature of up to 24 HD or a number of creatures whose HD total no more than 24. The creatures agree to help the character and request the character's return favor together.

Greater Planar Binding

Conjuration (Calling) [see text]
Level: Sor/Wiz 8

Components: V, S, M

Targets: Up to 24 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart

As lesser planar binding, except the character may call a single creature of up to 24 HD or a number of creatures whose HD total no more than 24. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid the character individually.

Greater Restoration

Necromancy

Components: V, S, XP

Level: Clr 7

Casting Time: 10 minutes

As lesser restoration, except the spell dispels all negative energy levels afflicting the healed creature, restoring the creature to the highest level it had previously achieved. This reverses level drains by a force or creature. The drained levels are restored only if the time since the creature lost the level is no more than 1 week per caster level.

Greater restoration also dispels all magical effects penalizing the character's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also removes all forms of insanity, confusion, and similar mental effects. Greater restoration does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

Greater Scrying

Divination

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Duration: 1 hour/level

As scrying, except as noted above. All of the following spells can be cast reliably through the sensor: comprehend languages, darkvision, detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

Greater Shadow Conjunction

Illusion (Shadow)

Level: Sor/Wiz 5

As shadow conjunction, except that it can duplicate wizard or sorcerer conjunctions of up to 4th level, and the illusory conjunctions created are two-fifths (40%) as strong as the real thing instead of one-fifth as strong.

Greater Shadow Evocation

Illusion (Shadow)

Level: Sor/Wiz 6

As shadow evocation, but it enables the caster to create partially real, illusory versions of sorcerer or wizard evocations of up to 5th level. If recognized as greater shadow evocation, damaging spells deal only two-fifths (40%) of normal damage, with a minimum of 2 points per die of damage. For example, a greater shadow cloudkill has a 40% chance to kill creatures of 6 HD or less, and creatures of 4 to 6 HD get a saving throw. Creatures not killed take 1d10 x 0.4 points of damage each round.

Nondamaging effects, such as a web's ensnarement, are only 40% likely to work when the greater shadow evocation is recognized as mostly illusory (roll separately for each effect and each creature who recognizes the evocation as shadowy).

Guards and Wards

Abjuration

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 30 minutes (D)

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: See text

This powerful spell is primarily used to defend the character's stronghold. The ward protects 200 square feet per caster level. The warded area can be up to 20 feet high, and shaped as the character desires. The character can ward several stories of a stronghold by dividing the area among them; the character must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have full concealment (50% miss chance; the attacker cannot use sight to locate the target). Spell resistance: No.

Arcane Locks: All doors in the warded area are arcane locked. Spell resistance: No.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. Spell resistance: Yes.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction from the one they actually chose. This is an enchantment (mind-affecting) effect. Spell resistance: No.

Lost Doors: One door per caster level is covered by a glamor to appear as if it were a plain wall. Spell resistance: No.

In addition, the character can place the character's choice of one of the following five magical effects:

- Dancing lights in four corridors. The character can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts. Spell resistance: No.
- A magic mouth in two places. Spell resistance: No.
- A stinking cloud in two places. The vapors appear in the places the character designate; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts. Spell resistance: Yes.
- A gust of wind in one corridor or room. Spell resistance: Yes.
- A suggestion in one place. The character selects an area up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Spell resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A dispel magic cast on a specific effect, if successful, removes only that effect. A successful Mordenkainen's disjunction destroys the entire guards and wards effect.

Guidance

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Gust of Wind

Evocation

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Gust of wind (10 ft. wide, 10 ft. high) emanating out from the character to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a strong blast of air that originates from the character and moves in the direction the character is facing. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area may be affected. Any creature is entitled to a saving throw to ignore the gust's effects.

A gust of wind can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of the range.

Spells (H)

Hallow

Evocation [Good]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: None

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a magic circle against evil effect.

Second, all Charisma checks to turn undead gain a +4 sacred bonus and Charisma checks to command undead suffer a -4 sacred penalty. Spell resistance does not apply to this effect. (Note: This provision does not apply to the druid version of the spell.)

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, the character may choose to fix a single spell effect to the hallow site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of the normal duration and area or effect. The character may designate whether the effect applies to all creatures, creatures who share the character's faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Spell effects that may be tied to a hallow site include aid, bane, bless, cause fear, darkness, daylight, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge,

negative energy protection, protection from elements, remove fear, resist elements, silence, tongues, and zone of truth. Spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one hallow (and its associated spell effect) at a time.

Hallow counters or dispels unhallow.

Material Components: Worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area.

Hallucinatory Terrain

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character makes natural terrain look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Halt Undead

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three undead, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead (such as skeletons and zombies) get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Harm

Necromancy

Level: Clr 6, Destruction 6, Drd 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Harm charges a subject with negative energy that causes the loss of all but 1d4 hit points.

If used on an undead creature, harm acts like heal.

Haste

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

On his turn, the subject may take an extra partial action, either before or after his regular action.

He gains a +4 haste bonus to AC. He loses this bonus whenever he would lose a dodge bonus.

He can jump one and a half times as far as normal. This increase counts as an enhancement bonus.

Haste dispels and counters slow.

Heal

Conjuration (Healing)

Level: Clr 6, Drd 7, Healing 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Heal enables the character to channel positive energy into a creature to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It offsets a feeblemind spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the spell is needed to simultaneously achieve all these effects.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores.

If used against an undead creature, heal acts like harm.

Healing Circle

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All living allies and undead creatures within a 20-ft.-radius burst centered on the character

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living allies.

Like cure spells, healing circle damages undead in its area rather than curing them.

Heal Mount

Conjuration (Healing)

Level: Pal 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: The character's mount touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Heal mount enables the character to wipe away disease and injury in the character's special mount (typically a warhorse). It completely cures all diseases, blindness, or deafness of the mount, cures all points of damage taken due to wounds or injury, and repairs temporary ability damage. It cures those mental disorders caused by spells or injury to the brain.

Heal mount does not remove negative levels, restore drained levels, or restore drained ability scores.

Heat Metal

Transmutation

Level: Drd 2, Sun 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature/two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell is identical with chill metal except that it makes metal warm, hot (1d4 points of fire damage), and searing (2d4 points of fire damage) instead of cold, icy, and freezing. Enchanted metal gets a saving throw to resist. Just as damage from chill metal negates fire damage, so damage from heat metal negates cold damage on a one-for-one basis. If cast underwater, heat metal deals half damage and boils the surrounding water.

Heat metal counters and dispels chill metal.

Helping Hand

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: 1 action

Range: Five miles

Effect: Ghostly hand

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character creates the ghostly image of a hand, which the character can send to find someone within five miles. The hand then beckons to that person and leads her to the character if she follows it.

When the spell is cast, the hand appears in front of the character. The character then specifies a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or

class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
Up to 100 ft.	1 round
1,000 ft.	1 minute
One mile	10 minutes
Two miles	1 hour
Three miles	2 hours
Four miles	3 hours
Five miles	4 hours

Once the hand locates the subject, it beckons her to follow it. If she follows, the hand points in the character's direction, leading her in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before her at a rate of anywhere up to 240 feet per round. Once the hand leads the subject to the character, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward the character. If she chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the character, the hand disappears; she will have to rely on her own devices to locate the character.

If more than one subject within a five-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within five miles, it returns to the character, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except the character and potential subjects. It cannot engage in combat or execute any other task aside from locating the subject and leading her back to the character. The hand does not pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than five miles from the spot it appeared when the character cast the spell.

Heroes' Feast

Evocation

Level: Clr 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level

Duration: 1 hour + 12 hours (see text)

Saving Throw: None

Spell Resistance: Yes (harmless)

The character brings forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectarlike beverage that is part of the feast. The ambrosial food that is consumed creates an effect equal to bless that lasts for 12 hours. During this same period, the people who consumed the feast are immune to magical fear and hopelessness.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Hold Animal

Enchantment (Compulsion)

[Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2

Components: V, S

Target: One animal

As hold person, except the spell affects an animal instead. Hold animal does not work on beasts, magical beasts, or vermin.

Hold Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Target: One living creature

As hold person, except this spell holds any living creature who fails its Will save.

Hold Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject freezes in place, standing helpless. He is aware and breathes normally but cannot take any physical actions, even speech. He can, however, execute purely mental actions (such as casting a spell with no components).

A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Portal

Abjuration

Level: Sor/Wiz 1

Component: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One portal, up to 20 sq. ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate the hold portal. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Holy Aura

Abjuration [Good]

Level: Clr 8, Good 8, Luck 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and blinding evil creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, the warded creatures gain SR 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as protection from evil does.

Finally, if an evil creature succeeds at a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

Focus: Worth at least 500 gp.

Holy Smite

Evocation [Good]

Level: Good 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The character draws down holy power to smite the character's enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to evil creatures and blinds them for 1 round. A successful Reflex saving throw reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures who are neither good nor evil, and they are not blinded. They can reduce that damage by half (down to one-quarter of the roll) with a successful Reflex save.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Holy Sword

Evocation

Level: Pal 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows the character to channel holy power into the character's sword, or any weapon the character choose. The weapon acts as a +5 magic weapon and deals double damage against evil opponents. It emits a magic circle against evil (as the spell). If the magic circle ends, the sword creates a new one on the character's turn as a free action. The spell is automatically canceled 1 round after the weapon leaves the character's hand for any reason. The character cannot have more than one holy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Evocation [Good, Sonic]

Level: Clr 7, Good 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering holy word has two effects.

If the character is on the character's home plane, the spell instantly banishes nongood extraplanar creatures within the area back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the holy word.

Creatures native to the character's plane who hear the holy word and are not good suffer the following ill effects:

<i>HD</i>	<i>Effect</i>
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed, paralyzed, blinded, deafened

The effects are cumulative.

Deafened: The creature is deafened (see blindness/deafness) for 1d4 rounds.

Blinded: The creature is blinded (see blindness/deafness) for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die. Undead creatures are destroyed.

Horrid Wilting

Necromancy

Level: Sor/Wiz 8, Water 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of whom can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the bodies of all the subject living creatures, dealing 1d8 points of damage per caster level (maximum 25d8). This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

Hypnotic Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: (V), S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 15-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 +1 per caster level to determine the total number of HD affected (maximum +10). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures gaze at the lights, heedless of all else, acting as if they are affected by hypnotism. However, the character cannot make suggestions as with hypnotism. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Hypnotism

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

The character's gestures and droning incantation cause creatures nearby to stop and stare blankly at the character, hypnotized. The character can use their rapt attention to make the character's suggestions and requests seem more plausible. Roll 2d4 to see how many total HD the character affects. Creatures with fewer HD are affected before creatures with more HD. Only creatures who can see or hear the character are affected, but they do not need to understand the character to be hypnotized.

If the character uses this spell in combat, the targets gain a +2 bonus to their saving throws. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While hypnotized, a creature's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an armed party member moving behind the hypnotized creature) allows the creature a second saving throw. Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the hypnotism, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the spell as a standard action.

While the subject is hypnotized, the character can make a suggestion or request (provided the character can communicate with it). The suggestion must be brief and reasonable. An affected creature reacts as though it were two steps more friendly in attitude. Even once the spell ends, it retains its new attitude toward the character, but only with respect to that particular suggestion.

A creature who fails its saving throw does not remember that the character enspelled it.

Spells (I)

Ice Storm

Evocation [Cold]

Level: Drd 5, Sor/Wiz 4, Water 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Great hailstones pound down, dealing 5d6 points of damage to creatures in their path; the damage is 3d6 impact plus 2d6 cold.

Identify

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 8 hours

Range: Touch

Targets: Up to 1 touched object per level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the single most basic function of each magic item, including how to activate that function (if appropriate), and how many charges are left (if any). For example, a +2 vorpal sword, a +2 dancing sword, and a +2 sword would all register as "+2 to attack and damage rolls."

If a magic item has multiple different functions that are equally basic, identify determines the lowest-level function. If these functions are also of equal level, the DM decides randomly which is identified.

Arcane Material Components: Worth at least 100 gp value.

Illusory Script

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magic writing. Only the person (or people) designated by the character at the time of the casting are able to read the writing; it's completely unintelligible to any other character, although an illusionist recognizes it as illusory script.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the character at the time the illusory script spell was cast. The suggestion

lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear. The hidden message can be read by a combination of the true seeing spell with the read magic or comprehend languages spell.

The casting time depends on how long a message the character wishes to write, but it is always at least 1 minute.

Material Component: At least 50 gp.

Illusory Wall

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. x 10 ft. x 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

Imbue with Spell Ability

Evocation

Level: Clr 4, Magic 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The character transfers some of the character's currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric abjurations, divinations, or conjuration (healing) spells can be transferred. The number and level of spells that the subject can be granted depends on her HD; even multiple castings of imbue with spell ability can't exceed this limit. If the character's limit of 4th-level spells decreases, and it drops below the current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

<i>HD of Recipient</i>	<i>Spells Imbued</i>
1-2	One 1st-level spell
3-4	Up to two 1st-level spells
5+	Up to two 1st- and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, etc.) function according to the character's level, not the level of the recipient.

Once the character casts imbue with spell ability on another character, the character cannot prepare a new 4th-level spell to replace it until the recipient uses the transferred spells or is slain. In the meantime, the character remains responsible to the character's deity or the character's principles for the use to which the spell is put.

To cast a spell with a verbal component, the recipient must be able to speak. To cast a spell with a somatic component, she must have humanlike hands. To cast a spell with a material component or focus, she must have the materials or focus.

Implosion

Evocation

Level: Clr 9, Destruction 9

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The character creates a destructive resonance in a corporeal creature's body. For each round the character concentrates, the character causes one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

The character can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Imprisonment

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When the character casts imprisonment and touches an opponent, the target is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but discern location does. A wish or miracle spell will not free the recipient but will reveal where it is entombed. The imprisonment spell functions only if the target's name and some facts about its life are known.

Improved Invisibility

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Target: The character or creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

As invisibility, except the spell doesn't end if the subject attacks.

Incendiary Cloud

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud spreads 30 ft. wide and 20 ft. high
Duration: 1 round/level
Saving Throw: Reflex half (see text)
Spell Resistance: Yes (see text)

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within it each round (half damage on a successful Reflex save).

As with a cloudkill spell, the smoke moves away from the character at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, 10 feet farther away from where the character was when the character cast the spell. By concentrating, the character can make the cloud (actually its point of origin) move up to 60 feet each round. Any portion of the cloud that would extend beyond the character's maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with fog cloud, wind disperses the smoke, and the spell can't be cast underwater.

Inflict Critical Wounds

Necromancy
Level: Clr 4, Destruction 4

As inflict light wounds, except the character deals 4d8 points of damage +1 point per caster level (maximum +20).

Inflict Light Wounds

Necromancy
Level: Clr 1, Destruction 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

When laying the character's hand upon a creature, the character channels negative energy that deals 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Inflict Minor Wounds

Necromancy
Level: Clr 0
As inflict light wounds, except the character deals 1 point of damage.

Inflict Moderate Wounds

Necromancy
Level: Clr 2
As inflict light wounds, except the character deals 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Serious Wounds

Necromancy
Level: Clr 3

As inflict light wounds, except the character deals 3d8 points of damage +1 point per caster level (maximum +15).

Insanity

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The enchanted creature suffers from a continuous confusion effect.

Remove curse does not remove insanity. Greater restoration, limited wish, miracle, and wish can restore the creature.

Insect Plague

Conjuration (Summoning) [see text]
Level: Clr 5, Drd 5
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: Cloud of insects 180 ft. wide and up to 60 ft. high
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No

A horde of creeping, hopping, and flying insects swarm in a thick cloud when the character casts this spell. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of Armor Class, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast insect plague outside its confines, but a fireball spell simply clears insects from its blast area for 1 round. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

Invisibility

Illusion (Glamer)
Level: Brd 2, Sor/Wiz 2, Trickery 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal or touch
Target: The character or a creature or object weighing no more than 100 lb./level
Duration: 10 minutes/level (D)
Saving Throw: None or Will negates (harmless, object)
Spell Resistance: No or Yes (harmless, object)

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the character casts the spell on someone else, neither the character nor the character's allies can see the subject, unless the character can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility Purge

Evocation
Level: Clr 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 minute/level (D)

The character surrounds his or herself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area. Only creatures with no visible form, such as an invisible stalker, remain invisible.

Invisibility Sphere

Illusion (Glamer)
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Area: 10-ft. radius sphere around the creature or object touched

As invisibility, except this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell cannot see each other but can see themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

Invisibility to Animals

Abjuration
Level: Drd 1
Components: S, DF
Casting Time: 1 action
Range: Touch
Targets: One creature touched/level
Duration: 10 minutes/level

Saving Throw: None
Spell Resistance: Yes

Animals cannot perceive the warded creatures. They act as though the warded creatures are not there. Warded creatures could stand before the hungriest of lions and not be molested or even noticed. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Invisibility to Undead

Abjuration
Level: Clr 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Targets: One touched creature/level
Duration: 10 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Undead cannot perceive the warded creatures. Nonintelligent undead are automatically affected and act as though the warded creatures are not there. Intelligent undead get saving throws. If they fail, they can't see the warded creatures. However, if they have reason to believe unseen opponents are present, they can attempt to find or strike them. If a warded character attempts to turn or command undead, touches an undead, or attacks any creature (even with a spell), the spell ends for all recipients.

Note: An intelligent undead creature gets one saving throw against the spell. It either sees all the warded creatures or none of them.

Iron Body

Transmutation
Level: Earth 8, Sor/Wiz 8
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 minute/level (D)

This spell transforms the character's body into living iron, which grants the character several powerful resistances and abilities.

The character gains damage reduction 50/+3. The character is immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect the character's physiology or respiration, because the character has no physiology or respiration while this spell is in effect. The character takes only half damage from acid and fire of all kinds. However, the character also becomes vulnerable to all special attacks that affect iron golems.

The character gains a +6 enhancement bonus to the character's Strength score, but the character suffer a –6 Dexterity penalty as well (to a minimum Dexterity score of 1), and the character's speed is reduced to half normal. The character has an arcane spell failure chance of 50% and a –8 armor check penalty, just as if the character were clad in full plate armor. The character cannot drink (and thus can't use potions) or play wind instruments.

The character's unarmed attacks deal 1d6 points of lethal damage, and the character is considered "armed" when making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6).

The character's weight increases by a factor of ten, causing the character to sink in water like a stone. However, the character could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expires.

Ironwood

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 minute/lb. transformed

Range: Touch

Target: 5 lb. of touched wood/level

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron (such as heat metal) do not function on ironwood. Spells that affect wood (such as wood shape) do affect ironwood, although ironwood does not burn. Using this spell with wood shape or a wood-related Craft check, the character can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal, steel counterparts. These items are freely usable by druids.

Further, if the character made only half as much ironwood as the spell would normally allow, any weapon, shield, or suit of armor so transmuted is treated as a +1 magic item.

Spells (J, K & L)

Jump

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

The subject gets a +30 bonus on Jump checks and does not have the usual maximums for jumping distance. For leaps of maximum horizontal distance, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point.

Keen Edge

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A normal threat range becomes 19–20. A threat range of 19–20 becomes 17–20. A threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Knock

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or becomes stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. A 3rd-level caster can cast a knock spell on a door of 30 square feet or less (for example, a standard 4-foot-by-7-foot door). Each spell can undo up to two means of preventing egress through a portal. Thus if a door is locked, barred, and held, or quadruple locked, opening it requires two knock spells.

Know Direction

Divination

Level: Drd 0

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Instantaneous

The character instantly knows the direction of north from the character's current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. The character's knowledge of north is correct at the moment of casting, but note that the character can get lost again within moments if the character doesn't find some external reference point to help the character keep track of direction.

Legend Lore

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: The character

Duration: See text

Legend lore brings to the character's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the character is in the place in question, the casting time is only 1d4 x 10 minutes. If the character has only detailed information on the person, place, or thing, casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help the character find the person, place, or thing, thus allowing a better legend lore next time). If the character knows only rumors, casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs the character to more detailed information, thus allowing a better legend lore).

During the casting, the character cannot engage in other than routine activities: eating, sleeping, etc. When completed, the divination brings legends (if any) about the person, place, or things to the character's mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, the character gains no information. As a rule of thumb, characters 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Worth at least 250 gp.

Focus: Worth 50 gp each.

Leomund's Secret Chest

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: 60 days or until discharged

Saving Throw: None

Spell Resistance: No

The character hides a chest on the Ethereal Plane for up to 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the character can retrieve it by concentrating (a standard action), and it appears next to the character.

The chest must be exceptionally well crafted and expensive, constructed for the character by master crafters. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be silver or electrum (a valuable metal). The cost of such a chest is never less than 5,000 gp. Once it is constructed, the character must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) the character can have but one pair of these chests at any given time—even wishes do not allow exceptions. The chests themselves are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the character casts the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. The character needs the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally; and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

Leomund's Secure Shelter

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M/DF (see text)

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The character conjures a sturdy cottage or lodge made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to the character for the duration of the shelter.

The secure shelter contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Leomund's Tiny Hut

Evocation [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on the character's location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The character creates an unmoving, opaque sphere of force of any color the character desires around him or herself. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other Medium-size creatures can fit into the field with the character; they can freely pass into and out of the hut without harming it. However, if the character removes him or herself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's -20° outside, inside it'll be 50°). The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. The character can illuminate it dimly upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Leomund's Trap

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. The character places the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, screw-on cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another Leomund's trap is active within 50 feet when the spell is cast, the casting fails.

Material Component: Worth at least 50 gp.

Lesser Geas

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature of up to 7 HD

Duration: 1 day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the character. The creature must have 7 or fewer HD and be able to understand the character. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of 1 day per caster level. Note that a clever recipient can subvert some instructions. For example, if the character orders the recipient to protect the character from all harm, it might place the character in a nice, safe dungeon for the duration of the spell.

If the subject is prevented from obeying the lesser geas for a whole day, he suffers a –2 penalty on each ability score. Each day, another –2 penalty accumulates, up to a total of –8. Abilities are not reduced below 1. The ability penalties end 1 day after the character resumes obeying the lesser geas.

A lesser geas (and all ability penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

Lesser Planar Ally

Conjuration (Calling) [see text]

Level: Clr 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Effect: One summoned elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, the character requests the character's deity to send the character an elemental or outsider (of up to 8 HD) of the deity's choice. If the character serves no particular deity, the spell is a general plea answered by a creature sharing the character's philosophical alignment. If the character knows an individual creature's name, the character may request that individual by speaking the name during the spell (though the character might get a different creature anyway).

The character may ask the creature to perform one task for the character, and the creature may request some service in return. The more demanding the character's request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. If the character agrees to the service, the creature performs the task the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature may keep it or may deliver the item to another member of the character's religion somewhere else, where it can help the religion's cause.

Note: When the character uses a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, lesser planar ally is a fire spell when it calls a fire elemental.

Lesser Planar Binding

Conjuration (Calling) [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Target: One elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, the character must use a magic circle spell, focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be used in casting the spell.

The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful SR roll, dimensional travel, or a successful Charisma check (DC 15 + 1/2 its level + its Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack the character. A dimensional anchor cast on the creature prevents its escape via dimensional travel. The character can also employ a calling diagram to make the trap more secure.

If the creature does not break free of the trap, the character can keep it bound for as long as the character dares. The character can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. The character makes a Charisma check opposed by the creature's Charisma check. The DM then assigns a bonus based on the service and reward, from 0 to +6. This bonus applies to the character's Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until the character decides to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If the character rolls a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack the character.

Once the requested service is completed, the creature need only so inform the character to be instantly sent back whence it came. The creature might later seek revenge. If the character assigns some open-ended task that the creature cannot complete through its own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When the character uses a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, lesser planar binding is a water spell when the character casts it to call a water elemental.

Lesser Restoration

Conjuration (Healing)

Level: Clr 2, Drd 2

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores (such as ray of enfeeblement) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or poison). It does not restore permanent ability drain (such from a wraith's touch).

Levitate

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Personal or close (25 ft.+ 5 ft./2 levels)

Target: The character or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows the character to move the him or herself, another creature, or an object up and down as the character wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The character can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move-equivalent action. The character cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point the character touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Lightning Bolt

Evocation [Electricity]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level

Area: 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10 ft. wide to 50 ft. + 5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The character releases a powerful stroke of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the character's fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Limited Wish

Universal

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A limited wish lets the character create nearly any type of effect. A limited wish can do any of the following:

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any other spell of 5th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any wizard/sorcerer spell of 5th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 4th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells, such as geas/quest or insanity.
- Have any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or suffering a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a limited wish duplicates a spell that has an XP cost, the character must pay that cost or 300 XP, whichever is more. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, the character must provide that component.

XP Cost: 300 XP or more (see above).

Liveoak

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, the character can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of the character's dwelling place, within a place sacred to the character, or within 300 feet of something that the character wishes to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. For instance, "Attack any persons who come near without first saying 'sacred mistletoe'" is an eleven-word trigger phrase that the character could use at 11th level or higher. The liveoak spell triggers the tree into animating as a treant. Statistics for a treant can be found in the Monster Manual. (At the DM's option, the character can extrapolate stats for a smaller tree from the treant statistics if the character cast liveoak on a smaller oak.)

If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by the character, it tries to return to its original location before taking root.

Locate Creature

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Duration: 10 minutes/level

As locate object, except this spell locates a known or familiar creature.

The character slowly turns and senses when facing in the direction of the creature to be located, provided the creature is within range. The character also knows in which direction the creature is moving, if any.

The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature known to the character. It cannot find a creature of a general type (such as humanoid or beast). To find a type of creature, the character must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

Locate Object

Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2

Components: V, S, F/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on the character, with a radius of 400 ft. + 40 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The character senses the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, and even a ladder. The character can search for general items such as a stairway, a sword, or a jewel, in which case the character locates the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The character cannot specify a unique object (such as "Baron Vulden's signet ring") unless the character has observed that particular item firsthand (not through divination).

The spell is blocked by lead. Creatures cannot be found by this spell. Polymorph any object fools it.

Spells (M)

Mage Armor

Conjuration (Creation) [Force]

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mage Hand

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

The character points a finger at an object and can lift it and move it at will from a distance. As a move-equivalent action, the character can move the object up to 15 feet in any direction, though the spell ends if the distance between the character and the object ever exceeds the spell's range.

Magic Circle against Chaos

Abjuration [Lawful]

Level: Brd 3, Clr 3, Law 3, Sor/Wiz 3

As magic circle against evil, except that it is similar to protection from chaos instead of protection from evil.

Magic Circle against Evil

Abjuration [Good]

Level: Brd 3, Clr 3, Good 3, Pal 3, Sor/Wiz 3

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

As protection from evil, except that it encompasses a much larger area and its duration is longer.

Unlike protection from evil, this spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

This spell is not cumulative with protection from evil and vice versa.

Magic Circle against Good

Abjuration [Evil]

Level: Brd 3, Clr 3, Evil 3, Sor/Wiz 3

As magic circle against evil, except that it is similar to protection from good instead of protection from evil.

Magic Circle against Law

Abjuration [Chaotic]

Level: Brd 3, Chaos 3, Clr 3, Sor/Wiz 3

As magic circle against evil, except that it is similar to protection from law instead of protection from evil.

Magic Fang

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus to attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from subdual damage to normal damage.) If the character is a good druid, the natural weapon is considered blessed, which means it has special effects on certain creatures.

Magic Jar

Necromancy

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft.+10 ft./level)

Target: One creature

Duration: 1 hour/level or until the character returns to the character's body

Saving Throw: Will negates (see text)

Spell Resistance: Yes

By casting magic jar, the character places the character's own soul in a gem or large crystal (known as the magic jar), leaving the character's body lifeless. Then the character can attempt to take control of a nearby body, forcing its soul into the magic jar. The character may move back to the jar (returning the trapped soul to its body) and attempt to possess another body. The spell ends when the character sends the character's soul back to the character's own body (leaving the receptacle empty).

To cast the spell, the magic jar must be within spell range and the character must know where it is, though the character does not need line of sight or effect to it. When the character transfers the character's soul upon casting, the character's body is, as near as anyone can tell, dead.

While in the magic jar, the character can sense and attack any life force within 10 feet per caster level (on the same plane). The character does need line of effect from the jar to the creatures. The character, however, cannot determine the exact creature types or positions of these creatures. In a group of life forces, the character can sense a difference of four or more HD and can determine whether a life force is positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. The character possesses the body and forces the creature's soul into the magic jar unless the subject succeeds at a Will save. Failure to take over the host leaves the character's life force in the magic jar, and the target automatically succeeds at further saving throws if the character attempts to possess its body again.

If successful, the character's life force occupies the host body, and the host's life force is imprisoned in the magic jar. The character keeps most mental abilities and gains some physical abilities, as with polymorph other (except that the character gets the creature's actual physical abilities, not average ones).

As a standard action, the character can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when the character shifts from the jar to the character's own body.

If the host body is slain, the character returns to the magic jar, if within range, and the life force of the host departs (that is, it is dead). If the host body is slain beyond the range of the spell, both the character and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the character is in the magic jar, the character returns to the character's body (or dies if the character's body is out of range or destroyed). If the spell ends while the character is in a host, the character returns to the character's body (or dies, if it is out of range of the character's current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host.

Incorporeal creatures with the magic jar ability can use a handy, nearby object (not just a gem or crystal) as the magic jar.

Focus: Worth at least 100 gp.

Magic Missile

Evocation [Force]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A missile of magical energy darts forth from the character's fingertip and unerringly strikes its target. The missile deals 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell.

For every two levels of experience past 1st, the character gains an additional missile. The character has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher. If the character shoots multiple missiles, the character can have them strike a single creature or several creatures. A single missile can strike only one creature. The character must designate targets before the character rolls for SR or roll damage.

Magic Mouth

Illusion (Glamer)
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Permanent until discharged
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by

the character and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated. For instance, if it were placed upon a statue, the mouth of the statue would actually move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, door, or any other object or creature.

The spell functions when specific conditions are fulfilled according to the character's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers up to 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: Worth 10 gp.

Magic Stone

Transmutation

Level: Clr 1, Earth 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The character transmutes up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus to attack and damage rolls. The creature using the stones makes a normal ranged attack to use a magic stone. Each magic stone that hits deals 1d6+1 points of damage (including the enhancement bonus). Against undead creatures, this damage is doubled (2d6+2 points).

Magic Vestment

Transmutation

Level: Clr 3, Strength 3, War 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The character imbues a suit of armor or a shield that the character touches with an enhancement bonus of +1 per three caster levels (maximum +5 at 15th level). An outfit of regular clothing counts as a suit of armor that grants no AC bonus for purposes of this spell.

Note: An enhancement bonus increases armor's or a shield's benefit to the wearer's AC. A suit of armor cannot have more than +5 in total bonuses (even if some of its bonus is from other than enhancement).

Magic Weapon

Transmutation

Level: Brd 1, Clr 1, Pal 1, Sor/Wiz 1, War 1

Components: V, S, F, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus to attack and damage rolls. If the character is a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

Major Creation

Conjuration (Creation)

Level: Sor/Wiz 5

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

As minor creation, except the character can also create an object of mineral nature: stone, crystal, metal, etc. The duration of the created item varies with its relative hardness and rarity:

<i>Hardness and Rarity Examples</i>	<i>Duration</i>
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Mithral*	2 rounds/level
Adamantite**	1 round/level

*Includes similar rare metals. Items made of mithral are 50% lighter than similar items made of steel.

**Items made of adamantite weigh 75% as much as similar items made of steel. They are also harder and better capable of retaining an edge, so armor and shields provide 1 higher AC and weapons allow +1 on attack and damage rolls (although the items are not magical).

Major Image

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Duration: Concentration + 3 rounds

As silent image, except sound, smell, and thermal illusions are included in the spell effect. While concentrating, the character can move the image within the range.

The image disappears when struck by an opponent unless the character causes the illusion to react appropriately.

Make Whole

Transmutation

Level: Clr 2

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level

As mending, except make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized.

Mark of Justice

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: Yes

When moral suasion fails to win a criminal over to right conduct, the character can use mark of justice to encourage the criminal to walk the straight and narrow path.

The character draws an indelible mark on the subject and states some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, the character designates some sort of criminal behavior that activates the mark, but the character can pick any act the character pleases. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, the character can cast only it on someone who is willing or restrained.

Like bestow curse, mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse, however, works only if the caster is at least as high level as the character's mark of justice. These restrictions apply regardless of whether the mark has activated.

Mass Charm

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: 1 day/level

As charm person, except the spell affects a number of creatures (persons or not) whose combined HD do not exceed twice the character's level (or at least one creature regardless of HD). If there are more potential targets than the character can affect, the character chooses them one at a time until the character chooses a creature with too many HD.

Mass Haste

Transmutation

Level: Brd 6, Sor/Wiz 6

Targets: One creature/level, no two of which can be more than 30 ft. apart

As haste, except that it affects multiple creatures.

Mass Heal

Conjuration (Healing)

Level: Clr 8, Drd 9, Healing 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

As heal, except as noted above.

Mass Invisibility

Illusion (Glamer)

Level: Sor/Wiz 7

Components: V, S, M

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

As invisibility, except the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 80 feet.)

Mass Suggestion

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Brd 6, Sor/Wiz 6

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

As suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

Maze

Conjuration (Creation) [Force]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: No

The character conjures up an extradimensional labyrinth of force planes, and the subject vanishes into it. If the subject attempts to escape, the time it takes to find the way out depends on its Intelligence score:

<i>Intelligence Score of Mazed Creature</i>	<i>Time Trapped in Maze</i>
Under 3	2d4 minutes
3	1d6 minutes
4-5	1d4 minutes
6-8	5d4 rounds
9-12	4d4 rounds
13-15	3d4 rounds
16-17	2d4 rounds
18+	1d4 rounds

If the subject doesn't attempt to escape, the maze disappears after 10 minutes, forcing the subject to leave.

On leaving the maze, the subject reappears in the spot it had been in when the maze spell was cast. If this spot is filled with a solid object, the subject appears nearby.

Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Meld into Stone

Transmutation

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

Meld into stone enables the character to meld the character's body and possessions into a single block of stone. The stone must be large enough to accommodate the character's body in all three dimensions. When the casting is complete, the character and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the character remains in contact, however tenuous, with the face of the stone through which the character melded. The character remains aware of the passage of time and can cast spells on him or herself while hiding in the stone. Nothing that goes on outside the stone can be seen, but the character can still hear what happens around the character. Minor physical damage to the stone does not harm the character, but its partial destruction to the extent that the character no longer fits within it expels the character and deals the character 5d6 points of damage. The stone's complete destruction expels the character and slays the character instantly unless the character succeeds at a Fortitude save (DC 18).

At any time before the duration expires, the character can step out of the stone through the surface that the character entered. If the spell's duration runs out or the effect is dispelled before the character voluntarily exits the stone, the character is violently expelled and takes 5d6 points of damage.

The following spells harm the character if cast upon the stone that the character is occupying: Stone to flesh expels the character and deals the character 5d6 points of damage. Stone shape deals the character 3d6 points of damage but does not expel the character. Transmute rock to mud expels the character and then slays the character instantly unless the character succeed at a Fortitude save (DC 18), in which case the character is merely expelled. Finally, passwall expels the character without damage.

Melf's Acid Arrow

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round +1 round/three levels

Saving Throw: None

Spell Resistance: Yes

A magical arrow of acid springs from the character's hand and speeds to its target. The character must succeed at a ranged touch attack to hit the character's target. The arrow deals 2d4 points of acid damage. There is no splash damage. For every three caster levels (maximum 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage for that round. At 3rd–5th level, the acid lasts for 2 rounds; at 6th–8th level, the acid lasts for 3 rounds; and so on, to a maximum of 7 rounds at 18th level.

Mending

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: One object of up to 1 pound
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands.

Message

Transmutation [Language-Dependent]
Level: Brd 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The character can whisper messages and receive whispered replies with little chance of being overheard. The character points a finger at each creature to be included in the spell effect. When the character whispers, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the character and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the character hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, the character must mouth the words and whisper, possibly allowing trained rogues the opportunity to read the character's lips.

Meteor Swarm

Evocation [Fire]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Pattern of fireball-like spreads (see text)
Duration: Instantaneous
Saving Throw: None or Reflex half (see text)
Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When the character casts it, either four large spheres (2-foot-diameter) or eight small spheres (1-foot-diameter) spring from the character's outstretched hand and streak in a straight line to the spot the character selects. The meteor spheres leave a fiery trail of sparks.

Any creature in the straight-line path of these spheres is struck by each one and takes 24d6 points of fire damage (no save).

If the spheres reach their destination, each bursts like a fireball in a spread.

Each large sphere deals 6d6 points of fire damage. The four spheres explode with their points of origin forming a diamond or box pattern around the spell's central point of origin, which the character designates upon casting. Each large sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

The smaller spheres each have a 7 1/2-foot-radius spread, and each deals 3d6 points of fire damage. They explode with their points of origin forming a pattern around the spell's central point of origin (which the character designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect.

Creatures caught in a blast can attempt Reflex saves for half damage. Creatures struck by multiple blasts save against each blast separately.

Mind Blank

Abjuration

Level: Protection 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish, miracle, and wish when they are used in such a way as to affect the subject's mind or to gain information about him. In the case of scrying that scans an area that the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Fog

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog that spreads to fill a 20-ft. cube

Duration: 30 minutes/+2d6 rounds (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of fog that weakens the mental resistance of those caught in it. Creatures in the mind fog suffer a –10 competence penalty to all Wisdom checks and Will saves. (A creature who successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog itself is stationary and lasts for 30 minutes (or until dispersed by wind).

The fog is thin and does not significantly hamper vision.

Minor Creation

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./ level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The character creates a nonmagical, unattended object of nonliving, vegetable matter: linen clothes, a hemp rope, a wooden ladder, etc. The volume of the item created cannot exceed 1 cubic foot per caster level. The character must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Attempting to use any created object as a material component causes the spell to fail.

Minor Globe of Invulnerability

Abjuration
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on the character
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds the character and excludes all spell effects of up to 3rd level. The area or effect of any such spells does not include the area of the minor globe of invulnerability. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from devices. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted dispel magic spell, but not by an area dispel magic. The character can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. For example, creatures inside the globe would still see a mirror image created by a caster outside the globe. If that caster then entered the globe, the images would wink out, to reappear when the caster exited the globe. Likewise, a caster standing in the area of a light spell would still receive sufficient light for vision, even though that part of the light spell volume in the globe would not be luminous.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether minor globe of invulnerability stops it.

Minor Image

Illusion (Figment)
Level: Brd 2, Sor/Wiz 2
Duration: Concentration+2 rounds

As silent image, except this spell includes some minor sounds but not understandable speech.

Miracle

Evocation
Level: Clr 9, Luck 9
Components: V, S, XP (see text)
Casting Time: 1 action
Range: See text
Target, Effect, or Area: See text
Duration: See text

Saving Throw: See text
Spell Resistance: Yes

The character doesn't so much cast a miracle as request one. The character states what the character would like to have happen and requests that the character's deity (or the power the character prays to for spells) intercede. The DM then determines the particular effect of the miracle.

A miracle can do any of the following:

- Duplicate any cleric spell of up to 8th level (including spells to which the character has access because of the character's domains).
- Duplicate any other spell of up to 7th level.
- Undo the harmful effects of certain spells, such as feblemind or insanity.
- Have any effect whose power level is in line with the above effects.

If the miracle has any of the above effects, casting it carries no experience point cost.

Alternatively, the cleric can make a very powerful request. Casting such a miracle costs the cleric 5,000 XP because of the powerful divine energies involved. A request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and SR as normal (but save DCs are for a 9th-level spell). When a miracle duplicates a spell that has an XP cost, the character must pay that cost. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, the character must provide that component.

XP Cost: 5,000 XP (for some uses of the miracle spell; see above).

Mirage Arcana

Illusion (Glamer)
Level: Brd 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Area: One 20-ft. cube/level (S)
Duration: Concentration+1 hour/level (D)

As hallucinatory terrain, except that it enables the character to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike hallucinatory terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image

Illusion (Figment)
Level: Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal (see text)
Target: The character
Duration: 1 minute/level

Several illusory duplicates of the character pop into being, making it difficult for enemies to know which target to attack. The figments stay near the character and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images). These figments separate from the character and remain in a cluster, each within 5 feet of at least one other figment or the character. The character can move into and through a mirror image. When the character and the mirror image separate, observers can't use vision or hearing

to tell which one is the character and which the image. The figments may also move through each other. The figments mimic the character's actions, pretending to cast spells when the character casts a spell, drink potions when the character drinks a potion, levitate when the character levitates, and so on.

Enemies attempting to attack the character or cast spells at the character must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack roll against a figment destroys it. A figment's AC is 10 + size modifier + Dexterity modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being struck by a fireball).

While moving, the character can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If the character is invisible or an attacker shuts her eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded: In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Misdirection

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: No

By means of this spell, the character misdirects the information from divination spells that reveal auras (including detect evil, detect magic, discern lies, etc.). On casting the spell, the character chooses another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds at his save. For instance, the character could make the character's self detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, etc. This spell does not affect other types of divination (augury, detect thoughts, clairaudience/clairvoyance, etc.).

Mislead

Illusion (Figment, Glamer)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: The character/one illusory double

Duration: 1 round/level (D)

Saving Throw: None/Will disbelief (if interacted with)

Spell Resistance: No

An illusory double of the character (a figment) appears, and at the same time, the character become invisible (as improved invisibility, a glamer). The character is then free to go elsewhere while the character's double moves away. The double appears within range but thereafter moves according to the character's intent at the time of casting. The character can make the figment appear superimposed perfectly over the character's own body so that observers don't notice an image appearing and the character turning invisible. The character and the figment can then move in different directions. The double moves at the character's speed, can talk and gesture as if it were real, and even smells and feels real. The double cannot attack or cast spells, but it can pretend to do so.

Modify Memory

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 4

Components: V, S

Casting Time: 1 action (see text)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The character reaches into the subject's mind and modifies up to 5 minutes of her memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, suggestion, geas, quest, or similar spells.
- Allow the subject to recall with perfect clarity an event she actually experienced. For instance, she could recall every word from a 5-minute conversation or every detail from a passage in a book.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 action. If the subject fails to save, the character proceeds with the spell by spending up to 5 minutes (a period of time equal to the amount of memory time the character want to modify) visualizing the memory the character wishes to modify in the subject. If the character's concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts her natural inclinations. An illogical modified memory, such as the subject recalling how much she enjoyed drinking poison, is dismissed by the subject as a bad dream or a memory muddled by too much wine. More useful applications of modify memory include implanting memories of friendly encounters with the character (inclining the subject to act favorably toward the character), changing the details of orders given to the subject by a superior, or causing the subject to forget that she ever saw the character or the character's party. The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

Mord's Disjunction

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that the character carries or touches, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and permanent magic items must make successful Will saves or be turned into normal items. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

The character also has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, the character must succeed at a Will save (DC 25) or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mord's Faithful Hound

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level

Saving Throw: None

Spell Resistance: No

The character conjures up a phantom watchdog that is invisible to everyone but the character. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 attack bonus and the defender loses any Dexterity bonus to AC.) The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If the character is ever more than 100 feet distant from the watchdog, the spell ends.

Mord's Lucubration

Transmutation

Level: Wiz 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Instantaneous

The character instantly recalls any one spell of up to 5th level that the character has used during the past 24 hours. The spell must have been actually cast during that time period. The recalled spell is stored in the character's mind as though prepared in the normal fashion. If the recalled spell requires material components, the character must provide these. The recovered spell is not usable until the material components are available.

Mord's Magnificent Mansion

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No

The character conjures up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those the character designates may enter the mansion, and the portal is shut and made invisible behind the character when the character enters. The character may open it again from the character's own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

The character can create any floor plan the character desires to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion. There are two such servants for each caster level.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place occurs as normal.

Mord's Sword

Evocation [Force]
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One sword
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

The character brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as the character desires, starting the round that the character cast the spell. The sword attacks its designated target once each round. Its attack bonus is the character's level + the character's Intelligence bonus or the character's Charisma bonus (for wizards and sorcerers, respectively) with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of damage, with a threat range of 19–20 and a crit of x2.

The sword always strikes from the character's direction. It does not get a flanking bonus or help a combatant get one. If the sword goes beyond the spell range from the character, if it goes out of the character's sight, or if the character is not directing it, the sword returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the sword to a new target. If the character does not, the sword continues to attack the previous round's target. The sword cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword's AC against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time Mordenkainen's sword strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: Worth at least 250 gp.

Mount

Conjuration (Summoning)
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)
Effect: One mount
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No

The character summons a light horse or a pony (the character's choice) to serve the character as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Move Earth

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: See text
Range: Long (400 ft. + 40 ft./level)
Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, etc. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

Spells (N & O)

Negative Energy Protection

Abjuration
Level: Clr 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains partial protection from undead creatures who use negative energy and certain weapons and spells that drain energy levels. The negative energy protection spell uses positive energy, which can offset the effects of a negative energy attack. Each time the warded creature is struck by a negative energy attack that drains levels or ability scores, it rolls 1d20 + caster level against a DC of 11 + the attacker's HD.

If the warded creature succeeds, the energies cancel with a bright flash of light and a thunderclap. The warded creature takes only hit point damage from the attack and does not suffer any drain of experience levels or ability scores, regardless of the number of levels or ability score points the attack would have drained. An attacking undead creature takes 2d6 points of damage from the positive energy. An attacking caster or weapon receives no damage.

If the warded creature does not succeed, the negative energy attack deals its normal damage. An attacking undead creature in such a situation does not take any positive energy damage.

Neutralize Poison

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The character detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The character sends a hideous and unsettling phantasmal vision to a specific creature whom the character names or otherwise specifically designates. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject tired out and unable to regain arcane spells for the next 24 hours.

Dispel evil cast on the subject while the character is casting the spell dispels the nightmare and stuns the character for 10 minutes per caster level of the dispel evil. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers get a +2 bonus against the character.

If the recipient is awake when the spell begins, the character can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon the character becomes alert again and completes the casting. If the character is disturbed during the trance, the spell ends.

If the character chooses to enter a trance, the character is not aware of the character's surroundings or the activities around the character while in the trance. The character is defenseless, both physically and mentally, while in the trance. (the character always fails any saving throw, for example.)

Creatures who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

Nondetection

Abjuration

Level: Rgr 4, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detection spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If the character cast nondetection on the character's self or on an item currently in the character's possession, the DC is 15 + the character's caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Material Component: Worth 50 gp.

Nystul's Magic Aura

Illusion (Glamer)
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: One touched object weighing up to 5 lb./level
Duration: 1 day/level
Saving Throw: None (see text)
Spell Resistance: No

The character makes an item's aura register to detection spells (and similar spells) as though it were either a magic item of the type that the character specifies or the subject of a spell that the character specifies. The character could make an ordinary sword register as a +2 vorpal sword as far as magical detection is concerned or make a +2 vorpal sword register as if it were a +1 sword.

If the object bearing Nystul's magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), Nystul's magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Nystul's Undetectable Aura

Illusion (Glamer)
Level: Magic 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Object touched weighing up to 5 lb./level
Duration: 1 day/level
Saving Throw: None (see text)
Spell Resistance: No

This spell allows the character to mask a magic item's aura from detection. If the object bearing Nystul's undetectable aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Obscure Object

Abjuration

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: One object touched of up to 100 lb./level

Duration: 8 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell hides an object from location by a spell, a crystal ball, and other forms of scrying.

Obscuring Mist

Conjuration (Creation)

Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1,

Water 1

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Effect: Cloud centered on the character spreads 30 ft. and is 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A misty vapor arises around the character. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from the gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Open/Close

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Portal or object that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character can open or close (caster's choice) a door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things that are of standard weight. The lid of a big chest or an oversized door is beyond the spell's capability.

Order's Wrath

Evocation [Lawful]

Level: Law 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round)

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

The character channels lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per caster level (maximum 5d8) to chaotic creatures and dazes them for 1 round. A dazed creature can take no actions but suffers no penalties when attacked. A successful Reflex save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

Otiluke's Freezing Sphere

Evocation [Cold]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Otiluke's freezing sphere is a multipurpose spell. The character can cast any one of the following three versions:

Frigid Sphere: A tiny sphere of freezing matter steaks from the character's fingertips to up to long range (400 feet + 40 feet/level) to strike a body of water or a liquid that is principally water. When it strikes such a target, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level. This ice lasts for 1 round per caster level. The sphere has no effect if it strikes a creature, even a water-based creature, but creatures swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must succeed at a Strength check (DC 25) to do so.

Cold Ray: A ray of cold springs from the character's hand to close range (25 feet + 5 feet/2 levels). The character must succeed at a ranged touch attack to hit the character's target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

Globe of Cold: The character creates a small globe about the size of a sling stone, cool to the touch but not harmful. This globe is a grenadelike weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling. The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10-foot radius. Affected creatures can attempt Reflex saves for half damage. If the character does not hurl the globe, it bursts on its own after 1 round per caster level. The character can command the globe to burst sooner if the character wishes, but the time cannot be changed once set (though it still bursts on impact after being hurled).

Otiluke's Resilient Sphere

Evocation [Force]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1-ft.-diameter/level sphere, centered around a creature
Duration: 1 minute /level
Saving Throw: Reflex negates
Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided it is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a wand of negation, disintegrate, or a targeted dispel magic spell. These destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect that act produces is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within.

Otiluke's Telekinetic Sphere

Evocation [Force]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1-ft.-diameter/level sphere, centered around creatures or objects
Duration: 1 minute/level (D)
Saving Throw: Reflex negates (object)
Spell Resistance: Yes (object)

As Otiluke's resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an Otiluke's telekinetic sphere weighs only one-sixteenth of its normal weight. The character can telekinetically lift anything in the sphere that normally weighs up to 5,000 pounds. The range of the telekinetic control extends to a maximum distance of medium range from the character (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

The character moves objects or creatures in the sphere that weigh up to a total of 5,000 pounds by concentrating on the sphere. The character can begin moving a sphere the round after casting the spell. A round's concentration (a standard action) moves the sphere up to 30 feet. If the character ceases concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the spell's duration ends, or the character begins concentrating again. If the character ceases concentrating (voluntarily or due to failing a Concentration check), the character can resume concentrating on the character's next turn or any later turn during the spell's duration.

Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only one-sixteenth of the actual weight, so the orb can be rolled without exceptional effort. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

The character can move the sphere telekinetically even if the character is in it.

Otto's Irresistible Dance

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8
Components: V
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds

Saving Throw: None
Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The dance makes it impossible for the subject to do anything other than caper and prance, worsens the Armor Class of the creature by -4 , makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield.

Spells (P)

Passwall

Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 5 ft. x 8 ft. opening, 1 ft./level deep
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

The character creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or the character dismisses it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Pass without Trace

Transmutation
Level: Drd 1, Rgr 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Targets: One creature/level touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subjects can move through any type of terrain—mud, snow, dust, etc.—and leave neither footprints nor scent. Tracking the subject is impossible by nonmagical means.

Permanency

Universal
Level: Sor/Wiz 5
Components: V, S, XP
Casting Time: 2 rounds
Range: See text
Target, Effect, or Area: See text
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No

This spell makes certain other spells permanent. Depending on the spell, the character must be at least a minimum level and must expend a number of XP.

The character can make these spells permanent in regard to his or her self:

<i>Minimum Spell</i>	<i>Level</i>	<i>XP Cost</i>
Comprehend languages	9th	500 XP
Darkvision	10th	1,000 XP
Detect magic	9th	500 XP
Protection from arrows	11th	1,500 XP
Read magic	9th	500 XP
See invisibility	10th	1,000 XP
Tongues	11th	1,500 XP

The character casts the desired spell and then follows it with the permanency spell. The character cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of greater level than the character was when the character cast the spell.

In addition to personal use, permanency can be used to make the following spells permanent on him or herself, another creature, or an object (as appropriate):

<i>Minimum Spell</i>	<i>Level</i>	<i>XP Cost</i>
Enlarge	9th	500 XP
Magic Fang	9th	500 XP
Resistance	9th	250 XP

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

<i>Minimum Spell</i>	<i>Level</i>	<i>XP Cost</i>
Alarm	9th	500 XP
Dancing lights	9th	500 XP
Ghost sound	9th	500 XP
Gust of wind	11th	1,500 XP
Invisibility	10th	1,000 XP
Magic mouth	10th	1,000 XP
Phase door	15th	3,500 XP
Prismatic sphere	17th	4,500 XP
Shrink item	11th	1,500 XP
Solid fog	12th	2,000 XP
Stinking cloud	11th	1,500 XP
Symbol	16th	4,000 XP
Teleportation circle	17th	4,500 XP
Wall of fire	12th	2,000 XP
Wall of force	13th	2,500 XP
Web	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on the character) are vulnerable to dispel magic as normal.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the character never learns what is possible except by the success or failure of the character's research.

Permanent Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

As silent image, except the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, the character can move the image within the limits of the range, but it is static while the character are not concentrating.

Material Component: Worth 100 gp.

Persistent Image

Illusion (Figment)

Level: Brd 5, Sor/Wiz 5

Duration: 1 minute/level (D)

As silent image, except the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by the character. The figment follows that script without the character's having to concentrate on it. The illusion can include intelligible speech if the character wishes. For instance, the character could create the illusion of several orcs playing cards and arguing, culminating in a fistfight.

Phantasmal Killer

Illusion (Phantasm)

[Fear, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

Only the spell's subject can see the phantasmal killer. The character see only a shadowy shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a phantasmal killer attack succeeds in disbelieving and he is wearing a helm of telepathy, the beast can be turned upon the character. The character must then disbelieve it or suffer its deadly fear attack.

Phantom Steed

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character conjures a quasi-real, horselike creature. The steed can be ridden only by the character or by the one person for whom the character specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but all normal animals shun it and refuse to attack it. (Dire animals and nonintelligent creatures, such as vermin, can attack it.)

The mount has an Armor Class of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels. Thus, the mount created by a 12th-level caster has the 8th, 10th, and 12th caster level abilities.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can ride over water as if it were firm, dry ground.

12th Level: The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The mount cannot simply take off and fly. It can only ride horizontally across the air. After 1 round in the air, the mount falls.

14th Level: The mount can fly at its speed. It has a maneuverability rating of average.

Phase Door

Conjuration (Creation)

Level: Sor/Wiz 7, Travel 8

Components: V

Casting Time: 1 action

Range: Touch

Effect: Ethereal 5 ft. x 8 ft. opening, 1 ft./level deep

Duration: One usage/two levels

Saving Throw: None

Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except the character, and only the character can use the passage. The character disappears when the character enters the phase door and appears when the character exits. If the character desires, the character can take one other creature (Medium-size or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can the character see through it without using it. Gems of true seeing and similar magic reveal the presence of a phase door but do not allow its use.

A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

A phase door can be made permanent with a permanency spell.

The character can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as the character desires. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Planar Ally

Conjuration (Calling) [see text]

Level: Clr 6

Effect: Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As lesser planar ally, except the character may call a single creature of up to 16 HD or a number of creatures whose HD total no more than 16. The creatures, as a group, agree to perform one task for the character and request one favor in return.

Planar Binding

Conjuration (Summoning) [see text]

Level: Sor/Wiz 6

Components: V, S, M

Targets: Up to 16 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As lesser planar binding, except the character may call a single creature of up to 16 HD or a number of creatures whose HD total no more than 16. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid the character.

Plane Shift

Transmutation

Level: Brd 6, Clr 5, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The character moves him or herself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight can be affected by the plane shift at the same time. Pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, the character can reach any other plane, though the character appears 5 to 500 miles (5d%) from the character's intended destination.

Note: Plane shift transports the creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Plant Growth

Transmutation

Level: Drd 3, Plant 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen.

Overgrowth: The first effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) within long range (400 feet + 40 feet per level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. (The DM may allow faster movement for very small or very large creatures.) The area must have brush and trees in it for this spell to take effect.

At the character's option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The character may also designate areas within the area that are not affected.

Enrichment: The second effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

In many farming communities, clerics or druids cast this spell at planting time as part of the spring festivals.

Poison

Necromancy

Level: Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch
 Target: Living creature touched
 Duration: Instantaneous (see text)
 Saving Throw: Fortitude negates (see text)
 Spell Resistance: Yes

Calling upon the venomous powers of natural predators, the character inflicts the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Wisdom modifier).

Polymorph Any Object

Transmutation
 Level: Sor/Wiz 8, Trickery 8
 Components: V, S, M/DF
 Casting Time: 1 action
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: One creature or object
 Duration: See text
 Saving Throw: Will negates (object) (see text)
 Spell Resistance: Yes (object)

As polymorph other, except this spell changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The DM determines the duration by using the following guidelines:

<i>Changed Subject Is:</i>	<i>Increase to Duration Factor*</i>
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

*Add all that apply. Look up the total on the next table.

<i>Duration Factor</i>	<i>Example</i>	<i>Duration</i>
0	Pebble to human	20 minutes
2	Marionette to human	1 hour
4	Human to marionette	3 hours
5	Lizard to mantichore	12 hours
6	Sheep to wool coat	2 days
7	Shrew to mantichore	1 week
9+	Mantichore to shrew	Permanent

Unlike polymorph other, polymorph any object does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores of the new form.

As with other polymorph spells, damage sustained in the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force, although the DM will have to adjudicate many of these situations.

Also note that a polymorph effect often detracts from an item's or creature's powers but does not add new powers except perhaps movement capabilities not present in the old form. A nonmagical object cannot be made magical by this spell. A magic item or weapon or other object can be polymorphed into another type of magic object, but it never gains abilities superior to those of the original object.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, and platinum.

This spell can also be used to duplicate the effects of polymorph other, flesh to stone, stone to flesh, transmute mud to rock, transmute water to dust, or transmute rock to mud.

Polymorph Other

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Polymorph other changes the subject into another form of creature. The new form can range in size from Diminutive to one size larger than the subject's normal form. Upon changing, the subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the creature further). If slain, the polymorphed creature reverts to its original form, though it remains dead.

The polymorphed creature acquires the physical and natural abilities of the creature it has been polymorphed into while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, attack routines (claw, claw, and bite; swoop and rake; and constriction; but not petrification, breath weapons, energy drain, energy effects, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.). Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not magical flight and other magical forms of travel, such as blink, dimension door, phase door, plane shift, teleport, and teleport without error. Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell. Other nonmagical abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The creature's new scores and faculties are average ones for the race or species into which it has been transformed. The character cannot, for example, turn someone into a mighty weight lifter to give the subject great Strength.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject retains its own type (for example, "humanoid"), extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The subject can cast spells for which it has components. It needs a humanlike voice for verbal components and humanlike hands for somatic components. The subject does not gain the spell-like abilities of its new form. The subject does not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

The new form can be disorienting. Any time the polymorphed creature is in a stressful or demanding situation (such as combat), the creature must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Creatures who are polymorphed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (DM's discretion).

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the subject's equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species. The subject can be

changed into a member of its own species or even into itself. (If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form.)

The subject is effectively disguised as an average member of the new form's race. If the character uses this spell to create a disguise, the character get a +10 bonus on the character's Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

Polymorph Self

Transmutation

Level: Rgr 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 hour/level (D)

As polymorph other, except that the character assumes the form of a different creature.

The character can change form as often as desired for the duration of the spell simply by willing it so. Each change is a full-round action. The character regains hit points as if having rested for a day only from the initial transformation, however.

Power Word, Blind

Conjuration (Creation)

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Creatures with up to 200 total hit points within a 15-ft.-radius sphere

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell creates a wave of magical energy that blinds one or more creatures. It affects the creatures with the lowest hit point totals first, selecting subjects one at a time until the next target would put it over the limit of 200. (Creatures with negative hit points count as having 0 hit points.)

The duration of the spell depends on the total hit points of the affected creatures:

<i>Hit Points</i>	<i>Duration</i>
Up to 50	Permanent
51 to 100	1d4+1 minutes
101 to 200	1d4+1 rounds

Power Word, Kill

Conjuration (Creation) [Death]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One living creature or one or more creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When power word, kill is uttered, the character can either target a single creature or let the spell affect a group.

If power word, kill is targeted at a single creature, that creature dies if it has 100 or fewer hit points.

If power word, kill is cast as an area spell, it kills creatures in a 15-foot-radius sphere. It kills only creatures who have 20 or fewer hit points, and only up to a total of 200 hit points of such creatures. The spell affects creatures with the lowest hit point totals first until the next creature would put the total over the limit of 200. (Creatures with negative hit points count as having 0 hit points.)

Power Word, Stun

Conjuration (Creation)

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with up to 150 hit points

Duration: See text

Saving Throw: None

Spell Resistance: Yes

When a power word, stun spell is uttered, one creature of the character's choice is stunned, whether the creature can hear the word or not. A creature with 50 or fewer hit points remains stunned for 4d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, one with 101 to 150 hit points is stunned for 1d4 rounds, and a creature with 151 hit points or more is not affected.

A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Prayer

Conjuration (Creation)

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Area: All allies and foes within a 30-ft.-radius burst centered on the character

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The character brings special favor upon the character's allies (and possibly the character) and brings disfavor to the character's enemies. The character and the character's allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -1 penalty on such rolls.

Prestidigitation

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, the prestidigitations spell enables the character to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can

slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot inflict damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Characters typically use prestidigitations to impress common folk, amuse children, and brighten dreary lives. Common tricks with prestidigitations include producing tinklings of ethereal music, brightening faded flowers, creating glowing balls that float over the character's hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

Prismatic Sphere

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on the character

As prismatic wall, except the character conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds the character and protects the character from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts 2d4 x 10 minutes.

The character can pass into and out of the prismatic sphere and remain near it without harm. However, when the character is inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures who attempt to attack the character or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since the character is at the center of the sphere, so the lower half is usually excluded by the floor surface the character is standing on.

The colors of the sphere have the same effects as the colors of a prismatic wall.

Prismatic Spray

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the character's hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded (see blindness/deafness) for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, which have additional effects.

<i>1d8</i>	<i>Color of Beam</i>	<i>Effect</i>
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green Poison	(Kills; Fortitude partial, take 20 points of damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)

Prismatic Wall

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./level wide x 2 ft./
level high

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the character from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and the character can pass through and remain near the wall without harm. However, any other creature with fewer than 8 HD that is within 20 feet of the wall is blinded (see blindness/deafness) for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the character or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. A rod of cancellation or a Mordenkainen's disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic and greater dispelling cannot dispel the wall or anything beyond it. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

<i>Color</i>	<i>Order</i>	<i>Effect of Color</i>	<i>Negated By</i>
Red	1st	Stops nonmagical ranged weapons Deals 20 points of fire damage (Reflex half)	Cone of Cold
Orange	2nd	Stops magical ranged weapons Deals 40 points of acid damage (Reflex half)	Gust of Wind
Yellow	3rd	Stops poisons, gasses, and petrification Deals 80 points of electricity damage (Reflex half)	Disintegrate
Green	4th	Stops breath weapons Poison (Kills; Fortitude take 20 points damage)	Passwall
Blue	5th	Stops divination and mental attacks Turned to stone (Fortitude negates)	Magic Missile
Indigo	6th	Stops all spells Will save or become insane (as insanity spell)	Daylight
Violet	7th	Energy field destroys all objects and Creatures are sent to another plane (Will negates)	Dispel Magic effects

The violet effect makes the special effects of the other six colors redundant, but they are included here because certain magic items can create prismatic effects one color at a time, and SR might render some colors ineffective (see above).

Produce Flame

Evocation [Fire]

Level: Drd 2, Fire 2

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: Flame in the character's palm

Duration: 1 round/level (D)

Saving Throw: None
Spell Resistance: Yes

Flames appear in the character's hand. The character can hurl them or use them to touch enemies. The bright flames, which illuminate out to 20 feet as torches do, appear in the character's open hand and harm neither the character nor the character's equipment.

The character can strike opponents with a melee touch attack, dealing fire damage equal to 1d4 +1 point per two caster levels (maximum +10). Alternatively, the character can hurl the flames up to 120 feet as a thrown weapon. When doing so, the character attacks with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner does the character hurl the flames than a new set appears in the character's hand.

Programmed Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

As silent image, except this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

The character sets the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See magic mouth for more details about such triggers.)

Material Component: Worth 25 gp.

Project Image

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character creates a shadow duplicate of him or herself; it looks, sounds, and smells like the character but is intangible. The shadow mimics the character's actions (including speech) unless the character concentrate on making it act differently. The character can see through its eyes and hear through its ears as if the character were standing where it is, and during the character's turn in a round the character can switch from seeing through its eyes to seeing normally, or back again. If the character desires, any spell the character casts whose range is touch or greater can originate from the shadow instead of from the character. (The shadow is quasi-real, just real enough to cast spells that the character originates.) The shadow can cast spells on itself only if those spells affect shadows.

The character must maintain line of effect to the shadow at all times. If the character's line of effect is obstructed, the spell ends. If the character use dimension door, teleport, plane shift, or a similar spell that breaks the character's line of effect, even momentarily, the spell ends.

Protection from Arrows

Abjuration

Level: Sor/Wiz 2

Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/+1 against ranged weapons. It ignores the first 10 points of damage each time it takes damage from a ranged weapon, though a weapon with a +1 enhancement bonus or any magical attack bypasses the reduction. The damage reduction increases with the caster level to 10/+2 at 5th, 10/+3 at 10th, 10/+4 at 15th, and 10/+5 at 20th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Protection from Chaos

Abjuration [Lawful]
Level: Brd 1, Clr 1, Law 1, Sor/Wiz 1

As protection from evil, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned or conjured creatures cannot touch the subject.

Protection from Elements

Abjuration
Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3
Components: V, S, DF
Casting Time: 1 action
Duration: 10 minutes/level or until discharged

As endure elements, but protection from elements grants temporary invulnerability to the selected energy type. When the spell absorbs 12 points per caster level of elemental damage, it is discharged.

Note: Protection from elements overlaps (and does not stack with) resist elements and endure elements. If a character is warded by protection from elements and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

Protection from Evil

Abjuration [Good]
Level: Brd 1, Clr 1, Good 1, Pal 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No (see text)

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (as by a magic jar attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to dominate person). The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the protection from evil effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Good

Abjuration [Evil]

Level: Brd 1, Clr 1, Evil 1, Sor/Wiz 1

As protection from evil, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned or conjured creatures cannot touch the subject.

Protection from Law

Abjuration [Chaotic]

Level: Brd 1, Chaos 1, Clr 1, Sor/Wiz 1

As protection from evil, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned or conjured creatures cannot touch the subject.

Protection from Spells

Abjuration

Level: Magic 8, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Targets: Up to one creature/four levels touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects gain a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: Worth at least 500 gp value.

Focus: One 1,000 gp gem per creature granted the protection. Each recipient must carry one such gem for the duration of the spell. If a recipient loses the gem, the spell ceases to affect him.

Prying Eyes

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Creates 1d4 levitating eyes +1 eye/level

Duration: 1 hour/level (see text)
Saving Throw: None
Spell Resistance: No

The character creates ten or more semitangible, visible magical orbs (called "eyes") that move out, scout around, and return as the character directs them when casting the spell. When an eye returns, it relays what it has seen to the character and then disappears. Each eye is about the size of a small apple and can see 120 feet (normal vision only) in all directions.

The spell conjures 1d4 eyes plus one eye per caster level. While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct that has 1 hit point, has AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and a +16 skill modifier on Hide checks. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the character's ability to receive visual information about the character's surroundings. An eye traveling through darkness must find its way by touch.

When the character creates the eyes, the character specifies instructions the character wants the eyes to follow in a command of up to twenty-five words. Any knowledge the character possesses is known by the eyes as well.

In order to report their findings, the eyes must return to the character's hand. Each replays in the character's mind everything it has seen during its existence. It takes an eye only 1 round to replay 1 hour of recorded images.

If an eye ever gets more than one mile distant from the character, it instantly ceases to exist. However, the character's link with the eye is such that the character won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to the character. After relaying its findings, an eye disappears. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if the eye is sent into darkness, then it's very possible that it could hit a wall or similar obstacle and destroy itself.

Purify Food and Drink

Universal
Level: Clr 0, Drd 0
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: 1 cu. ft./level of contaminated food and water
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Pyrotechnics

Transmutation
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One fire source, up to a 20-ft. cube
Duration: 1d4+1 rounds or 1d4+1 rounds after creatures leave the smoke cloud (see text)

Saving Throw: Will negates or Fortitude negates (see text)

Spell Resistance: Yes or No (see text)

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version the character chooses.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect blinds creatures within 120 feet of the fire source for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Smoke Cloud: The smoke is a writhing stream of smoke billowing out from the source and forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud suffer -4 penalties to Strength and Dexterity scores (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the character leaves the area of the cloud. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source takes 1 point of damage per caster level.

Spells (Q & R)

Quench

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates
(object)

Spell Resistance: No or Yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels fire spells in the area, though the character must succeed at a dispel check of 1d20 +1 per caster level (maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Fire-based creatures within the area take 1d6 points of damage per caster level from the spell (maximum 15d6, no save allowed).

Alternatively, the character can target the spell on a single magic item that creates or controls flame, such as a wand of fireball or a flame tongue sword. The item loses all its fire-based magical abilities permanently unless it succeeds at a Will save. (Artifacts are immune to this effect.)

Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 4

Components: (V), S, M, F (see text)

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 15-ft.-radius spread

Duration: Concentration+1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors captivates those within it. Rainbow pattern captivates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Affected creatures who fail their saves are captivated by the pattern. Captivated creatures cannot move away from the pattern, nor can they take actions other than to defend themselves. Thus, a captivated fighter cannot run away or attack but suffers no penalties when attacked. An attack on a captivated creature frees it from the spell immediately.

With a simple gesture (a free action), the character can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All captivated creatures follow the moving rainbow of light, trying to get or remain within the effect. Captivated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), each captivated creature gets a second save. If the view of the lights is completely blocked (by an obscuring mist spell, for instance), creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Raise Dead

Conjuration (Healing)

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

The cleric restores life to a deceased creature. The cleric can raise creatures who have been dead only up to 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw. The subject loses a level (or 1 Constitution point, if she's 1st level) when raised.

Raise dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A character with spellcasting capacity (such as a sorcerer) has a 50% chance of losing any given spell slot, in addition to losing spell slots for losing a level.

Material Component: Worth at least 500 gp.

Random Action

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

The enchanted creature is compelled to act randomly for 1 round. Rather than deciding its action for itself, the subject of the spell takes an action determined randomly on the following table:

<i>1d8</i>	<i>Action</i>
1	Attack self (succeed on any roll other than a natural 1).
2	Attack nearest being (for this purpose, a familiar counts as part of the subject's "self").
3	Flee away from caster at top possible speed.
4	Drop anything held.
5	Stand motionless (as if stunned).
6	Do nothing but defend (total defense).
7	Speak (in the subject's native tongue, usually regarding surface thoughts) or make noises (if not capable of speech).
8	Attack caster with melee or ranged weapons (or close with caster if attacking is not possible).

Nothing can affect this die roll in any way. It is always entirely random.

Rary's Mnemonic Enhancer

Transmutation
Level: Wiz 4
Components: V, S, M, F
Casting Time: 10 minutes
Range: Personal
Target: The character
Duration: Instantaneous

The character prepares or retains additional spells. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Pick one of these two versions:

- Prepare: the character prepares up to three additional levels of spells (such as three 1st-level spells, a 2nd-level and a 1st-level spell, or a 3rd-level spell). A cantrip counts as one-half level for these purposes. The character prepare and cast these spells normally.
- Retain: the character retains any spell up to 3rd level that the character had cast up to 1 round before the character started casting the mnemonic enhancer. This restores the previously cast spell to the character's mind.

Focus: Worth at least 50 gp.

Rary's Telepathic Bond

Divination
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/three levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The character forges a telepathic bond among creatures, each of which must have an Intelligence score of 6 or higher. Each creature included in the link is linked to all the others. The bond can be established only among willing subjects, which therefore receive no saving throw or SR. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

A wish spell can make a Rary's telepathic bond permanent, but it can bond only two people per wish.

Ray of Enfeeblement

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A coruscating ray springs from the character's hand. The character must succeed at a ranged touch attack to strike a target. The subject suffers a -1d6 enhancement penalty to Strength, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Strength score cannot drop below 1.

Ray of Frost

Conjuration (Creation) [Cold]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of freezing air and ice projects from the character's pointing finger. The character must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

By means of read magic, the character can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the character has read the magical inscription, the character is thereafter able to read that particular writing without recourse to the use of read magic. The character can read at the rate of one page (250 words) per minute. The spell allows the character to identify a glyph of warding with a successful Spellcraft check against DC 13 or a symbol with a successful Spellcraft check against DC 19.

Reduce

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object of up to 10 cu. ft./caster level

Duration: 1 minute/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

This spell causes instant diminution of a creature or object, decreasing its size and weight. Its height shrinks by up to 10% per caster level, to a maximum reduction of 50%. The reduced weight is proportional to the cube of the new height, as follows:

<i>Height Decrease</i>	<i>Weight Decrease</i>
-10% (x 0.9)	-30% (x 0.7)
-20% (x 0.8)	-50% (x 0.5)
-30% (x 0.7)	-60% (x 0.4)
-40% (x 0.6)	-80% (x 0.2)
-50% (x 0.5)	-90% (x 0.1)

All equipment worn or carried by a creature is reduced by the spell. Magical properties are not decreased by this spell—a smaller +3 sword is still +3, a smaller wand is still capable of its normal functions, and a smaller dose of a potion still has its normal effects. Weight, mass, and strength are affected, though. Thus, a hurled stone would have less mass (and cause less damage), chains would be easier to burst, a rope made thinner and easier to sever, and so on. A creature's hit points, Armor Class, and attack rolls do not change, but Strength decreases with size. For every 10% of reduction, a creature's Strength score suffers an enlargement penalty of -1, to a minimum score of 1.

A shrinking object may damage weaker materials affixed to it, but a reduced object shrinks only as long as the object itself is not damaged.

Multiple magical effects that reduce size do not stack.

Reduce counters and dispels enlarge.

Refuge

Transmutation [Teleportation]

Level: Clr 7, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

The character creates powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, etc. This object contains the power to instantaneously transport its possessor across any distance within the same plane to the character's abode. Once the item is transmuted, the character must give it willingly to an individual and at the same time inform him of a command word to be spoken when the item is to be used. To make use of the item, the subject speaks the command word at the same time that he rends or breaks the item (a standard action). When this is done, the individual and all that he is wearing and carrying (up to a maximum of 50 lb./level) are instantaneously transported to the character's abode. No other creatures are affected (aside from a familiar that is touching the subject).

The character can alter the spell when casting it so that it transports the character to within 10 feet of the possessor of the item when it is broken and the command word spoken. The character will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once deciding to alter the spell in this fashion the character has no choice whether or not to be transported.

Material Component: Worth 1,500 gp.

Regenerate

Conjuration (Healing)

Level: Clr 7, Healing 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 1d8 points of damage +1 point per caster level (up to +20).

Reincarnate

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

With this spell, the character brings back a dead creature in another body, provided death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process requires 1 hour to complete. When the body is ready, the subject is reincarnated.

A character reincarnated recalls the majority of his former life and form. He retains his Intelligence, Wisdom, and Charisma scores, as well as any class abilities or skills he formerly possessed. His class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on his new body. First eliminate the character's racial adjustments (since he is no longer of his previous race) and then apply the adjustments found below. The character's level is reduced by 1. (If the character was 1st level, his new Constitution score is reduced by 1.)

It's quite possible for the change in the character's ability scores to make it difficult for him to pursue his previous character class. If this happens, the character is well advised to become a multiclass character.

The new incarnation is determined on the following table or by DM choice.

d%	Incarnation	Str	Dex	Con
01-03	Badger	+4	+8	+4
04-09	Bear, black	+8	+2	+4
10-13	Bear, brown	+15	+2	+8
14-17	Boar	+4	0	+6
18-25	Centaur	+8	+4	+4
26-28	Dryad	0	+4	0
29-32	Eagle	0	+4	+2
33-42	Elf	0	+2	-2
43-46	Gnome	-2	0	+2
47-48	Hawk	-4	+6	0
49-58	Halfling	-2	+2	0
59-78	Human	0	0	0
79-80	Leopard	+6	+8	+4

81-82	Owl	-4	+6	0	
83-85	Pixie	-4	+8	0	
86-88	Satyr	0	+2	+2	
89-90	Sprite	-4	+6	0	
91-96	Wolf	+2	+4	+4	
97-99	Wolverine	+10	+8	+8	
100	Other	?	?	?	(DM's choice)

Some bodies may make it impossible for the reincarnated character to use some of his class abilities. For example, a caster reincarnated as a hawk can't cast spells with somatic components because he doesn't have hands. The reincarnated character does gain any powers or abilities associated with his new form, including forms of movement and speeds, natural armor, natural attacks, etc. A humanoid reincarnated into an animal body can speak the languages it formerly knew and is a magical beast.

A wish spell can restore a reincarnated character to his original form.

Remove Blindness/Deafness

Conjuration (Healing)

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove blindness/deafness cures blindness or deafness (caster's choice), whether the effect is normal or magical. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

Remove Curse

Abjuration

Level: Brd 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a person. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels bestow curse.

Remove Disease

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration
Level: Clr 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes and see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The character instill courage in the subject, granting the creature a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels cause fear.

Remove Paralysis

Conjuration (Healing)
Level: Clr 2, Pal 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to four creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The character can free one or more creatures from the effects of any temporary paralysis or from related magic, including a ghoul's touch, a hold spell, or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save against the effect that afflicts it with a +4 resistance bonus. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

Repel Metal or Stone

Abjuration
Level: Drd 8
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Path 120 ft. wide and 10 ft. high, emanating from the character
Duration: 1 round/level

Saving Throw: None
Spell Resistance: No

Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from the character. All metal or stone objects in the path of the spell are pushed away from the character to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, etc. are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the character can then do other things or go elsewhere without affecting the spell's power.

Repel Vermin

Abjuration
Level: Animal 4, Clr 4, Drd 4
Components: V, S, DF
Casting Time: 1 action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on the character
Duration: 10 minutes/level
Saving Throw: None or Will negates (see text)
Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with less than one-third the character's level in HD cannot penetrate the barrier. A vermin with at least one-third the character's level in HD can penetrate the barrier if it succeeds at a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters less aggressive vermin.

Repel Wood

Transmutation
Level: Drd 6, Plant 6
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Path 120 ft. wide and 10 ft. high, emanating from the character
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Waves of energy roll forth from the character, moving in the direction that the character determines, causing all wooden objects in the path of the spell to be pushed away from the character to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects (barrels, siege towers, etc.) are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can unlimber it as a move-equivalent action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the character can then do other things or go elsewhere without affecting the spell's power.

Repulsion

Abjuration

Level: Brd 6, Clr 7, Protection 7, Sor/

Wiz 6

Components: V, S, F/DF

Casting Time: 1 action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on the character

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds the character and prevents creatures from approaching the character. The character decides how big the field is at the time of casting (up to the limit the character's level allows). Creatures within or entering the field must attempt saves. If they fail, they become unable to move toward the character for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack the character with ranged weapons. If the character moves closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against the character if the character comes within reach. If a repelled creature moves away from the character and then tries to turn back toward the character, it cannot move any closer if it is still within the spell's area.

Resistance

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The character imbues the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

Resist Elements

Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Duration: 1 minute/level

As endure elements, except resist elements absorbs the first 12 points of damage each round.

Note: Resist elements overlaps (and does not stack with) endure elements and protection from elements. If a character is warded by protection from elements and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

Restoration

Conjuration (Healing)

Level: Clr 4

Components: V, S, M

As lesser restoration, except the spell also dispels negative energy levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 1 day per caster level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (caster's choice if more than one is drained).

Restoration does not restore levels or Constitution points lost due to death.

Material Component: Worth 100 gp.

Resurrection

Conjuration (Healing)

Level: Clr 7

Casting Time: 10 minutes

As raise dead, except the character is able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level).

The character can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. The character cannot revive someone who has died of old age.

Material Components: Worth at least 500 gp.

Reverse Gravity

Transmutation

Level: Drd 8, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube/2 levels (S)

Duration: 1 round/level (D)

Saving Throw: None (see text)

Spell Resistance: No

This spell reverses gravity in the spell's area, causing all unattached objects and creatures within it to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided there's something for them to hold onto, creatures caught in the area can attempt Reflex saves to secure themselves when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Righteous Might

Transmutation

Level: Clr 5, Strength 5

Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 round/level

The character grows to double the character's height, and the character's gear grows proportionally. This increase has the following effects:

- the character gains a +4 enlargement bonus to Strength.
- the character's size becomes one step larger.
- Mass increases by a factor of eight.
- Weapons increase in size one step, increasing their damage as shown below.

<i>Old Damage</i>	<i>New Damage</i>
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d6
1d12	2d8

Magical properties of magic items that get bigger do not change.

Rope Trick

Transmutation
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One touched piece of rope from 5 to 30 ft. long
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). The character and up to seven others can climb up the rope and disappear into this place of safety where no creature can find the character. Climbing the rope counts as climbing a knotted rope, which requires a Climb check against DC 5. The rope can be taken into the extradimensional space if fewer than eight persons have climbed it; otherwise, it simply stays hanging in the air. Pulling the rope free requires succeeding at a Strength check (DC 30).

Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.

Rusting Grasp

Transmutation
Level: Drd 4
Components: V, S, DF
Casting Time: 1 action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

The character corrodes iron and iron alloys at a touch. Any iron or iron alloy item the character touches becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius (a large iron door or a wall of iron), a 3-foot-radius volume of the metal is rusted and destroyed. Magical metal items are immune to this spell.

The character may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (up to the maximum amount of protection the armor offered) through corrosion. For example, full plate armor (AC +8) could be reduced to +7 or as low as +2 in protection, depending on the die roll.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. The character must succeed at a melee touch attack against the weapon. A metal weapon that is hit is instantaneously destroyed. Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, the character must touch the weapon and not the other way around.

Against ferrous creatures, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and the character can make one melee touch attack per round.

Spells (S)

Sanctuary

Abjuration

Level: Clr 1, Protection 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells (fireball, summon monster IV, etc.). While protected by this spell, the subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded cleric to heal wounds, for example, or to bless, perform an augury, summon creatures, cast a light spell in the area, and so on.

Scare

Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures within a 15-ft. radius

Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

As cause fear, except this spell causes all targeted creatures of less than 6 HD to become frightened.

Screen

Illusion (Glamer)
Level: Sor/Wiz 8, Trickery 7
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft. cube/level (S)
Duration: 1 day
Saving Throw: None or Will disbelief (if interacted with) (see text)
Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the character dictates what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the character with no save allowed.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Divination
Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4
Components: V, S, M/DF, F
Casting Time: 1 hour
Range: See text
Effect: Magical sensor
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The character can see and hear a creature, who may be at any distance. The character must succeed at a Scry check to do so. The difficulty of the task depends on how well the character knows the subject and what sort of physical connection (if any) the character has to that creature. Furthermore, if the subject is on another plane, the character gets a -5 penalty on the Scry check.

<i>Knowledge</i>	<i>DC</i>
None*	20
Secondhand (the character has heard of the subject)	15
Firsthand (the character has met the subject)	10
Familiar (the character know the subject well)	5

*The character must have some sort of connection to a creature the character has no knowledge of.

<i>Connection</i>	<i>Scry Check Bonus</i>
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

This spell creates a magical sensor located near the subject. Any creature with Intelligence 12 or higher can notice the sensor by making a Scry check (or an Intelligence check) against DC 20.

The following spells can be cast through a scrying spell: comprehend languages, read magic, tongues, and darkvision. The following spells have a 5% chance per caster level of operating correctly: detect magic, detect chaos, detect evil, detect good, detect law, and message.

Wizard, Sorcerer, or Bard Focus: A mirror worth at least 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

Sculpt Sound

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character changes the sounds that creatures or objects make. The character can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster's voice sound like a pig snorting). All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, the character cannot change it.

The character can change the qualities of sounds but cannot create words with which the character is unfamiliar. For instance, the character can't change the character's voice so that it sounds as though the character is giving the command word to activate a magic item unless the character knows that command word.

A spellcaster whose voice is changed dramatically (such as into that of the aforementioned snorting pig) is unable to cast spells with verbal components.

Searing Light

Evocation

Level: Clr 3, Sun 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing holy power like a ray of the sun, the character projects a blast of light from the character's open palm. The character must succeed at a ranged touch attack to strike the character's target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight, such as vampires, take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

Secret Page

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Secret page alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be changed to show a ledger page or even another spell. Explosive runes or sepia snake sigil can be cast upon the secret page.

A comprehend languages spell alone cannot reveal the secret page's contents. The character is able to reveal the original contents by speaking a special word, perusing the actual page, and then returning it to its secret page form at will. The character can also remove the spell by double repetition of the special word. A detect magic spell reveals dim magic on the page in question but does not reveal its true contents. True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with comprehend languages. Secret page can be dispelled, and the hidden writings can be destroyed by means of an erase spell.

See Invisibility

Divination

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The character sees any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible.

The spell does not reveal the method used to obtain invisibility, though an astral traveler is easy to identify if he has a silver cord. It does not reveal illusions or enable the character to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Seeming

Illusion (Glamer)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One person/two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No

As change self, except the character can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with SR.

Sending

Evocation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: None

Spell Resistance: No

The character contacts a particular creature with whom the character is familiar and send a short message of twenty-five words or less to the subject. The subject recognizes the character if it knows the character. It can answer in like manner immediately. Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the character is, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably, at the option of the DM.)

Sepia Snake Sigil

Conjuration (Creation) [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days +1 day/level (see text)

Saving Throw: Reflex negates

Spell Resistance: No

When the character casts sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. When this symbol is read, the sepia snake springs into being and strikes at the nearest living creature (but does not attack the character). The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at the character's command or when 1d4 days +1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. He is preserved in a state of suspended animation, unaware of his surroundings. He can be damaged by outside forces (and perhaps even killed), since the field provides him with no protection against physical injury. However, if he is reduced to -1 to -9 hit points, he does not lose hit points or stabilize until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical. A dispel magic can remove the sigil. An erase spell destroys the entire page of text. Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

Material Components: Worth at least 500 gp.

Sequester

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature or object (up to a 2-ft. cube/level) touched
Duration: 1 day/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing. Thus, sequester can mask a secret door, a treasure vault, etc. The spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a robe of eyes or a gem of seeing). Living creatures (and even undead creatures) affected by sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents a character from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

Shades

Illusion (Shadow)
Level: Sor/Wiz 6

As shadow conjuration, except that it mimics sorcerer and wizard conjuration spells of up through 5th level, and these conjurations are three-fifths (60%) as strong as the real things.

Shadow Conjuration

Illusion (Shadow)
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: See text
Effect: See text
Duration: See text
Saving Throw: Will disbelief (if interacted with); varies (see text)
Spell Resistance: No (see text)

The character uses material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration spell of 3rd level or lower. Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

All those that interact with the conjured object, force, or creature can make Will saves to recognize its shadowy nature. Those who succeed do so.

Attack spells, such as flame arrow, have normal effects unless those affected succeed at Will saves. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. Mimicked spells allow the normal saves and SR.

Shadow objects or substances, such as obscuring mists, have normal effects except against those who disbelieve them. Against disbelievers, they are one-fifth strength or 20% likely to work. For instance, a shadow obscuring mist only provides one-half concealment at 25 feet, not 5 feet.

Shadow creatures have one-fifth the normal hit points (regardless of whether they're recognized as shadowy). They deal normal damage and have all normal abilities and weaknesses. Against a creature who recognizes them as shadowy, however, such a creature's damage is one-fifth normal, and all special abilities that do not produce normal damage (in hit points) are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large (so a +7 total bonus resulting in AC 17 would change to a +1 total bonus for a new AC of 11).

Those who succeed at their saves see the shadow conjurations as transparent images superimposed on vague, shadowy forms.

Shadow Evocation

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

The character taps energy from the Plane of Shadow to cast a quasi-real, illusory version of a wizard or sorcerer evocation of 4th level or lower. (For a spell with more than one level, use the best one applicable to the character.) For example, this spell can be magic missile, fireball, lightning bolt, or so on. If recognized as a shadow evocation, a damaging spell deals only one-fifth normal damage. Regardless of the result of the save to disbelieve, affected creatures are also allowed any save the spell being simulated allows, but set the save DC according to shadow magic's level (5th) rather than the spell's normal level. Nondamaging effects (such as web's ensnarement) have no effect when the shadow magic is recognized as mostly illusory.

Shadow Walk

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/

level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the shadow walk spell, the character must be in an area of heavy shadows. The character and any creature the character touches are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. The character can take more than one creature along with the character (subject to the character's level limit), but all must be touching each other.

In the region of shadow, the character can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, a character can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. The character knows where the character will come out on the Material Plane.

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this requires the potentially perilous transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by the character when shadow walk is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow the character, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by the character). Creatures unwilling to accompany the character into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shambler

Conjuration (Creation)

Level: Drd 9, Plant 9

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart (see text)

Duration: Seven days or seven months (D) (see text)

Saving Throw: None

Spell Resistance: No

Shambler creates 1d4+2 shambling mounds of 11 HD. (See the Monster Manual for details about shambling mounds.) The creatures willingly aid the character in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the character for seven days unless the character dismisses them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Shapechange

Transmutation

Level: Animal 9, Drd 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

As polymorph other, except this spell enables the character to assume the form of any single creature of less than deity status (including unique dragon types, or the like) or any single object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. Unlike polymorph other, this spell allows incorporeal forms to be assumed.

The character's new form works like a polymorph other form. The character still does not gain the supernatural or spell-like abilities of the character's new form, though the character does gain its extraordinary abilities while keeping the character's own. The character also gains the type of the new form (for example, "dragon" or "magical beast") in place of the character's own. The new form does not disorient the character. Parts of the character's body or pieces of equipment that are separated from the character do not revert to their original forms. Thus, a new form's poison bite is effective.

The character can become just about anything the character is familiar with. The character can change form once each round as a free action. The change takes place either immediately before the character's regular action or immediately after it, but not during the action.

If the character uses this spell to create a disguise, the character gets +10 on the character's Disguise check.

Focus: Worth at least 1,500 gp.

Shatter

Evocation [Sonic]

Level: Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 3-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 3-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per the character's level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the character can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Shield

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of the character. It negates magic missile attacks directed at the character. The disk also intercepts attacks, providing three-quarters cover (+7 AC and +3 on Reflex saves against attacks that affect an area). The disk moves out of the way when the character attacks, so it does not provide cover to opponents. The disk protects the character only against magic missiles and attacks from one direction. The character designates half the battlefield as being blocked by the shield. The other half is not. The character can change the defensive direction of the shield (that is, rotate the dividing line) once as a free action on each of the character's turns.

Shield of Faith

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus for every six levels the character has (maximum +5 deflection bonus).

Shield of Law

Abjuration [Lawful]

Level: Clr 8, Law 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, the warded creatures gain SR 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds at a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC).

Focus: Worth at least 500 gp.

Shield Other

Abjuration

Level: Clr 2, Pal 2, Protection 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between the character and the subject so that some of the subject's wounds are transferred to the character. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus to saves. Additionally, the subject takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal it hit point damage. The amount of damage not taken by the warded creature is taken by the character. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the character because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and the character, but damage already split is not reassigned to the subject.

If the character and the subject of the spell move out of range of each other, the spell ends.

Focus: Worth at least 50 gp each.

Shillelagh

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character's own oak cudgel or unshod quarterstaff becomes a weapon with a +1 enhancement bonus to attack and damage rolls that deals 1d10 points of damage (+1 point for the enhancement bonus) when the character wields it. If the character does not wield it, it behaves as if unaffected by this spell.

Shocking Grasp

Transmutation [Electricity]

Level: Sor/Wiz 1

Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: Until discharged
Saving Throw: None
Spell Resistance: Yes (object)

This spell imbues the character's hand with a powerful electrical charge that the character can use to damage an opponent. The character's successful melee touch attack deals 1d8 points of electrical damage +1 point per caster level (maximum +20). When delivering the jolt, the character gains a +3 attack bonus if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, etc.).

Shout

Evocation [Sonic]
Level: Brd 4, Sor/Wiz 4
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Fortitude partial (see text) (object)
Spell Resistance: Yes (object)

The character emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 15d6). Crystalline creatures are allowed Fortitude saves to reduce the damage by half, and creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

The shout spell cannot penetrate the spell silence.

Shrink Item

Transmutation
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One touched object of up to 2 cu. ft./level
Duration: 1 day/level (see text)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The character is able to shrink one nonmagical item (if it is within the size limit) to one-twelfth of its normal size in each dimension (to about 1/2,000th the original volume and mass). Optionally, the character can also change its now-shrunken composition to a clothlike one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Restoring the shrunken object to its normal size and composition ends the spell.

If shrink item is made permanent (see the permanency spell), the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence

Illusion (Glamer)

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 15-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 minute/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use SR, if any. Items in a creature's possession or magic items that emit sound receive saves and SR, and unattended objects and points in space do not.

Silent Image

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The illusion does not create sound, smell, texture, or temperature. The character can move the image within the limits of the size of the effect.

Simulacrum

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: Touch

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50%+1d10%) of the hit points, knowledge (including level, skills, and speech), and personality of the real creature. Creatures familiar with the original might detect the ruse with a successful Spot check. The character must make a Disguise check when the character casts the spell to determine how good the likeness is.

At all times the simulacrum remains under the character's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 1 day, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to the simulacrum.

Material Component: Worth at least 100 gp.

XP Cost: 1,000 XP.

Slay Living

Necromancy [Death]

Level: Clr 5, Death 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The character can slay any one living creature. The character must succeed at a melee touch attack to touch the subject, and the subject can avoid death with a successful Fortitude save. If she succeeds, she instead takes 3d6 points of damage +1 point per caster level. (Of course, the subject might die from damage even if she succeeds at her save.)

Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Rgr 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A sleep spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Creatures with fewer HD are affected first.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has. An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Sleet Storm

Conjuration (Creation) [Cold]

Level: Drd 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Sleet spreads 40 ft., 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex partial
Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy, slowing movement to one-half normal. Additionally, any creature in sleet that attempts to move must succeed at a Reflex save or fall down instead. The sleet extinguishes torches and small fires.

Slow

Transmutation
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Affected creatures move and attack at a drastically slowed rate. Slowed creatures can take only a partial action each turn. Additionally, they suffer –2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal.

Slow counters and dispels haste but does not otherwise affect magically speeded or slowed creatures.

Snare

Transmutation
Level: Rgr 2, Drd 3
Components: V, S, DF
Casting Time: 3 rounds
Range: Touch
Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level
Duration: Until triggered or broken
Saving Throw: None
Spell Resistance: No

This spell enables the character to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When the character casts snare upon it, the cordlike object blends with its surroundings (DC 23 Search check for a rogue [only] to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. (Note that the head of a worm or a snake could be thus ensnared.)

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, causing no damage but tightly binding it.

An entangled creature suffers a –2 penalty to attack rolls and suffers a –4 penalty to effective Dexterity. If the snare is anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge. A character capable of spellcasting who is bound by this spell must succeed at a Concentration check (DC 15) to cast a spell.

The snare is magical. To escape, the trapped creature must succeed at an Escape Artist check (DC 23) or a Strength check (DC 23) that is a full-round action. The snare has 5 hit points and AC 7. A successful escape from the snare breaks the loop and ends the spell.

Soften Earth and Stone

Transmutation

Level: Drd 2, Earth 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay that is easily molded or chopped. The character affects a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM's option). Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

Creatures in mud must succeed at Reflex saves or be caught for 1d2 rounds and unable to move, attack, or cast spells. Creatures who succeed at their saves can move through the mud at half speed, and they can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area are reduced to half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of adventurers trying to break out of a cavern might use this spell to soften a wall. While soften earth and stone does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Duration: 1 minute/level

As fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a -2 penalty. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that the creature or objects passes through reduces falling damage by 1d6.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Soul Bind

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

The character draws the soul from a newly dead body and imprison it in a gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A gem of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted.

Sound Burst

Evocation [Sonic]
Level: Brd 2, Clr 2
Components: V, S, F/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius spread
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

The character blasts an area with a tremendous cacophony. Creatures in the area take 1d8 points of sonic damage and must succeed at Will saves to avoid being stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Deafened creatures are not stunned but are still damaged.

Speak with Animals

Divination
Level: Clr 2, Drd 2, Rgr 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 minute/level

The character can comprehend and communicate with animals. The character is able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for the character (as determined by the DM).

Note: This spell does not work on beasts, magical beasts, or vermin.

Speak with Dead

Necromancy [Language-Dependent]
Level: Clr 3
Components: V, S, DF
Casting Time: 10 minutes
Range: 10 ft.
Target: One dead creature
Duration: 1 minute/level
Saving Throw: Will negates (see text)
Spell Resistance: No

The character grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the character puts to it. The character may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires.

The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from the character's, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to speak with dead within the past week, the new spell fails. The character can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let the character actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Any corpse that has been turned into an undead creature can't be spoken to with speak with dead.

Speak with Plants

Divination

Level: Clr 3, Drd 3, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

The character can comprehend and communicate with plants, including normal plants and plant creatures. The character is able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If the plant creature is friendly, it may do some favor or service for the character (as determined by the DM).

Spectral Hand

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from the character's life force materializes and moves as the character desires, allowing the character to deliver low-level, touch range spells at a distance. On casting the spell, the character loses 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell that the character casts of 4th level or lower can be delivered by the spectral hand. The spell gives the character a +2 bonus to the character's melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from the character's direction. The hand can flank targets like a creature can. If the hand goes beyond the spell range, goes out of the character's sight, or if the character is not directing it, the hand returns to the character and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (one-half damage on a failed save against an area spell and no damage on a successful save), the character's save bonuses, and an AC of at least 22. The

character's Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that the character lost in creating it.

Spell Immunity

Abjuration

Level: Clr 4, Protection 4, Strength 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels the character has. The spells must be of 4th level or lower. The warded creature effectively has unbeatable SR regarding the specified spell or spells. Naturally, that spell immunity doesn't protect a creature from spells for which SR doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one spell immunity spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Clr 5, Magic 5, Protection 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains SR equal to 12 + caster level.

Spellstaff

Transmutation

Level: Drd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character stores one spell that the character can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and the character cannot have more than one spellstaff at any given time. The character can cast a spell stored within a staff just as though it were among those the character had prepared, but it does not count against the character's normal total for a given day. The character uses up any applicable material components required to cast the spell when the character stores it in the spellstaff.

Spell Turning

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Until expended or 10 minutes/ level

Spells (and spell-like effects) targeted against the character rebound on the original caster. The abjuration turns only spells that have the character as a target. Effect and area spells are not affected. Spell turning also fails to affect touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The DM secretly rolls the exact number. Each spell turned subtracts its level from the amount of spell turning left.

A spell might be only partially turned. Subtract the 1d4+6 result from the spell level of the incoming spell. Divide the remaining levels of the incoming spell by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, the character and the caster each take a fraction of the damage. For nondamaging spells, each of opponents has a proportional chance to be affected.

If the character and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result:

<i>d%</i>	<i>Effect</i>
01-70	Spell drains away without effect.
71-80	Spell affects both of the characters equally at full effect.
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98-100	Both of the characters go through a rift into another plane.

Spider Climb

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half its speed. A creature with a Strength score of at least 20 +1 per caster level can pull the subject off a wall.

Spike Growth

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except

open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of damage for each 5 feet of movement through the spiked area.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC.

Spike growth is a magic trap that can't be disabled with the Disable Device skill.

Spike Stones

Transmutation

Level: Drd 4, Earth 4

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. The spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area takes 1d8 points of damage for each 5 feet of movement through the spiked area. In addition, ground speed through the spell's area is reduced by half.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This movement penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC.

Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Spiritual Weapon

Evocation [Force]

Level: Clr 2, War 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A melee weapon made of pure force springs into existence and attacks opponents at a distance, as the character directs it, dealing 1d8 damage per hit. The weapon takes the shape of a weapon favored by the character's deity or a weapon with some spiritual significance or symbolism to the character and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent the character designates, starting with one attack the round the spell is cast and continuing each round thereafter. It uses the character's base attack bonus as its attack bonus (possibly allowing it multiple attacks per round in subsequent rounds). It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures. The weapon always strikes from the character's direction. It does not get a flanking bonus or help a combatant get one. The character's feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of the character's sight, or if the character is not directing it, the weapon returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the weapon to a new target. If the character does not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if the character's base attack bonus would allow it to. The spiritual weapon cannot be attacked or damaged.

If an attacked creature has SR, the resistance is checked the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Statue

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires 1 full round after the spell is cast. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a statue spell can return to his normal state, act, and then return instantly to the statue state (a free action) if he so desires, as long as the spell duration is in effect.

Status

Divination

Level: Clr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: One creature touched/three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When a cleric needs to keep track of comrades that may get separated, status allows him to mentally monitor their relative position and general condition. The cleric is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If they leave it, the spell ceases to function for them.

Stinking Cloud

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud that spreads in 30-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud are nauseated (Fortitude negates), making them unable to attack, cast spells, concentrate on spells, and so on. The only action a nauseated character can take is a single move (or move-equivalent action) per turn. These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. (Roll separately for each nauseated character.) Those who succeed at their saves but remain in the cloud must continue to save each round.

Stone Shape

Transmutation
Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The character can form an existing piece of stone into any shape that suits the character's purpose. For example, the character can make a stone weapon, a special trapdoor, or a crude idol. Stone shape also permits the character to reshape a stone door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffer, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stoneskin

Abjuration
Level: Earth 6, Sor/Wiz 4, Strength 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/+5. (It ignores the first 10 points of damage each time it takes damage, though a weapon with a +5 enhancement bonus or any magical attack bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Components: Worth at least 250 gp.

Stone Tell

Divination
Level: Drd 6
Components: V, S, DF
Casting Time: 10 minutes
Range: Personal
Target: The character
Duration: 1 minute/level

The character gains the ability to speak with stones, which relate to the character who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. Note that a stone's perspective, perception, and knowledge may prevent the stone from providing the details the character is looking for. The character can speak with natural or worked stone.

Stone to Flesh

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object) (see text)

Spell Resistance: Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must succeed at a Fortitude save (DC 15) to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) The character can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Storm of Vengeance

Conjuration (Summoning)

Level: Clr 9

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Creatures beneath the cloud must succeed at Fortitude saves or be deafened (see blindness/deafness) for 1d4x10 minutes.

If the character does not maintain concentration on the spell after casting it, the spell ends. If the character continues to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during the character's turn.

Second Round: Acid rains down in the area, dealing 1d6 points of acid damage. No save is allowed.

Third Round: The character calls six bolts of lightning down from the cloud. The character decides where the bolts strike. All may be directed at a single target, or they may be directed at up to six separate targets. Each bolt deals 10d6 points of electricity damage. Creatures struck can attempt Reflex saves for half damage.

Fourth Round: Hailstones rain down in the area, dealing 5d6 points of damage (no save).

Fifth through Tenth Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster

succeeds at a Concentration check against a DC equal to the storm of vengeance's save + the level of the spell the caster is trying to cast.

Suggestion

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Brd 2, Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

The character influences the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The character can instead specify conditions that will trigger a special activity during the duration. For example, the character might suggest that a noble knight give her warhorse to the first beggar she meets. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM.

Summon Monster I

Conjuration (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature) that attacks the character's enemies. It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Choose a 1st-level monster from the Summon Monster table.

1st Level

- Celestial dog (animal) LG
- Celestial badger (animal) CG
- Fiendish dire rat LE
- Fiendish hawk (animal) CE

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, summon monster I is a lawful and evil spell when cast to summon a dire rat.

Summon Monster II

Conjuration (Summoning) [see text]

Level: Brd 2, Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon monster I, except the character can summon one outsider from the 2nd-level list or 1d3 outsiders of the same type from the 1st-level list.

2nd Level

- Celestial eagle (animal) CG
- Formian worker LN
- Lemure (devil) LE
- Fiendish squid (animal) LE
- Fiendish wolf (animal) LE
- Fiendish shark, NE
- Medium-size (animal)
- Fiendish viper (animal) Tiny CE
- Fiendish hyena (animal) [treat as CE wolf (animal)]
- Fiendish octopus (animal) CE

Summon Monster III

Conjuration (Summoning) [see text]

Level: Brd 3, Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon monster I, except the character can summon one creature from the 3rd-level list, 1d3 creatures of the same type from the 2nd-level list, or 1d4+1 creatures of the same type from the 1st-level list.

3rd Level

- Celestial bear, black LG (animal)
- Celestial bison (animal) NG
- Triton NG
- Celestial dire badger CG
- Azer LN
- Elemental, Small N
- Thoqqua N
- Fiendish dire weasel LE
- Fiendish gorilla (animal) LE
- Fiendish snake, constrictor (animal) LE
- Fiendish boar NE
- Fiendish dire bat NE
- Fiendish lizard, giant (animal) NE
- Salamander, Small NE
- Fiendish shark, Large (animal) NE
- Fiendish viper, Small snake (animal) CE
- Fiendish crocodile (animal) CE
- Dretch CE
- Fiendish leopard (animal) CE
- Fiendish wolverine (animal) CE

Summon Monster IV

Conjuration (Summoning) [see text]

Level: Brd 4, Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon monster I, except the character can summon one creature from the 4th-level list, 1d3 creatures of the same type from the 3rd-level list, or 1d4+1 creatures of the same type from a lower-level list.

4th Level

- Lantern archon (celestial) LG
- Giant owl NG
- Giant eagle CG
- Celestial lion (animal) CG
- Tojanida, Small N
- Xorn, Small N
- Arrowhawk, Small N
- Magmin CN
- Imp (devil) LE
- Fiendish dire ape LE
- Fiendish dire wolf LE
- Hell hound LE
- Varguouille NE
- Fiendish viper, Medium-size CE
- snake (animal) Howler CE

Summon Monster V

Conjuration (Summoning) [see text]

Level: Brd 5, Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon monster I, except the character can summon one creature from the 5th-level list, 1d3 creatures of the same type from the 4th-level list, or 1d4+1 creatures of the same type from a lower-level list.

5th Level

- Celestial bear, brown (animal) LG
- Hound archon (celestial) LG
- Celestial orca, whale NG
- (animal) Celestial pegasus CG
- Celestial dire lion CG
- Formian warrior LN
- Elemental, Medium-size N
- Mephit, any N
- Arrowhawk, Medium-size N
- Tojanida, Medium-size N
- Achaierai LE
- Fiendish griffon LE
- Fiendish snake, giant LE
- constrictor (animal)
- Yeth hound NE
- Fiendish dire boar NE
- Fiendish rhinoceros (animal) NE
- Fiendish shark, Large (animal) NE
- Salamander, Medium-size NE
- Shadow mastiff NE

- Fiendish viper, Large (animal) CE
- Quasit CE
- Fiendish dire wolferine CE
- Fiendish giant crocodile (animal) CE
- Fiendish tiger (animal) CE
- Fiendish girallon CE

Summon Monster VI

Conjuration (Summoning) [see text]

Level: Brd 6, Clr 6, Sor/Wiz 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon monster I, except the character can summon one creature from the 6th-level list, 1d3 creatures of the same type from the 5th-level list, or 1d4+1 creatures of the same type from a lower-level list.

6th Level

- Celestial dire bear LG
- Celestial unicorn CG
- Elemental, Large N
- Rast N
- Xorn, Medium-size N
- Slaad, red CN
- Chaos beast CN
- Kyton LE
- Barbazu (devil) LE
- Bezekira LE
- Erinyes (devil) LE
- Belker NE
- Fiendish viper, Huge snake (animal) CE

Summon Monster VII

Conjuration (Summoning) [see text]

Level: Clr 7, Sor/Wiz 7

As summon monster I, except the character can summon one creature from the 7th-level list, 1d3 creatures of the same type from the 6th-level list, or 1d4+1 creatures of the same type from a lower-level list.

7th Level

- Celestial elephant (animal) NG
- Avoral guardinal (celestial) NG
- Djinni CG
- Ravid [alone] N
- Elemental, Huge N
- Invisible stalker N
- Xorn, Large N
- Arrowhawk, Large N
- Tojanida, Large N
- Slaad, blue CN
- Hamatula (devil) LE
- Osyluth (devil) LE
- Fiendish dire tiger CE

- Bebilith CE
- Fiendish octopus, giant (animal) CE

Summon Monster VIII

Conjuration (Summoning) [see text]
 Level: Clr 8, Sor/Wiz 8

As summon monster I, except the character can summon one creature from the 8th-level list, 1d3 creatures of the same type from the 7th-level list, or 1d4+1 creatures of the same type from a lower-level list.

8th Level

- Lillend CG
- Formian taskmaster [alone] LN
- Janni (genie) N
- Elemental, greater N
- Barghest, Medium-size LE
- Cornugon (devil) E
- Fiendish squid, giant (animal) LE
- Salamander, Large NE
- Succubus (demon) CE

Summon Monster IX

Conjuration (Summoning) [see text]
 Level: Chaos 9, Clr 9, Evil 9, Good 9,
 Law 9, Sor/Wiz 9

As summon monster I, except the character can summon one creature from the 9th-level list, 1d3 creatures of the same type from the 8th-level list, or 1d4+1 creatures of the same type from a lower-level list.

9th Level

- Lammasu LG
- Couatl LG
- Astral deva (celestial) NG
- Ghaele eladrin (celestial) CG
- Elemental, elder N
- Barghest, Large LE
- Xill LE
- Rakshasa LE
- Gelugon (devil) LE
- Night hag NE
- Nightmare NE
- Vrock (demon) CE

Summon Nature's Ally I

Conjuration (Summoning) [see text]
 Level: Drd 1, Rgr 1
 Components: V, S, DF
 Casting Time: 1 full round
 Range: Close (25 ft. + 5 ft./2 levels)
 Effect: One summoned creature
 Duration: 1 round/level (D)

Saving Throw: None
Spell Resistance: No

This spell summons a natural creature who attacks the character's enemies. It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Choose a 1st-level creature from the Summon Nature's Ally table. All the creatures on the table are neutral unless otherwise noted.

1st Level

- Badger (animal)
- Dire rat
- Dog (animal)
- Hawk (animal)
- Viper, Tiny (animal)

Summon Nature's Ally II

Conjuration (Summoning) [see text]

Level: Drd 2, Rgr 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 2nd-level creature or 1d3 1st-level creatures of the same type.

2nd Level

- Eagle (animal)
- Hyena [treat as wolf (animal)]
- Octopus (animal)
- Shark, Medium-size (animal)
- Squid (animal)
- Wolf (animal)
- Viper, Small (animal)

Summon Nature's Ally III

Conjuration (Summoning) [see text]

Level: Drd 3, Rgr 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 3rd-level creature, 1d3 2nd-level creatures of the same type, or 1d4+1 1st-level creatures of the same type.

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, summon nature's ally III is an evil and fire spell when the character cast it to summon a salamander.

3rd Level

- Ape (animal)
- Bear, black (animal)

- Bison
- Boar
- Crocodile (animal)
- Dire badger
- Dire bat
- Dire weasel
- Elemental, Small
- Leopard (animal)
- Lizard, giant (animal)
- Salamander, Small [neutral evil]
- Satyr [without pipes]
- Shark, Large (animal)
- Snake, constrictor (animal)
- Thoqqua
- Viper, Medium-size (animal)
- Wolverine (animal)

Summon Nature's Ally IV

Conjuration (Summoning) [see text]

Level: Drd 4, Rgr 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 4th-level creature, 1d3 3rd-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

4th Level

- Arrowhawk, Small
- Assassin vine
- Dire ape
- Dire wolf
- Giant eagle [chaotic good]
- Giant owl [neutral good]
- Grig (sprite) [without pipes, neutral good]
- Lion (animal)
- Phantom fungus
- Tojanida, Small
- Viper, Large (animal)
- Xorn, Small

Summon Nature's Ally V

Conjuration (Summoning) [see text]

Level: Drd 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 5th-level creature, 1d3 4th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

5th Level

- Arrowhawk, Medium-size
- Bear, brown (animal)
- Dire boar
- Dire lion
- Dire wolverine
- Elemental, Medium-size
- Giant crocodile (animal)
- Rhinoceros (animal)
- Salamander, Medium-size [neutral evil]
- Satyr [with pipes]
- Shark, Large (animal)
- Snake, giant constrictor (animal)
- Tiger (animal)
- Tojanida, Medium-size
- Viper, Huge (animal)
- Whale, orca (animal)

Summon Nature's Ally VI

Conjuration (Summoning) [see text]

Level: Drd 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 6th-level creature, 1d3 5th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

6th Level

- Dire bear
- Elemental, Large
- Shambling mound
- Tendriculos
- Unicorn [chaotic good]
- Xorn, Medium-size

Summon Nature's Ally VII

Conjuration (Summoning) [see text]

Level: Drd 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 7th-level creature, 1d3 6th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

7th Level

- Arrowhawk, Large

- Dire tiger
- Elemental, Huge
- Elephant
- Octopus, giant (animal)
- Pixie [can't cast Otto's irresistible dance, neutral good]
- Tojanida, Large
- Treant [neutral good]
- Xorn, Large

Summon Nature's Ally VIII

Conjuration (Summoning) [see text]

Level: Drd 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 8th-level creature, 1d3 7th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

8th Level

- Elemental, greater
- Salamander, Large [neutral evil]
- Squid, giant (animal)

Summon Nature's Ally IX

Conjuration (Summoning) [see text]

Level: Drd 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As summon nature's ally I, except that the character can summon one 9th-level creature, 1d3 8th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

9th Level

- Elemental, elder
- Pixie [can cast Otto's irresistible dance, neutral good]

Summon Swarm

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Swarm of small creatures in a 5-ft. spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. (Roll on the table below to see what sort of creature is summoned.) A creature in the swarm who takes no actions other than fighting off the creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible.

<i>1d20</i>	<i>Swarm Type*</i>
1-8	Rats (animals)
9-14	Bats (animals)
15-16	Spiders (vermin, poisonous)
17-18	Centipedes (vermin, poisonous)
19-20	Flying beetles (vermin)

*The creature types (in parentheses) indicate what sorts of spells and effects might aid a subject against the swarm.

A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm.

The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. (For example, only fliers are affected by a gust of wind.)

The swarm is stationary once summoned. A druid caster, however, can (as a move-equivalent action) direct the swarm to move up to 30 feet per round (or 90 feet per round if she has summoned bats or beetles).

Sunbeam

Evocation

Level: Drd 7, Sun 7

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Beam 5 feet wide and 100 ft. + 10 ft./level long, starting at a point right in front of the character

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and half (see text)

Spell Resistance: Yes

For the duration of this spell, the character can use a standard action to evoke a dazzling beam of intensely hot light each round. The character can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or the character's allotment of beams is exhausted.

All creatures in the beam are blinded and take 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the ray are dealt 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures.

Sunburst

Evocation

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 10 ft./level-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

Sunburst causes a globe of searing heat and radiance to explode silently from a point the character selects. All creatures in the globe are blinded and are dealt 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the globe are dealt 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures.

Symbol

Universal [see text]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M/DF (or V, S, M for carefully engraved)

Casting Time: 1 action or 10 minutes

Range: Touch

Effect: One symbol

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

This spell allows the character to scribe any of the potent runes described below. A symbol can be quickly scribed in the air or on some surface. Alternatively, the character can carefully inscribe it on a surface. The symbol harms those who trigger it (usually those who pass over it, touch it, read it, etc.)

A quickly scribed symbol has a casting time of 1 action. The resulting rune becomes active immediately. It lasts 10 minutes per caster level and glows faintly while it lasts. Symbols of fear, hopelessness, pain, or persuasion can be used in this manner. Symbols of death, discord, insanity, pain, sleep, and stunning cannot.

A carefully engraved symbol has a casting time of 10 minutes. The symbol is inactive when finished and remains so until triggered. Once triggered, it becomes active and glows, usually lasting 10 minutes per caster level. Some symbols can last indefinitely once triggered. For example, a symbol of death ends when it has slain 150 hit points worth of creatures.

To be effective, a symbol must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol ineffective.

As a default, a symbol is triggered whenever a creature does one or more of the following, as the character selects: reads, touches, or passes over the rune, looks at the rune, or passes through a portal bearing the rune.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if it reacts to touch. To trigger a symbol, a creature must be within 60 feet of the rune.

The character can set special triggering conditions of the character's own. These can be as simple or elaborate as the character desires. Special conditions for triggering a symbol can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. For example, a symbol can be set to activate when a lawful good creature approaches, but not when a paladin approaches.

A symbol's triggering conditions must always be defensive in nature. A touch-triggered symbol remains untriggered if an item bearing the symbol is used to touch a creature. Likewise, a symbol cannot be placed on a weapon and set to activate when the weapon strikes a foe.

Once the spell is cast, a symbol's triggering conditions cannot be changed.

The character ignore the effects of the character's own symbols and cannot inadvertently trigger them. When scribing a symbol quickly, the character can instantly attune any number of creatures to the symbol, rendering them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that the character is aware of their presence.

When creating a carefully inscribed symbol, the character can specify a password or phrase that prevents a creature using it from triggering the symbol. The character also can attune any number of creatures to the symbol, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) takes 1 hour. Attuning a large group (up to twenty-five creatures) takes 1 day. Attuning larger groups takes proportionately longer, as the DM sees fit.

When triggered, a symbol affects all creatures within a 60-foot radius except for the character and any individuals attuned to it. If a symbol has a password, anyone using the password remains immune to that particular rune's effects so long as the character remains within 60 feet of the rune. If the character leaves the radius and returns later, he must use the password again. Once triggered, a symbol remains active until its duration expires. Creatures who subsequently meet an active symbol's triggering conditions suffer its effects.

A successful dispel magic removes the effects of a symbol from a creature unless the symbol's effect is instantaneous (death, stunning) or the description specifies another remedy (insanity). The rune itself can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol. Destruction of the surface where a symbol rests destroys the symbol but also triggers its effects.

Read magic allows the character to identify a symbol with a successful Spellcraft check (DC 19). Identifying the symbol does not discharge it and allows the character to know the version of the symbol.

A symbol can be rendered permanent with the permanency spell, provided it is carefully engraved upon a permanent, nonportable surface such as a wall or door. A permanency spell extends a symbol's basic duration of 10 minutes per caster level indefinitely. When triggered, a permanent symbol usually glows and is active for about 10 minutes, but there is no limit to how many times it can be triggered. If the symbol can affect only a limited number of hit points worth of creatures, the limit applies each 10 minutes. For example, a permanent symbol of death could slay 150 hit points worth of creatures every 10 minutes.

Known symbols include:

Death: One or more creatures within the radius, whose combined total hit points do not exceed 150, must succeed at Fortitude saves or die. The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 150 hit points worth of creatures.

Discord: All creatures with an Intelligence score of 3 or higher within 60 feet immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

Fear: This symbol can be scribed quickly or carefully engraved on a surface. Creatures within the radius are afflicted by a powerful version of the fear spell. If scribed in the air, this symbol requires a Will save to resist. If the rune is carefully

inscribed, the save DC increases by 4. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

Hopelessness: All creatures within the radius must attempt Will saves. If the rune is carefully engraved on a surface, the save DC increases by 4. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. The effect is similar to that of the suggestion spell. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it retreats from the rune at normal speed. In either case, the creature can defend normally if attacked. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

Insanity: One or more creatures within the radius, whose combined total hit points do not exceed 150, become insane (as the insanity spell; Will negates). The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 150 hit points worth of creatures. This version is a mind-affecting spell.

Pain: Creatures within the radius suffer wracking pains that reduce Dexterity scores by 2 and impose a –4 penalty on attack rolls, skill checks, and ability checks (Fortitude negates). Both effects last 2d10x10 minutes. This symbol can be scribed quickly or carefully engraved on a surface. If carefully inscribed, the save DC increases by 4. Once triggered, the symbol lasts 10 minutes per caster level.

Persuasion: This symbol can be scribed quickly or carefully engraved on a surface. All creatures within the radius must succeed at Will saves to resist. If the symbol is carefully inscribed, the save DC increases by 4. If the save fails, the creature becomes the same alignment as the character for 1d20 x 10 minutes. During this time, affected creatures become friendly to the character as though subjected to charm person. This version is a mind-affecting spell.

Sleep: Creatures within the radius fall into a catatonic slumber if they have 8 or fewer HD (Will negates). Sleeping creatures cannot be awakened for 3d6x10 minutes. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

Stunning: One or more creatures within the radius whose total hit points do not exceed 250 become stunned (Fortitude negates). The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. In addition, the stunned creatures drop what they are holding. This symbol must be carefully engraved on a surface.

Material Component, carefully scribed: Worth at least 5,000 gp each.

Sympathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character cause an object or location to emanate magical vibrations that attract either a specific type of intelligent creature or creatures of a particular alignment, as defined by the character. The particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Larger groups, such as "goblinoids," are not specific enough. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or true neutral.

Creatures of the type or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the

enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

Material Components: Worth at least 1,500 gp.

Spells (T)

Tasha's Hideous Laughter

Enchantment (Compulsion)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature (see text)

Duration: 1d3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing. After the spell ends, it can act normally.

Creatures with Intelligence scores of 2 or lower are not affected. A creature whose type (such as humanoid or dragon) is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Telekinesis

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration (up to 1 round/level) or instantaneous (see text)

Saving Throw: Will negates (object)(see text)

Spell Resistance: Yes (object) (see text)

The character moves objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with SR.

This version of the spell lasts up to 1 round per caster level, but it ends if the character ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the character's range. The spell ends if the object is forced beyond the range. If the character ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The character might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the spell energy can be expended in a single round. The character can hurl one or more objects or creatures who are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The character can hurl up to a total weight of 25 pounds per caster level.

The character must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using the character's base attack bonus + the character's Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinessed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Teleport

Transmutation [Teleportation]

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 action

Range: Personal and touch

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports the character to a designated destination. Distance is not a factor, but interplanar travel is not possible. The character can bring along objects and willing creatures totaling up to 50 pounds per caster level. As with all spells where the range is personal and the target is the character, the character need not make a saving throw, nor is SR applicable to the character. Only objects held or in use (attended) by another person receive saving throws and SR.

The character must have some clear idea of the location and layout of the destination. The character can't simply teleport to the warlord's tent if the character don't know where that tent is, what it looks like, or what's in it. The clearer the character's mental image, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

To see how well the teleportation works, roll d% and consult the Teleport table.

	<i>On Target</i>	<i>Off Target</i>	<i>Similar Area</i>	<i>Mishap</i>
<i>Familiarity</i>	<i>Target</i>	<i>Target</i>	<i>Area</i>	<i>Mishap</i>
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination	(1d20+80)	—	81-92	93-100

Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the character has been very often and where the character feels at home. "Studied carefully" is a place the character knows well, either because the character has been there often or the character has used other means (such as scrying) to study the place. "Seen casually" is a place that the character has seen more than once but with which the character is not very familiar. "Viewed once" is a place that the character has seen once, possibly using magic. "Description" is a place whose location and appearance the character knows through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the character to hope to arrive at or even be off target from.

On Target: The character appears where the character wants to be.

Off Target: The character appears safely a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10\%$ of the distance that was to be traveled. The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc. If the character was teleporting to a coastal city and wound up 18 miles out at sea, the character could be in trouble.

Similar Area: The character winds up in an area that's visually or thematically similar to the target area. Generally, the character appears in the closest similar place, but since the spell has no range limit, the character could conceivably wind up somewhere else across the globe.

Mishap: The character and anyone else teleporting with the character have gotten "scrambled." the travellers each take 1d10 points of damage, and the character rerolls on the chart to see where the travellers wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Teleportation Circle

Transmutation [Teleportation]

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: Touch

Effect: Circle up to 5 ft. in radius that teleports those who activate it

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The character create a circle on the floor or other horizontal surface that teleports, as teleport without error, any creature who stands on it to a designated spot. Once the character designates the destination for the circle, the character can't change it. The spell fails if the character attempts to set the circle to teleport creatures into a solid object, to a place with which the character is not familiar and has no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If the character intends to keep creatures from activating it accidentally, the character needs to mark the circle in some way, such as by placing it on a raised platform.

Material Component: Worth at least 1,000 gp.

Teleport without Error

Transmutation [Teleportation]

Level: Sor/Wiz 7, Travel 7

As teleport, except there is no chance the character arrives off target. The character must have at least a reliable description of the place to which the character is teleporting. If the character attempts to teleport with insufficient information (or with misleading information), the character disappears and simply reappears in the character's original location.

Temporal Stasis

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

The character must succeed at a melee touch attack. The character places the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed by a successful dispel magic spell.

Material Component: Worth at least 5,000 gp.

Tenser's Floating Disk

Evocation [Force]
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 3-ft.-diameter disk of force
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The character creates a slightly concave, circular plane of force that follows the character about and carries loads for the character. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the character at a rate of no more than the character's normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and the character. The disk winks out of existence when the spell duration expires. The disk also winks out if the character moves beyond range (by moving too fast or by such means as a teleport spell) or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Tenser's Transformation

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 round/level

The character can't cast spells, even from magic items.

The character gain 1d6 temporary hit points per caster level, a +4 natural armor bonus to AC, a +2d4 Strength enhancement bonus, a +2d4 Dexterity enhancement bonus, a +1 base attack bonus per two caster levels (which may give the character an extra attack), a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. The character attacks opponents with melee or ranged weapons if the character can, even resorting to unarmed attacks if that's all the character can do.

Material Component: A potion of Strength, which the character drinks (and whose effects are subsumed by the spell effects).

Time Stop

Transmutation
Level: Sor/Wiz 9, Trickery 9
Components: V
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1d4+1 rounds (apparent time)

This spell seems to make time cease to flow for everyone but the character. In fact, the character speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The character is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm the character. While the time stop is in effect, other creatures are invulnerable to the character's attacks and spells; however, the character can create spell effects and leave them to take effect when the time stop spell ends. (The spells' durations do not begin until the time stop is over.)

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the character can affect any item that is not in another creature's possession.

The character is undetectable while time stop lasts. The character cannot enter an area protected by an antimagic field, or by protection from chaos/evil/good/law, or by a magic circle spell, while under the effects of time stop.

Tongues

Divination

Level: Brd 2, Clr 4, Sor/Wiz 3

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. Naturally, the subject can speak only one language at a time, although she may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Transmute Metal to Wood

Transmutation

Level: Drd 7

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables the character to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. Magic objects made of metal effectively have SR 20 + caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood suffer a -2 penalty to attack and damage rolls. Armor converted from metal to wood loses 2 points of AC bonus. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of AC bonus every time it is struck by a natural attack roll of 19 or 20.

Only a limited wish, miracle, or wish or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood is forevermore a wooden door.

Transmute Mud to Rock

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to two 10-ft. cubes/level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Creatures in the mud are allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels transmute rock to mud.

Transmute Rock to Mud

Transmutation
Level: Drd 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to two 10-ft. cubes/level (S)
Duration: Permanent (see text)
Saving Throw: See text
Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. If the spell is cast upon a boulder, for example, the boulder collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink until hip- or chest-deep, reducing their speed to 5 feet and giving them –2 penalties on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. For example, a 10th-level caster could convert twenty 10-foot cubes into mud. Pooling on the floor, this mud would cover an area of forty 10-foot squares to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at Reflex saves.

Castles and large stone buildings are generally immune to the effects of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transport via Plants

Transmutation
Level: Drd 6
Components: V, S
Casting Time: 1 action
Range: Unlimited
Target: The character
Duration: 1 round

The character can enter any normal plant (Medium-size or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the character, but it also must be alive. If the character is uncertain of the location of a particular kind of destination

plant, the character needs merely designate direction and distance ("an oak tree one hundred miles due north of here"), and the transport via plants spell moves the character as close as possible to the desired location. If a particular destination plant is desired (the oak tree outside the character's druid grove, for instance), but the plant is not living, the spell fails and the character is ejected from the entry plant.

This spell does not function with plant creatures such as shambling mounds and treants.

The destruction of an occupied plant slays the character.

Trap the Soul

Conjuration (Summoning)

Level: Sor/Wiz 8

Components: V, S, M, (F)

Casting Time: 1 action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent (see text)

Saving Throw: See text

Spell Resistance: Yes (see text)

Trap the soul forces a creature's life force (and its material body) into a gem.

The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if the character were casting a regular spell at the subject. This allows SR (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any SR is ignored and the save DC increases by 2. If the save or SR is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of SR or a save.

Material Component: Before the actual casting of trap the soul, the character must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Tree Shape

Transmutation

Level: Drd 2, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 hour/level (D)

By means of this spell, the character is able to assume the form of a small, living tree or shrub or a large, dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the character is, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, the character can observe all that transpires around the character just as if the character were in the character's normal form, and the character's hit points and saves remain unaffected. The character gains a +10 natural armor bonus to AC but has an effective Dexterity score of 1. The character is immune to critical hits while in tree form. All clothing and gear carried or worn changes with the character.

The character can dismiss tree shape as a free action.

Tree Stride

Transmutation [Teleportation]

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 hour/level or until expended (see text)

The character gains the ability to enter trees and move from inside one tree to inside another tree. The first tree the character enters and all others the character enters must be of the same type, must all be living, and must have girth at least equal to the character's. By moving into an oak tree (for example), the character instantly knows the location of all other oak trees within transport range (see below) and may choose whether the character wants to pass into one or simply step back out of the tree the character moved into. The character may choose to pass to any tree of the appropriate kind within the transport range shown in the following table:

<i>Type of Tree</i>	<i>Range of Transport</i>
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

The character may move into a tree up to one time per level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration is expended or the character exit a tree. Each transport is a full-round action.

The character can, at the character's option, remain within a tree without transporting, though the character is forced out when the spell ends. If the tree in which the character are concealed is chopped down or burned, the character is slain if the character does not exit before the process is complete.

True Resurrection

Conjuration (Healing)

Level: Clr 9, Healing 9

Casting Time: 10 minutes

As raise dead, except the cleric can resurrect a creature who has been dead up to 10 years per caster level. This spell can even bring back creatures whose bodies have been wholly destroyed, provided the character unambiguously identifies the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution point) or prepared spells.

The character can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

Even true resurrection can't restore to life a creature who has died of old age.

Material Components: Worth at least 5,000 gp.

True Seeing

Divination

Level: Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The character confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Additionally, the divine version of this spell allows the subject to see auras, noting alignments of creatures at a glance.

Material Component: Worth at least 250 gp.

True Strike

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round

The character gains temporary, intuitive insight into the immediate future during the character's next attack. The character's next single attack roll (within the duration of the spell) gains a +20 insight bonus. Additionally, the character is not affected by the miss chance that applies to attacks against a concealed target.

Spells (U, V, W, X, Y & Z)

Undetectable Alignment

Abjuration

Level: Brd 2, Clr 2, Pal 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Unhallow

Evocation [Evil]
Level: Clr 5, Drd 5
Components: V, S, M
Casting Time: One day
Range: Touch
Area: 10-ft./level radius emanating from the touched point
Duration: Instantaneous
Saving Throw: None
Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, all turning checks to turn undead suffer a –4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (Note: This provision does not apply to the druid version of the spell.)

Finally, the character may choose to fix a single spell effect to the unhallow site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of its normal duration and area or effect. The character may designate whether the effect applies to all creatures, creatures who share the character's faith or alignment, or creatures who adhere to another faith or alignment. For example, the character may create a bless effect that aids all creatures of like alignment or faith in the area, or a curse effect that hinders creatures of the opposite alignment or an enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallow site include aid, bane, bless, cause fear, darkness, daylight, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility, purge, negative energy protection, protection from elements, remove fear, resist elements, silence, tongues, and zone of truth. Spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one unhallow (and its associated spell effect) at a time.

Unhallow counters and dispels hallow.

Material Components: Worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area.

Unholy Aura

Abjuration [Evil]
Level: Clr 8, Evil 8
Components: V, S, F
Casting Time: 1 action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on the character
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, the warded creatures gain SR 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as protection from good does.

Finally, if a good creature succeeds at a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude save negates).

Focus: Worth at least 500 gp.

Unholy Blight

Evocation [Evil]

Level: Evil 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The character calls unholy power to smite the character's enemies. The power takes the form of a cold, cloying cloud of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to good creatures and sickens them for 1d4 rounds. A sickened creature suffers a –2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks. A successful Fortitude save reduces damage to half and negates the sickening effect.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

Unseen Servant

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the character's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing the character to command the servant to clean the floor and then turn the character's attention elsewhere as long as the character remains within range. It can open only normal doors, drawers, lids, etc. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, and that is not enough to activate certain pressure plates and other devices. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If the character attempts to send it beyond the spell's range (measured from the character's current position), the servant ceases to exist.

Vampiric Touch

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour (see text)

Saving Throw: None

Spell Resistance: Yes

The character must succeed at a melee touch attack. The character's touch deals 1d6 points of damage per two caster levels (maximum 10d6). The character gains temporary hit points equal to the damage the character inflicts. However, the character can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Vanish

Transmutation [Teleportation]

Level: Sor/Wiz 7

Range: Touch

Target: One touched object of up to

50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

As teleport, except it teleports an object, not the character. Creatures and magical forces (such as a delayed blast fireball bead) cannot be made to vanish. There is a 1% chance that a vanished item is disintegrated instead.

If desired, a vanished object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

Veil

Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

The character instantly changes the appearance of the subjects and then maintain that appearance for the spell's duration. The character can make the subjects appear to be anything the character wishes. A party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. The character must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives the character a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with SR. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but SR doesn't help.

Ventriloquism

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character can make the character's voice (or any sound that the character can normally make vocally) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The character can speak in any language the character knows. With respect to such voices and sounds, anyone who hears it and rolls a successful save recognizes the sound as illusory (but still hears it).

Virtue

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Vision

Divination

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 action

As legend lore, except vision works more quickly but produces some strain on the character. The character poses a question about some person, place, or object, then cast the spell. If the person or object is at hand or if the character is in the place in question, the character receives a vision about it with a successful Scry check (DC 10). If only detailed information on the person, place, or object is known, the DC is 15, and the information gained is incomplete. If only rumors are known, the DC is 20, and the information gained is vague.

XP Cost: 100 XP.

Wail of the Banshee

Necromancy [Death, Sonic]

Level: Death 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature/level within a 30-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The character emits a terrible scream that kills creatures who hear it (except for the character). The spell affects up to one creature per caster level. Creatures closest to the point of origin are affected first.

Wall of Fire

Evocation [Fire]

Level: Drd 5, Fire 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the character, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If the character evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A wall of force spell creates an invisible wall of force. The wall of force cannot move, it is immune to damage of all kinds, and it is totally unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, and Mordenkainen's disjunction. Spells and breath weapons cannot pass through the wall in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Ice

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. +1 ft./level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including fireball and red dragon breath, can melt a wall of ice. It deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following the character and the like. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The character can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Wall of Iron

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Iron wall whose area is up to one 5-ft. square/level (see text)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

The character causes a flat, vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the character can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. The character can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored. (For example, a blow of 17 points of damage deals only 7 to the wall.) A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If the character desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: Worth at least 50 gp.

Wall of Stone

Conjuration (Creation)

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. The character can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, the character can create a wall of stone in almost any shape the character desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 20th-level caster can create a span with a surface area of ten 5-foot squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by disintegrate or by normal means such as breaking and chipping. Each 5-foot square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Wall of Thorns

Conjuration (Creation)

Level: Drd 5, Plant 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature forced into or attempting to move through the wall of thorns takes 25 points of damage per round of

movement, minus 1 point for each point of the creature's AC. Dexterity bonuses to AC and dodge bonuses do not count for this calculation. (Creatures with an Armor Class of 25 or higher take no damage from contact with the wall.)

The character can make the wall as thin as 5 feet thick, which allows the character to shape the wall as a number of 10-by-10-by-5-foot blocks equal to caster level x2. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall. To make any progress, a creature must succeed at a Strength check (DC 20). A successful creature moves a number of feet equal to its Strength check result minus 19, so a creature who rolled 24 on its Strength check could move 5 feet in a round. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at their normal speed without taking damage.

A wall of thorns can be carefully breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns away the barrier in 10 minutes.

Warp Wood

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 lb. of wood/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (Object)

The character cause wood to bend and warp, permanently destroying its straightness, form, and strength. At 1st level, the character can warp a handaxe handle or ten crossbow bolts. At 3rd level, the character can warp the shaft of a typical shortspear. Boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped ranged weapons are useless. Warped melee weapons suffer a -4 penalty to their attack rolls.

Alternatively, the character can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. Make whole, on the other hand, does no good in repairing a warped item.

Water Breathing

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures the character touches.

The spell does not make creatures unable to breathe air.

Water Walk

Transmutation

Level: Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat.) The creatures can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Web

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 minutes/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, etc.—or else the web collapses upon itself and disappears. Creatures caught within a web or simply touching its strands become entangled among the gluey fibers.

An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving may be a problem (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between the character and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

The strands of a web spell are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, etc.—can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Weird

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

As phantasmal killer, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though the character sees the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, the subject still takes 3d6 points of damage and is stunned for 1 round. The subject's Strength score also drops 1d4 points for 10 minutes. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Whirlwind

Evocation [Air]

Level: Air 8, Drd 8

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base,

30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. The character can concentrate on controlling the cyclone's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the cyclone's movement or changing its programmed movement is a standard action for the character. The whirlwind always moves during the character's turn in the initiative order. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the character or the character's allies—and then dissipates. (the character can't regain control of the cyclone, even if comes back within range.)

Any Large or smaller creature who comes in contact with the whirlwind must succeed at a Reflex save or take 3d6 points of damage. Medium-size or smaller creatures who fail their first save must succeed at a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. The character may direct the cyclone to eject any carried creatures whenever the character wishes, depositing the hapless souls wherever the whirlwind happens to be when they are released.

Whispering Wind

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: One mile/level

Area: 10-ft.-radius spread

Duration: Until discharged (destination is reached) or no more than 1 hour/level

Saving Throw: None

Spell Resistance: No

The character sends a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to the character, provided that it can find a way to the location. (It can't pass through walls, for instance.) The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The character can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. The character can likewise cause the whispering wind to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it swirls and remains until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

Transmutation

Level: Clr 6, Drd 7

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: The character and one touched creature/ three levels

Duration: 1 hour/level (D)

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

The character alters the substance of the character's body to a cloudlike vapor and move through the air, possibly at great speed. The character can take other creatures with the character, each of which acts independently.

A magical wind wafts a wind walker along at up to 600 feet per round (60 mph) or as slow as 5 feet per round (1/2 mph), as the walker wills. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc.

A wind walker can regain her physical form as desired and later resume the cloud form. Each change to and from vaporous form requires 5 rounds. The character, however, may dismiss the spell, ending it immediately. The character may even dismiss it for individual wind walkers and not others. While in vaporous form, subjects gain damage reduction 20/+1, though they may sustain damage from high winds (as determined by the DM). No spellcasting is possible in vaporous form.

For the last minute of the spell, a wind walker automatically descends 60 feet per round (for a total of 600 feet), though she may descend faster if she wishes. This descent serves as a warning that the spell is about to end.

Wind Wall

Evocation

Level: Air 2, Brd 3, Clr 3, Rgr 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None (see text)

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance. (A giant-thrown boulder, a siege projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, the character can shape it in any continuous path along the ground that the character likes. It is possible to create cylindrical or square wind walls to enclose specific points. A 5th-level caster can create a wall up to 50 feet long and up to 25 feet high, which is sufficient to form a cylinder of wind 15 feet in diameter.

Wish

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text
Saving Throw: See text
Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, the character can alter reality to better suit the character. Even wish, however, has its limits.

A wish can do any one of the following:

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any other spell of 6th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells, such as geas/quest or insanity.
- Create a valuable item, even a magic item, of up to 15,000 gp in value.
- Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects must be cured of the same type of affliction. For example, the character could heal all the damage the character's party has suffered, or remove all the poison effects from the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the feat takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and SR.
- Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including the character's last turn). Reality reshapes itself to accommodate the new result. For example, the wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate and SR.

The character may wish for greater effects than these, but doing so is dangerous. Such a wish gives the opportunity to fulfill the character's request without fulfilling it completely. (The wish may pervert the character's intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and SR as normal (but save DCs are for 9th-level spells). When a wish duplicates a spell that has an XP cost, the character must pay 5,000 XP or that cost, whichever is more. When a wish duplicates a spell with a material component that costs more than 10,000 gp, the character must provide that component.

XP Cost: 5,000 XP or more (see above).

Wood Shape

Transmutation
Level: Drd 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous

Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Wood shape enables the character to form one existing piece of wood into any shape that suits the character's purpose. For example, the character can make a wooden weapon, fashion a special trapdoor, or sculpt a crude idol. This spell also permits the character to reshape a wood door to make an exit where one didn't exist or to seal a door shut. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Word of Chaos

Evocation [Chaotic, Sonic]
Level: Chaos 7, Clr 7
Components: V
Casting Time: 1 action
Range: 30 ft.
Area: Creatures in a 30-ft.-radius spread centered on the character
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Uttering word of chaos creates two effects:

If the character is on the character's home plane, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the word of chaos.

Creatures native to the character's plane who hear the word of chaos and are not chaotic suffer the following ill effects:

<i>HD</i>	<i>Effect</i>
12 or more	Deafened
Less than 12	Stunned, deafened
Less than 8	Confused, stunned, deafened
Less than 4	Killed, confused, stunned, deafened

The effects are cumulative.

Deafened: The creature is struck deaf (see blindness/deafness) for 1d4 rounds.

Stunned: The creature is stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment.

Killed: Living creatures die. Undead creatures are destroyed.

Word of Recall

Transmutation [Teleportation]
Level: Clr 6, Drd 8
Components: V
Casting Time: 1 action
Range: Unlimited
Target: The character and objects and willing creatures totaling up to 50 lb./level
Duration: Instantaneous
Saving Throw: None or Will negates (harmless, object)
Spell Resistance: No or Yes (harmless, object)

Word of recall teleports the character instantly back to the character's sanctuary when the word is uttered. The character must designate the sanctuary when the character prepares the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The character can be transported any distance within a plane but cannot travel between planes. The character can transport, in addition to him or herself, objects and creatures weighing up to 50 pounds per caster level. Thus, a 15th-level cleric could transport his person and objects or creatures weighing an additional 750 pounds. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by word of recall. Likewise, a creature's Will save (or SR) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius/level emanation

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

MAGIC ITEMS AND TREASURE

Table: Treasure Values per Encounter

<i>Encounter Level</i>	<i>Treasure per Encounter</i>
1	300 gp
2	600 gp
3	900 gp
4	1,200 gp
5	1,600 gp
6	2,000 gp
7	2,600 gp
8	3,400 gp
9	4,500 gp
10	5,800 gp
11	7,500 gp
12	9,800 gp
13	13,000 gp
14	17,000 gp
15	22,000 gp
16	28,000 gp
17	36,000 gp
18	47,000 gp
19	61,000 gp
20	80,000 gp

Table: Treasure

<i>Level</i>	<i>d%</i>	<i>-- Coins --</i>	<i>d%</i>	<i>Goods</i>	<i>d%</i>	<i>Items</i>
<i>1st</i>	01-14	—	01-90	—	01-71	—
	15-29	1d6x1,000 cp	91-95	1 gem	72-95	1 mundane
	30-52	1d8x100 sp	96-100	1 art	96-100	1 minor
	53-95	2d8x10 gp				
	96-100	1d4x10 pp				

2nd	01-13	—	01-81	—	01-49	—
	14-23	1d10x1,000 cp	82-95	1d3 gems	50-85	1 mundane
	24-43	2d10x100 sp	96-100	1d3 art	86-100	1 minor
	44-95	4d10x10 gp				
	96-100	2d8x10 pp				
3rd	01-11	—	01-77	—	01-49	—
	12-21	2d10x1,000 cp	78-95	1d3 gems	50-79	1d3 mundane
	22-41	4d8x100 sp	96-100	1d3 art	0-100	1 minor
	42-95	1d4x100 gp				
	96-100	1d10x10 pp				
4th	01-11	—	01-70	—	01-42	—
	12-21	3d10x1,000 cp	71-95	1d4 gems	43-62	1d4 mundane
	22-41	4d12x1,000 sp	96-100	1d3 art	63-100	1 minor
	42-95	1d6x100 gp				
	96-100	1d8x10 pp				
5th	01-10	—	01-60	—	01-57	—
	11-19	1d4x10,000 cp	61-95	1d4 gems	58-67	1d4 mundane
	20-38	1d6x1,000 sp	96-100	1d4 art	68-100	1d3 minor
	39-95	1d8x100 gp				
	96-100	1d10x10 pp				
6th	01-10	—	01-56	—	01-54	—
	11-18	1d6x10,000 cp	57-92	1d4 gems	55-59	1d4 mundane
	19-37	1d8x1,000 sp	93-100	1d4 art	60-99	1d3 minor
	38-95	1d10x100 gp			100	1 medium
	96-100	1d12x10 pp				
7th	01-11	—	01-48	—	01-51	—
	12-18	1d10x10,000 cp	49-88	1d4 gems	52-97	1d3 minor
	19-35	1d12x1,000 sp	89-100	1d4 art	98-100	1 medium
	36-93	2d6x100 gp				
	94-100	3d4x10 pp				
8th	01-10	—	01-45	—	01-48	—
	11-15	1d12x10,000 cp	46-85	1d6 gems	49-96	1d4 minor
	16-29	2d6x1,000 sp	86-100	1d4 art	97-100	1 medium
	30-87	2d8x100 gp				
	88-100	3d6x10 pp				
9th	01-10	—	01-40	—	01-43	—
	11-15	2d6x10,000 cp	41-80	1d8 gems	44-91	1d4 minor
	16-29	2d8x1,000 sp	81-100	1d4 art	92-100	1 medium
	30-85	5d4x100 gp				
	86-100	2d12x10 pp				
10th	01-10	—	01-35	—	01-40	—
	11-24	2d10x1,000 sp	36-79	1d8 gems	41-88	1d4 minor
	25-79	6d4x100 gp	80-100	1d6 art	89-99	1 medium
	80-100	5d6x10 pp			100	1 major
11th	01-08	—	01-24	—	01-31	—
	09-14	3d10x1,000 sp	25-74	1d10 gems	32-84	1d4 minor
	15-75	4d8x100 gp	75-100	1d6 art	85-98	1 medium
	76-100	4d10x10 pp			99-100	1 major
12th	01-08	—	01-17	—	01-27	—
	09-14	3d12x1,000 sp	18-70	1d10 gems	28-82	1d6 minor
	15-75	1d4x1,000 gp	71-100	1d8 art	83-97	1 medium
	76-100	1d4x100 pp	98-100	1 major		
13th	01-08	—	01-11	—	01-19	—
	09-75	1d4x1,000 gp	12-66	1d12 gems	20-73	1d6 minor
	76-100	1d10x100 pp	67-100	1d10 art	74-95	1 medium
					96-100	1 major
14th	01-08	—	01-11	—	01-19	—
	09-75	1d6x1,000 gp	12-66	2d8 gems	20-58	1d6 minor
	76-100	1d12x100 pp	67-100	2d6 art	59-92	1 medium
					93-100	1 major
15th	01-03	—	01-09	—	01-11	—
	04-74	1d8x1,000 gp	10-65	2d10 gems	12-46	1d10 minor
	75-100	3d4x100 pp	66-100	2d8 art	47-90	1 medium

					91-100	1 major
16th	01-03	—	01-07	—	01-40	—
	04-74	1d12x1,000 gp	08-64	4d6 gems	41-46	1d10 minor
	75-100	3d4x100 pp	65-100	2d10 art	47-90	1d3 medium
					91-100	1 major
17th	01-03	—	01-04	—	01-33	—
	04-68	3d4x1,000 gp	05-63	4d8 gems	34-83	1d3 medium
	69-100	2d10x100 pp	64-100	3d8 art	84-100	1 major
18th	01-02	—	01-04	—	01-24	—
	03-65	3d6x1,000 gp	05-54	3d12 gems	25-80	1d4 medium
	66-100	5d4x100 pp	55-100	3d10 art	81-100	1 major
19th	01-02	—	01-03	—	01-04	—
	03-65	3d8x1,000 gp	04-50	6d6 gems	05-70	1d4 medium
	66-100	3d10x100 pp	51-100	6d6 art	71-100	1 major
20th	01-02	—	01-02	—	01-25	—
	03-65	4d8x1,000 gp	03-38	4d10 gems	26-65	1d4 medium
	66-100	4d10x100 pp	39-100	7d6 art	66-100	1d3 major

For treasures above 20th level, use the 20th-level row and then add a number of random major items.

Table: Magic Items

Level	Magic Items
21st	+1
22nd	+2
23rd	+4
24th	+6
25th	+9
26th	+12
27th	+17
28th	+23
29th	+31
30th	+42

Table: Gems

d%	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26-50	2d4x10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4x10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71-90	2d4x100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4x100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4x1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Table: Art Objects

d%	Value	Average	Examples
01-10	1d10x10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely

			wrought small gold bracelet
11-25	3d6x10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6x100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41-50	1d10x100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51-60	2d6x100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6x100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6x100 gp	1,400 gp	Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6x100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4x1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6x1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4x1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6x1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Table: Mundane Items

d%	Mundane Item
01-05	Alchemist's fire (1d4 flasks, 20 gp each)
06-10	Acid (2d4 flasks, 10 gp each)
11-12	Smokesticks (1d4 sticks, 20 gp each)
13-18	Holy water (1d4 flasks, 25 gp each)
19-20	Thunderstones (1d4 stones, 30 gp each)
21-22	Chain shirt (100 gp)*
23-27	Antitoxin (1d4 doses, 50 gp each)
28-29	Tanglefoot bag (1d4 bags, 50 gp each)
30-34	Masterwork studded leather (175 gp)**
35-39	Mighty composite shortbow†
40-43	Breastplate (200 gp)*
44-48	Banded mail (250 gp)*
49-66	xMasterwork common melee weapon (roll on Table 8-12: Common Melee Weapons, page 184)
67-68	xMasterwork uncommon weapon (roll on Table 8-13: Uncommon Weapons, page 184)
69-73	xMasterwork ranged weapon (roll on Table 8-14: Common Ranged Weapons, page 185)
74-83	Mighty composite longbow††
84-93	Half-plate (600 gp)*
94-100	Full plate (1,500 gp)*

*x Roll d%: 01-10 = Small, 11-100 = Medium-size. (Mundane armor is sized to fit its wearer. Magic armor resizes to its wearer's size.)

**x Roll d%: 01-50 = Small, 51-100 = Medium-size. (Mundane armor is sized to fit its wearer. Magic armor resizes to its wearer's size.)

†Roll on Table: Random Mighty Composite Shortbow for bonus.

††Roll on Table: Random Mighty Composite Longbow for bonus.

Table: Random Mighty Composite Shortbow

d%	Str Bonus	Value
01-60	+1	150 gp
61-100	+2	225 gp

Table 7-9: Random Mighty Composite Longbow

d%	Str Bonus	Value
01-45	+1	200 gp
46-75	+2	300 gp
76-90	+3	400 gp
91-00	+4	500 gp

Table: Random Magic Item Generation

Minor	Medium	Major	Item
01-04	01-10	01-10	Armor and shields
05-09	11-20	11-20	Weapons
10-44	21-30	21-25	Potions
45-46	31-40	26-35	Rings
-	41-50	36-45	Rods
47-81	51-65	46-55	Scrolls
-	66-68	56-75	Staves
82-91	69-83	76-80	Wands
92-100	84-100	81-100	Wondrous items

Random Magic Items

1. When Table: Treasure indicates a minor, medium, or major magic treasure, you can use Table: Random Magic Item Generation to determine the specific type of magic item.

2. Refer to the table that corresponds to the type of item indicated in step 1.

3. Once the item has been determined, roll d% for special qualities:

- **Staves and Wands:** If the item is a wand, a 01-30 result indicates that something (a design, inscription, etc.) provides a clue to its function, and 31-100 indicates no special qualities.
- **Armors, Shields, Rings, Rods, Staves, and Wondrous Items:** If the item is a rod, staff, ring, wondrous item, armor, or shield, a 01 result indicates the item is intelligent, a 02-31 result indicates that something (a design, inscription, etc.) provides a clue to its function, and 32-100 indicates no special qualities.
- **Ranged Weapons:** If the item is a ranged weapon, a 01-05 result indicates the item is intelligent, a 06-25 result indicates that something (a design, inscription, etc.) provides a clue to its function, and 26-100 indicates no special qualities.
- **Melee Weapons:** If the item is a melee weapon, a 01-20 result indicates that the item sheds light, a 21-25 result indicates that the item is intelligent, 26-35 indicates that the item is both intelligent and sheds light, 36-50 indicates that something (a design, inscription, etc.) provides a clue to its function, and 51-100 indicates no special qualities.

4. If the item has charges or uses, roll randomly to determine how many charges or uses it has (d% divided by 2, minimum 1).

DETECT MAGIC & MAGIC ITEMS

When detect magic identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. If more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines:

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

USING ITEMS

To use a magic item, it must be activated. Some items, once donned, function constantly. In most cases, using an item requires an activate magic item action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, whether it's a scroll, a wand, or a pair of boots, unless the item description specifically states otherwise.

The four ways to activate magic items are:

Spell Completion

This is the activation method for scrolls. To use a spell completion item safely, a character must be high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake (see Scroll Mishaps for possible consequences). Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

Spell Trigger

Anyone with a spell on his or her spell list knows how to use a spell trigger item that stores that spell. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Command Word

Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Knowledge (arcana) or Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check (DC 30) is needed to come up with the word itself. If that check is failed, succeeding at a second check (DC 25) might provide some insight into a clue.

The spells identify and analyze dweomer both reveal command words.

Use Activated

This type of item simply has to be used in order to activate it. Use activation is generally straightforward and self-explanatory.

Continually functioning items are practically always items that one wears. A few must simply be in the character's possession. Some items made for wearing must still be activated. Although this activation sometimes requires a command word, usually it means mentally willing the activation to happen.

Activating a use-activated magic item is either a standard action or not even an action and does not provoke attacks of opportunity, unless the use involves committing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in use and takes no extra time, use activation is usually not even an action.

SIZE AND MAGIC ITEMS

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

LIMIT ON MAGIC ITEMS WORN

Only so many items of a certain kind can be worn and be effective at the same time. The limits include the following:

- 1 headband, hat, or helmet
- 1 pair of eye lenses or goggles
- 1 cloak, cape, or mantle
- 1 amulet, brooch, medallion, necklace, periapt, or scarab
- 1 suit of armor
- 1 robe
- 1 vest, vestment, or shirt
- 1 pair of bracers or bracelets
- 1 pair of gloves or gauntlets
- 2 rings
- 1 belt
- 1 pair of boots

This general rule applies to other attempts to “double up” on magic items—for instance, if a character puts on another magic cloak on top of the one he is already wearing, the second cloak’s power does not work.

SAVING THROWS AGAINST MAGIC ITEM POWERS

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is always 10 + the level of the spell or effect + the ability bonus of the minimum ability score needed to cast that level of spell. Another way to figure this number is to multiply the spell’s level by 1.5 and add 10 to the result.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

DAMAGING MAGIC ITEMS

Magic items should always get a saving throw against spells that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type. A magic item’s saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as normal items of the same type. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

BONUSES FROM MAGIC ITEMS

Table: Bonuses from Magic Items

<i>Bonus Type</i>	<i>Improves</i>
Armor	AC
Circumstance	Attacks, checks
Competence	Attacks, saves, checks
Deflection	AC
Dodge	AC
Enhancement	Armor’s bonus
Enhancement	Attacks, damage
Enhancement	Ability scores
Enlargement	Str, Con
Haste	AC
Inherent	Ability scores
Insight	Attacks, AC, saves, checks
Luck	Attacks, weapon damage, AC, saves, checks
Morale	Attacks, weapon damage, checks, saves
Natural armor	AC
Profane	AC, saves, checks
Resistance	Saves
Sacred	AC, saves, checks
Synergy	Checks

Many magic items offer a bonus on attack rolls, damage rolls, saving throws, Armor Class, ability scores, or skill checks. Most items that add to saving throws, attack rolls, damage rolls, or AC are restricted to a maximum bonus of +5. (Bracers of armor are an exception.) Most items that add to ability scores are restricted to a maximum bonus of +6, and the bonus usually comes in multiples of 2 (+2, +4, or +6). Skill check bonuses do not have a maximum.

Bonuses of different types always stack. Identical types of bonuses do not stack.

Different named bonus types all stack, but usually a named bonus does not stack with another bonus of the same name (except for enhancement bonuses to armor and shields, enhancement bonuses to ranged weapons and their ammunition, dodge bonuses, synergy bonuses, and some circumstance bonuses).

Armor: This is the same type of bonus that mundane armor gives a character. A spell that gives an armor bonus typically creates an invisible, tangible field of force around the affected character.

Circumstance: A bonus or penalty based on situational factors, which may apply either to a check or the DC for that check. Circumstance modifiers stack with each other, unless they arise from essentially the same circumstance.

Competence: When a character has a competence bonus, he actually gets better at what he's doing, such as with the spell guidance.

Deflection: A deflection bonus increases a character's AC by making attacks veer off.

Dodge: An enhancement of a character's ability to get out of the way quickly. Dodge bonuses do stack with other dodge bonuses. However, spells and magic items never grant dodge bonuses. Only feats and special abilities can do that.

Enhancement: An enhancement bonus represents an increase in the strength or effectiveness of a character's armor or weapon, as with the spells magic vestment and magic weapon, or a general bonus to an ability score.

Enlargement: When a character gets bigger, his Strength increases (as might his Constitution). That's an enlargement bonus.

Haste: A haste bonus improves a character's AC because he is moving faster.

Inherent: An inherent bonus is a bonus to an ability score that results from powerful magic. A character is limited to a total inherent bonus of +5 to any ability score.

Insight: An insight bonus makes a character better at what he's doing because he has an almost precognitive knowledge of factors pertinent to the activity.

Luck: A luck bonus is a general bonus that represents good fortune.

Morale: A morale bonus represents the effects of greater hope, courage, and determination.

Natural Armor: A natural armor bonus is the type of bonus that many monsters get because of their tough or scaly hides. A natural armor bonus bestowed by a spell indicates that the subject's skin has become tougher.

Profane: A profane bonus represents the power of evil.

Resistance: A resistance bonus is a general bonus against magic or harm.

Sacred: The opposite of a profane bonus, a sacred bonus relates to the power of good.

Synergy: A bonus resulting from an unusually beneficial interaction between two related skills. Synergy bonuses are not granted by magic items.

CHARGES, DOSES AND MULTIPLE USE ITEMS

Many items, particularly wands and staves, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left (DM's discretion).

MAGIC ITEM DESCRIPTIONS

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are listed for typical examples of some types of magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the -5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Simply reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it, unless the character chooses to make it higher for some reason (which increases the cost of the item; see Table: Calculating Magic Item Gold Piece Values). The main reason to make it higher, of course, would be to increase the power of the spell.

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

Caster Level

The power of the item (just as a spell's caster level measures its power). The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a dispel magic spell or similar situation.

For potions, scrolls, and wands, the creator can set the caster level of the item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

Prerequisites

The requirements that must be met in order for a character to create the item.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the spells necessary to create an item and another character knows the rest.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known.

When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two.

Market Price

The going rate if a character wants to buy the item.

Cost to Create

The cost in gp and XP to create the item.

Weight

Wondrous items have their weight listed. An entry of “—” indicates an item that has no weight worth noting (for purposes of determining how much of a load a character can carry).

CREATING MAGIC ITEMS

A creator can create an item at a lower caster level than her own, but never lower than the minimum level needed to cast the needed spell. Using metamagic feats, a caster can place spells in items at a higher level than normal.

Base creation costs for items are always half of the base price in gp and 1/25 of the base price in XP. For most items, the market price equals the base price.

Some items, however, cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the components. (Each XP in the components adds 5 gp to the market price.) The cost to create these items is the base raw material cost and the base XP cost (both determined by the base price) plus the costs for the components.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item's base price, with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The caster is assumed to work for 8 hours each day. He cannot rush the process by working longer. A character can only work on one item at a time. He can do nothing else while working. During rest periods, he can engage in light activity such as talking or walking but cannot fight, cast spells, use magic items, conduct research, or perform any other physically or mentally demanding task. The caster can take a short break from working (for naps and the like) as often as he likes, so long as he spends at least 8 hours out of every 24 working on the item. He cannot take a day off: Once the process has started, he must see it through to the end or admit defeat. If the caster is disturbed while making the item, or spends less than 8 hours working in any period of 24 hours, the process is ruined. All materials used and XP spent are wasted.

Table: Calculating Magic Item Gold Piece Values

<i>Effect</i>	<i>Base Price</i>
Ability enhancement bonus	Bonus squared x 1,000 gp
Armor enhancement bonus	Bonus squared x 1,000 gp
Bonus spell	Spell level squared x 1,000 gp
Deflection bonus	Bonus squared x 2,000 gp
Luck bonus	Bonus squared x 2,500 gp
Natural armor bonus	Bonus squared x 2,000 gp
Resistance bonus	Bonus squared x 1,000 gp
Save bonus (limited)	Bonus squared x 250 gp
Skill bonus	Bonus squared x 20 gp
Spell resistance	10,000 gp per point over SR 12
Weapon enhancement bonus	Bonus squared x 2,000 gp
<i>Spell Effect</i>	<i>Base Price</i>
Single use, spell completion	Spell level x caster level x 25 gp
Single use, use-activated	Spell level x caster level x 50 gp
50 charges, spell trigger	Spell level x caster level x 750 gp
Command word	Spell level x caster level x 1,800 gp
Use-activated	Spell level x caster level x 2,000 gp
<i>Special</i>	<i>Base Price Adjustment</i>
Charges per day	Divide by (5 charges per day)
No space limitation*	Multiply entire cost by 2
Charged (50 charges)	1/2 unlimited use base price
<i>Component</i>	<i>Extra Cost</i>
Armor, shield, or weapon	Add cost of masterwork item
Spell has material component	Add directly into price of item
Spell has XP cost	Add 5 gp per 1 XP per charge**
Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.	

*See Limit on Magic Items Worn, page 176. Basically, an item that does not take up one of these limited spaces costs double.

**If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine cost as if it had 50 charges.

Masterwork Items

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

Special Materials

In addition to magic items enchanted with spells, some substances have innate special properties. While only three such materials are presented here, other special materials may exist in a given campaign.

Adamantine: Found only in meteorites and the rarest of veins in magical areas, this ultrahard metal adds to the quality of a weapon or suit of armor based on how much of the material is used. Weapons fashioned from adamantine have a natural enhancement bonus to attack and damage. Armor fashioned from adamantine has a natural enhancement bonus to AC. These bonuses do not stack with any other enhancement bonuses. Weapons and armor fashioned from adamantine are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Adamantine has a hardness of 20 and 40 hit points per inch of thickness.

<i>Enhancement Item</i>	<i>Bonus</i>	<i>Market Price Modifier</i>
Light armor	+1	+2,000 gp
Medium armor	+2	+5,000 gp
Heavy armor	+3	+10,000 gp
Shield	+1	+2,000 gp
Weapon damage 1d4 or 1d6	+1	+3,000 gp
Weapon damage 1d8, 1d10, or 1d12	+2	+9,000 gp

Mithral: Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are decreased by 3. Nonarmor or nonshield items made from mithral weigh half as much as the same item made from other metals. Note that items not primarily of metal are not meaningfully affected. (A longsword is affected, while a spear is not.)

Weapons or armors fashioned from mithral are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Mithral has a hardness of 15 and 30 hit points per inch of thickness.

<i>Item</i>	<i>Market Price Modifier</i>
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

Darkwood: This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. Armor check penalties for darkwood shields are reduced by 2. To determine the price of darkwood items, use the original weight but add +10 gp per pound to the price of a masterwork version of that item.

Darkwood has a hardness of 5 and 10 hit points per inch of thickness.

CREATING ARMOR

Armor to be enchanted must be masterwork armor, and its cost is added to the total enchantment cost to determine final market value. Additional costs for the materials are subsumed in the cost for creating the magic armor-half the market value presented in the tables in this chapter.

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

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

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

Creating some armor may entail other prerequisites beyond or other than spellcasting.

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

Item Creation Feat Required: Craft Magic Arms and Armor.

CREATING WEAPONS

Only a masterwork weapon can be enchanted to become a magic weapon, and its cost is added to the total enchantment cost to determine final market value. Additional costs for the materials are subsumed in the cost for creating the magic weapon-half the base price listed on Table: Weapons, according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon.

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

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

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

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities. For example, a dire flail could have a +1 flaming head and a +3 disruption head.

Creating some weapons may entail other prerequisites beyond or other than spellcasting.

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

Item Creation Feat Required: Craft Magic Arms and Armor.

CREATING POTIONS

The costs for materials and ingredients are subsumed in the cost for brewing the potion - 25 gp per level of the spell times the level of the caster. All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when he begins working, but focuses are not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

Brewing the potion requires one day.

Item Creation Feat Required: Brew Potion.

Table: Potion Base Prices (By Brewer's Class)

<i>Spell Level</i>	<i>Clr, Drd, Wiz</i>	<i>Sor</i>	<i>Brd</i>	<i>Pal, Rgr*</i>
0	25 gp	25 gp	25 gp	-
1	50 gp	50 gp	100 gp	100 gp
2	300 gp	400 gp	400 gp	400 gp
3	750 gp	900 gp	1,050 gp	750 gp

*Caster level is half class level.

Prices assume that the potion was made at the minimum caster level.

Table: Base Cost to Brew a Potion (By Brewer's Class)

<i>Spell Level</i>	<i>Clr, Drd, Wiz</i>	<i>Sor</i>	<i>Brd</i>	<i>Pal, Rgr*</i>
0	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	-
1	25 gp +2 XP	25 gp +2 XP	50 gp +4 XP	50 gp +4 XP
2	150 gp +12 XP	200 gp +16 XP	200 gp +16 XP	200 gp +16 XP
3	375 gp +30 XP	450 gp +36 XP	525 gp +42 XP	375 gp +30 XP

*Caster level is half class level.

Costs assume that the creator makes the potion at the minimum caster level.

CREATING RINGS

The cost for the materials is subsumed in the cost for creating the ring. Creating a ring costs half the market value listed.

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

Creating some rings may entail other prerequisites beyond or other than spellcasting.

Forging a ring requires one day for each 1,000 gp value of the completed ring.

Item Creation Feat Required: Forge Ring.

CREATING SCROLLS

The character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll - 12.5 gp per level of the spell times the level of the caster. All writing implements and materials used to scribe a scroll must be fresh and unused. The character must pay the full cost for scribing each spell scroll no matter how many times she previously has scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, she pays the cost upon beginning the scroll in addition to the XP cost for making the scroll itself. Likewise, material components are consumed when she begins writing, but focuses are not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp value of the completed scroll.

Item Creation Feat Required: Scribe Scroll.

Table: Scroll Base Prices (By Scriber's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp	12 gp 5 sp	12 gp 5 sp	-
1	25 gp	25 gp	50 gp	50 gp
2	150 gp	200 gp	200 gp	200 gp
3	375 gp	450 gp	525 gp	375 gp
4	700 gp	800 gp	1,000 gp	700 gp
5	1,125 gp	1,250 gp	1,625 gp	-
6	1,650 gp	1,800 gp	2,400 gp	-
7	2,275 gp	2,450 gp	-	-
8	3,000 gp	3,200 gp	-	-
9	3,825 gp	4,050 gp	-	-

*Caster level is half class level.

Prices assume that the scroll was made at the minimum caster level.

Table: Base Cost to Scribe a Scroll (By Scriber's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	-
1	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	25 gp +2 XP	25 gp +2 XP
2	75 gp +6 XP	100 gp +8 XP	100 gp +8 XP	100 gp +8 XP
3	187 gp 5 sp +15 XP	225 gp +18 XP	262 gp 5 sp +21 XP	187 gp 5 sp +15 XP
4	350 gp +28 XP	400 gp +32 XP	500 gp +40 XP	350 gp +28 XP
5	562 gp 5 sp +45 XP	625 gp +50 XP	812 gp 5 sp +65 XP	-
6	826 gp +66 XP	900 gp +72 XP	1,200 gp +96 XP	-
7	1,135 gp 5 sp +91 XP	1,225 gp +98 XP	-	-
8	1,500 gp +120 XP	1,600 gp +128 XP	-	-
9	1,912 gp 5 sp +153 XP	2,025 gp +162 XP	-	-

*Caster level is half class level.

Costs assume that the creator makes the scroll at the minimum caster level.

CREATING RODS

The cost for the materials is subsumed in the cost for creating the rod. Creating a rod costs half the market value listed.

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

Creating some rods may entail other prerequisites beyond or other than spellcasting.

Crafting a rod requires one day for each 1,000 gp value of the completed rod.

Item Creation Feat Required: Craft Rod.

CREATING STAFFS

The cost for the materials is subsumed in the cost for creating the staff - 375 gp per level of the highest-level spell times the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp per level of the spell times the level of the caster), plus one-half of the value of any other abilities (187.5 gp per level of the spell times the level of the caster). To get the final price, the results can be modified by the DM by up to 20% based on the number and types of spells placed together in the same staff. Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. A single function can cost no more than 2 charges. The caster level of all spells in a staff must be the same.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any material components or focuses the spells require. Fifty of each needed component are required (one for each charge). If casting the spells would reduce the caster's XP total, he pays the cost (multiplied by 50) upon beginning the staff in addition to the XP cost for making the staff itself. Likewise, material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating a few staffs may entail other prerequisites beyond spellcasting.

Crafting a staff requires one day for each 1,000 gp value of the completed staff.

Item Creation Feat Required: Craft Staff.

CREATING WANDS

The cost for the materials is subsumed in the cost for creating the wand - 375 gp per level of the spell times the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any material components or focuses the spell requires. Fifty of each needed component are required, one for each charge. If casting the spell would reduce the caster's XP total, she pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when she begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp value of the completed wand.

Item Creation Feat Required: Craft Wand.

Table: Wand Base Prices (By Crafter's Class)

<i>Spell Level</i>	<i>Clr, Drd, Wiz</i>	<i>Sor</i>	<i>Brd</i>	<i>Pal, Rgr*</i>
0	375 gp	375 gp	375 gp	-
1	750 gp	750 gp	1,500 gp	1,500 gp
2	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4	21,000 gp	24,000 gp	30,000 gp	21,000 gp

*Caster level is half class level.

Prices assume that the wand was made at the minimum caster level.

Table: Base Cost to Craft a Wand (By Crafter's Class)

<i>Spell Level</i>	<i>Clr, Drd, Wiz</i>	<i>Sor</i>	<i>Brd</i>	<i>Pal, Rgr*</i>
0	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	-
1	325 gp +30 XP	325 gp +30 XP	1,250 gp +60 XP	1,250 gp +60 XP
2	2,250 gp +180 XP	3,000 gp +240 XP	3,000 gp +240 XP	3,000 gp +240 XP
3	5,625 gp +450 XP	6,750 gp +540 XP	7,875 gp +630 XP	5,625 gp +450 XP
4	10,500 gp +840 XP	12,000 gp +960 XP	15,000 gp +1,200 XP	10,500 gp +840 XP

*Caster level is half class level.

Costs assume that the creator makes the wand at the minimum caster level.

CREATING WONDEROUS ITEMS

The cost for the materials is subsumed in the cost for creating the item. Creating an item costs half the market value listed.

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

Creating some items may entail other prerequisites beyond or other than spellcasting.

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

Item Creation Feat Required: Craft Wondrous Item.

INTELLIGENT ITEM CREATION

To create an intelligent item the creator's caster level must be at least 15th. Time and creation cost are based on the normal item creation rules, with the market price values on Table: Item Intelligence, Wisdom, Charisma, and Capabilities treated as additions to both time, gold piece cost, and XP cost. Determine the item's Intelligence, Wisdom, and Charisma randomly. The item's alignment is the same as its creator's. Determine other features randomly, following the guidelines in the relevant sections of this chapter.

ADDING NEW ABILITIES

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical.

If the item is one that takes up a specific space on a character, any additional power added to that item doubles the cost.

CURSED ITEMS

Table: Cursed Item Common Curses

<i>d%</i>	<i>Curse</i>
01-15	Delusion
16-35	Opposite effect or target
36-45	Intermittent functioning
46-60	Requirement
61-75	Drawback
76-90	Completely different effect
91-100	Substitute specific cursed item

COMMON CURSE DESCRIPTIONS

Delusion

The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning (making him invisible, emitting lightning bolts, or whatever) and cannot be convinced otherwise without the help of a remove curse.

Opposite Effect or Target

These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else.

Intermittent Functioning

The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three types include unreliable, dependent, and uncontrolled items.

- **Unreliable:** Each time the item is activated, there is a 5% chance (a 01-05 result on d%) that it does not function. At the DM's option, the failure chance can be altered to be anything from 1% to 10%, depending on the item and the campaign.
- **Dependent:** The item only functions in certain situations. To determine what the situation is, either select an activation condition or roll on the following table.

<i>d%</i>	<i>Situation</i>
01-03	Temperature below freezing
04-05	Temperature above freezing
06-10	During the day
11-15	During the night
16-20	In direct sunlight
21-25	Out of direct sunlight
26-34	Underwater
35-37	Out of water
38-45	Underground
46-55	Aboveground
56-60	Within 10 feet of a random creature type
61-64	Within 10 feet of a random race or kind of creature
65-72	Within 10 feet of an arcane spellcaster
73-80	Within 10 feet of a divine spellcaster

81-85	In the hands of a nonspellcaster
86-90	In the hands of a spellcaster
91-95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97-99	On nonholy days or during particular astrological events
100	More than 100 miles from a particular site (holy, magical, etc.)

- **Uncontrolled:** An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01-05 (or whatever range the DM determines as appropriate), the item activates at some random point during that day.
- **Requirement:** In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements to be used. To keep the item functioning, one (or more) of the following conditions must be met:
 - Character must eat twice as much as normal.
 - Character must sleep twice as much as normal.
 - Character must undergo a specific quest (one time only, and then item functions normally thereafter).
 - Character must sacrifice (destroy) 100 gp worth of valuables per day.
 - Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
 - Character must swear fealty to a particular noble or his family.
 - Character must discard all other magic items.
 - Character must worship a particular deity.
 - Character must change her name to a specific name. (The item only works for characters of that name.)
 - Character must change his class to a specific class if not of that class already.
 - Character must have a minimum number of ranks in a particular skill.
 - Character must sacrifice some part of her life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from restoration), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a wish, or the use of a magic item.)
 - Item must be cleansed with holy water each day.
 - Item must be used to kill a living creature each day.
 - Item must be bathed in volcanic lava once per month.
 - Item must be used at least once a day, or it won't function again for its current possessor.
 - Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
 - Item must have a particular spell cast upon it each day (such as bless, atonement, or animate objects).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one-time-only, others monthly, and still others continuous).

- **Drawback:** Items with drawbacks are usually beneficial to the possessor (for instance, a weapon with an enhancement bonus still benefits its wielder in combat), but they also carry some negative aspect. You might think of them as "give and take" items. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has it.

The following are drawbacks that remain in effect as long as the item is in the character's possession:

<i>d%</i>	<i>Drawback</i>
01-04	Character's hair grows 1 inch longer (only happens once).
05-09	Character either shrinks a half-inch (a 01-50 result on d%) or grows that much taller (a 51-100 result). This event only happens once.
10-13	Temperature around item is 10°F cooler than normal.
14-17	Temperature around item is 10°F warmer than normal.
18-21	Character's hair color changes.
22-25	Character's skin color changes.
26-29	Character now bears some identifying mark (tattoo, strange glow, etc.).

30-32	Character's gender changes.
33-34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36-39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink etc.).
41-45	Character becomes selfishly possessive about the item.
46-49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50-51	Character's alignment changes.
52-54	Character must attack nearest creature (5% chance [a 01-05 result on d%] each day).
55-57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58-60	Character's vision is blurry (-2 penalty to attacks, saves, and skill checks requiring vision).
61-64	Character gains one negative level.
65	Character gains two negative levels.
66-70	Character must make a Will save each day or take 1 point of temporary Intelligence damage.
71-75	Character must make a Will save each day or take 1 point of temporary Wisdom damage.
76-80	Character must make a Will save each day or take 1 point of temporary Charisma damage.
81-85	Character must make a Fortitude save each day or take 1 point of temporary Constitution damage.
86-90	Character must make a Fortitude save each day or take 1 point of temporary Strength damage.
91-95	Character must make a Fortitude save each day or take 1 point of temporary Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [a 01-05 result on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	DM's choice: DM either picks one of the above that's appropriate or creates a drawback specifically for that item.

- **Completely Different Effect:** The DM should choose a negative effect for the item, perhaps using the specific cursed items (see below) as examples. The item may seem to be the item that was originally determined, but at some juncture it displays different properties altogether.

Table: Specific Cursed Items

<i>d%</i>	<i>Item</i>	<i>Market Price</i>
01-05	Incense of obsession	200 gp
06-15	Ring of clumsiness	500 gp
16-20	Amulet of inescapable location	1,000 gp
21-25	Stone of weight	1,000 gp
26-30	Bracers of defenselessness	1,200 gp
31-35	Gauntlets of fumbling	1,300 gp
36-40	-2 sword, cursed	1,500 gp
41-43	Armor of rage	1,600 gp
44-46	Medallion of thought projection	1,800 gp
47-50	Spear, cursed backbiter	2,000 gp
51-55	Flask of curses	2,100 gp
56-57	Dust of sneezing and choking	2,400 gp
58	Helm of opposite alignment	4,000 gp
59-64	Potion of poison	5,000 gp
65	Broom of animated attack	5,200 gp
66-67	Robe of powerlessness	5,500 gp
68	Vacuous grimoire	6,000 gp
69-70	Armor of arrow attraction	9,000 gp
71-72	Net of snaring	10,000 gp
73-75	Bag of devouring	15,500 gp
76-80	Mace of blood	16,000 gp
81-85	Robe of vermin	16,500 gp
86-88	Periapt of foul rotting	17,000 gp
89-92	Sword, berserking	17,500 gp
93-96	Boots of dancing	30,000 gp
97	Crystal hypnosis ball	-
98	Necklace of strangulation	60,000 gp

99	Cloak of poisonousness	62,000 gp
100	Scarab of death	80,000 gp

SPECIFIC CURSED ITEMS

The crystal hypnosis ball and the bag of devouring cannot be created by any known means. The bag of devouring is a creature, and the crystal hypnosis ball is the tool of powerful NPCs such as liches.

Amulet of Inescapable Location

This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying (crystal ball viewing and the like), or detection or influence by detect thoughts or telepathy. Actually, the amulet doubles the likelihood and/or range of these location and detection modes. Item identification attempts, including identify, analyze dweomer, detect magic, and so on, do not reveal its true nature.

Caster Level: 10th; Prerequisites: Create Wondrous Item, bestow curse; Market Price: 1,000 gp.

Armor of Arrow Attraction

Magical analysis indicates that this armor is a normal suit of +3 full plate. However, the armor is cursed. It works normally in regard to melee attacks but actually serves to attract ranged weapons. The wearer has twice the normal chance to be selected as a random target of a ranged weapon. In cases where each individual in a group is the target of a set number of ranged weapons (such as in large-scale combats with multiple archers), the wearer has twice as many weapons fired at him. Furthermore, the magical protection of the armor does not apply for ranged attacks. The true nature of the armor does not reveal itself until the character is fired upon in earnest-simple experiments (throwing rocks, for example) do not suffice.

Caster Level: 16th; Prerequisites: Craft Magic Arms and Armor, bestow curse; Market Price: 9,000 gp.

Armor of Rage

This armor is similar in appearance to armor of command and functions as a suit of +1 full plate. However, when it is worn, the armor causes the character to suffer a -4 Charisma penalty. All unfriendly characters within 300 feet have a +1 morale bonus on attacks against her. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity.)

Caster Level: 16th; Prerequisites: Craft Magic Arms and Armor, bestow curse; Market Price: 1,600 gp.

Bag of Devouring

This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a bag of holding. The sack is, however, a lure used by an extradimensional creature-in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to "swallowing" if thrust within the bag. The bag of devouring is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a Strength of 23 for purposes of pulling someone in.

The bag radiates magic and can hold up to 30 cubic feet of matter. It acts as a bag of holding (bag 1), but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or other plane. Creatures drawn within are consumed in 1 round, eaten, and gone forever.

Market Price: 15,500 gp (but note that the bag cannot be created, since it is a creature).

Boots of Dancing

These boots initially function as one of the other types of useful boots (DM's choice) and are indistinguishable from other magic boots. But when the wearer is in (or fleeing from) melee combat, the boots of dancing impede movement, making him behave as if Otto's irresistible dance had been cast upon him. Only a remove curse enables the boots to be removed once their true nature is revealed.

Caster Level: 16th; Prerequisites: Create Wondrous Item, Otto's irresistible dance; Market Price: 30,000 gp.

Bracers of Defenselessness

These appear to be +5 bracers of armor and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than her level. At that moment and thereafter, the bracers inflict a -5 penalty to AC. Once their curse is activated, bracers of defenselessness can be removed only by means of a remove curse spell.

Caster Level: 16th; Prerequisites: Create Wondrous Item, mage armor, bestow curse; Market Price: 1,200 gp.

Broom of Animated Attack

This is indistinguishable in appearance from a normal broom, except that detection spells reveal it to be magical. It is identical to a broom of flying by all tests short of attempted use. Using it reveals that a broom of animated attack is a very nasty item.

If a command ("Fly," "Go," "Giddy-up," or some similar command) is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack. The straw end causes blindness for 1 round if it hits. The handle causes 1d6 points of damage when it hits. The broom has an AC of 13, 18 hit points, and a hardness of 4.

Caster Level: 10th; Prerequisites: Create Wondrous Item, fly, animate objects; Market Price: 5,200 gp.

Cloak of Poisonousness

This cloak is usually made of a woollike material, although it can be made of leather. It radiates magic. The cloak can be handled without harm, but as soon as it is actually donned the wearer is stricken stone dead unless she succeeds at a Fortitude save (DC 28). A detect poison spell registers the poison impregnated in the fabric.

Once donned, a cloak of poisonousness can be removed only with a remove curse spell-this destroys the magical properties of the cloak. If a neutralize poison spell is then used, it may be possible to revive the victim with a raise dead or resurrection spell, but not before.

Caster Level: 15th; Prerequisites: Create Wondrous Item, poison, and limited wish or miracle; Market Price: 62,000 gp.

Dust of Sneezing and Choking

This fine dust appears to be either dust of appearance or dust of disappearance. If cast into the air, however, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a Fortitude save (DC 15) take 2d6 points of temporary Constitution damage immediately. In addition, those failing a second Fortitude save (DC 15) 1 minute later are dealt 1d6 points of temporary Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Caster Level: 7th; Prerequisites: Create Wondrous Item, poison; Market Price: 2,400 gp.

Flask of Curses

This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection does not reveal the nature of the flask of curses. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered,

all within 30 feet must make a Will save (DC 17) or be cursed, suffering a -2 penalty to attack rolls, saving throws, and skill checks until a remove curse spell is cast upon them.

Caster Level: 7th; Prerequisites: Create Wondrous Item, bestow curse; Market Price: 2,100 gp.

Gauntlets of Fumbling

These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, and so on). In the former instance, they appear to be gloves of Dexterity. In the latter case, they appear to be gauntlets of ogre power. The gauntlets perform according to every test as if they were gloves of Dexterity or gauntlets of ogre power until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. (If items are held in both hands, roll only once. If the d% result is 01-50, roll again: even = right hand, odd = left hand). The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a remove curse spell, a wish, or a miracle.

Caster Level: 7th; Prerequisites: Create Wondrous Item, bestow curse; Market Price: 1,300 gp.

Helm of Opposite Alignment

This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will save negates DC 15). The alignment of the wearer is radically altered-good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG)-to an alignment as different as possible from the former alignment. Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook.

Only a wish or a miracle can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an atonement spell is needed as well if the curse is to be obliterated. Note that this is a one-use item: once a helm of opposite alignment has functioned, it loses all magical properties.

Caster Level: 12th; Prerequisites: Create Wondrous Item, creator must be 12th level; Market Price: 4,000 gp; Weight: 3 lb.

Incense of Obsession

These blocks of incense exactly resemble incense of meditation. If meditation and prayer are conducted while incense of obsession is burning nearby, its odor and smoke cause the priest to become totally confident that her spell ability is superior, due to the magic incense. The priest is determined to use her spells at every opportunity, even when not needed or when useless. The priest remains obsessed with her abilities and spells until all are cast or until 24 hours have elapsed.

Caster Level: 6th; Prerequisites: Create Wondrous Item, confusion or bestow curse; Market Price: 200 gp.

Mace of Blood

This +3 heavy mace must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a Will save (DC 13) every day it is within his possession or become chaotic evil.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Market Price: 16,000 gp.

Medallion of Thought Projection

This device seems like a medallion of thoughts, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a successful Will save (DC 15) to sort out. However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them of her presence.

Caster Level: 7th; Prerequisites: Create Wondrous Item, detect thoughts, ghost sound; Market Price: 1,800 gp.

Necklace of Strangulation

A necklace of strangulation appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a miracle or a wish, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, inflicting 6 points of strangulation damage per round. It cannot be removed by any means short of a limited wish, wish, or miracle and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does it loosen, ready for another victim.

Caster Level: 18th; Prerequisites: Create Wondrous Item, slay living; Market Price: 60,000 gp.

Net of Snaring

This net offers a +3 bonus to attack rolls but can only be used underwater, thus making it a limited item rather than what most would really call a "curse." Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, freedom of movement; Market Price: 10,000 gp.

Periapt of Foul Rotting

This engraved gem appears to be of little value. If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting disease that can be removed only by application of a remove curse spell followed by a cure disease and then a heal, miracle, limited wish, or wish spell. The rotting can also be countered by crushing a periapt of health and sprinkling its dust upon the afflicted character. Otherwise, the afflicted loses 1 point each of Dexterity, Constitution, and Charisma per week (as if permanently drained).

Caster Level: 10th; Prerequisites: Create Wondrous Item, contagion; Market Price: 17,000 gp.

Potion of Poison

This potion has lost its once potent magical abilities and has become a potent poison. The imbiber must make a Fortitude save (DC 16) or take 1d10 points of temporary Constitution damage. A minute later he must save again (DC 16) or take 1d10 points of temporary Constitution damage.

Caster Level: 12th; Prerequisites: Brew Potion, poison; Market Price: 5,000 gp.

Robe of Powerlessness

A robe of powerlessness appears to be a robe of another sort, and detection discovers nothing more than the fact that it has a magical aura. As soon as a character dons this garment, she suffers an immediate -10 effective penalty to Strength and Intelligence scores, forgetting all spells and magic knowledge. The robe can be removed easily, but in order to restore mind and body, the character must receive a remove curse spell followed by a heal.

Caster Level: 13th; Prerequisites: Create Wondrous Item, bestow curse, permanency; Market Price: 5,500 gp.

Robe of Vermin

The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a cloak of protection +4). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer suffers a -5 initiative penalty and a -2 penalty on all attack rolls, saves, and skill checks. If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.

Caster Level: 13th; Prerequisites: Create Wondrous Item, summon swarm, creator must be at least 8th level; Market Price: 16,500 gp.

Ring of Clumsiness

This ring operates exactly like a ring of feather falling. However, it also makes the wearer clumsy. She suffers a -4 penalty to Dexterity and has a 20% chance of spell failure for all arcane spells that require a somatic component. (Note: This chance of spell failure stacks with other types of arcane spell failure chances.)

Caster Level: 15th; Prerequisites: Forge Ring, feather fall, bestow curse; Market Price: 500 gp.

Scarab of Death

This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or placed within a soft container (bag, pack, etc.) within 1 foot of a warm, living body for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A Reflex save (DC 25) allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Note that placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Caster Level: 19th; Prerequisites: Create Wondrous Item, slay living; Market Price: 80,000 gp.

Spear, Cursed Backbiter

This is a +2 shortspear, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically striking her for normal damage. The curse even functions when the spear is hurled, but in that case the damage to the hurler is doubled.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, bestow curse; Market Price: 2,000 gp.

Stone of Weight (Loadstone)

This stone appears to be a dark, smoothly polished stone. It reduces the possessor's speed to one-half of normal. Furthermore, once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on his person. If a remove curse spell is cast upon a loadstone, the item may be discarded normally and no longer haunts the individual.

Caster Level: 5th; Prerequisites: Create Wondrous Item, slow; Market Price: 1,000 gp.

-2 Sword, Cursed

This longsword gives off a magical aura and performs well against targets in practice, but when used against an opponent in combat, it penalizes its wielder's attack rolls by -2. Only by careful observation can this penalty be detected.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in the character's possession, the sword always forces her to employ it rather than another weapon. The sword's owner automatically draws and fights with it even when she meant to draw or ready some other weapon. It can be gotten rid of only by means of limited wish, wish, or miracle.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, bestow curse, and limited wish or miracle; Market Price: 1,500 gp.

Sword, Berserking

This performs by every test, except that of the heat of battle, as a +2 greatsword. However, in actual battle its wielder goes berserk (gaining all benefits and drawbacks of a barbarian rage). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a curse, others see it as a boon.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, feblemind; Market Price: 17,500 gp.

Vacuous Grimoire

A book of this sort is identical in appearance to a normal one on some mildly interesting topic, although a detect magic spell reveals it to have a magical aura. Any character who opens the work and reads so much as a single glyph therein must make two Will saving throws (DC 15 each). The first is to determine if 1 point of Intelligence is permanently drained. The second is to find out if 2 points of Wisdom are permanently drained. To destroy the book, a character must burn it while casting remove curse. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of these other works.

Caster Level: 20th; Prerequisites: Create Wondrous Item, feblemind; Market Price: 6,000 gp.

INTELLIGENT ITEMS

Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (rather than those with one use or with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) Melee weapons have intelligence 15% of the time (a 01-15 result on d%), ranged weapons have intelligence 5% of the time (a 01-05 result on d%), and items of other sorts are intelligent only 1% of the time (a 01 result on d%). Intelligent items can actually be considered creatures since they have Intelligence, Wisdom, and Charisma scores.

The tables below should be used to determine the properties of an intelligent item: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Of the three mental ability scores, two scores are favored (2d6 + some number) and one is completely random (3d6). Choose which scores get assigned which number, or roll 1d4 and determine randomly according to the following table:

1d4	High Score	Medium Score	Low Score
1	Intelligence	Charisma	Wisdom
2	Intelligence	Wisdom	Charisma
3	Wisdom	Intelligence	Charisma
4	Charisma	Intelligence	Wisdom

The first step in determining the properties of a random intelligent item is to determine its general capabilities. These are found by rolling d% and consulting Table: Item Intelligence, Wisdom, Charisma, and Capacities.

Table: Item Intelligence, Wisdom, Charisma, and Capacities

d%	Mental Ability Scores	Communication	Capabilities	Market Price Modifier
01-34	Two at 2d6+5, one at 3d6	Semiempathy *	One primary ability	+10,000 gp
35-59	Two at 2d6+6, one at 3d6	Empathy**	Two primary abilities	+15,000 gp
60-79	Two at 2d6+7, one at 3d6	Speech†	Two primary abilities	+17,500 gp
80-91	Two at 2d6+8, one at 3d6	Speech†	Three primary abilities	+25,000 gp
92-97	Two at 2d6+9, one at 3d6	Speech†	Three primary abilities†	+32,000 gp
98	Two at 2d6+10, one at 3d6	Speech, telepathy††	Three primary abilities† and one extraordinary power	+55,000 gp
99	Two at 2d6+11, one at 3d6	Speech, telepathy††	Three primary abilities††	+78,000 gp
100	Two at 2d6+12, one at 3d6	Speech, telepathy††	Four primary abilities†† and two extraordinary powers	+90,000 gp

*The possessor receives some signal (a throb or tingle, for example) when the item's ability functions.

**The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

†Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus.

††The item can use either communication mode at will, with language use as any speaking item.

‡The item can also read any languages it can speak.

‡‡The item can read all languages as well as read magic.

Intelligent Item Alignment

Any item with Intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special properties it has.

Table: Item Alignment

<i>d%</i>	<i>Alignment of Item</i>
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral good*
81-100	Neutral

*The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment (in other words, chaotic, evil, good, or lawful). Thus, any chaotic character (CG, CN, CE) can use an item with chaotic neutral alignment.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisk), gains one negative level if he or she so much as picks up the item. Although this never results in actual level loss, the negative level remains as long as the item is in hand and cannot be overcome in any way (including restoration spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Egos (see below) of 20 to 30 bestow two negative levels. Items with Egos of 30 or higher bestow three negative levels.

Languages Spoken by Item

Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes. For instance, an intelligent drow weapon would probably speak Elven, and a holy weapon might speak Celestial.

Intelligent Item Abilities

Using the number of capabilities determined above, find the item's specific abilities by rolling on the appropriate tables below.

Table: Intelligent Item Primary Abilities

<i>d%</i>	<i>Primary Ability</i>
01-04	Item can Intuit Direction (10 ranks)
05-08	Item can Sense Motive (10 ranks)
09-12	Wielder has free use of Combat Reflexes
13-16	Wielder has free use of Blind-Fight
17-20	Wielder has free use of Improved Initiative
21-24	Wielder has free use of Mobility
25-28	Wielder has free use of Sunder
29-32	Wielder has free use of Expertise
33-39	Detect [opposing alignment] at will
40-42	Find traps at will
43-47	Detect secret doors at will

48-54	Detect magic at will
55-57	Wielder has free use of uncanny dodge (as a 5th-level barbarian)
58-60	Wielder has free use of evasion
61-65	Wielder can see invisible at will
66-70	Cure light wounds (1d8+5) on wielder 1/day
71-75	Feather fall on wielder 1/day
76	Locate object in a 120-ft. radius
77	Wielder does not need to sleep
78	Wielder does not need to breathe
79	Jump for 20 minutes on wielder 1/day
80	Spider climb for 20 minutes on wielder 1/day
81-90	Roll twice again on this table
91-100	Roll on Table 8-34: Intelligent Item Extraordinary Powers instead

If the same ability is rolled twice or more, the range, frequency, or effectiveness of the power is doubled, tripled, and so on.

All abilities function only when the item is held, drawn, or otherwise brandished and the possessor is concentrating on the desired result. Activating a power is a standard action, but using a free feat is not. Feats may be used regardless of prerequisites, but the item still must be held and drawn. At the DM's discretion, an intelligent item might activate a power on its own.

Table: Intelligent Item Extraordinary Powers

d%	Extraordinary Power	Times Per Day
01-05	Charm person (DC 11) on contact	3/day
06-10	Clairaudience/clairvoyance (100-ft. range, 1 minute per use)	3/day
11-15	Magic missile (200-ft. range, 3 missiles)	3/day
16-20	Shield on wielder	3/day
21-25	Detect thoughts (100-ft. range, 1 minute per use)	3/day
26-30	Levitation (wielder only, 10 minute duration)	3/day
31-35	Invisibility (wielder only, up to 30 minutes per use)	3/day
36-40	Fly (30 minutes per use)	2/day
41-45	Lightning bolt (8d6 points of damage, 200-ft. range, DC 13)	1/day
46-50	Summon monster III	1/day
51-55	Telepathy (100 ft. range)	2/day
56-60	Cat's grace (wielder only)	1/day
61-65	Bull's strength (wielder only)	1/day
66-70	Haste (wielder only, 10 rounds)	1/day
71-73	Telekinesis (250 lb. maximum, 1 minute each use)	2/day
74-76	Heal	1/day
77	Teleport, 600 lb. maximum	1/day
78	Globe of invulnerability	1/day
79	Stoneskin (wielder only, 10 minutes per use)	2/day
80	Feeblemind by touch	2/day
81	True seeing	At will
82	Wall of force	1/day
83	Summon monster VI	1/day
84	Finger of death (100 ft. range, DC 17)	1/day
85	Passwall	At will
86-90	Roll twice again on this table	-
91-100	Roll again on this table, and then roll on Table: Intelligent Item Purpose	-

If the same power is rolled twice, the uses per day are doubled. If true seeing or passwall is rolled twice, roll again.) Powers chosen by the possessor are then set and never again changing for that character.

Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. At the DM's discretion, an intelligent item might activate a power on its own.

Special Purpose Items

Items with special purposes are a challenge to run. However, they are worth the trouble, because they can deeply enrich a campaign.

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably.

Table: Intelligent Item Purpose

<i>d%</i>	<i>Purpose</i>
01-20	Defeat/slay diametrically opposed alignment*
21-30	Defeat/slay arcane spellcasters (including all those with spell-like abilities)
31-40	Defeat/slay divine spellcasters (including divine entities and servitors)
41-50	Defeat/slay nonspellcasters
51-55	Defeat/slay a particular creature type
56-60	Defeat/slay a particular race or kind of creature
61-70	Defend a particular race or kind of creature
71-80	Defeat/slay the servants of a specific deity
81-90	Defend the servants and interests of a specific deity
91-95	Defeat/slay all (other than the item and the wielder)
96-100	DM's or character's choice

*The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

Special Purpose Power

A special purpose power operates only when the item is in pursuit of its special purpose.

Table: Intelligent Item Special Purpose Powers

<i>d%</i>	<i>Special Purpose Power</i>
01-10	Blindness* (DC 12) for 2d6 rounds
11-20	Confusion* (DC 14) for 2d6 rounds
21-25	Fear* (DC 14) for 1d4 rounds
26-55	Hold monster* (DC 14) for 1d4 rounds
56-65	Slay living* (DC 15)
66-75	Disintegrate* (DC 16)
76-80	True resurrection on wielder, one time only
81-100	+2 luck bonus to all saving throws, +2 deflection AC bonus, spell resistance 15

*This power affects the opponent of the item's wielder on a successful hit unless the opponent makes a Will save at the listed DC.

Item Ego

Ego is a measure of the total power and force of personality that an item possesses.

Table: Item Ego

<i>Attribute of Item</i>	<i>Ego Points</i>
Each +1 enhancement of item	1
Each +1 bonus of special abilities	1
Each primary ability*	1
Each extraordinary power*	2
Special purpose	4
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

*If double ability, double Ego points.

Items against Characters

When an item has an Ego of its own, it has a will of its own. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs. Should a item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

ARMOR

Magic armor bonuses are referred to as enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). Further, all magic armor is also masterwork armor, so armor check penalties are reduced by 1.

In addition to an enhancement bonus, armor may have special abilities, such as the ability to resist critical hits or to help the wearer hide. Special abilities count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets. Magic armor, like almost all magic items, resizes itself to fit the wearer.

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

Shields: Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing shield enchantment, however, does grant a +1 bonus to attacks and damage (see the item description). You could, in fact, build a shield that also acted as a magic weapon, but the magic offensive bonus cost would need to be added into the defensive bonus cost of the shield.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shields' Hardness and Hit Points: An attacker cannot damage a magic shield with an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the shield struck. Each +1 of enhancement bonus also adds 1 to the shield's hardness and hit points.

Activation: If armor or a shield has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

Table: Armor and Shields

Minor	Medium	Major	Item	Market Price
01-60	01-05	-	+1 shield	+1,000 gp
61-80	06-10	-	+1 armor	+1,000 gp
81-85	11-20	-	+2 shield	+4,000 gp
86-87	21-30	-	+2 armor	+4,000 gp
-	31-40	01-08	+3 shield	+9,000 gp
-	41-50	09-16	+3 armor	+9,000 gp
-	51-55	17-27	+4 shield	+16,000 gp
-	56-57	28-38	+4 armor	+16,000 gp
-	-	39-49	+5 shield	+25,000 gp
-	-	50-57	+5 armor	+25,000 gp
-	-	-	+6 armor/shield*	+36,000 gp
-	-	-	+7 armor/shield*	+49,000 gp
-	-	-	+8 armor/shield*	+64,000 gp
-	-	-	+9 armor/shield*	+81,000 gp
-	-	-	+10 armor/shield*	+100,000 gp
-	58-60	58-60	Specific armor**	-
-	61-63	61-63	Specific shield†	-
88-100	64-100	64-100	Special ability and roll again‡	-

*Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

**Roll on Table: Specific Armors.

†Roll on Table: Specific Shields.

‡Roll on Table: Armor Special Abilities or Table: Shield Special Abilities.

Table: Random Armor Type

d%	Armor	Armor Cost*
01	Padded	+155 gp
02	Leather	+160 gp
03-12	Hide	+165 gp
13-27	Studded leather	+175 gp
28-42	Chain shirt	+250 gp
43	Scale mail	+200 gp
44	Chainmail	+300 gp
45-57	Breastplate	+350 gp
58	Splint mail	+350 gp
59	Banded mail	+400 gp
60	Half-plate	+750 gp
61-100	Full plate	+1,650 gp

All magic armor is masterwork armor (with an armor check penalty 1 lower than normal).

*Add to enhancement bonus on Table: Armor and Shields to determine total market price.

Table: Random Shield Type

d%	Shield	Shield Cost*
01-10	Buckler	+165 gp
11-15	Shield, small, wooden	+153 gp
16-20	Shield, small, steel	+159 gp
21-30	Shield, large, wooden	+157 gp
31-95	Shield, large, steel	+170 gp
96-100	Shield, tower	+180 gp

All magic shields are masterwork shields (with an armor check penalty 1 lower than normal).

*Add to enhancement bonus on Table: Armor and Shields to determine total market price.

Table: Armor Special Abilities

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Special Ability</i>	<i>Modifier*</i>
-	01-02	01-02	Fortification, light	+1 bonus
01-30	03-07	03-08	Glamered	+1 bonus
31-52	08-19	09	Slick	+1 bonus
53-74	20-30	10-11	Shadow	+1 bonus
75-96	31-49	12-14	Silent moves	+1 bonus
-	50-50	15-16	Spell resistance (13)	+2 bonus
-	51-60	17-21	Ghost touch	+3 bonus
-	-	22-23	Invulnerability	+3 bonus
97-98	61-65	24-27	Fortification, moderate	+3 bonus
-	66	28-29	Spell resistance (15)	+3 bonus
-	67-71	30-31	Acid resistance	+3 bonus
-	72-76	32-41	Cold resistance	+3 bonus
-	77-81	42-51	Fire resistance	+3 bonus
-	82-86	52-61	Lightning resistance	+3 bonus
-	87-91	62-64	Sonic resistance	+3 bonus
-	92-94	65-67	Spell resistance (17)	+4 bonus
-	95	68-69	Etherealness	+5 bonus
-	96-98	70-72	Fortification, heavy	+5 bonus
-	-	73-74	Spell resistance (19)	+5 bonus
99-100	99-100	75-100	Roll twice again**	-

*Add to enhancement bonus on Table: Armor and Shields to determine total market price.

**If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table: Shield Special Abilities

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Special Ability</i>	<i>Modifier*</i>
01-30	-	-	Bashing	+1 bonus
31-50	-	-	Blinding	+1 bonus
51-60	-	-	Fortification, light	+1 bonus
61-99	01-10	-	Arrow deflection	+2 bonus
-	11-16	01-15	Animated	+2 bonus
-	17-20	16-20	Spell resistance (13)	+2 bonus
-	21-25	21-25	Ghost touch	+3 bonus
-	26-30	26-35	Fortification, moderate	+3 bonus
-	31-40	36-38	Acid resistance	+3 bonus
-	41-50	39-41	Cold resistance	+3 bonus
-	51-60	42-44	Fire resistance	+3 bonus
-	61-70	45-47	Lightning resistance	+3 bonus
-	71-80	48-50	Sonic resistance	+3 bonus
-	-	51-55	Spell resistance (15)	+3 bonus
-	-	56-60	Spell resistance (17)	+4 bonus
-	-	61-65	Fortification, heavy	+5 bonus
-	81-90	66-70	Reflecting	+5 bonus
-	-	71-80	Spell resistance (19)	+5 bonus
100	91-100	81-100	Roll twice again**	-

*Add to enhancement bonus on Table: Armor and Shields to determine total market price.

**If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

ARMOR & SHIELD SPECIAL QUALITIES

Acid Resistance

A suit of armor or a shield with this enchantment normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per round that the wearer would normally take (similar to the resist elements spell).

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, resist elements; Market Price: +3 bonus.

Animated

Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time.

Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor, animate objects; Market Price: +2 bonus.

Arrow Deflection

This shield protects the wielder as if he had the Deflect Arrows feat.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, shield; Market Price: +2 bonus.

Bashing

This shield is made to make a shield bash. No matter what the size of the attacker, a large bashing shield deals 1d8 points of damage and a small bashing shield deals 1d6 points of damage. The shield acts as a +1 weapon when used to bash. (Tower shields cannot be bashing shields.)

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, bull's strength; Market Price: +1 bonus.

Blinding

A shield with this enchantment flashes with a brilliant light up to twice per day upon command of the wielder. All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, blindness/deafness, searing light; Market Price: +1 bonus.

Cold Resistance

A suit of armor or a shield with this enchantment normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per round that the wearer would normally take (similar to the resist elements spell).

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, resist elements; Market Price: +3 bonus.

Etherealness

On command, this enchantment allows the wearer of the armor to become ethereal once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, ethereal jaunt; Market Price: +5 bonus.

Fire Resistance

A suit of armor with this enchantment normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of heat damage per round that the wearer would normally take (similar to the resist elements spell).

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, resist elements; Market Price: +3 bonus.

Fortification

This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally:

<i>Fortification Type</i>	<i>Chance for Normal Damage</i>	<i>Market Price</i>
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, limited wish or miracle; Market Price: varies (see above).

Ghost Touch

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

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, etherealness; Market Price: +3 bonus.

Glamered

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

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, alter self; Market Price: +1 bonus.

Invulnerability

This suit of armor grants the wearer damage reduction of 5/+1.

Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, stonesskin, wish or miracle; Market Price: +3 bonus.

Lightning Resistance

A suit of armor or a shield with this enchantment normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electrical damage per round that the wearer would normally take (similar to the resist elements spell).

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, resist elements; Market Price: +3 bonus.

Reflection

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

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armor, spell turning; Market Price: +5 bonus.

Shadow

This type of armor is jet black and blurs the wearer whenever she tries to hide, granting a +10 circumstance bonus to Hide checks (essentially a bonus for an extremely favorable condition). This bonus does not stack with the Hide bonus granted by a cloak of elvenkind or obscuring or blinding-based Hide check bonuses. (The armor's armor check penalty still applies normally.)

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, invisibility; Market Price: +1 bonus.

Silent Moves

This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It adds a +10 circumstance bonus to its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, silence; Market Price: +1 bonus.

Slick: Slick armor seems coated at all times with a slightly greasy oil. It adds a +10 circumstance bonus to its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Caster Level: 4th; Prerequisites: Craft Magic Arms and Armor, grease; Market Price: +1 bonus.

Sonic Resistance

A suit of armor or a shield with this enchantment normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per round that the wearer would normally take (similar to the resist elements spell).

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, resist elements; Market Price: +3 bonus.

Spell Resistance

This enchantment grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be SR 13, SR 15, SR 17, or SR 19, depending on the armor.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, spell resistance; Market Price: +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Table: Specific Armors

<i>Medium</i>	<i>Major</i>	<i>Specific Armor</i>	<i>Market Price</i>
01-10	-	Mithral shirt	1,100 gp
11-25	-	Elven chain	4,150 gp
26-35	-	Rhino hide	5,165 gp
36-45	-	Adamantine breastplate	5,350 gp
46-70	-	Dwarven plate	10,500 gp
71-80	01-10	Plate armor of the deep	16,650 gp
81-90	11-40	Banded mail of luck	18,900 gp
91-100	41-60	Breastplate of command	21,600 gp
-	61-80	Celestial armor	25,300 gp
-	81-100	Demon armor	41,650 gp

SPECIFIC ARMORS

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Adamantine Breastplate: This nonmagical breastplate is made of adamantine, giving it a natural +2 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 5,350 gp.

Banded Mail of Luck

Ten 100-gp gems adorn this +3 banded mail. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll, since not all luck is good. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor, bless; Market Price: 18,900 gp; Cost to Create: 10,150 gp + 700 XP.

Breastplate of Command

This finely crafted +2 breastplate radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 circumstance bonus on Charisma checks, checks using skills for which Charisma is the key ability, and turning checks. Friendly troops within 360 feet of the user become braver than normal (for example, more willing than normal to follow a leader into battle against dangerous foes). Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, mass charm; Market Price: 21,600 gp; Cost to Create: 10,975 gp + 850 XP.

Celestial Armor

This bright silver or gold +1 chainmail is so fine and light that it can be worn under normal clothing without revealing its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armor, and it allows the wearer to fly on command (as the spell) once per day.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, creator must be good; Market Price: 25,300 gp; Cost to Create: 12,800 gp + 1,000 XP.

Demon Armor

This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 full plate allows the wearer to make claw attacks that deal 1d10 (?? critical) points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a contagion spell (Fortitude negates DC 14). The “claws” are built into the armor’s vambraces and gauntlets.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the armor is worn.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, contagion; Market Price: 41,650 gp; Cost to Create: 21,650 gp + 1,600 XP.

Dwarven Plate

This full plate is made of mithral. This armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of -4. It is considered medium armor and weighs 25 pounds.

Caster Level: -; Prerequisites: -; Market Price: 10,500 gp.

Elven Chain

This very light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium-size creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds.

Caster Level: -; Prerequisites: -; Market Price: 4,150 gp.

Mithral Shirt

This very light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium-size creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is still considered light armor (see Mithral, page 242). The shirt weighs 10 pounds.

Caster Level: -; Prerequisite: -; Market Price: 1,100 gp.

Plate Armor of the Deep

This +1 full plate armor is decorated with a wave and fish motif. The wearer takes no pressure damage from being deep underwater and is treated as unarmored for purposes of Swim checks. The wearer can also breathe underwater and can converse with any creature that breathes water.

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor, freedom of movement, water breathing, tongues; Market Price: 16,650 gp; Cost to Create: 9,150 gp + 600 XP.

Rhino Hide

This +2 hide armor is made from rhinoceros hide. In addition to granting a +2 enhancement AC bonus, it has a -1 armor check penalty and doubles all damage dealt by a charge attack made by the wearer.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, haste; Market Price: 5,165 gp; Cost to Create: 2,665 gp + 200 XP.

Table: Specific Shields

<i>Medium</i>	<i>Major</i>	<i>Specific Shield</i>	<i>Market Price</i>
01-10	-	Darkwood shield	257 gp
11-18	-	Mithral large shield	1,020 gp
19-25	-	Adamantine shield	2,170 gp
26-45	01-20	Spined shield	2,670 gp
46-65	21-40	Caster's shield	3,153 gp
66-90	41-60	Lion's shield	9,170 gp
91-100	61-80	Winged shield	15,159 gp
-	81-100	Absorbing shield	50,170 gp

SPECIFIC SHIELDS

The following specific shields usually are preconstructed with exactly the qualities described here.

Absorbing Shield

This +1 large steel shield is flat black in color and seems to absorb light. Every other day, it can be commanded to absorb a single Large or smaller object or creature that touches its front, annihilating the thing that touches it as a sphere of annihilation does. A successful touch attack in combat is all that's needed to absorb a target. The shield therefore can deliver devastating shield bashes, but it is also useful for destroying an opponent's weapon.

Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, disintegrate; Market Price: 50,170 gp; Cost to Create: 25,170 gp + 2,000 XP.

Adamantine Shield

This large nonmagical shield is made from adamantine, giving it a natural +1 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 2,170 gp.

Caster's Shield

This +1 small wooden shield has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the normal materials cost. (Experience point and component costs remain the same.) The user can cast the spell scribed on the back of the shield with no chance of arcane spell failure due to the shield.

A random caster's shield has a 50% chance of having a single medium scroll spell on it. The spell is divine (01-80 on d%) or arcane (81-100).

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; Market Price: 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost to Create: 1,653 gp + 120 XP.

Darkwood Shield

This large nonmagical wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 5 pounds and has no armor check penalty.

Caster Level: -; Prerequisites: -; Market Price: 257 gp.

Lion's Shield

This +2 large steel shield is fashioned to appear to be a roaring lion's head. Three times per day, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage (?2 critical). This attack is in addition to any actions performed by the wielder.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, summon nature's ally IV; Market Price: 9,170 gp; Cost to Create: 4,670 gp + 360 XP.

Mithral Large Shield

This very light large shield is made of mithral. It has a 5% arcane spell failure chance and no armor check penalty. It weighs 5 pounds.

Caster Level: -; Prerequisite: -; Market Price: 1,020 gp.

Spined Shield

This +1 large steel shield is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19-20/?2 critical). Fired spines regenerate each day.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, magic missile; Market Price: 2,670 gp; Cost to Create: 1,420 gp + 100 XP.

Winged Shield

This round, large wooden shield has a +3 enhancement bonus. Small, feathered wings encircle the shield. Once per day it can be commanded to fly (as the spell), carrying the wielder. The shield can fly up to 2 hours and carry 400 pounds while doing so.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, fly; Market Price: 15,159 gp; Cost to Create: 7,659 gp + 600 XP.

MINOR ARTIFACTS

Book of Exalted Deeds

This holy book is sacred to divine spellcasters of good alignment (LG, NG, CG). Study of the work requires one week, but upon completion the good spellcaster gains a +1 inherent bonus to Wisdom and experience points sufficient to place him halfway into the next level of experience. Divine spellcasters neither good nor evil (LN, N, CN) lose 2d6x1,000 experience points for perusing the work. Evil divine spellcasters (LE, NE, CE) lose twice that amount. Furthermore, they have to atone (see the atonement spell) in order to gain further experience.

Nonspellcasters who handle or read the book are unaffected. Arcane spellcasters who read it have 1 point of Intelligence permanently drained and lose 1d6x1,000 experience points unless they make a Will save (DC 15).

Except as indicated above, the writing in a book of exalted deeds can't be distinguished from any other magic book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; Weight: 3 lb.

Book of Infinite Spells

This work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells gains one negative level for as long as the book is in her possession or while she uses its power. The book of infinite spells contains 1d8+22 pages. The nature of each page is determined by die roll:

<i>d%</i>	<i>Page Contents</i>
01-30	Blank page
31-60	Divine spell
61-100	Arcane spell

Once a page is turned, it can never be flipped back paging through a book of infinite spells is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook-their magic is bound up permanently within the book itself.

The owner of the book need not have the book on her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

<i>Condition</i>	<i>Chance of Page Turning</i>
Spellcaster employing spells usable by own class and/or level	10%
Spellcaster using spells foreign to own class and/or level	20%
Nonspellcaster using divine spell	25%
Nonspellcaster using arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

Caster Level: 18th; Weight: 3 lb.

Book of Vile Darkness

This is a work of ineffable evil-meat and drink to divine spellcasters of that alignment (LE, NE, CE). To fully consume the contents requires one week of study. Once this has been accomplished, the evil spellcaster gains a +1 inherent bonus to Wisdom and enough experience points to place him halfway into the next experience level.

Divine spellcasters neither good nor evil (LN, N, CN) who read the book either lose 2d6x1,000 XP (a 01-50 result on d%) or become evil without benefit from the book (51-100). Good divine spellcasters (LG, NG, CG) perusing the pages of the book of vile darkness have to make a Fortitude save (DC 16) or die. If they do not die, they must succeed on a Will save (DC 15) or become permanently insane. In the latter event, even if the save is successful, the character loses 20,000 experience points, minus 1,000 for each point of Wisdom he has. (This calculation cannot result in an XP gain.)

Other characters of good alignment take 5d6 points of damage from just handling the tome. If such a character looks inside, there is an 80% chance that an evil outsider attacks the character that night. Nonevil neutral characters take 5d4 points of damage from handling the book, and reading its pages causes them to become evil (Fortitude negates DC 13). Such converts immediately seek out an evil cleric to confirm their new alignment (with an atonement spell).

Caster Level: 19th; Weight: 3 lb.

Deck of Many Things

A deck of many things (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a deck of many things who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. Exception: If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A deck of many things contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated by the second column in the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated by the third column.

Deck of Many Things

<i>Plaque</i>	<i>Tarot Card</i>	<i>Playing Card</i>	<i>Effect</i>
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spaces	You are imprisoned (see above).
Euryale	Ten of swords	Queen of spades	-1 penalty to all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	I. The Juggler	Ace of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (no trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.

Skull	XIII. Death	Jack of clubs	Defeat Death or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Two of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain 6 ranks in Diplomacy plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere

Balance: As in “weighed in the balance and found wanting,” the character must change to a radically different alignment. If the character fails to act according to the new alignment, she gains a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character moves to the midpoint of the next experience level.

Donjon: This signifies imprisonment-either by the imprisonment spell or by some powerful being, at the DM’s option. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards.

Euryale: The medusalike visage of this card brings a curse that only the Fates card or a deific being can remove. The -1 penalty to all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the confrontation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can’t be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues her life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory! This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp each, the gems all of 1,000 gp value each.

Idiot: This card causes the loss of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is a magic construct (not a real person) but appears to be of the same race (or kind) and gender as the character. He or she is equipped with the starting fighter package.

Moon: This is sometimes represented by a moonstone gem with the appropriate number of wishes shown as gleams therein, sometimes by a moon with its phase indicating the number of wishes (full = four; gibbous = three; half = two; quarter = 1). These wishes are the same as those granted by the 9th-level wizard spell and must be used in a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character’s NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost (disintegrated). All land owned is struck by blight and forever ruined, buildings collapse into dust, etc.

Skull: A minor death appears. Treat this minor death as an unturnable spectre with a ghost touch scythe that never misses and deals 2d8 points of damage. The character must fight it alone-if others help, they get minor deaths to fight as well. If the character is slain, she is slain forever and cannot be revived, even with a wish or a miracle.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: The XP granted are immediately available.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone (disintegrated).

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made immediately).

Vizier: This card empowers the character drawing it with the one-time ability to call upon supernatural wisdom to solve any single problem or answer fully any question upon her request. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though in a coma, but her psyche is trapped in a prison somewhere - in an object on a far plane or planet, possibly in the possession of an outsider. A wish or a miracle does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Caster Level: 20th; Weight: -.

Hammer of Thunderbolts

This appears to be an oversized, extra-heavy warhammer. A character smaller than Large finds it too unbalanced to wield properly in combat (-2 penalty to attack). However, a character of sufficient size finds that the hammer functions with a +3 enhancement bonus and deals double damage on any hit.

If the wielder (of any size) wears a belt of giant strength and gauntlets of ogre power and he knows that the hammer is a hammer of thunderbolts (not just a +3 warhammer), the weapon can be used to full effect: When swung or hurled, it gains a total +5 enhancement bonus, deals double damage, allows all girdle and gauntlet bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude save DC 16 to survive).

When hurled, on a successful hit the hammer emits a great noise, like a clap of thunder, stunning all creatures within 90 feet for 1 round (Fortitude save DC 12 to resist). The hammer's throwing range is 180 feet, and its range increment is 30 feet.

Caster Level: 20th.

Philosopher's Stone

This rare and magic substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open, a cavity is revealed at the stone's heart. This cavity is lined with a magical quicksilver that enables any wizard to transmute base metals (iron and lead) into silver and gold. A single philosopher's stone can turn from 500 to 5,000 pounds of iron into silver, or from 100 to 1,000 pounds of lead into gold. However, the magical quicksilver becomes unstable once the stone is opened and sublimates within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any cure potion, it creates a special potion of life that acts as a true resurrection for any dead body it is sprinkled upon.

Caster Level: 20th; Weight: 3 lb.

Sphere of Annihilation

A sphere of annihilation is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. A sphere is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A sphere of annihilation is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide. The range of this control is 40 feet initially, then 40 feet +10 feet per character level once control is established. Control is based on the character's Intelligence and level of experience. (The higher his level, the greater his mental discipline.) The character adds his Intelligence bonus and character level and then applies the total to a 1d20 roll. To control the sphere, the DC is 30. The sphere's speed is 10 feet per round +1 foot for every point by which the control check result exceeds 30.

Any attempt to control the sphere causes it to move, but if control is not established, the sphere slides toward the character attempting to move it. It continues to move in the direction he wills it to (or toward the character, if the attempt failed) for 1d4 rounds or for as long as the character is within 30 feet, whichever is greater. Control must be checked each round.

If two or more wizards vie for control of a sphere of annihilation, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a gate spell be cast upon a sphere of annihilation, there is a 50% chance (a 01-50 result on d%) that the spell destroys it, a 35% chance (51-85) that the spell does nothing, and a 15% chance (86-100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a rod of cancellation touches a sphere, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. Dispel magic and Mordenkainen's disjunction have no effect on the sphere.

Caster Level: 20th; Weight: -.

Staff of the Magi

A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers drain charges, while others don't. The following powers do not drain charges:

- detect magic
- enlarge
- hold portal
- light
- mage armor
- mage hand

The following powers drain 1 charge per usage:

- dispel magic
- fireball (10d6 points of damage, DC 13)
- ice storm
- invisibility
- knock
- lightning bolt (10d6 points of damage, DC 13)
- passwall
- pyrotechnics
- wall of fire
- web

These powers drain 2 charges per usage:

- monster summoning IX

- plane shift
- telekinesis (400 pounds maximum weight)
- whirlwind

The staff of the magi gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder exactly like a rod of absorption. The staff uses spell levels as charges, not as spell energy usable by a spellcaster. If the staff absorbs spell levels beyond its charge limit (50), it explodes as if a retributive strike had been made (see below). Note that the wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a rod of absorption does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive Strike: A staff of the magi can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful Reflex saving throws (DC 17) reduce damage by half.

The character breaking the staff has a 50% chance (a 01-50 result on d%) of traveling to another plane of existence, but if she does not (51-100), the explosive release of spell energy destroys her. Only specific items, including the staff of the magi and the staff of power, are capable of a retributive strike.

Caster Level: 20th; Weight: 5 lb.

Talisman of Pure Good

A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed (DM's discretion), the evil character gains a Reflex saving throw (DC 19) to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item.)

A talisman of pure good has 7 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Caster Level: 18th; Weight: -.

Talisman of Ultimate Evil

An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity (DM's discretion), the good character gains a Reflex saving throw (DC 19) to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item.)

A talisman of ultimate evil has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage. If a good divine spellcaster touches one, she takes 8d6 points of damage. All other characters are unaffected by the device.

Caster Level: 18th; Weight: -.

Talisman of Zagy

A talisman of this sort appears the same as a stone of controlling earth elementals. Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman. Whenever a character touches a talisman of Zagy, he must make a Charisma check (DC 15).

If he fails, the device acts as a stone of weight. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If he succeeds, the talisman remains with the character for 5d6 hours, or until a wish is made with it, whichever comes first. It then disappears.

If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma. In addition, the artifact grants him one wish for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, the talisman disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Caster Level: 20th; Weight: 1 lb.

MAJOR ARTIFACTS

Major artifacts are unique items - only one of each such item exists.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

MAJOR ARTIFACT DESCRIPTIONS

The Mace of Cuthbert

This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The Mace of Cuthbert has a +5 enhancement bonus and functions as a holy, lawful, disruption weapon. Further, the wielder can project searing light from the mace at will, at 20th caster level.

The Moaning Diamond

The Moaning Diamond appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the Moaning Diamond is not evil (although it was birthed in torture). The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. Further, the Moaning Diamond can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Orbs of Dragonkind

Each contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an Orb can dominate dragons of its particular variety within 500 feet (as dominate monster), the dragon being forced to make a Will save (DC 25) to resist. (Spell resistance has no power against this effect.) Each Orb of Dragonkind bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, regardless whether they are better or worse. These values cannot be modified by any means short of ridding the character of the Orb. Further, a character possessing an Orb of Dragonkind is immune to the breath weapon - but only the breath weapon - of the dragon variety keyed to the Orb. Finally, a character possessing an Orb can herself use the breath weapon of the dragon in the Orb three times per day.

All Orbs of Dragonkind can be used to communicate verbally and visually with the possessors of the other Orbs. The owner of an Orb knows whether there are dragons within ten miles at all times. For dragons of the Orb's particular variety, the range is

one hundred miles. If within one mile of a dragon of the Orb's variety, the wielder can determine the exact location and age of the creature. The bearer of one of these Orbs earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if she later loses the item.

Each Orb also has an individual power that can be invoked once per round at 10th caster level:

- Black Dragon Orb: fly.
- Blue Dragon Orb: haste.
- Brass Dragon Orb: teleport.
- Bronze Dragon Orb: scrying.
- Copper Dragon Orb: suggestion.
- Gold Dragon Orb: Special. The owner of the gold Orb can call upon any power possessed by one of the other orbs—including the dominate and breath weapon abilities but not AC, saves or breath weapon immunity—but can only use an individual power once per day. Further, she can dominate any other possessor of an Orb within one mile (DC 16).
- Green Dragon Orb: spectral force.
- Red Dragon Orb: wall of fire.
- Silver Dragon Orb: cure critical wounds.
- White Dragon Orb: protection from elements (cold only).

The Shadowstaff

The Shadowstaff makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves (stackable with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder suffers a -2 penalty to all attack rolls, saves, and checks. The Shadowstaff also has these powers:

- Summon Shadows: Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a summon monster V spell cast at 20th level.
- Summon Nightshade: Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a summon monster IX spell cast at 20th level.
- Shadow Form: Three times per day the wielder can become a living shadow, with all the movement powers granted by the gaseous form spell.
- Shadow Bolt: Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of Prator

This +5 large shield, emblazoned with the symbol of the sun, allows the wielder to cast spells as if she were a 20th-level paladin with a Wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin. The Shield of Prator also grants spell resistance 15 to its wielder. Furthermore, it absorbs the first 10 points of damage each round from fire, cold, acid, electricity, and sonic attacks. (Each element has its own limit of 10 points of damage per round.) In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid this) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if she attempts to use this artifact. Although these levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including restoration spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

POTIONS

A potion is a magic liquid that produces its effect when imbibed. Potions are also sometimes called elixirs. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion, oil, or elixir can be used only once.

Physical Description

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

Activation

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

- Drinking a potion or applying an oil is a standard action. The potion or oil takes effect immediately.
- Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as with casting a spell). If the character fails this check, she cannot drink the potion. An attacker may direct the attack of opportunity against the potion or oil container rather than against the character. A successful attack on the potion can destroy the container.
- A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.
- Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.
- A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Table: Potions

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Potion</i>	<i>Market Price</i>
01-05	-	-	Jump	50 gp
06-10	-	-	Spider climb	50 gp
11-19	-	-	Cure light wounds	50 gp
20	01	-	Love	150 gp
21-24	02	-	Vision	150 gp
25-28	03	-	Swimming	150 gp
29-32	04	-	Hiding	150 gp
33-36	05	-	Sneaking	150 gp
37	06	-	Oil of timelessness	150 gp
38-42	07	-	Reduce (at 5th level)	250 gp
43-47	08	-	Enlarge (at 5th level)	250 gp
48-50	09	-	Speak with animals	300 gp
51-53	10	01	Clairaudience/clairvoyance	300 gp
54-56	11-12	02	Charisma	300 gp
57-59	13-14	03	Intelligence	300 gp
60-62	15-16	04	Wisdom	300 gp
63-65	17-18	05	Alter self	300 gp
66-68	19-21	06-07	Blur	300 gp
69-71	22-24	08	Darkvision	300 gp
72-74	25-26	09	Ghoul touch	300 gp
75-77	27-29	10	Delay poison	300 gp
78-80	30-32	11-13	Endurance	300 gp
81-83	33-40	14-16	Cure moderate wounds	300 gp
84-86	41-45	17-19	Detect thoughts	300 gp
87-89	46-50	20-22	Levitate	300 gp
90-91	51-55	23-25	Aid	300 gp
92-93	56-60	26-30	Invisibility	300 gp
94	61-65	31-35	Lesser restoration	300 gp
95	66-70	36-40	Cat's grace	300 gp
96	71-75	41-45	Bull's strength	300 gp
97	76-77	46	Truth	500 gp
98	78-79	47	Glibness	500 gp
99	80-84	48-49	Nondetection	750 gp
100	85-87	50-51	Tongues	750 gp
-	88-91	52-53	Water breathing	750 gp
-	92	54-55	Remove paralysis	750 gp
-	93	56-57	Remove blindness/deafness	750 gp
-	94	58-59	Remove disease	750 gp
-	95-96	60-69	Neutralize poison	750 gp
-	97	70-73	Cure serious wounds	750 gp
-	98	74-75	Fly	750 gp
-	-	76-77	Protection from elements (cold)	750 gp
-	-	78-79	Protection from elements (electricity)	750 gp
-	-	80-83	Protection from elements (fire)	750 gp

-	-	84-85	Protection from elements (acid)	750 gp
-	-	86-87	Protection from elements (sonic)	750 gp
-	-	88-90	Haste	750 gp
-	-	91-93	Gaseous form	750 gp
-	-	94-95	Oil of slipperiness	900 gp
-	99-100	96-98	Heroism	900 gp
-	-	99-100	Fire breath	900 gp

POTION DESCRIPTIONS

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified). Nonstandard potions are described below.

Charisma

This potion allows the character to speak eloquently and persuasively as well as exude an aura of personality and charm, adding a 1d4+1 enhancement bonus to her Charisma score for 3 hours.

Caster Level: 3rd; Prerequisites: Brew Potion, spellcaster level 4th+; Market Price: 300 gp.

Fire Breath

This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 3d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a Reflex save (DC 12) for half damage. Unused blasts dissipate 1 hour after the potion is consumed. Most drinkers suffer from terrible heartburn afterward.

Caster Level: 3rd; Prerequisites: Brew Potion, spellcaster level 8th+; Market Price: 900 gp.

Glibness

This potion enables the imbiber to speak fluently and even to tell lies smoothly, believably, and undetectably for 1 hour (add +30 to Bluff checks). Even magic investigation, such as the discern lies spell, does not register the speaker's lies as such.

Caster Level: 4th; Prerequisites: Brew Potion, spellcaster level 8th+; Market Price: 500 gp.

Heroism

This potion grants the drinker a +2 competence bonus to attacks, saves, and skill checks for 1 hour.

Caster Level: 4th; Prerequisites: Brew Potion, spellcaster level 8th+; Market Price: 900 gp.

Hiding

A character drinking this potion gains an intuitive ability to hide (+10 competence bonus to Hide checks for 1 hour).

Caster Level: 2nd; Prerequisites: Brew Potion, spellcaster level 6th+; Market Price: 150 gp.

Intelligence

The clarity of mind and quicker wit granted by this potion results in an enhancement bonus of 1d4+1 to the drinker's Intelligence score for 3 hours.

Caster Level: 3rd; Prerequisites: Brew Potion, spellcaster level 4th+; Market Price: 300 gp.

Love

This potion causes the character drinking it to become charmed with the first creature she sees after consuming the draft (as charm person-the drinker must be a humanoid of Medium-size or smaller, Will save, DC 14). She actually becomes enamored if the creature is of similar race or kind. The charm effects wear off in 1d3 hours, but the enamoring effect is permanent.

Caster Level: 2nd; Prerequisites: Brew Potion, charm person; Market Price: 150 gp.

Oil of Slipperiness

This oil adds a +30 bonus to all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this oil. If the oil is poured on a floor or on steps, the spill should be treated as a long-lasting grease spell. The oil requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

Oil of slipperiness is needed to coat the inside of a container that is meant to hold sovereign glue.

Caster Level: 6th; Prerequisites: Brew Potion, grease, spellcaster level 6th+; Market Price: 900 gp.

Oil of Timelessness

When applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, and so on), this oil allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 resistance bonus on all saving throws. The oil never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough oil to coat eight Medium-size objects or an equivalent area.

Caster Level: 2nd; Prerequisite: Brew Potion; Market Price: 150 gp.

Sneaking

This potion grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 circumstance bonus to her Move Silently checks for 1 hour.

Caster Level: 2nd; Prerequisites: Brew Potion, spellcaster level 6th+; Market Price: 150 gp.

Swimming

This potion bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 circumstance bonus to Swim checks for 1 hour).

Caster Level: 2nd; Prerequisites: Brew Potion, spellcaster level 6th+; Market Price: 150 gp.

Truth

This potion forces the individual drinking it to say nothing but the truth for 10 minutes (Will negates DC 12). Further, she is compelled to answer any questions put to her in that time, but with each question she is free to make a separate Will save (DC 12). If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Caster Level: 4th; Prerequisites: Brew Potion, spellcaster level 8th+; Market Price: 500 gp.

Vision

Drinking this potion grants the imbiber the ability to notice acute details with great accuracy (+10 to his Search checks for 1 hour).

Caster Level: 2nd; Prerequisites: Brew Potion, spellcaster level 6th+; Market Price: 150 gp.

Wisdom

Imbuing her with intuition, this potion adds a 1d4+1 enhancement bonus to the drinker's Wisdom score for 3 hours.

Caster Level: 3rd; Prerequisites: Brew Potion, spellcaster level 4th+; Market Price: 300 gp.

RINGS

A ring has an AC of 13, 2 hit points, a hardness of 10, and a break DC of 25.

Activation

Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities

Roll d%. An 01 result indicates the ring is intelligent, 02-31 indicates that something (a design, inscription, etc.) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Rings with charges can never be intelligent.

Table: Rings

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Potion</i>	<i>Market Price</i>
01-05	-	-	Climbing	2,000 gp
06-10	-	-	Jumping	2,000 gp
11-25	-	-	Protection +1	2,000 gp
26-30	-	-	Warmth	2,100 gp
31-40	-	-	Feather falling	2,200 gp
41-45	-	-	Swimming	2,300 gp
46-50	-	-	Sustenance	2,500 gp
51-55	01-05	-	Counterspells	4,000 gp
56-60	06-10	-	Mind shielding	8,000 gp
61-70	11-20	-	Protection +2	8,000 gp
71-75	21-25	-	Force shield	8,500 gp
76-80	26-30	01	Ram	8,600 gp
81-85	31-35	02	Animal friendship	9,500 gp
86-90	36-40	03	Chameleon power	12,000 gp
91-95	41-45	04	Water walking	15,000 gp
96-100	46-50	05-06	Elemental resistance, minor	16,000 gp
-	51-60	07-10	Protection +3	18,000 gp
-	61-70	11-15	Invisibility	20,000 gp
-	71-75	16-20	Wizardry (I)	20,000 gp
-	76-80	21-25	Elemental resistance, major	24,000 gp
-	81-82	26-30	X-ray vision	25,000 gp
-	83-84	31-35	Evasion	25,000 gp
-	85-86	36-40	Blinking	30,000 gp
-	87-88	41-45	Protection +4	32,000 gp
-	89-90	46-50	Wizardry (II)	40,000 gp
-	91-92	51-55	Freedom of movement	40,000 gp
-	93-94	56-60	Friend shield	50,000 gp
-	95-96	61-65	Protection +5	50,000 gp
-	97-98	66-70	Shooting stars	50,000 gp
-	99	71-75	Telekinesis	75,000 gp
-	100	76-80	Wizardry (III)	80,000 gp
-	-	81-84	Spell storing	90,000 gp
-	-	85-87	Regeneration	90,000 gp
-	-	86-89	Three wishes	97,950 gp
-	-	90-92	Wizardry (IV)	100,000 gp
-	-	93-94	Djinni calling	125,000 gp
-	-	95-96	Spell turning	150,000 gp

-	-	97	Air elemental command	200,000 gp
-	-	98	Earth elemental command	200,000 gp
-	-	99	Fire elemental command	200,000 gp
-	-	100	Water elemental command	200,000 gp

RING DESCRIPTIONS

Animal Friendship

On command, this ring affects an animal as if the wearer had cast animal friendship. The ring wearer can befriend 12 HD worth of animals (see the spell description). If animal friendship is already on the character's spell list, this ring allows the character to befriend additional animals.

Caster Level: 6th; Prerequisites: Forge Ring, animal friendship; Market Price: 9,500 gp.

Blinking

On command, this ring makes the wearer blink, as with the blink spell.

Caster Level: 7th; Prerequisites: Forge Ring, blink; Market Price: 30,000 gp.

Chameleon Power

As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This adds a +15 bonus to her Hide checks. As a standard action, she can also command the ring to utilize the spell change self as often as she wants.

Caster Level: 3rd; Prerequisites: Forge Ring, change self, invisibility; Market Price: 12,000 gp.

Climbing

This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +10 competence bonus to Climb checks.

Caster Level: 5th; Prerequisites: Forge Ring, creator must have 5 ranks of the Climb skill; Market Price: 2,000 gp.

Counterspells

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

Caster Level: 11th; Prerequisites: Forge Ring, spell turning; Market Price: 4,000 gp.

Djinni Calling

One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed, the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Caster Level: 17th; Prerequisites: Forge Ring, gate; Market Price: 125,000 gp.

Elemental Command

All four types of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (see below), but each has certain other powers as well as the following common properties:

- Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Will save DC 17). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.
- Creatures from the plane to which the ring is attuned who attack the wearer suffer a -1 penalty to their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus to all attacks against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.
- The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him. Fear, hatred, and respect are determined by the DM.

The possessor of a ring of elemental command suffers a saving throw penalty as follows:

<i>Element</i>	<i>Saving Throw Penalty</i>
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its type:

Ring of Elemental Command (Air)

- Feather fall (unlimited use, wearer only)
- Resist elements (electricity) (unlimited use, wearer only)
- Gust of wind (twice per day)
- Wind wall (unlimited use)
- Air walk (once per day, wearer only)
- Chain lightning (once per week)

The ring appears to be a ring of feather fall until a certain condition is met, such as having the ring blessed, single-handedly slaying an air elemental, or whatever the DM determines necessary to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- Meld into stone (unlimited use, wearer only)
- Soften earth or stone (unlimited use)
- Stone shape (twice per day)
- Stoneskin (once per week, wearer only)
- Passwall (twice per week)
- Wall of stone (once per day)

The ring appears to be a ring of meld into stone until the DM established condition is met.

Ring of Elemental Command (Fire)

- Resist elements (fire) (as a major ring of elemental resistance [fire])
- Burning hands (unlimited use)
- Flaming sphere (twice per day)
- Pyrotechnics (twice per day)
- Wall of fire (once per day)

- Flame strike (twice per week)

The ring appears to be a major ring of elemental resistance (fire) until the DM established condition is met.

Ring of Elemental Command (Water)

- Water walk (unlimited use)
- Create water (unlimited use)
- Water breathing (unlimited use)
- Wall of ice (once per day)
- Ice storm (twice per week)
- Control water (twice per week)

The ring appears to be a ring of water walking until the DM established condition is met.

Caster Level: 15th; Prerequisites: Forge Ring, summon monster VI, all appropriate spells; Market Price: 200,000 gp.

Elemental Resistance, Minor

This reddish iron ring continually protects the wearer from damage from one type of energy-fire, cold, electricity, acid, or sonic. When the wearer would normally take such damage, subtract 15 points of damage per round from the total to account for the ring's effect.

Caster Level: 5th; Prerequisites: Forge Ring, protection from elements; Market Price: 16,000 gp.

Elemental Resistance, Major

This reddish iron ring continually protects the wearer from even greater damage from one type of energy-fire, cold, electricity, acid, or sonic. When the wearer would normally take such damage, subtract 30 points of damage per round from the amount before applying. This amount is enough to survive even on the Elemental Plane corresponding to the energy type (if applicable), but it still won't completely absorb the breath of a nasty dragon or completely negate a powerful fireball.

Caster Level: 7th; Prerequisites: Forge Ring, protection from elements; Market Price: 24,000 gp.

Evasion

This ring continually grants the wearer extreme nimbleness, allowing her to avoid damage as if she had the evasion ability. Whenever she makes a Reflex saving throw to determine whether she takes half damage from an attack, a successful save results in no damage.

Caster Level: 7th; Prerequisites: Forge Ring, jump; Market Price: 25,000 gp.

Feather Falling

This ring is crafted with a feather pattern all around its edge. It acts exactly like a feather fall spell, activated immediately if the wearer falls more than 3 feet.

Caster Level: 1st; Prerequisites: Forge Ring, feather fall; Market Price: 2,200 gp.

Force Shield

An iron band, this simple ring generates a large shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a normal shield (+2 AC). This special creation, since it can be activated and deactivated at will (a free action), has no armor check penalty or arcane spell failure chance.

Caster Level: 9th; Prerequisites: Forge Ring, wall of force; Market Price: 8,500 gp.

Freedom of Movement

This gold ring allows the wearer to act as if continually under the effect of a freedom of movement spell.

Caster Level: 7th; Prerequisites: Forge Ring, freedom of movement; Market Price: 40,000 gp.

Friend Shield

These curious rings always comes in pairs. A friend shield ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a shield other spell with the wearer of the mated ring as the recipient. There is no range limitation on this effect.

Caster Level: 10th; Prerequisites: Forge Ring, shield other; Market Price: 50,000 gp (for a pair).

Invisibility

By activating this simple silver ring, the wearer can become invisible, as the spell.

Caster Level: 3rd; Prerequisites: Forge Ring, invisibility; Market Price: 20,000 gp.

Jumping

This ring continually allows the wearer to leap about as if a jump spell had been cast upon him, adding a +30 bonus to all his Jump checks and eliminating his usual maximum distances.

Caster Level: 1st; Prerequisites: Forge Ring, jump; Market Price: 2,000 gp.

Mind Shielding

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to detect thoughts, discern lies, and any attempt to magically discern her alignment.

Caster Level: 3rd; Prerequisites: Forge Ring, nondetection; Market Price: 8,000 gp.

Protection

This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Caster Level: 5th; Prerequisites: Forge Ring, shield of faith, caster must be of a level three times that of the bonus of the ring; Market Price: 2,000 gp (ring +1); 8,000 gp (ring +2); 18,000 gp (ring +3); 32,000 gp (ring +4); or 50,000 gp (ring +5).

Ram

The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram (or a buck goat) as its device.

The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance. The ring is quite useful for knocking opponents off parapets or ledges, among other things.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus to the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the ring of the ram also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Caster Level: 9th; Prerequisites: Forge Ring, bull's strength, telekinesis; Market Price: 8,600 gp.

Regeneration

This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Subdual damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it like the spell. In either case, only damage taken while wearing the ring is regenerated.

Caster Level: 15th; Prerequisites: Forge Ring, regenerate; Market Price: 90,000 gp.

Shooting Stars

This ring has two modes of operation-at night and underground-both of which work only in relative darkness.

During the night under the open sky, the ring of shooting stars can perform the following functions on command:

- Dancing lights (once per hour)
- Light (twice per night)
- Ball lightning (special, once per night)
- Shooting stars (special, three per week)

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights, and the ring wearer controls them in the same fashion (see the dancing lights spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

<i>Number of Balls</i>	<i>Damage per Ball</i>
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the ball lightning function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function, shooting stars, produces glowing projectiles with fiery trails, much like a meteor swarm. Three shooting stars can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a fireball) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a shooting star takes full damage from impact plus full damage from the spread. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful Reflex save (DC 13). Range is 70 feet, at the end of which the shooting star explodes, unless it strikes a creature or object before that. A shooting star always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the ring of shooting stars has the following properties:

- Faerie fire (twice per day)
- Spark shower (special, once per day)

The spark shower is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Caster Level: 12th; Prerequisites: Forge Ring, light, faerie fire, lightning bolt, meteor swarm; Market Price: 50,000 gp.

Spell Storing

A ring of spell storing contains up to ten levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. As with a wand (see the Wands section later in this chapter), the user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (since the ring user need not gesture)

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the ten-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than ten.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Caster Level: Varies (minimum needed to cast each stored spell); Prerequisites: Forge Ring, imbue with spell ability; Market Price: 90,000 gp.

Spell Turning

On command, this simple platinum band automatically reflects spells cast at the wearer, exactly as if spell turning had been cast upon the wearer.

Caster Level: 15th; Prerequisites: Forge Ring, spell turning; Market Price: 150,000 gp.

Sustenance

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Caster Level: 5th; Prerequisites: Forge Ring, create food and water; Market Price: 2,500 gp.

Swimming

This silver ring has a wave pattern etched into the band. It continually grants the wearer a +10 competence bonus to Swim checks.

Caster Level: 5th; Prerequisites: Forge Ring, creator must have 5 ranks of the Swim skill; Market Price: 2,300 gp.

Telekinesis

This ring allows the caster to use the spell telekinesis on command.

Caster Level: 9th; Prerequisites: Forge Ring, telekinesis; Market Price: 75,000 gp.

Three Wishes

This ring is set with three rubies. Each ruby stores a wish spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a nonmagical item.

Caster Level: 20th; Prerequisites: Forge Ring, wish or miracle; Market Price: 97,950 gp; Cost to Create: 11,475 gp + 15,918 XP.

Warmth

This ring is brass and set with a single red stone. It continually keeps the wearer comfortably warm, allowing her to withstand cold weather and cold damage as if she had endure elements (cold) cast upon her (negating 5 points of cold damage per round).

Caster Level: 7th; Prerequisites: Forge Ring, endure elements; Market Price: 2,100 gp.

Water Walking

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

Caster Level: 9th; Prerequisites: Forge Ring, water walk; Market Price: 15,000 gp.

Wizardry

This special ring come in four types (ring of wizardry I, ring of wizardry II, ring of wizardry III, and ring of wizardry IV), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A ring of wizardry I doubles 1st-level spells, a ring of wizardry II doubles 2nd-level spells, a ring of wizardry III doubles 3rd-level spells, and a ring of wizardry IV doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Caster Level: 11th (wizardry I), 14th (wizardry II), 17th (wizardry III), or 20th (wizardry IV); Prerequisites: Forge Ring, limited wish (wizardry I-wizardry IV); Market Price: 20,000 gp (wizardry I), 40,000 gp (wizardry II), 70,000 gp (wizardry III), or 100,000 gp (wizardry IV).

X-Ray Vision

On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. (For example, if the wearer looks into a locked chest, he can see inside even if there's no light within.) X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material. It can see through up to 10 feet of stone or some metals. Some metals can't be penetrated at all.

<i>Thickness Penetrated per Substance Scanned</i>	<i>Round of X-Raying</i>	<i>Maximum Thickness</i>
Organic matter (animal)	4 ft.	20 ft.
Organic matter (vegetable)	2 1/2 ft.	20 ft.
Stone	1 ft.	10 ft.
Iron, steel, copper, brass, etc.	1 in.	10 in.
Lead, gold, platinum	Cannot penetrate	-

It's possible to scan an area of up to 100 square feet during 1 round. For example, during 1 round the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area 5 feet wide and 20 feet high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by X-ray vision scanning. Using the ring is physically exhausting, causing the wearer 1 point of temporary Constitution damage per minute after the first 10 minutes of use in a single day.

Caster Level: 6th; Prerequisites: Forge Ring, true seeing; Market Price: 25,000 gp.

RODS

Anyone can use a rod.

Physical Description

Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many can function as light maces or clubs due to their sturdy construction.) These sturdy items have an AC of 9, 10 hit points, a hardness of 10, and a break DC of 27.

Activation

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

Special Qualities

Roll d%. An 01 result indicates the rod is intelligent, 02-31 indicates that something (a design, inscription, etc.) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes.

Table: Rods

<i>Medium</i>	<i>Major</i>	<i>Rod</i>	<i>Market Price</i>
01-06	-	Immovable	7,500 gp
07-12	-	Metal and mineral detection	10,500 gp
13-20	01-05	Cancellation	11,000 gp
21-25	06-10	Wonder	12,000 gp
26-29	11-15	Python	13,000 gp
30-34	16-20	Flame extinguishing	15,000 gp
35-40	21-27	Withering	17,000 gp
41-45	28-33	Viper	19,000 gp
46-52	34-40	Thunder and lightning	23,000 gp
53-60	41-50	Enemy detection	23,500 gp
61-68	51-55	Splendor	25,000 gp
69-78	56-65	Negation	35,000 gp
79-90	66-80	Flailing	40,000 gp
91-96	81-85	Absorption	50,000 gp
97-99	86-90	Rulership	60,000 gp
100	91-94	Security	61,000 gp
-	95-98	Lordly might	70,000 gp
-	99-100	Alertness	72,000 gp

ROD DESCRIPTIONS

Absorption

This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed either at the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed spell levels. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. Continuing the example above, the rod wielder could use the nine

absorbed spell levels to cast one 9th-level spell, or one 5th-level and one 4th-level spell, or nine 1st-level spells, and so on. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

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

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 01-30, half the levels already absorbed by the rod are still stored within. For example, if the first roll determines that the rod has thirty-four levels of absorption potential remaining, that means the rod has absorbed sixteen levels' worth of spells. Half of sixteen is eight, so there's a 30% chance that it still holds eight absorbed spell levels ready for use.

Caster Level: 15th; Prerequisites: Craft Rod, spell turning; Market Price: 50,000 gp.

Alertness

This rod is indistinguishable from a +1 light mace. It has eight flanges on its macelike head. The rod bestows a +1 initiative bonus. If grasped firmly, the rod enables the holder to detect evil, detect good, detect chaos, detect law, detect magic, discern lies, or see invisibility. The use of these powers can be done freely with the rod, each different use taking a separate standard action.

If the head of a rod of alertness is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. Each of the flanges on the rod's head then casts a light spell along the direction it faces (usually north, northeast, east, southeast, south, southwest, west, and northwest) out to a 60-foot range. At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day.

Last, the rod can be used to simulate the casting of an animate objects spell, utilizing any eight (or fewer) objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 10 minutes. The rod can perform this function once per day.

Caster Level: 14th; Prerequisites: Craft Rod, light, detect magic, alarm, detect chaos, detect evil, detect good, detect law, discern lies, see invisibility, prayer, animate objects; Market Price: 72,000 gp.

Cancellation

This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by wish or miracle. (If a sphere of annihilation and a rod of cancellation negate each other, nothing can restore either of them.)

Caster Level: 15th; Prerequisites: Craft Rod, dispel magic; Market Price: 11,000 gp.

Enemy Detection

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Caster Level: 10th; Prerequisites: Craft Rod, discern lies; Market Price: 23,500 gp.

Flailing

Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 dire flail. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a -2 penalty (as if she had the Two-Weapon Fighting and Ambidexterity feats).

Once per day the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus to saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit. Transforming it into a weapon or back into a rod is a move-equivalent action.

Caster Level: 9th; Prerequisites: Craft Rod, Craft Magic Arms and Armor, bless; Market Price: 40,000 gp.

Flame Extinguishing

This rod can extinguish Medium-size or smaller nonmagical fires with simply a touch (a standard action). Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium-size or smaller (such as that of a flaming weapon or a burning hands spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell. When applied to Large or larger magic fires, such as those caused by fireball, flame strike, or wall of fire, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature, a successful attack roll deals 6d6 points of damage to the creature. This requires 3 charges.

The rod has 10 charges, renewed each day.

Caster Level: 12th; Prerequisites: Craft Rod, pyrotechnics; Market Price: 15,000 gp.

Immovable Rod

This rod is a flat iron bar with a small button on one end. When the button is pushed (a move-equivalent action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Adventurers have found the immovable rod useful for holding ropes, barring doors, and all sorts of other utilitarian tasks. Many adventurers have found it useful to have more than one. Several immovable rods can even make a ladder when used together (although only two are needed). An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an immovable rod, it must make a Strength check (DC 30) to move it up to 10 feet in a single round.

Caster Level: 10th; Prerequisites: Craft Rod, levitate; Market Price: 7,500 gp.

Lordly Might

This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day:

- Hold person upon touch, if the wielder so commands (DC 14). The wielder must choose to use this power and then succeed with a melee touch attack to activate the power. If the attack fails, the effect is lost.
- Fear upon all enemies viewing it, if the wielder so desires (10-foot maximum range, DC 16). Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack and cure the wielder of a like amount of damage (DC 17). The wielder must choose to use this power before attacking, as with hold person.

The following weapon uses of the rod have no limits on their use:

In its normal form, the rod can be used as a +2 light mace.

- When button 1 is pushed, the rod becomes a +1 flaming longsword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a +4 battleaxe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 shortspear or longspear. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following mundane uses of the rod also have no limits on their use:

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a +12 Strength bonus.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Caster Level: 19th; Prerequisites: Craft Rod, Craft Magic Arms and Armor, inflict light wounds, bull's strength, flame blade, hold person, fear; Market Price: 70,000 gp.

Metal and Mineral Detection

This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, and so on). If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Caster Level: 9th; Prerequisites: Craft Rod, locate object; Market Price: 10,500 gp.

Negation

This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray negates any currently active item function and has a 75% chance to negate any other spell or spell-like functions of that device, regardless of the level or power of the functions, for 2d4 rounds. To negate instantaneous effects, the rod wielder needs to have used a ready action. The target item gets no saving throw or means to resist this effect, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Caster Level: 16th; Prerequisites: Craft Rod, dispel magic, and limited wish or miracle; Market Price: 44,600 gp.

Python

This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a +2 quarterstaff. If the user throws the rod to the ground (a standard action), it grows to become a 25-foot-long Huge constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it lacks the +2 enhancement bonus to attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A python rod only functions if the possessor is good.

Caster Level: 10th; Prerequisites: Craft Rod, Craft Magic Arms and Armor, polymorph other, creator must be good; Market Price: 13,000 gp.

Rulership

This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a Will saving throw (DC 16) to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Caster Level: 20th; Prerequisites: Craft Rod, mass charm; Market Price: 60,000 gp.

Security

This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days, four creatures can stay for 50 days, or a group of 60 creatures can stay for three days. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

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

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a Will saving throw (DC 17) to negate the effect. If such a creature succeeds at its save, other creatures beyond that point in a chain can still be affected by the rod.

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

Caster Level: 20th; Prerequisites: Craft Rod, gate; Market Price: 61,000 gp.

Splendor

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

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

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

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

Caster Level: 12th; Prerequisites: Craft Rod, fabricate, major creation; Market Price: 25,000 gp.

Thunder and Lightning

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

- **Thunder:** Once per day, the rod can strike as a +3 light mace, and the opponent struck is stunned from the noise of the rod's impact (Fortitude negates DC 13). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- **Lightning:** Once per day, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 light mace (1d6) and +2d6 points of bonus electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the +2d6 points of bonus electrical damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
- **Thunderclap:** Once per day as a standard action, the rod can create a deafening noise, just as a shout spell (DC 14, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- **Lightning Stroke:** Once per day as a standard action, a 5-foot-wide lightning bolt (9d6 points of damage, DC 14) can blast from the rod to a range of 200 feet.
- **Thunder and Lightning:** Once per week as a standard action, the rod can combine the thunderclap described above with a forked lightning bolt, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning alone deals 9d6 points of damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), plus 2d6 more for the thunderclap. A single Reflex saving throw applies for both effects (DC 14), with deafness and half damage suffered by those who are successful.

Caster Level: 9th; Prerequisites: Craft Rod, Craft Magic Arms and Armor, lightning bolt, shout; Market Price: 23,000 gp.

Viper

This rod strikes as a +1 heavy mace. Once per day, upon command (a free action), the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals normal damage and poisons the creature hit. The poison deals 1d10 points of temporary Constitution damage immediately (Fortitude negates DC 14) and another 1d10 points of temporary Constitution damage 1 minute later (Fortitude negates DC 14). The rod only functions if the possessor is evil.

Caster Level: 10th; Prerequisites: Craft Rod, Craft Magic Arms and Armor, poison, creator must be evil; Market Price: 19,000 gp.

Withering

The rod of withering acts as a +1 light mace that deals no hit point damage. Instead, the wielder deals 1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage to any creature she touches with the rod (by making a melee touch attack). If she scores a critical hit, the damage from that hit is actually permanent ability drain. In either case, the defender negates the effect with a Fortitude save (DC 14).

Caster Level: 13th; Prerequisites: Craft Rod, Craft Magic Arms and Armor, contagion; Market Price: 17,000 gp.

Wonder

The rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) The usual effects are shown on the table below, but you may alter these for any or all of these as you see fit for your own campaign. Typical powers of the rod include all of the following:

Rod of Wonder

<i>d%</i>	<i>Wondrous Effect</i>
01-05	Slow creature pointed at for 10 rounds (DC 13).
06-10	Faerie fire surrounds the target (DC 11).
11-15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16-20	Gust of wind, but at windstorm force (DC 13).

- 21-25 Wielder learns target's surface thoughts (as with detect thoughts) for 1d4 rounds (no save).
- 26-30 Stinking cloud at 30-ft. range (DC 12).
- 31-33 Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
- 34-36 Summon an animal—a rhino (01-25 result on d%), elephant (26-50), or mouse (51-100).
- 37-46 Lightning bolt (70 ft. long, 5 ft. wide), 6d6 points of damage (DC 13).
- 47-49 Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex save DC 14 to avoid).
- 50-53 Enlarge target 50% if within 60 ft. of rod (DC 11).
- 54-58 Darkness, 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
- 59-62 Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
- 63-65 Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
- 66-69 Reduce wielder to 1/12 height (no save).
- 70-79 Fireball at target or 100 ft. straight ahead, 6d6 damage (DC 13).
- 80-84 Invisibility covers rod wielder.
- 85-87 Leaves grow from target if within 60 ft. of rod. These last 24 hours.
- 88-90 10-40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem causes 1 point of damage to any creature in its path: roll 5d4 for the number of hits and divide them among the available targets.
- 91-95 Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude negates DC 12).
- 96-97 Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
- 98-100 Flesh to stone (or stone to flesh if target is stone already) _if target is within 60 ft.

Caster Level: 10th; Prerequisites: Craft Rod, confusion, creator must be chaotic; Market Price: 12,000 gp.

SCROLLS

A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description

A scroll has an AC of 9, 1 hit point, a hardness of 0, and a break DC of 8.

Activation

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

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a read magic spell or a successful Spellcraft check (DC 15 + spell level).

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

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll.

Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items (for example, Drawmij's instant summons and snare). In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be.

To have any chance of activating a scroll spell, the caster must meet the following requirements:

- The spell must be of the correct type (arcane or divine). Arcane spellcasters cannot cast divine spells from a scroll, nor can divine spellcasters cast arcane spells in this manner.
- The user must have the spell on his or her class list.
- The user must have the requisite ability score.

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

Determine Effect

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

The writing for an activated spell disappears from the scroll.

Scroll Mishaps

In a mishap, the spell on the scroll has a reversed or harmful effect. The DM determines what sort of mishap occurs, with a surge of uncontrolled magic energy that deals 1d6 points of per spell level being the default.

Table: Scroll Spell Levels

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Spell Level</i>	<i>Spell's Caster Level*</i>
01-50	-	-	1st	1st
51-95	01-05	-	2nd	3rd
96-100	06-65	-	3rd	5th
-	66-95	01-05	4th	7th
-	96-100	06-50	5th	9th
-	-	51-70	6th	11th
-	-	71-85	7th	13th
-	-	86-95	8th	15th
-	-	95-100	9th	17th

*These numbers assume that the creator is a cleric, druid, or wizard.

Table: Arcane Spell Scrolls

<i>1st-Level Arcane Spells</i>	<i>Market Price</i>
<i>d%</i> <i>Spell</i>	
01-05 Burning hands	25 gp
06-10 Change self	25 gp
11-15 Charm person	25 gp
16-18 Color spray	25 gp
19-22 Detect secret doors	25 gp
23-25 Detect undead	25 gp
26-28 Enlarge	25 gp
29-31 Erase	25 gp

32-36	Feather fall	25 gp
37-39	Grease	25 gp
40-44	Identify	125 gp
45-47	Jump	25 gp
48-51	Mage armor	25 gp
52-54	Magic weapon	25 gp
55-57	Mount	25 gp
58-60	Ray of enfeeblement	25 gp
61-63	Reduce	25 gp
63-66	Shield	25 gp
67-69	Shocking grasp	25 gp
70-73	Silent image	25 gp
74-78	Sleep	25 gp
79-81	Spider climb	25 gp
82-84	Summon monster I	25 gp
85-87	Tenser's floating disk	25 gp
88-92	Unseen servant	25 gp
93-95	Ventriloquism	25 gp
96-100	DM's choice of any 1st-level arcane spell	-

2nd-Level Arcane Spells

d%	Spell	Market Price
01-03	Arcane lock	175 gp
04-08	Blindness/deafness	150 gp
09-13	Blur	150 gp
14-18	Bull's strength	150 gp
19-22	Cat's grace	150 gp
23-25	Darkvision	150 gp
26-30	Detect thoughts	150 gp
31-33	Flaming sphere	150 gp
34-38	Invisibility	150 gp
39-41	Knock	150 gp
42-46	Levitate	150 gp
47-51	Locate object	150 gp
52-54	Melf's acid arrow	150 gp
55-59	Minor image	150 gp
60-64	Mirror image	150 gp
65-69	Misdirection	150 gp
70-72	Protection from arrows	150 gp
73-77	See invisibility	150 gp
78-80	Spectral hand	150 gp
81-83	Stinking cloud	150 gp
84-87	Summon monster II	150 gp
88-92	Summon swarm	150 gp
93-95	Web	150 gp
96-100	DM's choice of any 2nd-level arcane spell	-

3rd-Level Arcane Spells

d%	Spell	Market Price
01-05	Blink	375 gp
06-10	Clairaudience/clairvoyance	375 gp
11-15	Dispelling magic	375 gp
16-20	Displacement	375 gp
21-25	Fireball	375 gp
26-28	Flame arrow	375 gp
29-31	Fly	375 gp
32-33	Gaseous form	375 gp
34-36	Greater magic weapon	375 gp
37-39	Halt undead	375 gp
40-42	Haste	375 gp
43-45	Hold person	375 gp
46-47	Invisibility sphere	375 gp
48-53	Lightning bolt	375 gp
54	Magic circle against chaos	375 gp
55	Magic circle against evil	375 gp
56	Magic circle against good	375 gp
57	Magic circle against law	375 gp
58-60	Nondetection	425 gp
61-65	Slow	375 gp
66-70	Spectral hand	375 gp
71-75	Suggestion	375 gp
76-79	Summon monster III	375 gp
80-84	Tongues	375 gp
85-87	Vampiric touch	375 gp
88-90	Water breathing	375 gp
91-100	DM's choice of any 3rd-level arcane spell	-

4th-Level Arcane Spells

d%	Spell	Market Price
01-05	Charm monster	700 gp
06-10	Confusion	700 gp
11-15	Contagion	700 gp
16-20	Detect scrying	700 gp
21-23	Dimensional anchor	700 gp
24-28	Dimension door	700 gp
29-33	Emotion	700 gp
34-36	Enervation	700 gp
37-39	Evard's black tentacles	700 gp
40-44	Fear	700 gp
45-47	Fire shield	700 gp
48-50	Ice storm	700 gp
51-55	Improved invisibility	700 gp
56-58	Lesser geas	700 gp
59-61	Minor globe of invulnerability	700 gp
65-67	Phantasmal killer	700 gp
68-70	Polymorph other	700 gp
71-73	Polymorph self	700 gp
74-76	Remove curse	700 gp
77-79	Shadow conjuration	700 gp
80-82	Stoneskin	950 gp
83-84	Summon monster IV	700 gp
85-87	Wall of fire	700 gp
88-90	Wall of ice	700 gp
91-100	DM's choice of any 4th-level arcane spell	-

5th-Level Arcane Spells

d%	Spell	Market Price
01-04	Bigby's interposing hand	1,125 gp
05-08	Cloudkill	1,125 gp
09-13	Cone of cold	1,125 gp
14-17	Dismissal	1,125 gp
18-21	Domination	1,125 gp
22-24	Feeblemind	1,125 gp
25-27	Greater shadow conjuration	1,125 gp
28-31	Hold monster	1,125 gp
32-35	Major creation	1,125 gp
36-40	Mind fog	1,125 gp
41-44	Passwall	1,125 gp
45-49	Persistent image	1,125 gp
50-53	Shadow evocation	1,125 gp
54-56	Stone shape	1,125 gp
57-60	Summon monster V	1,125 gp
61-64	Telekinesis	1,125 gp
65-69	Teleport	1,125 gp
70-73	Transmute mud to rock	1,125 gp
74-77	Transmute rock to mud	1,125 gp
78-81	Wall of force	1,125 gp
82-86	Wall of iron	1,175 gp
87-90	Wall of stone	1,125 gp
91-100	DM's choice of any 5th-level arcane spell	-

6th-Level Arcane Spells

d%	Spell	Market Price
01-04	Acid fog	1,650 gp
05-07	Analyze dweomer	1,650 gp
08-11	Antimagic field	1,650 gp
12-15	Bigby's forceful hand	1,650 gp
16-19	Chain lightning	1,650 gp
20-23	Circle of death	2,150 gp
24-26	Control water	1,650 gp
27-30	Disintegrate	1,650 gp
31-33	Eyebite	1,650 gp
34-37	Flesh to stone	1,650 gp
38-41	Globe of invulnerability	1,650 gp
42-45	Greater shadow evocation	1,650 gp
46-49	Mass suggestion	1,650 gp
50-52	Mislead	1,650 gp
53-57	Move earth	1,650 gp
58-61	Otiluke's freezing sphere	1,650 gp
62-65	Programmed image	1,650 gp
66-70	Project image	1,650 gp
71-75	Repulsion	1,650 gp

76-78	Shades	1,650 gp
79-82	Stone to flesh	1,650 gp
83-86	Summon monster VI	1,650 gp
87-90	True seeing	1,900 gp
91-100	DM's choice of any 6th-level arcane spell	-

7th-Level Arcane Spells

<i>d%</i>	<i>Spell</i>	<i>Market Price</i>
01-05	Bigby's grasping hand	2,275 gp
06-10	Control undead	2,275 gp
11-15	Delayed blast fireball	2,275 gp
16-20	Ethereal jaunt	2,275 gp
21-25	Finger of death	2,275 gp
26-30	Forcecage	3,775 gp
31-35	Limited wish	3,775 gp*
36-40	Mass invisibility	2,275 gp
41-45	Mordenkainen's sword	2,275 gp
46-50	Power word, stun	2,275 gp
51-55	Prismatic spray	2,275 gp
56-60	Reverse gravity	2,275 gp
61-65	Sequester	2,275 gp
66-70	Spell turning	2,275 gp
71-75	Summon monster VII	2,275 gp
76-80	Teleport without error	2,275 gp
81-85	Vanish	2,275 gp
86-90	Vision	3,025 gp
91-100	DM's choice of any 7th-level arcane spell	-

*-Assumes no material component cost in excess of 1,000 gp and no XP cost in excess of 300 XP.

8th-Level Arcane Spells

<i>d%</i>	<i>Spell</i>	<i>Market Price</i>
01-03	Antipathy	3,000 gp
04-08	Bigby's clenched fist	3,000 gp
09-13	Clone	4,000 gp
14-18	Demand	3,000 gp
19-23	Horrid wilting	3,000 gp
24-28	Incendiary cloud	3,000 gp
29-33	Mass charm	3,000 gp
34-38	Maze	3,000 gp
39-43	Mind blank	3,000 gp
44-48	Otiluke's telekinetic sphere	3,000 gp
49-53	Otto's irresistible dance	3,000 gp
54-58	Polymorph any object	3,000 gp
59-63	Power word, blind	3,000 gp
64-68	Prismatic wall	3,000 gp
69-73	Protection from spells	3,500 gp
74-78	Screen	3,000 gp
79-83	Summon monster VIII	3,000 gp
84-88	Sunburst	3,000 gp
89-90	Sympathy	4,500 gp
91-100	DM's choice of any 8th-level arcane spell	-

9th-Level Arcane Spells

<i>d%</i>	<i>Spell</i>	<i>Market Price</i>
01-07	Bigby's crushing hand	3,825 gp
08-14	Energy drain	3,825 gp
15-21	Imprisonment	3,825 gp
22-28	Meteor swarm	3,825 gp
29-35	Mordenkainen's disjunction	3,825 gp
43-49	Prismatic sphere	3,825 gp
50-56	Shapechange	3,825 gp
57-63	Summon monster IX	3,825 gp
64-69	Time stop	3,825 gp
70-76	Wail of the banshee	3,825 gp
77-83	Weird	3,825 gp
84-90	Wish	28,825 gp*
91-100	DM's choice of any 9th-level arcane spell	-

*-Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

Table: Divine Spell Scrolls
1st-Level Divine Spells

<i>d%</i>	<i>Spell</i>	<i>Market Price</i>
01-05	Bless	25 gp
06-10	Calm animals	25 gp
11-14	Command	25 gp
15-19	Cure light wounds	25 gp
20-22	Detect chaos	25 gp
23-25	Detect evil	25 gp
26-28	Detect good	25 gp
29-31	Detect law	25 gp
32-34	Detect snares and pits	25 gp
35-39	Doom	25 gp
40-44	Entangle	25 gp
43-49	Faerie fire	25 gp
50-54	Inflict light wounds	25 gp
55-59	Invisibility to animals	25 gp
60-64	Invisibility to undead	25 gp
65-67	Magic fang	25 gp
68-70	Magic stone	25 gp
71-73	Magic weapon	25 gp
74-77	Sanctuary	25 gp
78-82	Shillelagh	25 gp
83-86	Summon monster I	25 gp
87-90	Summon nature's ally I	25 gp
91-100	DM's choice of any 1st-level divine spell	-

2nd-Level Divine Spells

<i>d%</i>	<i>Spell</i>	<i>Market Price</i>
01-05	Aid	150 gp
06-10	Augury	150 gp
11-15	Barkskin	150 gp
16-20	Bull's strength	150 gp
21-25	Charm person or animal	150 gp
26-28	Chill metal	150 gp
29-31	Cure moderate wounds	150 gp
32-36	Delay poison	150 gp
37-39	Flame blade	150 gp
40-42	Flaming sphere	150 gp
43-47	Heat metal	150 gp
48-50	Hold animal	150 gp
51-55	Hold person	150 gp
56-58	Inflict moderate wounds	150 gp
59-63	Lesser restoration	150 gp
64-67	Silence	150 gp
68-70	Speak with animals	150 gp
71-75	Spiritual weapon	150 gp
76-79	Summon monster II	150 gp
80-83	Summon nature's ally II	150 gp
84-85	Summon swarm	150 gp
86-90	Undetectable alignment	150 gp
91-100	DM's choice of any 2nd-level divine spell	-

3rd-Level Divine Spells

<i>d%</i>	<i>Spell</i>	<i>Market Price</i>
01-02	Call lightning	375 gp
03-09	Cure serious wounds	375 gp
10-13	Dispelling magic	375 gp
14-15	Dominate animal	375 gp
16-17	Greater magic fang	375 gp
18-19	Inflict serious wounds	375 gp
20-22	Invisibility purge	375 gp
23-26	Locate object	375 gp
27-28	Magic circle against chaos	375 gp
29-30	Magic circle against evil	375 gp
31-32	Magic circle against good	375 gp
33-34	Magic circle against law	375 gp
35-38	Negative energy protection	375 gp
39-41	Neutralize poison	375 gp
42-43	Plant growth	375 gp
44-46	Prayer	375 gp
47-51	Protection from elements	375 gp
52-53	Remove blindness/deafness	375 gp
54-56	Remove curse	375 gp
57-59	Remove disease	375 gp
60-62	Searing light	375 gp
63-65	Speak with dead	375 gp
66-67	Spike growth	375 gp

68-72	Stone shape	375 gp
73-75	Summon monster III	375 gp
76-78	Summon nature's ally III	375 gp
79-80	Water breathing	375 gp
81-90	Water walk	375 gp
91-100	DM's choice of any 3rd-level divine spell	-

4th-Level Divine Spells

d%	Spell	Market Price
01-02	Antiplant shell	700 gp
03-05	Control water	700 gp
06-12	Cure critical wounds	700 gp
13-19	Discern lies	700 gp
20-24	Dispel magic	700 gp
25-27	Divine power	700 gp
28-34	Flame strike	700 gp
35-41	Freedom of movement	700 gp
42-47	Giant vermin	700 gp
48-50	Greater magic weapon	700 gp
51-53	Inflict critical wounds	700 gp
54-55	Lesser planar ally	700 gp
56-62	Neutralize poison	700 gp
63-66	Quench	700 gp
67-68	Restoration	800 gp
69-71	Rusting grasp	700 gp
72-74	Spell immunity	700 gp
75-76	Spike stones	700 gp
77-80	Summon monster IV	700 gp
81-82	Summon nature's ally IV	700 gp
83-90	Tongues	700 gp
91-100	DM's choice of any 4th-level divine spell	-

5th-Level Divine Spells

d%	Spell	Market Price
01-07	Break enchantment	1,125 gp
08-13	Commune	1,625 gp
14-15	Control winds	1,125 gp
16-22	Cure critical wounds	1,125 gp
23-26	Dispel evil	1,125 gp
27-29	Dispel good	1,125 gp
30-35	Flame strike	1,125 gp
36-38	Greater command	1,125 gp
39-40	Hallow	6,125 gp*
41-43	Healing circle	1,125 gp
44-45	Ice storm	1,125 gp
46-50	Insect plague	1,125 gp
51-57	Raise dead	1,625 gp
58-60	Righteous might	1,125 gp
61-63	Slay living	1,125 gp
64-65	Spell resistance	1,125 gp
66-67	Summon monster V	1,125 gp
68-69	Summon nature's ally V	1,125 gp
70-72	Transmute rock to mud	1,125 gp
73-74	True seeing	1,375 gp
75	Unhallow	6,125 gp*
76-78	Wall of fire	1,125 gp
79-80	Wall of stone	1,125 gp
81-90	Wall of thorns	1,125 gp
91-100	DM's choice of any 5th-level divine spell	-

*-Allows for up to a 4th-level spell to be tied to the hallowed or unhallowed area.

6th-Level Divine Spells

d%	Spell	Market Price
01-08	Antilife shell	1,650 gp
09-14	Blade barrier	1,650 gp
15-19	Find the path	1,650 gp
20-23	Fire seeds	1,650 gp
24-28	Geas/Quest	1,650 gp
29-34	Harm	1,650 gp
35-41	Heal	1,650 gp
42-47	Heroes' feast	1,650 gp
48-55	Planar ally	1,650 gp
56-57	Repel wood	1,650 gp
58-60	Stone tell	1,650 gp
61-68	Summon monster VI	1,650 gp
69-71	Transport via plants	1,650 gp

72-77	Wall of stone	1,650 gp
78-80	Wind walk	1,650 gp
81-90	Word of recall	1,650 gp
91-100	DM's choice of any 6th-level divine spell	-

7th-Level Divine Spells

d%	Spell	Market Price
01-11	Control weather	2,275 gp
12-18	Creeping doom	2,275 gp
19-25	Destruction	2,275 gp
26-32	Dictum	2,275 gp
33-36	Fire storm	2,275 gp
37-40	Greater restoration	4,775 gp
41-47	Holy word	2,275 gp
48-54	Regenerate	2,275 gp
55-61	Repulsion	2,275 gp
62-68	Resurrection	2,775 gp
69-72	Summon monster VII	2,275 gp
73-76	Transmute metal to wood	2,275 gp
77-80	True seeing	2,525 gp
81-90	Word of chaos	2,275 gp
91-100	DM's choice of any 7th-level divine spell	-

8th-Level Divine Spells

d%	Spell	Market Price
01-06	Antimagic field	3,000 gp
07-12	Creeping doom	3,000 gp
13-18	Discern location	3,000 gp
19-25	Earthquake	3,000 gp
26-30	Finger of death	3,000 gp
31-35	Fire storm	3,000 gp
36-44	Holy aura	3,000 gp
45-50	Mass heal	3,000 gp
51-56	Repel metal or stone	3,000 gp
57-62	Reverse gravity	3,000 gp
63-68	Summon monster VIII	3,000 gp
69-74	Sunburst	3,000 gp
75-80	Unholy aura	3,000 gp
81-90	Whirlwind	3,000 gp
91-100	DM's choice of any 8th-level divine spell	-

9th-Level Divine Spells

d%	Spell	Market Price
01-07	Earthquake	3,825 gp
08-14	Elemental swarm	3,825 gp
15-26	Energy drain	3,825 gp
27-38	Implosion	3,825 gp
39-50	Miracle	28,825 gp*
51-57	Shapechange	3,825 gp
58-68	Storm of vengeance	3,825 gp
69-80	Summon monster IX	3,825 gp
81-90	True resurrection	8,825 gp
91-100	DM's choice of any 9th-level divine spell	-

*-Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

STAVES

A staff has 50 charges when created.

Physical Description

A typical staff is like a walking stick, quarterstaff, or cudgel. It has an AC of 7, 10 hit points, a hardness of 5, and a break DC of 24.

Activation

Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the

spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

Table: Staffs

<i>Medium</i>	<i>Major</i>	<i>Staff</i>	<i>Market Price</i>
01-10	-	Size alteration	6,500 gp
11-20	01-05	Charming	12,000 gp
21-30	06-15	Healing	33,000 gp
31-40	16-30	Fire	29,000 gp
41-50	31-40	Swarming insects	20,000 gp
51-60	41-50	Frost	70,000 gp
61-70	51-60	Earth and stone	85,000 gp
71-80	61-70	Defense	80,000 gp
81-89	71-80	Woodlands	90,000 gp
90-95	81-90	Life	130,000 gp
96-100	91-96	Passage	180,000 gp
-	97-100	Power	200,000 gp

STAFF DESCRIPTIONS

Charming

Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- Charm person (1 charge, DC 11)
- Charm monster (2 charges, DC 16)

Caster Level: 7th; Prerequisites: Craft Staff, charm person, charm monster; Market Price: 12,000 gp.

Healing

This white ash staff, with inlaid silver runes, allows use of the following spells:

- Lesser restoration (1 charge)
- Cure serious wounds (1 charge)
- Remove blindness/deafness (1 charge)
- Remove disease (1 charge)

Caster Level: 7th; Prerequisites: Craft Staff, lesser restoration, cure serious wounds, remove blindness/deafness, remove disease; Market Price: 33,000 gp.

Defense

The staff of defense is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- Shield (1 charge)
- Shield of faith (+5 deflection bonus to AC) (1 charge)
- Shield other (1 charge)
- Shield of law (2 charges)

Caster Level: 15th; Prerequisites: Craft Staff, shield, shield of faith, shield other, shield of law, creator must be lawful; Market Price: 80,000 gp.

Earth and Stone

This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- Passwall (1 charge)
- Move earth (1 charge)

Caster Level: 11th; Prerequisites: Craft Staff, passwall, move earth; Market Price: 85,000 gp.

Fire

Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- Burning hands (1 charge, DC 11)
- Fireball (8d6, DC 14) (1 charge)
- Wall of fire (2 charges, DC 16)

Caster Level: 8th; Prerequisites: Craft Staff, burning hands, fireball, wall of fire; Market Price: 29,000 gp.

Frost

Tipped on either end with a glistening diamond, this rune-covered staff allows the use of the following spells:

- Ice storm (1 charge, DC 16)
- Wall of ice (1 charge, DC 16)
- Cone of cold (10d6, DC 17) (1 charge)

Caster Level: 10th; Prerequisites: Craft Staff, ice storm, wall of ice, cone of cold; Market Price: 70,000 gp.

Life

Made of thick oak shod in gold, this staff allows use of the following spells:

- Heal (1 charge)
- Resurrection (1 charge)

Caster Level: 13th; Prerequisites: Craft Staff, heal, resurrection; Market Price: 130,000 gp.

Passage

This potent item allows the use of the following spells:

- Dimension door (1 charge)
- Passwall (1 charge)
- Phase door (2 charges)
- Teleport without error (2 charges)
- Astral projection (2 charges)

Caster Level: 17th; Prerequisites: Craft Staff, dimension door, passwall, phase door, teleport without error, astral projection; Market Price: 180,000 gp.

Power

The staff of power is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- Magic missile (5 missiles) (1 charge)
- Ray of enfeeblement (heightened to 5th level, DC 17) (1 charge)

- Continual flame (1 charge)
- Levitate (1 charge)
- Lightning bolt (heightened to 5th level, 10d6, DC 17) (1 charge)
- Fireball (heightened to 5th level, 10d6, DC 17) (1 charge)
- Cone of cold (15d6, DC 15) (2 charges)
- Hold monster (2 charges, DC 14)
- Wall of force (in a 10-foot-diameter hemisphere around the caster only) (2 charges)
- Globe of invulnerability (2 charges)

The wielder of a staff of power gains a +2 luck bonus to AC and saving throws. The staff is also a +2 quarterstaff, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A staff of power can be broken for a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30-foot-radius globe. All within 10 feet of the broken staff take hit points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage. Successful Reflex saving throws (DC 17) reduce the damage sustained by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him.

After all charges are used up from the staff, it remains a +2 quarterstaff. (Once empty of charges, it cannot be broken in a retributive strike.)

Caster Level: 15th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, magic missile, heightened ray of enfeeblement, continual flame, levitate, heightened fireball, heightened lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability; Market Price: 200,000 gp.

Size Alteration

Stout and sturdy, this staff of dark wood allows use of the following spells:

- Enlarge (1 charge)
- Reduce (1 charge)

Caster Level: 5th; Prerequisites: Craft Staff, enlarge, reduce; Market Price: 6,500 gp.

Swarming Insects

Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- Summon swarm (1 charge)
- Insect plague (2 charges)

Caster Level: 9th; Prerequisites: Craft Staff, summon swarm, insect plague; Market Price: 20,000 gp.

Woodlands

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- Animal friendship (1 charge)
- Barkskin (1 charge)
- Speak with animals (1 charge)

- Wall of thorns (1 charge)
- Summon nature's ally VI (2 charges)

Further, the staff may be used as a weapon, functioning as a +2 quarterstaff. The staff of the woodlands also allows its wielder to pass without trace at will, with no charge cost.

Caster Level: 9th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, pass without trace, animal friendship, barkskin, speak with animals, wall of thorns, summon nature's ally VI; Market Price: 90,000 gp.

WANDS

Each wand has 50 charges when created.

Physical Description

A typical wand has an AC of 7, 5 hit points, a hardness of 5, and a break DC of 16.

Activation

Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area.

Table: Wands

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Wand</i>	<i>Market Price</i>
01-05	-	-	Detect magic	375 gp
06-10	-	-	Light	375 gp
11-15	-	-	Detect secret doors	750 gp
16-20	-	-	Color spray	750 gp
21-25	-	-	Burning hands	750 gp
26-30	01-03	-	Charm person	750 gp
31-35	04-06	-	Enlarge	750 gp
36-40	07-09	-	Magic missile (1st-level caster)	750 gp
41-45	10-12	-	Shocking grasp	750 gp
46-50	13-15	-	Summon monster I	750 gp
51-55	16-18	-	Cure light wounds	750 gp
56-58	19-21	-	Magic missile (3rd-level caster)	2,250 gp
59	22-23	01-02	Magic missile (5th-level caster)	3,750 gp
60-63	24-26	03	Levitate	4,500 gp
64-66	27-29	04	Summon monster II	4,500 gp
67-69	30-32	05	Silence	4,500 gp
70-72	33-35	06	Knock	4,500 gp
73-75	36-38	07	Daylight	4,500 gp
76-78	39-41	08-10	Invisibility	4,500 gp
79-81	42-44	11-12	Shatter	4,500 gp
82-84	45-48	13-15	Bull's strength	4,500 gp
85-87	49-50	16-17	Mirror image	4,500 gp
88-90	51-53	18-19	Ghoul touch	4,500 gp
91-93	54-60	20-21	Cure moderate wounds	4,500 gp
94-96	61-63	22-23	Hold person	4,500 gp
97-98	64-66	24-25	Melf's acid arrow	4,500 gp
99	67-69	26-27	Web	4,500 gp
100	60-71	28-30	Darkness	4,500 gp
-	72	31-33	Magic missile (7th-level caster)	5,250 gp
-	-	34-36	Magic missile (9th-level caster)	6,750 gp
-	73-75	37-39	Fireball (5th-level caster)	11,250 gp
-	76-80	40-41	Lightning bolt (5th-level caster)	11,250 gp
-	81-82	42-43	Summon monster III	11,250 gp
-	83-84	44-45	Keen edge	11,250 gp
-	85-86	46-47	Major image	11,250 gp

-	87-88	48-49	Slow	11,250 gp
-	89-90	50-51	Suggestion	11,250 gp
-	91-92	52-53	Dispel magic	11,250 gp
-	93-94	54-55	Cure serious wounds	11,250 gp
-	95	55-57	Contagion	11,250 gp
-	96	58	Charm person (heightened to 3rd-level spell)	11,250 gp
-	97	59	Fireball (6th-level caster)	13,500 gp
-	98-99	60-61	Searing light (6th-level caster)	13,500 gp
-	100	62-63	Lightning bolt (6th-level caster)	13,500 gp
-	-	64-65	Fireball (8th-level caster)	18,000 gp
-	-	66-67	-Lightning bolt (8th-level caster)	18,000 gp
-	-	68-69	Charm monster	21,000 gp
-	-	70-71	Fear	21,000 gp
-	-	72-73	Improved invisibility	21,000 gp
-	-	74-75	Polymorph self	21,000 gp
-	-	76-77	Polymorph other	21,000 gp
-	-	78-79	Ice storm	21,000 gp
-	-	80-81	Summon monster IV	21,000 gp
-	-	82-83	Wall of ice	21,000 gp
-	-	84	Wall of fire	21,000 gp
-	-	85	Ray of enfeeblement (heightened to 4th-level)	21,000 gp
-	-	86	Poison	21,000 gp
-	-	87	Suggestion (heightened to 4th-level spell)	21,000 gp
-	-	88-89	Neutralize poison	21,000 gp
-	-	90	Inflict critical wounds	21,000 gp
-	-	91-92	Cure critical wounds	21,000 gp
-	-	93	Restoration	21,100 gp
-	-	94	Fireball (10th-level caster)	22,500 gp
-	-	95	-Lightning bolt (10th-level caster)	22,500 gp
-	-	96	Holy smite (8th-level caster)	24,000 gp
-	-	97	-Chaos hammer (8th-level caster)	24,000 gp
-	-	98	Unholy blight (8th-level caster)	24,000 gp
-	-	99	Order's wrath (8th-level caster)	24,000 gp
-	-	100	Stoneskin	37,700 gp*

*-The cost to create a wand of stonesskin is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

MAGIC ITEMS (WEAPONS)

Table: Weapons

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Weapon Bonus</i>	<i>Base Price*</i>
01-70	01-10	-	+1	2,000 gp
71-85	11-20	-	+2	8,000 gp
-	21-58	01-20	+3	18,000 gp
-	59-62	21-38	+4	32,000 gp
-	-	39-49	+5	50,000 gp
-	-	-	+6**	72,000 gp
-	-	-	+7**	98,000 gp
-	-	-	+8**	128,000 gp
-	-	-	+9**	162,000 gp
-	-	-	+10**	200,000 gp
-	63-68	50-63	Specific weapon†	-
86-100	69-100	64-100	Special ability and roll again‡	-

*This price is for 50 arrows, crossbow bolts, or sling bullets.

**A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

†See Table: Specific Weapons.

‡See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

Table: Weapon Type Determination

d%	<i>Weapon Type</i>
01-70	Common melee weapon
71-80	Uncommon weapon
81-100	Common ranged weapon

Table: Common Melee Weapons

d%	<i>Weapon</i>	<i>Weapon Cost*</i>
01-04	Dagger	+302 gp
05-14	Greataxe	+320 gp
15-24	Greatsword	+350 gp
25-28	Kama	+302 gp
29-41	Longsword	+315 gp
42-45	Mace, light	+305 gp
46-50	Mace, heavy	+312 gp
51-54	Nunchaku	+302 gp
55-57	Quarterstaff**	+600 gp
58-61	Rapier	+320 gp
62-66	Scimitar	+315 gp
67-70	Shortspear	+302 gp
71-74	Siangham	+303 gp
75-84	Sword, bastard	+335 gp
85-89	Sword, short	+310 gp
90-100	Waraxe, dwarven	+330 gp

All magic weapons are masterwork weapons.

*Add to enhancement bonus on Table: Weapons to determine total market price.

**Masterwork double weapons incur double the masterwork cost to account for each head. Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100 on d%) and it has no special abilities.

Table: Uncommon Weapons

d%	<i>Weapon</i>	<i>Weapon Cost*</i>
01-03	Axe, orc double**	+660 gp
04-07	Battleaxe	+310 gp
08-10	Chain, spiked	+325 gp
11-12	Club	+300 gp
13-16	Crossbow, hand	+400 gp
17-19	Crossbow, repeating	+550 gp
20-21	Dagger, punching	+302 gp
22-23	Falchion	+375 gp
24-26	Flail, dire**	+690 gp
27-31	Flail, heavy	+315 gp
32-35	Flail, light	+308 gp
36-37	Gauntlet	+302 gp
38-39	Gauntlet, spiked	+305 gp
40-41	Glaive	+308 gp
42-43	Greatclub	+305 gp
44-45	Guisarme	+309 gp
46-48	Halberd	+310 gp
49-51	Halfspear	+301 gp
52-54	Hammer, gnome hooked**	+620 gp
55-56	Hammer, light	+301 gp
57-58	Handaxe	+306 gp
59-61	Kukri	+308 gp
62-63	Lance, heavy	+310 gp
64-65	Lance, light	+306 gp
66-67	Longspear	+305 gp
68-70	Morningstar	+308 gp
71-72	Net	+320 gp
73-74	Pick, heavy	+308 gp
75-76	Pick, light	+304 gp
77-78	Ranseur	+310 gp
79-80	Sap	+301 gp
81-82	Scythe	+318 gp
83-84	Shuriken	+301 gp

85-86	Sickle	+306 gp
87-89	Sword, two-bladed**	+700 gp
90-91	Trident	+315 gp
92-94	Urgrosh, dwarven**	+650 gp
95-97	Warhammer	+312 gp
98-100	Whip	+301 gp

All magic weapons are masterwork weapons.

*Add to enhancement bonus on Table: Weapons to determine total market price.

**Masterwork double weapons incur double the masterwork cost to account for each head. Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100) and it has no special abilities.

WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus to attack does not stack with their enhancement bonus to attack.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons (for example, daggers) can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

Caster Level for Weapons

The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Bonus Damage Dice

Some magic weapons deal bonus dice of damage. Unlike other modifiers to damage, bonus dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition

Masterwork ranged weapon bonuses to attack and masterwork ammunition (arrows, crossbow bolts, and sling bullets) attack bonuses stack with each other (but not with enhancement bonuses).

Unlike most enhancement bonuses, but similar to the way in which armor and shields work together, the enhancement bonuses of magic ranged weapons and magic ammunition stack for attack and damage purposes. However, for purposes of damage reduction, the enhancement bonuses of a magic ranged weapon and magic ammunition do not stack. Only the ammunition's enhancement bonus is applied against the damage reduction, since it is the only part of the weapon actually striking the creature.

Magic Ammunition and Breakage

When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Light Generation

Fully 30% of magic weapons shed light equivalent to a torch (20-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points

An attacker cannot damage a magic weapon with an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Activation

If a weapon has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

Random Generation

To generate magic weapons randomly, first roll on Table: Weapons, and then roll on Table: Weapon Type Determination. Use Table: Melee Weapon Special Abilities, Table: Ranged Weapon Special Abilities, or Table: Specific Weapons if indicated by the roll.

Special Qualities

Roll d%. If the item is a melee weapon, a 01-20 result indicates that the item sheds light, 21-25 indicates that the weapon is intelligent, 26-35 indicates that the weapon is both intelligent and sheds light, 36-50 indicates that something (a design, inscription, etc.) provides a clue to the weapon's function, and 51-100 indicates no special qualities. If the item is a ranged weapon, a 01-05 result indicates the weapon is intelligent, 06-25 indicates that something (a design, inscription, etc.) provides a clue to the weapon's function, and 26-100 indicates no special qualities. Intelligent weapons have extra abilities and sometimes also extraordinary powers and special purposes. Use Table: Item Intelligence, Wisdom, Charisma, and Capabilities as indicated if a magic weapon is intelligent.

Table: Common Ranged Weapons

<i>d%</i>	<i>Weapon</i>	<i>Weapon Cost*</i>
01-10	Ammunition	
01-50	Arrows (50)	+350 gp
51-80	Bolts, crossbow (50)	+350 gp
81-100	Bullets, sling (50)	+350 gp
11-15	Axe, throwing	+308 gp
16-25	Crossbow, heavy	+350 gp
26-35	Crossbow, light	+335 gp
36-39	Dart	+300 gp 5 sp
40-41	Javelin	+301 gp
42-46	Shortbow	+330 gp
47-51	Shortbow, composite	+375 gp
52-56	Shortbow, mighty composite (+1 Str bonus)	+450 gp
57-61	Shortbow, mighty composite (+2 Str bonus)	+525 gp
62-65	Sling	+300 gp
66-75	Longbow	+375 gp
76-80	Longbow, composite	+400 gp
81-85	Longbow, mighty composite (+1 Str bonus)	+500 gp
86-90	Longbow, mighty composite (+2 Str bonus)	+600 gp
91-95	Longbow, mighty composite (+3 Str bonus)	+700 gp
96-100	Longbow, mighty composite (+4 Str bonus)	+800 gp

All magic weapons are masterwork weapons.

*Add to enhancement bonus on Table 8-10: Weapons to determine total market price.

Table: Melee Weapon Special Abilities

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Special Ability</i>	<i>Modifier*</i>
01-15	01-10	-	Defending	+1 bonus
16-25	11-15	01-03	Flaming	+1 bonus
26-35	16-20	04-06	Frost	+1 bonus
36-45	21-25	07-09	Shock	+1 bonus
46-55	26-30	10-12	Ghost touch	+1 bonus
56-70	31-40	-	Keen†	+1 bonus
71-80	41-50	13-17	Mighty cleaving	+1 bonus
81-89	51	18-19	Spell storing	+1 bonus
90-99	52-56	20-21	Throwing	+1 bonus
-	57-59	22-26	Bane	+2 bonus
-	60-62	27-29	Disruption†	+2 bonus
-	63-65	30-33	Flaming burst	+2 bonus
-	66-68	34-37	Icy burst	+2 bonus
-	69-71	38-41	Shocking burst	+2 bonus
-	72-76	42-44	Thundering	+2 bonus
-	77-79	46-47	Wounding	+2 bonus
-	80-82	48-52	Holy	+2 bonus
-	83-85	53-57	Unholy	+2 bonus
-	86-88	58-62	Lawful	+2 bonus
-	89-91	63-67	Chaotic	+2 bonus
-	92	68-71	Brilliant energy	+4 bonus
-	93	70-73	Dancing	+4 bonus
-	94-95	74-76	Speed	+4 bonus
-	-	77-80	Vorpal‡	+5 bonus
100	96-100	81-100	Roll again twice**	-

*Add to enhancement bonus on Table 8-10: Weapons to determine total market price.

**Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

†Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

‡Slashing weapons only. Reroll if randomly generated for a non-slashing weapon.

Table: Ranged Weapon Special Abilities

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Special Ability</i>	<i>Modifier*</i>
01-20	01-15	-	Returning	+1 bonus
21-40	16-30	-	Distance	+1 bonus
41-60	31-35	01-10	Flaming	+1 bonus
61-80	36-40	11-20	Shock	+1 bonus
81-100	41-45	21-30	Frost	+1 bonus
-	46-50	31-40	Flaming burst	+2 bonus
-	51-55	41-50	Icy burst	+2 bonus
-	56-60	51-60	Shocking burst	+2 bonus
-	61-66	61-65	Bane	+2 bonus
-	67-74	66-70	Holy	+2 bonus
-	75-82	71-75	Unholy	+2 bonus
-	83-90	76-80	Lawful	+2 bonus
-	91-98	81-85	Chaotic	+2 bonus
-	-	86-90	Speed	+4 bonus
-	-	91-97	Brilliant energy	+4 bonus
-	99-100	98-100	Roll again twice**	-

*Add to enhancement bonus on Table: Weapons to determine total market price.

**Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

MAGIC WEAPONS SPECIAL ABILITIES DESCRIPTIONS

Most magic weapons only have enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Bane

Abane weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a +1 longsword is a +3 longsword against its foe). Further, it deals +2d6 points of bonus damage against the foe. To randomly determine a weapon's designated foe, roll on the following table:

<i>d%</i>	<i>Designated Foe</i>
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoids
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, evil
66-70	Outsiders, good
71-75	Outsiders, lawful
76-77	Plants
78-85	Shapechangers
86-92	Undead
93-94	Vermin
95-100	Humanoids (choose subtype)

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, summon monster I; Market Price: +2 bonus.

Brilliant Energy

A brilliant energy weapon has its significant portion—such as its blade, axe head, or arrowhead—transformed into light, although this does not modify the item's weight. It gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and enhancement AC bonuses do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. Bows, crossbows, and slings cannot be enchanted with this ability.

Caster Level: 16th; Prerequisites: Craft Magic Arms and Armor, gaseous form, continual flame; Market Price: +4 bonus.

Chaotic

A chaotic weapon is chaotically aligned and infused with the power of chaos. It deals +2d6 points of bonus chaotic damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the chaotic power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, chaos hammer, creator must be chaotic; Market Price: +2 bonus.

Dancing

A dancing weapon can be loosed (requiring a standard action) to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can't dance (attack on its own) again for 4 rounds.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, animate objects; Market Price: +4 bonus.

Defending

A defender weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a special bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, shield or shield of faith; Market Price: +1 bonus.

Disruption

A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed at a Fortitude save (DC 14) or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armor, heal; Market Price: a+2 bonus.

Distance

This enchantment can only be placed on a ranged weapon. A weapon of distance doubles its range increment.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, clairaudience/clairvoyance; Market Price: +1 bonus.

Flaming

Upon command, a flaming weapon is sheathed in fire. The fire does not harm the hands that hold the weapon. Flaming weapons deal +1d6 points of bonus fire damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: +1 bonus.

Flaming Burst

A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the hands that hold the weapon. Flaming burst weapons deal +1d10 points of bonus fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus fire damage instead, and if the multiplier is x4, add +3d10 points of bonus fire damage. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: +2 bonus.

Frost

Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the hands that hold the weapon. Frost weapons deal +1d6 points of bonus cold damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, chill metal or ice storm; Market Price: +1 bonus.

Ghost Touch

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

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, plane shift; Market Price: +1 bonus.

Holy

A holy weapon is good aligned and blessed with holy power. It deals +2d6 points of bonus holy (good) damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the holy power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, holy smite, creator must be good; Market Price: +2 bonus.

Icy Burst

An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the hands that hold the weapon. Icy burst weapons deal +1d10 points of bonus cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus cold damage instead, and if the multiplier is x4, add +3d10 points of bonus cold damage. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, chill metal or ice storm; Market Price: +2 bonus.

Keen

This enchantment doubles the threat range of a weapon. For instance, if it is placed on a longsword (which has a normal threat range of 19-20), the keen longsword scores a threat on a 17-20. Only slashing weapons can be enchanted to be keen. (If you roll this property randomly for an inappropriate weapon, reroll.)

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, keen edge; Market Price: +1 bonus.

Lawful

A lawful weapon is lawfully aligned and infused with the power of law. It deals +2d6 points of bonus lawful damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the lawful power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, order's wrath, creator must be lawful; Market Price: +2 bonus.

Mighty Cleaving

A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, divine power; Market Price: +1 bonus.

Returning

This enchantment can only be placed on a weapon that can be thrown. A returning weapon returns through the air back to the creature that threw it. It returns on the round following the round that it was thrown just before its throwing creature's turn. It is therefore ready to use again that turn.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, telekinesis; Market Price: +1 bonus.

Shock

Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the hands that hold the weapon. Shock weapons deal +1d6 points of bonus electricity damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning bolt; Market Price: +1 bonus.

Shocking Burst

A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the hands that hold the weapon. Shocking burst weapons deal +1d10 points of bonus electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus electricity damage instead, and if the multiplier is x4, add +3d10 points of bonus electricity damage. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning bolt; Market Price: +2 bonus.

Speed

A weapon of speed allows the wielder one single extra attack each round at his highest bonus. It is not cumulative with haste. The extra attack must be with this weapon, not with some other weapon. The weapon does not grant the benefits of a haste spell, so an additional partial action is not what is granted, simply an extra single attack with this weapon.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, haste; Market Price: +4 bonus.

Spell Storing

A spell-storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This ability is a special exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Inflict serious wounds, contagion, blindness, and hold person are all common choices for the stored spell. Once the spell has been cast, the weapon is empty of spells, and a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wearer the name of the spell currently stored within it. A randomly rolled spell-storing weapon has a 50% chance to have a spell stored in it already.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Market Price: +1 bonus.

Thundering

A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder of the weapon. Thundering weapons deal +1d8 points of bonus sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d8 points of bonus sonic damage instead, and if the multiplier is x4, add +3d8 points of bonus sonic damage. Bows, crossbows, and slings so enchanted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a Fortitude save (DC 14) or be deafened permanently.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, blindness/deafness; Market Price: +2 bonus.

Throwing

This enchantment can only be placed on a melee weapon. A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, magic stone; Market Price: +1 bonus.

Unholy

An unholy weapon is evilly aligned and blessed with unholy power. It deals +2d6 points of bonus unholy (evil) damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the unholy power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, unholy blight, creator must be evil; Market Price: +2 bonus.

Vorpal

This potent and feared enchantment allows the weapon to sever the heads of those it strikes. Upon a successful critical hit, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many abominations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. The DM may have to make judgment calls about this sword's effect. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, keen edge, death spell; Market Price: +5 bonus.

Wounding

A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (heal, healing circle, and so on).

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, Mordenkainen's sword; Market Price: +1 bonus.

Table: Specific Weapons

<i>Medium</i>	<i>Major</i>	<i>Specific Weapon</i>	<i>Market Price</i>
01-20	-	Sleep arrow	132 gp
21-40	-	Screaming bolt	257 gp
41-55	01-04	Javelin of lightning	751 gp
56-65	05-09	Slaying arrow	2,282 gp
66-70	-	Adamantine dagger	3,302 gp
71-72	10-11	Trident of fish command	3,815 gp
-	12-13	Slaying arrow (greater)	4,057 gp
73-74	14-17	Dagger of venom	9,302 gp
75-76	18-20	Adamantine battleaxe	9,310 gp
77-79	21-25	Trident of warning	9,815 gp
80-82	26-30	Assassin's dagger	10,302 gp
83-85	31-35	Sword of subtlety	15,310 gp
86-88	36-40	Mace of terror	17,812 gp
89-91	41-45	Nine lives stealer	25,315 gp
92-94	46-50	Oathbow	27,875 gp
95-96	51-55	Sword of life stealing	30,315 gp
97-98	56-60	Flame tongue	32,315 gp
99-100	61-66	Life-drinker	40,320 gp
-	67-72	Frost brand	49,350 gp
-	73-78	Rapier of puncturing	50,320 gp
-	79-81	Sun blade	50,335 gp
-	82-83	Sword of the planes	52,315 gp
-	84-85	Sylvan scimitar	55,815 gp
-	86-87	Dwarven thrower	60,312 gp
-	88-90	Mace of smiting	75,312 gp
-	91-96	Holy avenger	120,315 gp
-	97-100	Luck blade	170,560 gp

SPECIFIC WEAPONS

The following specific weapons usually are preconstructed with exactly the qualities described here.

Adamantine Battleaxe

This nonmagical axe is made out of adamantine, giving it a natural +2 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 9,310 gp.

Adamantine Dagger

This nonmagical dagger is made out of adamantine, giving it a natural +1 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 3,302 gp.

Assassin's Dagger

This wicked-looking, curved +2 dagger adds a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, slay living; Market Price: 10,302 gp; Cost to Create: 5,302 gp + 400 XP.

Dagger of Venom

This black +1 dagger has a serrated edge. It allows the wielder to inflict a poison spell (DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison spell must be inflicted on the same round that the dagger strikes.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, poison; Market Price: 9,302 gp; Cost to Create: 4,802 gp + 360 XP.

Dwarven Thrower

This weapon commonly functions as a +2 warhammer. If in the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and can be hurled with a 30-foot range increment. It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again. When hurled, it deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Market Price: 60,312 gp; Cost to Create: 30,312 gp + 2,400 XP.

Flame Tongue

This +1 flaming longsword (+1d6 points of fire damage with each hit) is also a flaming burst weapon (+1d10 points of bonus fire damage on a critical; see flaming burst, above).

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: 32,315 gp; Cost to Create: 16,315 + 1,280 XP.

Frost Brand

This +3 frost greatsword (+1d6 points of bonus cold damage with each hit) does not shed any light except when the air temperature is below 0°F. Its wielder is protected from fire, since the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer.

The frost brand sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius and includes lasting effects such as wall of fire but excludes instantaneous effects such as fireball, meteor swarm, and flame strike.

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armor, ice storm, dispel magic, protection from elements; Market Price: 49,350 gp; Cost to Create: 24,850 gp + 1,960 XP.

Holy Avenger

In the hands of any character other than a paladin, this sword performs only as a +2 longsword. In the hands of a paladin, this holy (+1d6 points of bonus holy damage against evil creatures) becomes a +5 longsword, creates a spell resistance of 15 in a 5-foot radius, and casts dispel magic (usable every round as a standard action) in a 5-foot radius at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of dispel magic.)

Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, holy aura, creator must be good; Market Price: 120,315 gp; Cost to Create: 60,315 gp + 4,800 XP.

Javelin of Lightning

This javelin becomes a 5d6 lightning bolt when thrown (DC 14). It is consumed in the attack.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, lightning bolt; Market Price: 751 gp; Cost to Create: 526 gp + 18 XP.

Life-Drinker

This +1 greataxe bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a Fortitude save (DC 23) for each negative level or lose a character level. However, each time a life-drinker deals damage to a foe, it also bestows one negative level on the wielder. The negative level gained by the wielder lasts until the axe is put down. The axe can't be used again for 1 hour without the wielder once again gaining the negative level.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, enervation; Market Price: 40,320 gp; Cost to Create: 20,320 gp + 1,600 XP.

Luck Blade

This +1 short sword gives its possessor a +1 luck bonus to all saving throws and contains five wish spells when newly created. When randomly rolled, the luck blade can contain fewer than five wishes (1d6-1, minimum 0). The DM should keep the number of wishes left a secret. When the last wish is used, the sword remains a +1 short sword, and it still grants the +1 luck bonus.

Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, wish or miracle; Market Price: 170,560 gp; Cost to Create: 22,935 gp + 26,810 XP.

Mace of Smiting

This +3 heavy mace has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). Furthermore, a critical hit dealt to an outsider deals x4 critical damage rather than x2.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death; Market Price: 75,312 gp; Cost to Create: 37,812 gp + 3,000 XP.

Mace of Terror

This +2 heavy mace has a potent spell-like ability allowing the wielder to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 20 feet who view him must roll successful Will saving throws (DC 16) or be struck motionless with terror (treat as hold person). Those who succeed on their saves are shaken. Each time the mace is used to cause terror, there is a 20% chance the wielder permanently loses 1 point from his Charisma score.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, fear, hold person; Market Price: 17,812 gp; Cost to Create: 9,062 gp + 700 XP.

Nine Lives Stealer

This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword (with perhaps a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function. The victim is entitled to a Fortitude saving throw (DC 17) to avoid death. If the save is successful, the sword's death-dealing ability does not function, no charge is used, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the sword is wielded.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death; Market Price: 25,315 gp; Cost to Create: 12,815 gp + 1,000 XP.

Oathbow

Of elven make, this white +1 longbow whispers "Swift defeat to my enemies" in Elven when nocked and pulled. If the firer swears aloud to slay her target, the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +3 enhancement bonus, and arrows launched from it deal double normal damage (and x4 on a critical hit instead of the normal x3). However, if the firer does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week, during which it possesses no magical abilities or bonuses at all. Further, the character is demoralized and suffers a -1 morale penalty to attack rolls, saving throws, and skill checks during that week.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, creator must be an elf; Market Price: 27,875 gp; Cost to Create: 14,125 gp + 1,100 XP.

Rapier of Puncturing

Three times per day, this +2 rapier of wounding allows the wielder to make a touch attack with the weapon that deals 1d6 points of temporary Constitution damage by draining blood.

Caster Level

13th; Prerequisites: Craft Magic Arms and Armor, harm; Market Price: 50,320 gp; Cost to Create: 25,320 gp + 2,000 XP.

Screaming Bolt

One of these +2 bolts screams when fired, forcing all enemies of the firer within 20 feet of the path of the bolt to succeed at a Will save (DC 14) or become shaken. This is a mind-affecting fear effect.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, scare; Market Price: 257 gp; Cost to Create: 132 gp + 10 XP.

Slaying Arrow

This +1 arrow is keyed to a particular type of creature. If it strikes such a creature, the target must make a Fortitude save (DC 20) or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus death ward protects a target). To determine the type of creature the arrow is keyed to, roll on the following table:

<i>d%</i>	<i>Target Type</i>
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs

21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoid
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, evil
66-70	Outsiders, good
71-75	Outsiders, lawful
76-77	Plants
78-85	Shapechangers
86-92	Undead
93-94	Vermin
95-100	Humanoid (choose subtype)

A greater slaying arrow functions just like a normal slaying arrow, but the DC to avoid the death effect is 23.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death (slaying arrow) or heightened finger of death (greater slaying arrow); Market Price: 2,282 gp (slaying arrow) or 4,057 gp (greater slaying arrow); Cost to Create: 1,144 gp 5 sp + 91 XP (slaying arrow) or 2,032 gp + 162 XP (greater slaying arrow).

Sleep Arrow

This strange +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual damage (in the same amount as would be normal damage) and forces the target to make a Will save (DC 11) or fall asleep.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, sleep; Market Price: 132 gp; Cost to Create: 69 gp 5 sp + 5 XP.

Sun Blade

This sword is the size of a bastard sword. However, its enchantment enables the sun blade to be wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally.

In normal combat, the glowing golden blade of the weapon is equal to a +2 bastard sword. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

Furthermore, the blade has a special sunbeam power. Once a day, the wielder can swing the blade vigorously above her head while speaking a command word. The sunblade then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and spreads outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All sun blades are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the sword is wielded.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, continual light, creator must be good; Market Price: 50,335 gp; Cost to Create: 25,335 gp + 2,000 XP.

Sword of Life Stealing

This black iron +2 longsword bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last 24 hours.

Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, energy drain; Market Price: 30,315 gp; Cost to Create: 15,315 gp + 1,200 XP.

Sword of the Planes

This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 longsword on the Astral or Ethereal plane or when used against opponents from either of those planes. On any other plane, or against any outsider, it functions as a +4 longsword.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, plane shift; Market Price: 52,315 gp; Cost to Create: 26,315 gp + 2,080 XP.

Sword of Subtlety

A +1 short sword with a thin, dull gray blade, this sword adds a +4 bonus to its wielder's attack roll and damage when he is making a sneak attack with it.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, blur; Market Price: 15,310 gp; Cost to Create: 7,810 gp + 600 XP.

Sylvan Scimitar

This +3 scimitar, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals +1d6 points of bonus damage.

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor; divine power or caster must be druid level 7th+; Market Price: 55,815 gp; Cost to Create: 28,065 gp + 2,220 XP.

Trident of Fish Command

The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to cause all water-dwelling animals within a 60-foot radius to make a Will saving throw (DC 12). This uses 1 charge of the trident. Animals failing this save are completely under the empathic command of the wielder and will not attack her or any of her allies within 10 feet of her. The wielder can make the controlled marine animals move in whatever direction she desires and convey messages of emotion to them (in other words, fear, hunger, anger, indifference, repletion, and so on). Animals making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident. A school of fish should be checked as a single entity.

A newly created trident has 50 charges. When all the charges are used, it remains a +1 trident.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, speak with animals; Market Price: 3,815 gp; Cost to Create: 2,065 gp + 140 XP.

Trident of Warning

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 240 feet. The weapon is otherwise a +2 trident.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, detect magic; Market Price: 9,815 gp; Cost to Create: 5,065 gp + 380 XP.

WONDEROUS ITEMS

Anyone can use a wondrous item (unless specified otherwise in the description).

Special Qualities: Roll d%. An 01 result indicates the wondrous item is intelligent, 02-31 indicates that something (a design, inscription, etc.) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes.

Table: Minor Wondrous Items

<i>d%</i>	<i>Item</i>	<i>Market Price</i>
01	Ioun stone (dull gray)	25 gp
02	Quaal's feather token (anchor)	50 gp
03	Everburning torch	90 gp
04	Quaal's feather token (tree)	100 gp
05	Quaal's feather token (fan)	200 gp
06	Dust of tracelessness	250 gp
07	Quaal's feather token (bird)	300 gp
08	Quaal's feather token (swan boat)	450 gp
09	Dust of illusion	500 gp
10	Necklace of prayer beads (blessing)	500 gp
11	Quaal's feather token (whip)	500 gp
12	Scarab, golembane (flesh)	800 gp
13	Bag of tricks (gray)	900 gp
14	Dust of dryness	900 gp
15	Bracers of armor (+1)	1,000 gp
16	Cloak of resistance (+1)	1,000 gp
17	Eyes of the eagle	1,000 gp
18	Goggles of minute seeing	1,000 gp
19	Hand of the mage	1,000 gp
20	Pearl of power (1st-level spell)	1,000 gp
21	Phylactery of faithfulness	1,000 gp
22	Scarab, golembane (clay)	1,000 gp
23	Stone of alarm	1,000 gp
24	Pipes of the sewers	1,150 gp
25	Scarab, golembane (stone)	1,200 gp
26	Brooch of shielding	1,500 gp
27	Scarab, golembane (iron)	1,600 gp
28	Necklace of fireballs (Type I)	1,650 gp
29	Pipes of sounding	1,800 gp
30	Quiver of Ehlonna	1,800 gp
31	Scarab, golembane (flesh and clay)	1,800 gp
32	Horseshoes of speed	1,900 gp
33	Amulet of natural armor (+1)	2,000 gp
34	Bead of force	2,000 gp
35	Boots of elvenkind	2,000 gp
36	Cloak of elvenkind	2,000 gp
37	Hat of disguise	2,000 gp
38	Heward's handy haversack	2,000 gp
39	Horn of fog	2,000 gp
40	Slippers of spider climbing	2,000 gp
41	Universal solvent	2,000 gp
42	Vest of escape	2,000 gp
43	Dust of appearance	2,100 gp
44	Glove of storing	2,200 gp
45	Sovereign glue	2,400 gp
46	Bag of holding (Bag 1)	2,500 gp
47	Boots of the winterlands	2,500 gp
48	Boots of striding and springing	2,500 gp
49	Candle of truth	2,500 gp
50	Scarab, golembane (any golem)	2,500 gp
51	Helm of comprehending languages and reading magic	2,600 gp
52	Necklace of fireballs (Type II)	2,700 gp
53	Bag of tricks (rust)	3,000 gp
54	Chime of opening	3,000 gp
55	Horseshoes of a zephyr	3,000 gp
56	Rope of climbing	3,000 gp
57	Dust of disappearance	3,500 gp
58	Lens of detection	3,500 gp
59	Figurine of wondrous power (silver raven)	3,800 gp
60	Amulet of health (+2)	4,000 gp
61	Bracers of armor (+2)	4,000 gp
62	Cloak of Charisma (+2)	4,000 gp
63	Cloak of resistance (+2)	4,000 gp
64	Gauntlets of ogre power	4,000 gp

65	Gloves of arrow snaring	4,000 gp
66	Gloves of Dexterity (+2)	4,000 gp
67	Headband of intellect (+2)	4,000 gp
68	Ioun stone (dusty rose prism)	4,000 gp
69	Keoghtom's ointment	4,000 gp
70	Pearl of power (2nd-level spell)	4,000 gp
71	Periapt of proof against poison	4,000 gp
72	Periapt of Wisdom (+2)	4,000 gp
73	Stone salve	4,000 gp
74	Necklace of fireballs (Type III)	4,350 gp
75	Bracelet of friends	4,550 gp
76	Circlet of persuasion	4,500 gp
77	Incense of meditation	4,900 gp
78	Bag of holding (Bag 2)	5,000 gp
79	Ioun stone (clear spindle)	5,000 gp
80	Necklace of prayer beads (karma)	5,000 gp
81	Bracers of archery	5,100 gp
82	Eversmoking bottle	5,200 gp
83	Necklace of fireballs (Type IV)	5,400 gp
84	Murlynd's spoon	5,500 gp
85	Nolzur's marvelous pigments	5,500 gp
86	Wind fan	5,500 gp
87	Wings of flying	5,500 gp
88	Vestment, druid's	5,800 gp
89	Cloak of arachnida	6,000 gp
90	Gloves of swimming and climbing	6,000 gp
91	Horn of goodness/evil	6,000 gp
92	Necklace of fireballs (Type V)	6,150 gp
93	Bag of tricks (tan)	6,300 gp
94	Circlet of blasting, minor	6,480 gp
95	Pipes of haunting	6,500 gp
96	Robe of useful items	7,000 gp
97	Hand of glory	7,200 gp
98	Bag of holding (Bag 3)	7,400 gp
99	DM's choice	-
100	DM's choice	-

Table: Medium Wondrous Items

d%	Item	Market Price
01	Boots of levitation	7,500 gp
02	Harp of charming	7,500 gp
03	Periapt of health	7,500 gp
04	Candle of invocation	7,800 gp
05	Amulet of natural armor (+2)	8,000 gp
06	Boots of speed	8,000 gp
07	Ioun stone (dark blue rhomboid)	8,000 gp
08	Ioun stone (deep red sphere)	8,000 gp
09	Ioun stone (incandescent blue sphere)	8,000 gp
10	Ioun stone (pale blue rhomboid)	8,000 gp
11	Ioun stone (pink rhomboid)	8,000 gp
12	Ioun stone (pink and green sphere)	8,000 gp
13	Ioun stone (scarlet and blue sphere)	8,000 gp
14	Goggles of night	8,000 gp
15	Necklace of fireballs (Type VI)	8,100 gp
16	Belt, monk's	9,000 gp
17	Bracers of armor (+3)	9,000 gp
18	Cloak of resistance (+3)	9,000 gp
19	Decanter of endless water	9,000 gp
20	Pearl of power (3rd-level spell)	9,000 gp
21	Talisman of the sphere	9,000 gp
22	Figurine of wondrous power (serpentine owl)	9,100 gp
23	Necklace of fireballs (Type VII)	9,150 gp
24	Deck of illusions	9,200 gp
25	Blessed book	9,500 gp
26	Bag of holding (Bag 4)	10,000 gp
27	Figurine of wondrous power (bronze griffon)	10,000 gp
28	Figurine of wondrous power (ebony fly)	10,000 gp
29	Necklace of prayer beads (healing)	10,000 gp
30	Robe of blending	10,000 gp
31	Stone of good luck (luckstone)	10,000 gp
32	Stone horse (courser)	10,000 gp
33	Boat, folding	10,500 gp
34	Amulet of undead turning	11,000 gp

35	Gauntlet of rust	11,500 gp
36	Boots, winged	12,000 gp
37	Horn of blasting	12,000 gp
38	Ioun stone (vibrant purple prism)	12,000 gp
39	Medallion of thoughts	12,000 gp
40	Pipes of pain	12,000 gp
41	Cape of the mountebank	12,960 gp
42	Lyre of building	13,000 gp
43	Portable hole	14,000 gp
44	Bottle of air	14,500 gp
45	Stone horse (destrier)	14,800 gp
46	Belt of dwarvenkind	14,900 gp
47	Ioun stone (iridescent spindle)	15,000 gp
48	Necklace of prayer beads (smiting)	15,000 gp
49	Periapt of wound closure	15,000 gp
50	Scabbard of keen edges	15,000 gp
51	Broom of flying	15,100 gp
52	Horn of the tritons	15,100 gp
53	Gem of brightness	15,200 gp
54	Pearl of the sirines	15,300 gp
55	Figurine of wondrous power (onyx dog)	15,500 gp
56	Chime of interruption	15,800 gp
57	Amulet of health (+4)	16,000 gp
58	Belt of giant strength (+4)	16,000 gp
59	Bracers of armor (+4)	16,000 gp
60	Cloak of Charisma (+4)	16,000 gp
61	Cloak of resistance (+4)	16,000 gp
62	Gloves of Dexterity (+4)	16,000 gp
63	Headband of intellect (+4)	16,000 gp
64	Pearl of power (4th-level spell)	16,000 gp
65	Periapt of Wisdom (+4)	16,000 gp
66	Figurine of wondrous power (golden lions)	16,500 gp
67	Figurine of wondrous power (marble elephant)	17,000 gp
68	Amulet of natural armor (+3)	18,000 gp
69	Carpet of flying (3 ft. by 5 ft.)	18,000 gp
70	Necklace of adaptation	19,000 gp
71	Cloak of the manta ray	20,000 gp
72	Ioun stone (pale green prism)	20,000 gp
73	Ioun stone (pale lavender ellipsoid)	20,000 gp
74	Ioun stone (pearly white spindle)	20,000 gp
75	Figurine of wondrous power (ivory goats)	21,000 gp
76	Rope of entanglement	21,000 gp
77	Cube of frost resistance	22,000 gp
78	Matttock of the titans	23,000 gp
79	Circlet of blasting, major	23,760 gp
80	Cloak of the bat	24,000 gp
81	Helm of underwater action	24,000 gp
82	Eyes of doom	24,500 gp
83	Bracers of armor (+5)	25,000 gp
84	Cloak of displacement, minor (20% miss chance)	25,000 gp
85	Cloak of resistance (+5)	25,000 gp
86	Mask of the skull	25,000 gp
87	Maul of the titans	25,000 gp
88	Pearl of power (5th-level spell)	25,000 gp
89	Dimensional shackles	26,000 gp
90	Iron bands of Bilarro	26,000 gp
91	Robe of scintillating colors	27,000 gp
92	Manual of bodily health +1	27,500 gp
93	Manual of gainful exercise +1	27,500 gp
94	Manual of quickness in action +1	27,500 gp
95	Tome of clear thought +1	27,500 gp
96	Tome of leadership and influence +1	27,500 gp
97	Tome of understanding +1	27,500 gp
98	Figurine of wondrous power (obsidian steed)	28,500 gp
99	Carpet of flying (4 ft. by 6 ft.)	29,000 gp
100	DM's choice	-

Table: Major Wondrous Items

<i>d%</i>	<i>Item</i>	<i>Market Price</i>
01-02	Lantern of revealing	30,000 gp
03-04	Necklace of prayer beads (wind walking)	30,000 gp
05-06	Drums of panic	30,000 gp
07-08	Helm of telepathy	31,000 gp

09-10	Amulet of natural armor (+4)	32,000 gp
11-12	Amulet of proof against detection and location	35,000 gp
13	Amulet of health (+6)	36,000 gp
14-15	Bracers of armor (+6)	36,000 gp
16	Belt of giant strength (+6)	36,000 gp
17	Cloak of Charisma (+6)	36,000 gp
18	Gloves of Dexterity (+6)	36,000 gp
19	Headband of intellect (+6)	36,000 gp
20-21	Pearl of power (6th-level spell)	36,000 gp
22	Periapt of Wisdom (+6)	36,000 gp
23-24	Orb of storms	38,000 gp
25-26	Scarab of protection	38,000 gp
27-28	Ioun stone (lavender and green ellipsoid)	40,000 gp
29-30	Ring gates	40,000 gp
31	Carpet of flying (5 ft. by 7 ft.)	41,000 gp
32	Crystal ball	42,000 gp
33	Helm of teleportation	48,600 gp
34	Bracers of armor (+7)	49,000 gp
35	Pearl of power (7th-level spell)	49,000 gp
36	Amulet of natural armor (+5)	50,000 gp
37	Cloak of displacement, major (50% miss chance)	50,000 gp
38	Crystal ball with detect invisibility	50,000 gp
39	Horn of Valhalla	50,000 gp
40	Necklace of prayer beads (summons)	50,000 gp
41	Crystal ball with detect thoughts	51,000 gp
42	Cloak of etherealness	52,000 gp
43	Carpet of flying (6 ft. by 9 ft.)	53,000 gp
44	Daern's instant fortress	55,000 gp
45	Manual of bodily health +2	55,000 gp
46	Manual of gainful exercise +2	55,000 gp
47	Manual of quickness in action +2	55,000 gp
48	Tome of clear thought +2	55,000 gp
49	Tome of leadership and influence +2	55,000 gp
50	Tome of understanding +2	55,000 gp
51	Eyes of charming	56,000 gp
52	Robe of stars	58,000 gp
53	Darkskull	60,000 gp
54	Cube of force	62,000 gp
55	Bracers of armor (+8)	64,000 gp
56	Pearl of power (8th-level spell)	64,000 gp
57	Crystal ball with telepathy	70,000 gp
58	Pearl of power (two spells)	70,000 gp
59	Gem of seeing	75,000 gp
60	Robe of the archmagi	75,000 gp
61	Vestments of faith	76,000 gp
62	Amulet of the planes	80,000 gp
63	Crystal ball with true seeing	80,000 gp
64	Pearl of power (9th-level spell)	81,000 gp
65	Well of many worlds	82,000 gp
66	Manual of bodily health +3	82,500 gp
67	Manual of gainful exercise +3	82,500 gp
68	Manual of quickness in action +3	82,500 gp
69	Tome of clear thought +3	82,500 gp
70	Tome of leadership and influence +3	82,500 gp
71	Tome of understanding +3	82,500 gp
72	Mantle of spell resistance	90,000 gp
73	Robe of eyes	90,000 gp
74	Mirror of opposition	92,000 gp
75	Chaos diamond	93,000 gp
76	Eyes of petrification	98,000 gp
77	Bowl of commanding water elementals	100,000 gp
78	Brazier of commanding fire elementals	100,000 gp
79	Censer of controlling air elementals	100,000 gp
80	Stone of controlling earth elementals	100,000 gp
81	Manual of bodily health +4	110,000 gp
82	Manual of gainful exercise +4	110,000 gp
83	Manual of quickness in action +4	110,000 gp
84	Tome of clear thought +4	110,000 gp
85	Tome of leadership and influence +4	110,000 gp
86	Tome of understanding +4	110,000 gp
87	Apparatus of Kwalish	130,000 gp
88	Manual of bodily health +5	137,500 gp
89	Manual of gainful exercise +5	137,500 gp
90	Manual of quickness in action +5	137,500 gp
91	Tome of clear thought +5	137,500 gp
92	Tome of leadership and influence +5	137,500 gp

93	Tome of understanding +5	137,500 gp
94	Efreeti bottle	150,000 gp
95	Mirror of life trapping	152,000 gp
96	Cubic gate	156,000 gp
97	Helm of brilliance	157,000 gp
98	Iron flask	170,000 gp
99	Mirror of mental prowess	175,000 gp
100	DM's choice	-

WONDEROUS ITEM DESCRIPTIONS

Amulet of Health

This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, endurance; Market Price: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); Weight: -.

Amulet of Natural Armor

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him a natural armor bonus to his AC of from +1 to +5, depending on the type of amulet.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus; Market Price: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5); Weight: -.

Amulet of the Planes

This strange device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize plane shift. However, this is a difficult item to master. The user must make an Intelligence check (DC 15) in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (a 01-60 result on d%) or to a random plane (61-100).

Caster Level: 15th; Prerequisites: Craft Wondrous Item, plane shift; Market Price: 80,000 gp; Weight: -.

Amulet of Proof against Detection and Location

This silver amulet protects the wearer from scrying and magical location just as a nondetection spell does. If a divination is attempted against the wearer, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast nondetection on herself).

Caster Level: 8th; Prerequisites: Craft Wondrous Item, nondetection; Market Price: 35,000 gp; Weight: -.

Amulet of Undead Turning

This holy item allows a cleric or paladin to turn undead as if she were four levels higher than her actual class level.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, 10th-level cleric; Market Price: 11,000 gp; Weight: -.

Apparatus of Kwalish

This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers:

Lever
(1d10) *Lever Function*

- 1 Extend/retract legs and tail
- 2 Uncover/cover forward porthole
- 3 Uncover/cover side portholes
- 4 Extend/retract pincers and feelers
- 5 Snap pincers
- 6 Move forward/backward
- 7 Turn left/right
- 8 Open "eyes" with continual flame inside/close "eyes"
- 9 Rise/sink in water
- 10 Open/close hatch

The device has the following characteristics:

Speed: Forward 10 ft., backward 20 ft.

AC: 20 (-1 size, 11 natural)

Hit Points: 200

Attacks: 2 pincers, +12 melee

Damage: 2d8 each

Special Qualities: Hardness 15

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium-size characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Caster Level: 19th; Prerequisites: Craft Wondrous Item, animate objects, 8 ranks of Knowledge (architecture and engineering); Market Price: 130,000 gp; Weight: 500 lb.

Bag of Holding

This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below:

<i>Bag Type</i>	<i>Bag Weight</i>	<i>Weight Limit</i>	<i>Volume Limit</i>	<i>Market Price</i>
Bag 1	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Bag 2	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Bag 3	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Bag 4	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a moveequivalent action unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, Leomund's secret chest.

Bag of Tricks

This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. There are three drab colors of bags, each producing a different set of animals. Use the following tables to determine what animals can be drawn out of each.

<i>Gray</i>		<i>Rust</i>		<i>Tan</i>	
<i>d%</i>	<i>Animal</i>	<i>d%</i>	<i>Animal</i>	<i>d%</i>	<i>Animal</i>
01-30	Bat	01-30	Wolverine	01-30	Brown bear
31-60	Rat	31-60	Wolf	31-60	Lion
61-75	Cat	61-85	Boar	61-80	Warhorse
76-90	Weasel	86-100	Black bear	81-90	Tiger
91-100	Badger			91-100	Rhinoceros

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Caster Level: 3rd (gray), 5th (rust), or 9th (tan); Prerequisites: Craft Wondrous Item; summon nature's ally II (gray), summon nature's ally III (rust), or summon nature's ally V (tan); Market Price: 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan); Weight: -.

Bead of Force

This small black sphere appears to be a lusterless pearl. Upon sharp impact, however, the bead explodes, sending forth a burst of force that deals 5d6 points of damage to all creatures within a 10-foot radius. Each victim is allowed a Reflex saving throw (DC 16). Those who fail are then encapsulated in a sphere of force with a radius of 10 feet. Those trapped inside cannot escape except by those methods that can bypass or destroy a wall of force. The sphere persists for 3d6 minutes and then disappears. The explosion completely consumes the bead, making this a one-use item.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, wall of force; Market Price: 2,000 gp; Weight: -.

Belt, Monk's

This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. Any time the wearer engages in unarmed combat, the belt grants him the ability to use both hands as though he possessed the Ambidexterity and Two-Weapon Fighting feats. He may also make a stunning attack (as a monk) once per day. If donned by a monk, the belt grants one additional stunning attack per day and allows the monk to haste herself once per day for up to 10 consecutive rounds.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, haste, righteous might or Tenser's transformation; Market Price: 9,000 gp; Weight: 1 lb.

Belt of Dwarvenkind

This belt gives the wearer a +4 competence bonus on all Charisma checks (such as Charisma checks for NPC attitude) and Charisma-keyed skill checks such as Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Perform as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains darkvision (range 60 feet), dwarven stonemasonry, a +2 enhancement bonus to Constitution, and +2 resistance bonuses against poison, spells, and spell-like effects.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, tongues, and either polymorph self or the creator must be a dwarf; Market Price: 14,900 gp; Weight: 1 lb.

Belt of Giant Strength

This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, bull's strength; Market Price: 16,000 gp (+4) or 36,000 gp (+6); Weight: 1 lb.

Boat, Folding

A folding boat looks like a small wooden box-about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second (different) command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest in the bottom of the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold three or four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere-perhaps on an item within the box.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, fabricate, 2 ranks of Craft (shipmaking); Market Price: 10,500 gp; Weight: 4 lb.

Blessed Book

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

The pages of a Blessed Book freely accept spells scribed upon them, and any such book can contain up to forty-five spells of any level. The book is thus highly prized by wizards as a spellbook. This book is never found as randomly generated treasure with spells already inscribed in it.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, secret page; Market Price: 9,500 gp; Weight: 1 lb.

Boots of Elvenkind

These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +10 circumstance bonus to Move Silently checks.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, creator must be an elf; Market Price: 2,000 gp; Weight: 1 lb.

Boots of Levitation

These leather boots allow the wearer to levitate as if she had cast levitate on herself.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, levitate; Market Price: 7,500 gp; Weight: 1 lb.

Boots of Speed

On command, these boots enable the wearer to act as though hasted for up to 10 rounds each day. The duration of the haste need not be consecutive rounds.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, haste; Market Price: 8,000 gp; Weight: 1 lb.

Boots of Striding and Springing

The wearer of these boots moves at double her normal speed. In addition to this striding ability, these boots allow the wearer to make great leaps. She can jump with a +10 competence bonus to Jump checks, and the wearer's jumping distance is not limited by her height.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, expeditious retreat, jump; Market Price: 2,500 gp; Weight: 1 lb.

Boots, Winged

These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a fly spell. He can fly for a total of up to 2 hours each day.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, fly; Market Price: 12,000 gp; Weight: 1 lb.

Boots of the Winterlands

This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at half normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by an endure elements (cold) spell.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, endure elements, pass without trace, cat's grace; Market Price: 2,500 gp; Weight: 1 lb.

Bottle of Air

This item appears to be a normal glass bottle with a cork. When taken to any airless environment (such as underwater or in a vacuum), it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle in order to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle requires a standard action, but a character so doing can then act for as long as she can hold her breath.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, control wind; Market Price: 14,500 gp; Weight: 2 lb.

Bowl of Commanding Water Elementals

This large container is usually fashioned from blue or green semiprecious stone (malachite, lapis lazuli, azurite, turquoise, or peridot, or sometimes jade). It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the summon monster VI spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if summon monster VII had been cast).

Caster Level: 13th; Prerequisites: Craft Wondrous Item, summon monster VI, summon monster VII; Market Price: 100,000 gp; Weight: 3 lb.

Bracelet of Friends

This silver charm bracelet has seven charms upon it. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (another standard action) along with his or her gear. Unwilling characters are allowed a Will saving throw (DC 19). Once a charm is activated, it disappears, so such bracelets discovered as treasure may have fewer than a full complement of charms when found.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, refuge; Market Price: 4,550 gp; Weight: -.

Bracers of Archery

These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus to attack rolls and a +1 competence bonus to damage dealt whenever using that type of bow. The bonus to damage only applies if the target is within 30 feet. Both bracers must be worn for the magic to be effective.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor; Market Price: 5,100 gp; Weight: 1 lb.

Bracers of Armor

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, mage armor, creator's class level must be twice that of the bonus placed in the bracers; Market Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), or 64,000 gp (+8); Weight: 1 lb.

Brazier of Commanding Fire Elementals

This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the summon monster VI spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a summon monster VII spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Caster Level: 13th; Prerequisites: Craft Wondrous Item, summon monster VI, summon monster VII; Market Price: 100,000 gp; Weight: 5 lb.

Brooch of Shielding

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of magic missile damage before it melts and becomes useless.

Caster Level: 1st; Prerequisites: Craft Wondrous Item, shield; Market Price: 1,500 gp; Weight: -.

Broom of Flying

This broom is able to fly through the air as if affected by a fly spell with unlimited duration. The broom can carry 200 pounds. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, fly, permanency; Market Price: 15,100 gp; Weight: 3 lb.

Candle of Invocation

Each of these specially blessed tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus to attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if 2 levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), the candle burns for 4 hours.

In addition, burning the candle also allows the owner to cast a gate spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, gate, creator must be same alignment as candle created; Market Price: 7,800 gp; Weight: 1/2 lb.

Candle of Truth

This white tallow candle, when burned, calls into place a zone of truth spell in a 30-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, zone of truth; Market Price: 2,500 gp; Weight: 1/2 lb.

Cape of the Mountebank

On command, this bright red and gold cape allows the wearer to use the magic of the dimension door spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, dimension door; Market Price: 12,960 gp; Weight: 1 lb.

Carpet of Flying

This rug is able to fly through the air as if affected by a fly spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of flying are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

<i>Size</i>	<i>Capacity</i>	<i>Speed</i>	<i>Weight</i>	<i>Market Price</i>
3 ft. by 5 ft.	300 lb.	210 ft.	5 lb.	18,000 gp
4 ft. by 6 ft.	600 lb.	180 ft.	8 lb.	29,000 gp
5 ft. by 7 ft.	900 lb.	150 ft.	10 lb.	41,000 gp
6 ft. by 9 ft.	1200 lb.	120 ft.	15 lb.	53,000 gp

Caster Level: 7th; Prerequisites: Craft Wondrous Item, fly, permanency.

Censer of Controlling Air Elementals

This 6-inch-wide, 1-inch-high perforated golden vessel resembles thuribles found in places of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the summon monster VI spell. If incense of meditation is burned within the censer, the air elemental is an elder air elemental instead (as if summon monster IX had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Caster Level: 17th; Prerequisites: Craft Wondrous Item, summon monster VI, summon monster IX; Market Price: 100,000 gp; Weight: 1 lb.

Chaos Diamond

This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- Random action
- Magic circle against law
- Word of chaos
- Cloak of chaos

Each power is usable 1d4 times per day. (The DM rolls secretly each day for each power separately.)

A nonchaotic character who possesses a chaos diamond gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including restoration spells).

Caster Level: 19th; Prerequisites: Craft Wondrous Item, random action, magic circle against law, word of chaos, cloak of chaos, creator must be chaotic; Market Price: 93,000 gp; Weight: 1 lb.

Chime of Interruption

This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC = 15 + the spell's level).

Caster Level: 7th; Prerequisites: Craft Wondrous Item, shout; Market Price: 15,800 gp; Weight: 1 lb.

Chime of Opening

A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magic vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. The chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a wizard of less than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of the chime of opening to get it open. A silence spell negates the power of the device. A brand-new chime can be used a total of 50 times before it cracks and becomes useless.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, knock; Market Price: 3,000 gp; Weight: 1 lb.

Circlet of Blasting, Minor

On command, this simple golden headband projects a blast of searing light (3d8 points of damage) once per day.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, searing light; Market Price: 6,480 gp; Weight: -.

Circlet of Blasting, Major

On command, this elaborate golden headband projects a blast of searing light (5d8 maximized for 40 points of damage) once per day.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, Maximize Spell, searing light; Market Price: 23,760 gp; Weight: -.

Circlet of Persuasion

This silver headband grants a +2 competence bonus to the wearer's Charisma checks and Charisma-based skill checks.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, charm person; Market Price: 4,500 gp; Weight: -.

Cloak of Arachnida: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a spider climb spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by web spells or webs of any sort-she can actually move in webs at half her normal speed.

Once per day, the wearer of this cloak can cast web. She also gains a +2 luck bonus to all Fortitude saves against poison from spiders.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, spider climb, web; Market Price: 6,000 gp; Weight: 1 lb.

Cloak of the Bat

Fashioned of dark brown or black cloth, this cloak bestows a +10 circumstance bonus to Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to fly as per the spell. If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 1 hour at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Finally, the cloak also provides a +2 deflection bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, fly, polymorph self; Market Price: 24,000 gp; Weight: 1 lb.

Cloak of Charisma

This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to her Charisma score.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, charm monster; Market Price: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); Weight: 2 lb.

Cloak of Displacement, Minor

This item appears to be a normal cloak, but when worn by a character its magic properties distort and warp light waves. This displacement works similar to the displacement spell except that it only grants a 20% miss chance (the same as one-half concealment). It functions continually.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, displacement; Market Price: 25,000 gp; Weight: 1 lb.

Cloak of Displacement, Major

This item appears to be a normal cloak, but when worn by a character its magic properties distort and warp light waves. This displacement works just like the displacement spell and functions continually.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, displacement; Market Price: 50,000 gp; Weight: 1 lb.

Cloak of Elvenkind

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +10 circumstance bonus on Hide checks.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, invisibility, creator must be an elf; Market Price: 2,000 gp; Weight: 1 lb.

Cloak of Etherealness

This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the spell ethereal jaunt). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, ethereal jaunt; Market Price: 52,000 gp; Weight: 1 lb.

Cloak of the Manta Ray

This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta ray. (A Spot check against DC 20 is needed to determine otherwise.) He gains a +3 natural armor bonus, the ability to breathe underwater, and a speed of 60 feet, exactly like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind him, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, water breathing, freedom of movement; Market Price: 20,000 gp; Weight: 1 lb.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus for all saving throws (Fortitude, Reflex, Will).

Caster Level: 5th; Prerequisites: Craft Wondrous Item, resistance, caster level must be three times that of the cloak's bonus; Market Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); Weight: 1 lb.

Crystal Ball

This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell scrying.

Certain crystal balls have additional powers that can be used through the crystal ball at targets viewed.

<i>Crystal Ball Type</i>	<i>Market Price</i>
Crystal ball	42,000 gp
Crystal ball with see invisibility	50,000 gp
Crystal ball with detect thoughts	51,000 gp
Crystal ball with telepathy*	70,000 gp
Crystal ball with true seeing	80,000 gp

*-The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a suggestion (as the spell, DC 14) as well.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, scrying (plus any additional spells put into item); Weight: 7 lb.

Cube of Force

This device can be made of ivory, bone, or any hard mineral. About the size of a large die (perhaps 3/4 inch across), it enables its possessor to put up a special wall of force 10 feet per side around her person. This cubic screen moves with the character and is impervious to the attack forms shown on the table below. The cube has 36 charges, which are renewed each day. The character presses one face of the cube to activate or deactivate the field:

<i>Cube Face</i>	<i>Charge Cost per Minute</i>	<i>Maximum Speed</i>	<i>Effect</i>
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

When the force screen is up, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal (40 points of damage drains 1 charge, 50 points drains 2 charges, and so forth). Spells that affect the integrity of the screen, such as disintegrate or passwall, also drain extra charges. These spells (in the following list) cannot be cast into or out of the cube:

<i>Attack Form</i>	<i>Extra Charges</i>
Horn of blasting	6

Wall of fire	2
Passwall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

Caster Level: 10th; Prerequisites: Craft Wondrous Item, wall of force; Market Price: 62,000 gp; Weight: -.

Cube of Frost Resistance

When this cube is activated, it encloses a cube-shaped area 10 feet per side. The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks (such as ice storm, cone of cold, and white dragon breath). However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses and cannot be renewed for 1 hour. If the field receives over 100 points of damage in a 10-round period, the cube is destroyed.

Cold below 0°F deals the field 2 points of cold damage per round, +2 points per each 10° below 0 (2 points at -1° to -9°, 4 points at -10° to -19°, and so on).

Caster Level: 7th; Prerequisites: Craft Wondrous Item, protection from elements; Market Price: 22,000 gp; Weight: -.

Cubic Gate

This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed. If such a cube is found as treasure, the DM can determine the planes accessed by the device in any manner he or she chooses.

If a side of the cubic gate is pressed once, it opens a gate to the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the gate. It is impossible to open more than one gate at a time.

If a side is pressed twice in quick succession, the character so doing is transported to the other plane, along with all creatures in a 5-foot radius. (Those others may avoid this fate by succeeding at Will saves against DC 23).

Caster Level: 18th; Prerequisites: Craft Wondrous Item, gate; Market Price: 156,000 gp; Weight: -.

Daern's Instant Fortress

This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even knock spells can't open the door.

The adamantine walls of Daern's instant fortress have 100 hit points and a hardness of 20. The fortress cannot be repaired except by a wish or a miracle, which restores 50 points of damage sustained.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage (Reflex half DC 19).

Caster Level: 12th; Prerequisites: Craft Wondrous Item, Mordenkainen's magnificent mansion; Market Price: 55,000 gp; Weight: -.

Darkskull

This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an unhallow spell had been cast with the skull as the touched point of origin (except that there is no additional spell effect tied or fixed to the darkskull).

Caster Level: 9th; Prerequisites: Craft Wondrous Item, unhallow, creator must be evil; Market Price: 60,000 gp; Weight: 5 lb.

Decanter of Endless Water

If the stopper is removed from this ordinary-looking flask and a command word spoken, a stream of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity:

- Stream: pours out 1 gallon per round
- Fountain: 5-foot-long stream at 5 gallons per round
- Geyser: 20-foot-long, 1-foot-wide stream at 30 gallons per round

The geyser causes considerable back pressure, requiring the holder to make a Strength check (DC 12) to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, control water; Market Price: 9,000 gp; Weight: 2 lb.

Deck of Illusions

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a major image of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Deck of Illusions

<i>Playing Card</i>	<i>Tarot Card</i>	<i>Creature</i>
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Human fighter (male) and four guards
Queen of hearts	Queen of staves	Human wizard (female)
Jack of hearts	King of staves	Human druid (male)
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Ace of diamonds	III. The Empress	Beholder
King of diamonds	Two of cups	Elven wizard (male) and apprentice (female)
Queen of diamonds	Queen of swords	Half-elven ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Half-orc barbarian (male)
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three human clerics (male)
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Dwarven paladin (male)
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three halfling rogues (male)
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Half-elven bard (female)
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold

Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck may be discovered (a 01-10 result on d%) with 1d20 of its cards missing. (On a result of 11-100, it is complete.)

Caster Level: 6th; Prerequisites: Craft Wondrous Item, major image; Market Price: 9,200 gp; Weight: 1/2 lb.

Dimensional Shackles

These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a dimensional anchor spell were cast upon her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, dimensional anchor; Market Price: 26,000 gp; Weight: 5 lb.

Drums of Panic

These drums are kettle drums (hemispheres about 1 1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a fear spell (Will negates DC 16).

Caster Level: 7th; Prerequisites: Craft Wondrous Item, fear; Market Price: 30,000 gp; Weight: 10 lb.

Dust of Appearance

This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats surrounding objects, making them visible even if they are invisible—just like the glitterdust spell. (The dust of appearance, however, doesn't blind creatures.) The dust also reveals figments, mirror images, and projected images for what they are. It likewise negates the effects of blur and displacement. (In this, it works just like the faerie fire spell). A creature coated with the dust cannot hide. The dust's effect lasts for 2d% minutes.

Dust of appearance is typically stored in small silk packets or hollow bone blow-tubes.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, glitterdust; Market Price: 2,100 gp; Weight: -.

Dust of Disappearance

This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible (as improved invisibility). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including see invisibility or invisibility purge. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. Other factors, such as sound and smell, also allow possible detection.

The improved invisibility bestowed by the dust lasts for 2d10 minutes (1d10+10 if sprinkled carefully upon an object).

Caster Level: 7th; Prerequisites: Craft Wondrous Item, improved invisibility; Market Price: 3,500 gp; Weight: -.

Dust of Dryness

This special dust has many uses. If it is thrown into water, up to a cubic yard of the water is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against a water creature, the creature must make a Fortitude save (DC 18) or be destroyed. The dust deals 5d6 points of damage to the water creature even if its saving throw succeeds.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, control water; Market Price: 850 gp; Weight: -.

Dust of Illusion

This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put the dust of illusion on a creature, and that creature is affected as if by a change self glamer, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling recipient is allowed a Reflex saving throw (DC 11) to escape the effect. The glamer lasts for 1d6+6 hours.

Caster Level: 2nd; Prerequisites: Craft Wondrous Item, change self; Market Price: 500 gp; Weight: -.

Dust of Tracelessness

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. The results of the dust are instantaneous, so no magical aura lingers afterward from this use of the dust. Tracking checks across an area affected by this dust are made against a DC 20 higher than normal.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, pass without trace; Market Price: 250 gp; Weight: -.

Efreeti Bottle

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (a 01-10 result on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91-100) that the efreeti of the bottle grants three wishes. In either case, the efreeti afterward disappears forever. The other 80% of the time (11-90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

Caster Level: 14th; Prerequisites: Craft Wondrous Item, summon monster VII; Market Price: 150,000 gp; Weight: 1 lb.

Everburning Torch

This torch has a continual flame cast upon it.

Caster Level: 3rd; Prerequisite: Continual flame (no feat needed); Market Price: 90 gp; Weight: 1 lb.

Eversmoking Bottle

This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a spread of 50 feet in 1 round. If the bottle is left unstoppered, the smoke spreads another 10 feet per round until it has spread 100 feet. This area remains smoke-filled until the eversmoking bottle is stoppered. The bottle must be resealed by a command word, after which the smoke dissipates normally.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, pyrotechnics; Market Price: 5,200 gp; Weight: 1 lb.

Eyes of Charming

These two crystal lenses fit over the user's eyes. The wearer is able to charm person (one target per round) merely by meeting a target's gaze. Those failing a Will saving throw (DC 16) are charmed as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, Heighten Spell, charm person; Market Price: 56,000 gp; Weight: -.

Eyes of Doom

These crystal lenses fit over the user's eyes, enabling him to cast doom upon those around him (one target per round) merely by meeting their gaze. Those failing a Will saving throw (DC 11) are doomed as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, he gains the additional power of continual deathwatch vision and can enact an eyebite (DC 19) once per week.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, doom, deathwatch, eyebite; Market Price: 24,500 gp; Weight: -.

Eyes of the Eagle

These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 circumstance bonus to Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, clairaudience/clairvoyance; Market Price: 1,000 gp; Weight: -.

Eyes of Petrification

These items are made of special crystal and fit over the eyes of the wearer. They allow her to use a petrification gaze attack (DC 19), such as that of a basilisk, for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, flesh to stone; Market Price: 98,000 gp; Weight: -.

Figurines of Wondrous Power

Each of the several kinds of figurines of wondrous power appears to be a tiny statuette of an creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon

When animated, the bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 10,000 gp; Weight: -.

Ebony Fly

When animated, the ebony fly is the size of a pony and has all the statistics of a hippogriff (Hit Dice, AC, carrying capacity, speed, and so on) but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 10,000 gp; Weight: -.

Golden Lions

These come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 16,500 gp; Weight: -.

Ivory Goats

These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- **The Goat of Traveling:** This statuette provides a speedy and enduring mount equal to that of a draft horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
- **The Goat of Travail:** This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4/1d8+4). If it is charging to attack, it may only use its horns (but add +6 points of damage to each successful attack on that round). It can be called to life just once per month for up to 12 hours at a time.
- **The Goat of Terror:** When called upon with the proper command word, this statuette becomes a destrierlike mount, with the statistics of a light warhorse (but hairier). However, its rider can employ the goat's horns as weapons (one horn as a +3 lance, the other as a +5 longsword). When ridden in an attack against an opponent, the goat of terror radiates fear as the spell in a 30-foot radius (DC 16). It can be used once every two weeks for up to 3 hours per use.

After three uses, each of the ivory goats loses its magical ability forever.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 21,000 gp; Weight: -.

Marble Elephant

This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant.

The statuette can be used four times per month for up to 24 hours at a time.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 17,000 gp; Weight: -.

Obsidian Steed

An obsidian steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: fly, plane shift, and etherealness. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the Lower Planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when the obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, animate objects, fly, plane shift, etherealness; Market Price: 28,500 gp; Weight: -.

Onyx Dog

When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with an Intelligence score of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has darkvision (range 60 feet) and it can see invisible. An onyx dog can be used once per week for up to 6 hours. It obeys only its owner.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 15,500 gp; Weight: -.

Serpentine Owl

A serpentine owl becomes either a normal-sized horned owl or a giant owl, according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all of its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its Intelligence.)

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate objects; Market Price: 9,100 gp; Weight: -.

Silver Raven

This figurine turns into a raven on command (but it retains its silver consistency, which gives it a hardness of 10). Another command sends it off into the air, bearing a message just like a creature affected by an animal messenger spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, animal messenger; Market Price: 3,800 gp; Weight: -.

Gauntlets of Ogre Power

These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score. Both gauntlets must be worn for the magic to be effective.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, bull's strength; Market Price: 4,000 gp; Weight: 4 lb.

Gauntlet of Rust

This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the rusting grasp spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, rusting grasp; Market Price: 11,500 gp; Weight: 2 lb.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed a pale light in a cone 10 feet long. This use of the gem does not expend any charges.
- Another command word causes the gem of brightness to send out a very bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it succeeds at a Reflex save (DC 14). This use of the gem expends 1 charge.
- The third command word causes the gem to flare in a blinding flash of light in a cone 30 feet long. Although this glare lasts but a moment, all creatures within its area must make a Reflex save (DC 14) or be blinded for 1d4 rounds and thereafter suffer a penalty of -1 to attack rolls, Spot checks, and Search checks due to permanent eye damage. This use expends 5 charges.

Eye damage can be cured by a remove blindness or a heal spell. A newly created gem of brightness has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, daylight, blindness/deafness; Market Price: 15,200 gp; Weight: -.

Gem of Seeing

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When gazed through, the gem of seeing enables the user to see as though she were affected by a true seeing spell.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, true seeing; Market Price: 75,000 gp; Weight: -.

Gloves of Arrow Snaring

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. (They are undetectable unless the viewer is within 5 feet of the wearer.) The wearer can act as if he had the Deflect Arrows feat, except that he catches the thrown weapons and projectiles instead of deflecting them. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, shield; Market Price: 4,000 gp; Weight: -.

Gloves of Dexterity

These tight-fitting, thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, cat's grace; Market Price: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); Weight: -.

Glove of Storing

This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Many owners of gloves of storing find them to be useful and dramatic ways to store weapons, wands, and—because the item is stored in stasis—even lit torches. If the effect is suppressed or dispelled, the stored item appears instantly. Although it is handy to have two of these gloves, the creation process yields only one.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, shrink item; Market Price: 2,200 gp; Weight: -.

Gloves of Swimming and Climbing

These apparently normal lightweight gloves grant a +10 competence bonus to Swim and Climb checks. Both gloves must be worn for the magic to be effective.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, cat's grace; Market Price: 6,000 gp; Weight: -.

Goggles of Minute Seeing

The lenses of this item are made of special crystal. When placed over the eyes of the wearer, they enable her to see much better than normal at distances of 1 foot or less, granting her a +5 bonus to Search checks to locate or identify features such as tiny seams, marks, cracks, or imperfections. Both lenses must be worn for the magic to be effective.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, true seeing; Market Price: 1,000 gp; Weight: -.

Goggles of Night

The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him darkvision (range 60 feet). Both lenses must be worn for the magic to be effective.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, darkvision; Market Price: 8,000 gp; Weight: -.

Hand of Glory

This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time.

Even without a ring, the hand itself allows its wearer to use daylight and see invisibility each once per day.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, daylight, detect invisibility, animate dead; Market Price: 7,200 gp; Weight: 2 lb.

Hand of the Mage

This mummified elven hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell mage hand at will.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, mage hand; Market Price: 1,000 gp; Weight: 2 lb.

Harp of Charming

This instrument is a golden, intricately carved harp. When played, it enables the performer to cast one suggestion (Will negates DC 14) for each 10 minutes of playing if he can succeed at a Perform check (DC 15). On a die roll of a natural 1, the harpist has played so poorly that he enrages all those within earshot.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, suggestion; Market Price: 7,500 gp; Weight: 5 lb.

Hat of Disguise

This apparently normal hat allows its wearer to alter her appearance as with a change self spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Caster Level: 2nd; Prerequisites: Craft Wondrous Item, change self; Market Price: 2,000 gp; Weight: -.

Headband of Intellect

This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, commune or legend lore; Market Price: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); Weight: -.

Helm of Brilliance

This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with ten diamonds, twenty rubies, thirty fire opals, and forty opals, each of large size and enchanted. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are as follows:

<i>Jewel</i>	<i>Effect</i>
Diamond	Prismatic spray (DC 17)
Ruby	Wall of fire
Fire opal	Fireball (10d6)
Opal	Light

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all of its jewels are depleted, a helm of brilliance also has the following magical properties when activated:

It emanates a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage per round to all such creatures within that range.

- The wearer may command any weapon he wields to become a flaming weapon (see page 186). This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.
- Each round, the helm absorbs the first 30 points of fire damage the wearer would otherwise take. This protection does not stack with similar protection from other sources, such as endure elements.

Once all of its jewels have lost their magic, the helm loses all its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magic fire (after the fire protection is taken into account) and fails an additional Will saving throw (DC 15), the remaining gems on the helm overload and detonate.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, light, fireball, prismatic spray, wall of fire, flame blade, detect undead, protection from elements; Market Price: 157,000 gp; Weight: 3 lb.

Helm of Comprehending Languages and Reading Magic

Appearing as a normal helmet, a helmet of comprehending languages and reading magic grants its wearer a 90% chance to understand any strange tongue or writing she encounters and an 80% chance to understand any magic writings. Note that understanding does not necessarily imply spell use.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, comprehend languages, read magic; Market Price: 2,600 gp; Weight: 3 lb.

Helm of Telepathy

The wearer can use detect thoughts at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a suggestion (as the spell, Will negates, DC 14) along with his telepathic message.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, detect thoughts, suggestion; Market Price: 31,000 gp; Weight: 3 lb.

Helm of Teleportation

Any character wearing this device may teleport three times per day, exactly as if he had cast the spell of the same name.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, teleport; Market Price: 48,600 gp; Weight: 3 lb.

Helm of Underwater Action

The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, freedom of movement, water breathing; Market Price: 24,000 gp; Weight: 3 lb.

Heward's Handy Haversack

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart

of material. In fact, each is like a bag of holding and can actually hold material equal to as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move-equivalent action. Heward's handy haversack and whatever it contains gain a +2 resistance bonus to all saving throws.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, Leomund's secret chest; Market Price: 2,000 gp; Weight: 5 lb.

Horn of Blasting

This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it has the following effects, both of which happen at once:

- A 100-foot cone of sound issues forth from the horn. All within this area must make a Fortitude saving throw (DC 16). Those who succeed are stunned for 1 round and deafened for 2 rounds. Those failing the saving throw take 1d10 points of damage, are stunned for 2 rounds, and are deafened for 4 rounds.
- An ultrasonic wave 1 foot wide and 100 feet long issues from the horn. The wave weakens such materials as metal, stone, and wood. This effect deals 1d10 points of damage to objects within the area, ignoring their hardness.

If a horn of blasting is used magically more than once in a given day, there is a 10% cumulative chance with each extra use that it explodes and deals 5d10 points of damage to the person sounding it.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, shout; Market Price: 12,000 gp; Weight: 1 lb.

Horn of Fog

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an obscuring mist spell. The fog spreads 10 feet each round that the user continues to blow the horn. The device makes a deep, foghornlike noise, with the note dropping abruptly to a lower register at the end of each blast.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, obscuring mist; Market Price: 2,000 gp; Weight: 1 lb.

Horn of Goodness/Evil

This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a magic circle against evil. If he is evil, then blowing the horn has the effect of a magic circle against good. In either case, this ward lasts for 10 rounds. The horn can be blown once per day.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, magic circle against good or magic circle against evil; Market Price: 6,000 gp; Weight: 1 lb.

Horn of the Tritons

This device is a conch shell that can be blown once per day (except by a triton, who can sound it three times per day). A horn of the tritons can do any one of the following functions when blown:

- Calm rough waters in a one-mile radius. This dispels a summoned water elemental if it fails its Will saving throw (DC 16).
- Attract 5d4 Large sharks (a 01-30 result on d%), 5d6 Medium-size sharks (31-80), or 1d10 sea lions (81-100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.

- Panic and demoralize aquatic creatures with Intelligence scores of 1 or 2 within 500 feet as if they had been targeted by a fear spell (DC 16). Those who do save are shaken for 3d6 rounds.

Any sounding of a horn of the tritons can be heard by all tritons within a three-mile radius.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, fear, summon monster V, water control, creator must be a triton or get construction aid from a triton; Market Price: 15,100 gp; Weight: 2 lb.

Horn of Valhalla

This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a horn of Valhalla but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Horn	Type of Barbarians Summoned	Prerequisites
01-40	Silver	2d4+2, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Spellcaster level 1st+
76-90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91-100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are magic constructs, not actual people (though they seem to be), and they arrive with the starting equipment for barbarians found in the Player's Handbook (page 26). They gladly attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, summon monster VI; Market Price: 50,000 gp; Weight: 2 lb.

Horseshoes of Speed

These iron shoes come in sets of four like ordinary horseshoes. When affixed to a horse's hooves, they double the animal's speed. All four shoes must be worn by the same animal for the magic to be effective.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, haste; Market Price: 1,900 gp; Weight: 3 lb. each.

Horseshoes of a Zephyr

These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces, such as water or lava, can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at normal speed. All four shoes must be worn by the same animal for the magic to be effective.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, levitate; Market Price: 3,000 gp; Weight: 1 lb. each.

Incense of Meditation

This small rectangular block of sweet-smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a Spellcraft check (DC 15).

When a divine spellcaster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all of his spells as though affected by the Maximize Spell metamagic feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects remain for 24 hours.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, Maximize Spell, bless; Market Price: 4,900 gp; Weight: 1 lb. each.

Ioun Stones

These stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (while sleeping, for example) to keep it safe, but she loses the benefits of the stone during that time. Ioun stones have an AC of 24, 10 hit points, and a hardness of 5.

Regeneration from the pearly white Ioun stone works like a ring of regeneration. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a rod of absorption, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see ring of spell storing).

Caster Level: 12th; Prerequisites: Craft Wondrous Item, creator must be 12th level; Weight: -.

Ioun Stones

<i>Color</i>	<i>Shape</i>	<i>Effect</i>	
Dull gray	Any	Merely orbits without further powers	25 gp
Dusty rose	Prism	+1 deflection bonus to AC	4,000 gp
Clear	Spindle	Sustains creature without food or water	5,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Scarlet & blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink & green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	8,000 gp
Vibrant purple	Prism	Stores six levels of spells	12,000 gp
Iridescent	Spindle	Sustains creature without air	15,000 gp
Pale green	Prism	+1 bonus to attack rolls, saves, and checks	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage/hour	20,000 gp
Pale lavender	Ellipsoid	Absorb spells up to 4th level*	20,000 gp
Lavender & green	Ellipsoid	Absorb spells up to 8th level**	40,000 gp

*After absorbing 20 spell levels, the stone burns out and turns to dull gray, forever useless.

**After absorbing 50 spell levels, the stone burns out and turns dull gray, forever useless.

Iron Bands of Bilarro

When initially discovered, this very potent item appears to be a rusty iron sphere. Close examination reveals that there are bandings on the 3-inch-diameter globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature on a successful ranged touch attack. A single creature of Large size or smaller can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. The creature can break (and ruin) the bands with a successful Strength check (DC 30) or escape them with a successful Escape Artist check (also DC 30).

Caster Level: 10th; Prerequisites: Craft Wondrous Item, Bigby's grasping hand; Market Price: 26,000 gp; Weight: 1 lb.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a Will saving throw (DC 19). The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it

perceives a good reason not to.) Any attempt to force the same creature into the flask a second time allows it a +2 bonus on its saving throw and makes it very angry and totally hostile. A newly discovered bottle might contain any of the following:

<i>d%</i>	<i>Contents</i>
01-50	Empty
51-54	Large air elemental
55-58	Arrowhawk
59-62	Large earth elemental
63-66	Xorn 93 Devil (erinyes)
67-70	Large fire elemental
71-74	Salamander
75-78	Large water elemental
79-82	Adult tojanida
83-84	Red slaad
85-86	Formian taskmaster (alone)
87	Demon (vrock)
88	Demon (hezrou)
89	Demon (glabrezu)
90	Demon (succubus)
91	Devil (osyluth)
92	Devil (barbazu)
94	Devil (cornugon)
95	Celestial (avoral)
96	Celestial (ghaele)
97	Formian myrmarch
98	Blue slaad
99	Rakshasa
100	Demon (balor) or devil (pit fiend)-equal chance for either

Caster Level: 20th; Prerequisites: Craft Wondrous Item, trap the soul; Market Price: 170,000 gp (empty); Weight: 1 lb.

Keoghtom's Ointment

A jar of this unguent is small-3 inches in diameter and 1 inch deep-but contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as neutralize poison). Applied to a diseased area, it removes disease (as remove disease). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as cure light wounds).

Caster Level: 5th; Prerequisites: Craft Wondrous Item, cure light wounds, neutralize poison, remove disease; Market Price: 4,000 gp; Weight: 1/2 lb.

Lantern of Revealing

This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell invisibility purge.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, invisibility purge; Market Price: 30,000 gp; Weight: 2 lb.

Lens of Detection

This circular prism enables its user to detect minute details, granting a +10 bonus to Search checks. It also aids in following tracks, adding a +10 bonus to Wilderness Lore checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, true seeing; Market Price: 3,500 gp; Weight: 1 lb.

Lyre of Building

If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a horn of blasting, a disintegrate spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a Perform check (DC 18). If it fails, she must stop and cannot play it again for this purpose until a week has passed.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, fabricate; Market Price: 13,000 gp; Weight: 5 lb.

Mantle of Spell Resistance

This embroidered garment is worn over normal clothing or armor. It grants the wearer spell resistance of 21.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, spell resistance; Market Price: 90,000 gp; Weight: -.

Manual of Bodily Health

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, wish or miracle; Market Price: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); Cost to Create: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); Weight: 5 lb.

Manual of Gainful Exercise

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, wish or miracle; Market Price: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); Cost to Create: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); Weight: 5 lb.

Manual of Quickness of Action

This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, wish or miracle; Market Price: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); Cost to Create: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); Weight: 5 lb.

Mask of the Skull

This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target. If it succeeds, the target must make a Fortitude saving throw (DC 20) or be struck dead, as if affected by a finger of death spell. If the target succeeds at his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, finger of death, animate objects, fly; Market Price: 25,000 gp; Weight: 3 lb.

Mattock of the Titans

This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a +3 Gargantuan morningstar, dealing 4d6 points of base damage.

Caster Level: 16th; Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, dig; Market Price: 23,000 gp; Weight: 120 lb.

Maul of the Titans

This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 greatclub and deals triple damage against inanimate objects. However, the wielder must have a Strength score of at least 18 to wield it properly. Otherwise, she suffers a -4 attack penalty.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, Bigby's clenched fist; Market Price: 25,000 gp; Weight: 160 lb.

Medallion of Thoughts

This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell detect thoughts.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, detect thoughts; Market Price: 12,000 gp; Weight: -.

Mirror of Life Trapping

This crystal device is usually about 4 feet square and framed in metal or wood. It can be affixed to a surface and activated by giving a command word. The same command word deactivates the mirror. A mirror of life trapping has from thirteen to eighteen nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must make a Will save (DC 19) or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed and usually promptly attack the possessor of the device in revenge for their imprisonment.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, imprisonment; Market Price: 152,000 gp; Weight: 50 lb.

Mirror of Mental Prowess

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows:

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- Scry with it as if it were a crystal ball, able to view even into other planes if the viewer is sufficiently familiar with them.

- Use it as a portal to visit other places. The user first scryes the place normally and then steps through the mirror to the place pictured. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with Intelligence scores of 12 or greater might notice the portal just as they might notice a magical sensor from a scrying spell. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface.

Caster Level: 18th; Prerequisites: Craft Wondrous Item, detect thoughts, scrying, clairaudience/clairvoyance, gate, commune; Market Price: 175,000 gp; Weight: 40 lb.

Mirror of Opposition

This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be affixed to a surface and activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, clone; Market Price: 92,000 gp; Weight: 45 lb.

Murlynd's Spoon

This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container—a bowl, a cup, or a dish, for example—the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, create food and water; Market Price: 5,500 gp; Weight: -.

Necklace of Adaptation

This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all gases and allowing him to breathe, even underwater or in a vacuum.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, water breathing; Market Price: 19,000 gp; Weight: -.

Necklace of Fireballs

This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about her neck, however, all can see the necklace as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl them up to a 70-foot distance. When a sphere arrives at the end of its trajectory, it bursts as a magic fireball (DC 14). The number of spheres on each type of necklace, and their respective Hit Dice of fireball damage, are as follows:

Market

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Price
Type I	-	-	-	-	-	1	-	2	-	1,650 gp
Type II	-	-	-	-	1	-	2	-	2	2,700 gp
Type III	-	-	-	1	-	2	-	4	-	4,350 gp
Type IV	-	-	1	-	2	-	2	-	4	5,400 gp
Type V	-	1	-	2	-	2	-	2	-	6,150 gp
Type VI	1	-	2	-	2	-	4	-	-	8,100 gp
Type VII	1	2	-	2	-	2	-	2	-	9,150 gp

The more dice of damage a sphere deals, the bigger it is. If the necklace is being worn or carried by a character who fails her saving throw against a magic fire attack, the item must make a saving throw as well (with a bonus of +7). If the necklace fails to save, all of its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, fireball; Weight: 2 lb.

Necklace of Prayer Beads

A necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck and the wearer casts a divine spell. The necklace of prayer beads consists of 1d6+24 semiprecious stones (total value 1,000 gp) along with one special bead:

Bead of blessing: Wearer can cast bless.

Bead of healing: Wearer can cast remove blindness, remove disease, or cure serious wounds.

Bead of karma: Wearer can cast his spells at +4 caster level (with respect to range, duration, etc.). Effect lasts 10 minutes.

Bead of smiting: Wearer can cast holy smite, chaos hammer, order's wrath, or unholy blight if appropriate to his alignment. (A neutral wearer can't use this bead.)

Bead of summons: Calls the wearer's deity (90% probability) to come to him in material form. (It had better be for a good reason.) Usable only once.

Bead of wind walking: Wearer can cast wind walk.

Each special bead can be used once per day, except for the bead of summons. If the wearer uses that bead to summon his deity frivolously, the deity takes the character's items and places a geas upon him as punishment at the very least. The power of a special bead is lost if it is removed from the necklace. Sometimes necklaces are found with multiple special beads.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, gate, wind walk, and one of the following spells: bless, cure blindness, cure disease, cure serious wounds, holy smite, chaos hammer, order's wrath, or unholy blight (whichever is appropriate); Market Price: 500 gp (bead of blessing), 5,000 gp (bead of karma), 10,000 gp (bead of healing), 15,000 gp (bead of smiting), 30,000 gp (bead of wind walking), or 50,000 gp (bead of summons), plus 1,000 gp for the nonmagical beads for each necklace; Weight: -.

Nolzur's Marvelous Pigments

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of Nolzur's marvelous pigments is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface. Thus, a 10-foot-by-10-foot rendition of a pit would result in an actual 10-foot-by-10-foot-by-10-foot pit; a 10-foot-by-10-foot depiction of a room would result in a 10-foot-by-10-foot-by-10-foot room; and so on.

Only normal, inanimate objects can be created—doors, pits, flowers, trees, cells, and so on. Creatures can't be created. The pigments must be applied to a surface (a floor, wall, ceiling, door, etc.). It takes 10 minutes to depict an object with the pigments. Nolzur's marvelous pigments cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and other mundane items whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, major creation; Market Price: 5,500 gp; Weight: -.

Orb of Storms

This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to access a control weather spell, Once per month, she can bring upon a storm of vengeance. The owner of the orb gains a +2 luck bonus to all saves and checks concerning the weather (including surviving in great heat or cold, but not including walking through fire, cones of cold, and other such conditions).

Caster Level: 18th; Prerequisites: Craft Wondrous Item, control weather, storm of vengeance; Market Price: 38,000 gp; Weight: 6 lb.

Pearl of Power

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it hadn't been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, up to 6th).

Caster Level: 17th; Prerequisites: Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Market Price: 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells); Weight: -.

Pearl of the Sirines

This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her underwater swim speed is 60 feet, and she can cast spells and act underwater without hindrance.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, water breathing, freedom of movement; Market Price: 15,300 gp; Weight: -.

Periapt of Health

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, remove disease; Market Price: 7,500 gp; Weight: -.

Periapt of Proof against Poison

This item is a brilliant-cut black gem on a delicate silver chain. The wearer gains a +4 luck saving throw bonus against any type of poison.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, neutralize poison; Market Price: 4,000 gp; Weight: -.

Periapt of Wisdom

Although it appears to be a normal pearl on a light chain, a periapt of wisdom actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).

Caster Level: 8th; Prerequisites: Craft Wondrous Item, commune or legend lore; Market Price: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); Weight: -.

Periapt of Wound Closure

This stone is bright red and dangles on a gold chain. The wearer does not lose hit points when brought to negative hit points. The periapt doubles the normal rate of healing or allows normal healing of wounds that would not do so normally. Bleeding damage, such as that from a weapon of wounding, is negated, but the periapt doesn't prevent active blood drain (such as that caused by a stirge).

Caster Level: 10th; Prerequisites: Craft Wondrous Item, heal; Market Price: 15,000 gp; Weight: -.

Phylactery of Faithfulness

This item is a small box containing holy scripture affixed to a leather cord. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a phylactery of faithfulness is aware of any action or item that could adversely affect his alignment and standing with his deity, including magical effects. He acquires this information prior to performing the action or becoming associated with such an item if he takes a moment to contemplate the action.

Caster Level: 1st; Prerequisites: Craft Wondrous Item plus either detect evil, detect good, detect chaos, or detect law; Market Price: 1,000 gp; Weight: -.

Pipes of Haunting

This magic item appears to be a small set of pan pipes. When played by a person who has the Perform (pan pipes) skill, the pipes create an eerie, spellbinding tune. A listener thinks the source of the music is somewhere within 30 feet of the musician. Those hearing the tune but not aware of the piper must make a Will saving throw (DC 13). Those who fail become shaken for 10 minutes.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, scare; Market Price: 6,500 gp; Weight: 3 lb.

Pipes of Pain

These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by a person who has the Perform (pan pipes) skill, the pipes create a wondrous melody. All within 30 feet, including the piper, must make a Will save (DC 14) or be enchanted by the sound. (This is a mind-affecting sonic enchantment.) So long as the pipes are played, none of the creatures so enchanted attack or attempt any action (as if they are dazed). If the piper is enchanted, however, he plays on for 1d10 rounds.

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks, such as sound burst, is doubled. Thereafter, the least noise causes an affected character to wince, giving her a -2 penalty to attack rolls, skill checks, and saving throws (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the bestow curse spell).

Caster Level: 6th; Prerequisites: Craft Wondrous Item, charm person, sound burst; Market Price: 12,000 gp; Weight: 3 lb.

Pipes of the Sewers

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d6?10 dire rats (01-80 result on d%) or 3d6?10 normal rats (81-100) if either or both are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a Perform (pan pipes) check (DC 10). Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check is against DC 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Caster Level: 2nd; Prerequisites: Craft Wondrous Item, summon nature's ally I, animal friendship; Market Price: 1,150 gp; Weight: 3 lb.

Pipes of Sounding

When played by a character who has the Perform (pan pipes) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of ghost sound (caster level 2).

Caster Level: 2nd; Prerequisites: Craft Wondrous Item, ghost sound; Market Price: 1,800 gp; Weight: 3 lb.

Portable Hole

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium-size creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the portable hole and bag of holding being destroyed in the process.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, plane shift; Market Price: 14,000 gp; Weight: -.

Quaal's Feather Token

Each of these items is a small feather that has a power to suit a special need. The types of tokens are described below. Each token is usable but once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed - if a severe wind is already blowing, this wind cannot be added to it to create a windstorm. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used up to 8 hours. It does not function on land.

Swan Boat: A token that forms a huge swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium-size characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (6-foot-diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of base damage, has a +1 enhancement bonus to attacks and damage, and makes a free grapple attack (at a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, major creation; Market Price: 50 gp (anchor), 300 gp (bird), 200 gp (fan), 450 gp (swan boat), 100 gp (tree), or 500 gp (whip); Weight: -.

Quiver of Ehlonna

This appears to be a typical arrow container capable of holding about 20 arrows. Examination shows that it has three distinct portions, each with an extradimensional space allowing it to store far more than would normally be possible. The first and

smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, etc.). Once the owner has filled it, she can command the quiver each round to produce any stored items she wishes.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, Leomund's secret chest; Market Price: 1,800 gp; Weight: -.

Ring Gates

These always come in pairs—two iron rings, each about 14 inches in diameter. The rings must be within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through do not count.) This useful device allows for instantaneous transport of items, messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a ring gate. A Small character can make an Escape Artist check (DC 13) to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a “entry side” and an “exit side,” both marked with appropriate symbols.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, gate; Market Price: 40,000 gp; Weight: 1 lb. each.

Robe of the Archmagi

This normal-appearing garment can be white (a 01-45 result on d%, good alignment), gray (46-75, neither good nor evil alignment), or black (76-100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers:

- +5 armor bonus to AC.
- Spell resistance 17.
- +1 resistance bonus to all saving throws.
- Ability to overcome the spell resistance of others as if she had the feat Spell Penetration.

If a white robe is donned by an evil character, she immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including restoration spells).

Caster Level: 14th; Prerequisites: Craft Wondrous Item, mage armor, bless, spell resistance, creator must be same alignment as robe; Market Price: 75,000 gp; Weight: 1 lb.

Robe of Blending

When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings. This allows her to add a +15 circumstance bonus to her Hide check. Further, the wearer can adopt the appearance of another creature as in the spell *change self* at will. All creatures acquainted with and friendly to the wearer see him normally.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, *change self*; Market Price: 10,000 gp; Weight: 1 lb.

Robe of Eyes

This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. She also gains darkvision (range 120 feet). The robe of eyes sees all forms of invisible or ethereal things within 120 feet.

The robe of eyes grants its wearer a +15 circumstance bonus to Search and Spot checks. She retains her Dexterity bonus to AC even when flat-footed and can't be flanked. The wearer can't avert her eyes from or close her eyes to a creature with a gaze attack.

A light or continual flame spell thrown directly on a robe of eyes blinds it for 1d3 minutes. A daylight spell blinds it for 2d4 minutes.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, true seeing; Market Price: 90,000 gp; Weight: 1 lb.

Robe of Scintillating Colors

The wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe.

The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will negates DC 14). This is a mind-affecting pattern.

Every round of continuous scintillation of the robe gives the wearer better concealment. Miss chances start at 10% (one-quarter concealment) and increase another 10% each round until they reach 50% (full concealment).

The robe illuminates a 30-foot radius.

The effect can last no longer than a total of 10 rounds per day.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, hypnosis, color spray; Market Price: 27,000 gp; Weight: 1 lb.

Robe of Stars

This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- The robe enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.
- The robe gives its wearer a +1 luck bonus to all saving throws.
- The robe's wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 shuriken. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, astral projection or plane shift, magic missile; Market Price: 58,000 gp; Weight: 1 lb.

Robe of Useful Items

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- dagger
- bullseye lantern (filled and lit)
- mirror (a highly polished 2-foot-by-4-foot steel mirror)
- pole (10-foot length)
- hemp rope (50-foot coil)
- sack

In addition, the robe has 4d4 other items:

d%	Result
01-08	Bag of 100 gold pieces

09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side-must be placed upright attaches and hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 cubic ft.)
60-68	Potion of cure serious wounds
69-75	Rowboat (12 ft. long)
76-83	Minor scroll of one randomly determined spell
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-100	Roll twice more

Multiple items of the same kind are permissible. Once removed, items cannot be replaced.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, fabricate; Market Price: 7,000 gp; Weight: 1 lb.

Rope of Climbing

A 60-foot-long rope of climbing is no thicker than a slender wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, animate rope; Market Price: 3,000 gp; Weight: 3 lb.

Rope of Entanglement

A rope of entanglement looks just like any other hemp rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim, using a grapple attack with a +15 attack bonus (including +4 for being Large and +6 for its Strength score of 22).

The rope cannot be broken by sheer strength. It must be severed by an edged weapon. The rope has an AC of 22, 12 hit points, and a hardness of 10. Damage repairs itself at a rate of 1 point per 5 minutes, but if a rope of entanglement is severed (all 12 hit points lost to damage), it is destroyed.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, entangle, animate rope, animate objects; Market Price: 21,000 gp; Weight: 5 lb.

Scabbard of Keen Edges

This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts keen edge on any blade placed within it.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, keen edge; Market Price: 15,000 gp; Weight: 1 lb.

Scarab of Protection

This device appears to be a silver medallion in the shape of a beetle. It gives off a faint magical aura. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 15. The scarab can also absorb up to twelve energy-draining attacks or death effects (such as finger of death). (An attack that would bestow two negative levels counts as two attacks.) However, upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Caster Level: 18th; Prerequisites: Craft Wondrous Item, bless, death ward, negative energy protection, and wish or miracle; Market Price: 38,000 gp; Weight: -.

Scarab, Golembane

This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem with weapons or unarmed attacks as if the golem had no damage reduction. Each scarab has this effect with regard to a different sort of golem.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, detect magic, and keen edge or holy power; Market Price: 800 gp (flesh), 1,000 gp (clay), 1,200 gp (stone), 1,600 gp (iron), 1,800 gp (flesh and clay), or 2,500 gp (any golem); Weight: -.

Slippers of Spider Climbing

When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her speed is 15 feet. Extremely slippery surfaces-icy, oiled, or greased surfaces-make these slippers useless.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, spider climb; Market Price: 2,000 gp; Weight: 1/2 lb.

Sovereign Glue

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of oil of slipperiness, and each time any of the bonding agent is poured from the flask, a new application of the oil of slipperiness must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of sovereign glue, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8-1, minimum 1), with the other ounce of the flask's capacity taken up by the oil of slipperiness.

One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects only results in the rending of one or the other, except when universal solvent is applied to the bond. (Sovereign glue is dissolved by universal solvent.)

Caster Level: 20th; Prerequisites: Craft Wondrous Item, make whole; Market Price: 2,400 gp (per ounce); Weight: -.

Stone of Alarm

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, alarm; Market Price: 1,000 gp; Weight: 2 lb.

Stone of Controlling Earth Elementals

A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner if earth, mud, or clay is available. The summoning words require 1 full round to speak, and in all ways the stone functions as the summon monster VII spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the summon monster VI spell.) The area of summoning for an earth elemental must be at least 4 feet square and have a volume of 4 cubic yards. The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Caster Level: 13th; Prerequisites: Craft Wondrous Item, summon monster VI, summon monster VII; Market Price: 100,000 gp; Weight: 5 lb.

Stone of Good Luck (Luckstone)

This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, divine favor; Market Price: 10,000 gp; Weight: -.

Stone Horse

Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate type.

A stone horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a stone to flesh spell, thus causing the stone horse to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gemstones, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of stone horses:

- Courser: This stone horse has all the same statistics as a heavy horse, as well as having a hardness of 10.
- Destrier: This stone horse has all the same statistics as a heavy warhorse, as well as having a hardness of 10.

Caster Level: 14th; Prerequisites: Craft Wondrous Item, flesh to stone, animate objects; Market Price: 10,000 gp (courser) or 14,800 gp (destrier); Weight: 6,000 lb.

Stone Salve

This strange ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh (as the spell stone to flesh). If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a stonewall spell.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, flesh to stone, stonewall; Market Price: 4,000 gp per ounce; Weight: -.

Talisman of the Sphere

This small adamantite loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a sphere of annihilation, a talisman of the sphere doubles the bonus for Intelligence and level for determining control.

If the wielder of a talisman establishes control, he need check for continual control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a sphere of annihilation, the talisman's power of control can be suppressed or canceled.

Caster Level: 16th; Prerequisites: Craft Wondrous Item, telekinesis; Market Price: 9,000 gp; Weight: 1 lb.

Tome of Clear Thought

This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, wish or miracle; Market Price: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); Cost to Create: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); Weight: 5 lb.

Tome of Leadership and Influence

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, wish or miracle; Market Price: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); Cost to Create: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); Weight: 5 lb.

Tome of Understanding

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, wish or miracle; Market Price: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); Cost to Create: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); Weight: 5 lb.

Universal Solvent

This strange liquid appears to be some sort of minor oil or potion and always comes in containers of 1 ounce. Upon first examination, it seems to have the properties of oil of slipperiness. However, if it is applied to any form of adhesive or sticky material, the solution immediately dissolves the other material. It immediately negates the effect of sovereign glue, as well as any other form of cement, glue, or adhesive. An ounce affects 1 cubic foot.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each dose (1/3 ounce, having been a full ounce before distillation) dissolves 1 cubic foot of organic or inorganic material, just as if a disintegrate spell had been employed. To find out if a resisting target is affected by this concentrated solution, a touch attack roll is required, and the subject is entitled to a Fortitude saving throw (DC 19).

Caster Level: 20th; Prerequisites: Craft Wondrous Item, disintegrate; Market Price: 2,000 gp (per ounce); Weight: -.

Vest of Escape

Hidden within secret pockets of this simple silk vest are lockpicks that add a +4 competence bonus to Open Lock checks. If the lockpicks are separated by more than 15 feet from the vest, they lose their competence bonus, but the bonus returns when they are returned to the pockets of the vest. Further, the vest grants the wearer a +6 competence bonus to Escape Artist checks.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, knock, grease; Market Price: 2,000 gp; Weight: -.

Vestment, Druid's

This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When worn by a druid with the wild shape ability, the character can use that ability one additional time each day.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, polymorph self or creator must be at least a 10th-level druid; Market Price: 5,800 gp; Weight: -.

Vestments of Faith

This holy garment, worn over normal clothing, grants a special protection (damage reduction 5/+5) to the character wearing it.

Caster Level: 20th; Prerequisites: Craft Wondrous Item, stonesskin; Market Price: 76,000 gp; Weight: -.

Well of Many Worlds

This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane, at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just like a portable hole. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Caster Level: 17th; Prerequisites: Craft Wondrous Item, gate; Market Price: 82,000 gp; Weight: -.

Wind Fan

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a gust of wind spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage that the device tears into useless, nonmagical tatters.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, gust of wind; Market Price: 5,500 gp; Weight: -.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of gigantic wings (bat or bird, 20-foot span) and empower her to fly as with a fly spell.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, fly; Market Price: 5,500 gp; Weight: 2 lb.