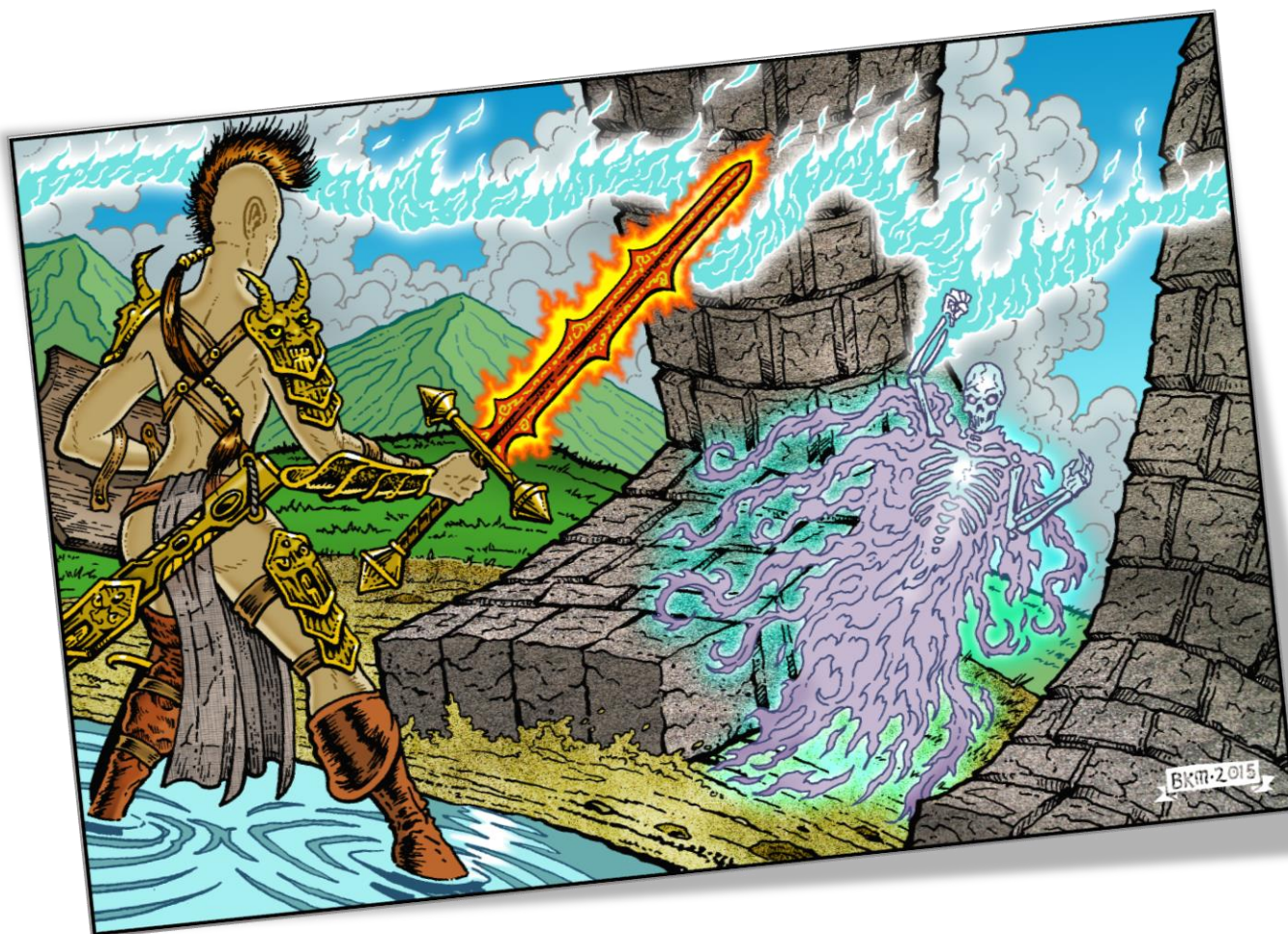


A Pathfinder Roleplaying Game adventure for 4-6 characters of level 3.

Shipwrecked on an island though not because of bad weather or a hostile sea but because something massive came out of it and smashed the ship to pieces.

What on earth was that thing, and what's so important about this island that no one's supposed to leave it? Why is the whole place teeming with divine servitors almost as if every god wishes to have a representative here, and what on earth happened to the civilisation that used to once call this place "home"?

Most importantly of all: How are you supposed to get away?



Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging and balanced, and easily integrated into any campaign world.

Each adventure has enough material to last three or more playing sessions and enough experience to raise four characters of the appropriate level up by one extra level. Treasure is commensurate with the encounter challenges faced. Scaling information is included for adventuring parties of five or six.

This adventure is set on the island of Serafina, somewhere ...

The adventure also contains optional Psionic elements with all of the relevant rules present within.

Four-Dollar-Dungeons Module 3.2

Holy Island

By Richard Develyn

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Background

The Mace of St Cuthbert

The Mace of St Cuthbert has had a long and chequered career - most of it undocumented. Borne by righteous men and women of various humanoid races, the Mace has always managed to find itself in the right hands at the right time whenever evil needed to be fought. Why? Because that is its power, to be where it needs to be, and also its gift, to appear in the right hands on the right occasion.

Yet this does not mean that the Mace has always been in the grasp of some champion or another. There have always been times when the need to combat evil was not sufficiently strong or when the selection of champions available was not sufficiently virtuous for it to make an appearance. Indeed it has now been so long since any reliable record of its use was made that many believe it to have been lost forever.

In fact the Mace has always “rested” in between appearances at an island called Serafina, once the home of an order of monks dedicated to St Cuthbert and previously, aeons ago, the home of St Cuthbert himself, though it went by another name then¹.

For many centuries the Mace resided there relatively undisturbed. Eventually, perhaps inevitably, an evil force arose that was powerful enough and determined enough to try to destroy the Mace, and when that time came scrying magic allowed the island to be found and teleportation magic was used to invade it.

The monks of Serafina, however, were not unprepared. With help from the Mace itself, and from a colossus created from the central tower of the order's abbey (even though it caused considerable damage to the abbey when it was animated), plus the monks' own not inconsiderable powers, the invaders were eventually repelled, though many of the monks perished in the battle and the abbey was left in ruins.

Those members of the order that survived realised pretty quickly that drastic action would have to be taken if they were ever to prevent such a catastrophe from happening again. After due deliberation the monks agreed to go for the path of obscurity rather than to try to rebuild their order, and so drawing upon magic both arcane and divine they caused the island of Serafina to be transported into its own secret demiplane - a location so completely impervious to scrying that not even gods can penetrate it to see what is going on within.

Unfortunately this also meant that the Mace could not look out which explains why it hasn't been seen for so long; being a responsible artefact the Mace isn't going to go around plane-shifting to random locations on the sheer chance that it just might happen to fall into the hands of somebody virtuous. This is why it stays where it is, waiting for somebody to find it on the island and rescue it from its resting place underneath the ruins of the old abbey, even though such a rescuer might not



realise exactly what the nature is of the thing that they're rescuing.

Accidental Visitors and the Stone Colossus

Although getting to Serafina deliberately is impossible, because of the scrying ban, getting there accidentally happens all the time.

Serafina's demiplane is coexistent with the prime material at a point 2 miles away from the edge of the island. Strange oceanic and atmospheric turbulences occur at this juncture however Serafina can be clearly seen from here and even sailed on to it².

The order of St Cuthbert was well aware of this, of course, so they instructed their colossus, Ariel, to prevent anyone from leaving Serafina with knowledge of its “mundane” position, in order to preserve its secrecy.

The colossus continues to perform this task to this day, smashing up any ships that happen to arrive on the island. As a result, Serafina has picked up a small population of shipwreck survivors, including the PCs at the start of this adventure.

Serafina's demiplane also borders the Astral. Given that creatures regularly use the Astral plane as a means of travelling from Plane-A to Plane-B it is perfectly possible for Serafina's demiplane to be accidentally bumped into when travelling along the Astral Plane as well³.

This recently happened to the Guardians of the Multiverse, a psionic adventuring party from another plane that was using the Astral as a means of getting around and evading pursuit⁴.

Unfortunately, as they happened to be passing Serafina a few weeks back, the colossus spotted them “walking through” and intercepted them.

The Guardians were using a means of transportation called an *Astral Caravan* with Psi-Lord taking the role of caravan leader. Members of an astral caravan are visible when they cross another plane so when the colossus saw them and went over to investigate the colossus' anti-magic field cancelled the *Astral Caravan* and dropped the Guardians of the Multiverse straight down on their backsides in front of it.

The colossus immediately captured the leader of the caravan, Psi-Lord, and imprisoned him within its own colossal self, figuring, correctly, that the others would be unable to move off

¹ “Lindisfarne”, in the real world, just a few miles away from where I live (when I'm in the real world)

² teleportation fails – the teleporting person travels through the demiplane as if it didn't exist and finds themselves about 14 miles away from their intended destination

³ same as Panataxia, if you happen to own that module

⁴ astral travel is more easily available with psionics than it is with conventional magic (at the time of writing, in any case)

the island without him. Thus the Guardians of the Multiverse became stranded on Serafina just a few weeks before the arrival of the PCs. After a few days of scratching their heads all bar Psi-Lord went out to explore the rest of the island to see what they might be able to do to get themselves out of this predicament. They're all distracted by their own issues now, and Psi-Lord hasn't seen any of them for days.



Just as it is true that somewhere in the depths of the abyss there must lurk a demon who would rather stay at home and look after the quasits than go out on murderous rampages, or that somewhere in deepest fey-haunted woods there lives a leprechaun who would rather drink herbal tea than alcohol and hates practical jokes, so it was that on Serafina one of the monks of the order of St Cuthbert practiced necromancy

Holy Island

Gods, of course, know where Serafina is, even if they can't actually see into it, though they choose not to directly interfere for fear of starting some sort of God-War⁵.

Those that are active near the “mundane” entrance to Serafina, however, realising that someday some great champion might arise to liberate the Mace from its resting place, have chosen to place on the island a representative of theirs to act as sort of “advertisement” for their faith – a reminder to whoever might be wandering around that there are presences / forces / ideologies on the prime material plane that should be taken into account of by any new artefact-wielding champion whoever they might be and whatever they might choose to do next.

Twenty deific servitors, therefore, are scattered around Serafina, behaving in ways which are in full accordance with the deities that they represent. Only the Chalkost and the Iophantine know about the presence of the Mace, the former because it's been on the island since the days of the order of monks, and the latter because it guards the final access point to the room that holds it. The Chalkost will not speak of the Mace, though, it will state that the colossus was built in order to ensure the secrecy of the island's location. The Iophantine always tells the truth so it will happily tell the PCs about the Mace and what is guarding it if they ask the right questions. The rest of the servitors, if asked their business, merely state that they have been requested by their deity to reside on the island and behave in accordance with their instincts.

The Venomous Bede

Much as it would be lovely to think that a holy order of monks blessed by a saint of legendary benevolence guarding an artefact of awesome power would all consist of paragons of virtue without any sort of blemish upon their character, life of any sort is never that uniformly perfect.

on the quiet in order to arise later as a Lich - once the rest of the monks had died out and been buried in their catacombs.

Bede, chief librarian of the order, had learnt too much about the Mace of St Cuthbert to let something as trivial as death interrupt all those years of study. As St Cuthbert and all of those other traditional pseudo-angelic disciplines did not cater for his life-extending needs, he turned to the dark arts, just a little bit, in order to get the job done.

It did sort of twist him a bit but, being a librarian, nobody noticed. In fact nobody even noticed when he “died”. There was no ceremony as such - one minute he was trapesing round Serafina rescuing books and manuscripts to store down in the chamber below the abbey, the next he was gone and a new sealed tomb bearing his name had appeared in the old mausoleum.

The Venomous Bede, as he then started calling himself, emerged once the last of the order had died out so that no one was left to object to his presence in the abbey. He's still there now, studying his books and notes, determined never to let the Mace fall into anyone's hands regardless of how much of a champion they might think themselves to be.

Notes for the Games Master

The structure of this adventure is very straight forward. The PCs become stranded on Serafina when Ariel smashes their ship to pieces. What follows next is a sandbox with 21 encounters, one for each of the 20 main deities that has influence in the campaign world, and one encounter at the end with the Lich that guards the Mace of St Cuthbert. This last encounter is made easier by it taking place within a “selective” anti-magic field and with the possibility for the PCs to use a very Lich-antipathetic artefact.

The deity-based encounters fall into the following categories:

- Access to different parts of the island

⁵ that's my take on it, anyway

- Discovering the island's secret and the means to recover the Mace
- Recovery of the errant Guardians of the Multiverse
- Survival

All of these provide plenty of opportunity for role-play, especially if the PCs have varying personalities, though they can all also be resolved by combat.

When the Mace of St Cuthbert is safely in the PCs hands, Psi Lord will be released from his prison within the Colossus and then, as long as all the other Guardians have been returned, get everybody off the island using his *Astral Caravan* psionic power.

Wait ... What! An Artefact?

Don't worry, your PCs do not have to walk away from this adventure with the Mace of St Cuthbert tucked under their arm.

They will, however, get to possess it for a short period of time, maybe even to use it, since in order to get off the island they will have to liberate it from its resting place under the ruins of the old abbey.

As soon as the Mace returns to the Prime Material plane, however, it will teleport away into the hands of a worthy champion currently engaged in a mighty crusade against evil, rather than hang around in the backpack of some smelly 3rd or 4th level adventurer. That's what the Mace does, I'm afraid, and although it can only teleport in this way on one particular day of the year I would suggest that you time events in such a way that this day occurs very soon after the PCs get home⁶.

What happens next, of course, is up to you.

You could have the Mace leave with a promise that one day it will return to help the PCs in a mighty crusade of their own.

Or you could have news of its reappearance quickly spread throughout the world leading to creatures both benevolent and malign making a special journey to see those adventurers who first laid their hands on the artefact. The first "Mace Bearer" might find himself the object of unwelcome attention. Dark riders might come in pursuit!

Of you could simply have the Mace teleport away again into obscurity.

Why has the Mace never been found before?

Given that nobody knows where the Mace is, it all comes down to accidental visiting.

Powerful visitors from the Astral plane have touched down on Serafina before, though after having a quick look around they've generally buggered off again. The Astral plane is littered with demiplane debris like this from aeons of multi-planar history so unless someone has a particularly good reason for explore any piece of floating Astral "rock" nobody does.

Powerful visitors from the Prime Material plane have never visited Serafina either. Although some have spotted it from

their ships, again without reason to explore the island no one has ever bothered landing.

Powerful NPCs don't get shipwrecked on islands, whereas non-powerful visitors who find themselves on Serafina never get off again, thanks to Ariel's destructive tendencies.

If non-powerful visitors managed to get away with news of what was on the island then powerful visitors might follow, but this cannot happen. What makes the PCs situation unique is the fact that the Guardians of the Multiverse are also present at the same time, and that Psi-Lord has the means to get them all off the island if they can deactivate the colossus. This is how the adventure works and why the PCs have a reason for solving the island's mysteries. If Psi-Lord had not been there at the same time as the PCs, the PCs might just as well have joined the Village and added to its fishermen.

Psionics (optional)

Psionics has to exist in this fantasy world in order for the adventure to make sense. The *Astral Caravan* / *Astral Traveller* powers are important in explaining not only how the Guardians of the Multiverse got here but also how everyone will ultimately get away. You don't actually have to know any of the psionics rules in order to handle this, though, as it can all be done with pre-adventure and post-adventure narrative if you wish.

The Guardians themselves are all psionic characters but this adventure has been written in such a way that their influence is left very open. Even Siluria, chasing the Yhohm around on the top of the mountains, could be relegated to a dumb-NPC if you like, by ensuring that she always hunts alone⁷.

I am a fan of Dreamscarred Press' Ultimate Psionics and the accompanying material. If you've not used psionics in the past then this adventure provides a good introduction to the system without swamping you in its details. All of the psionic rules that you need in order to run the Guardians of the Multiverse is provided in the appendices, and in many cases you also have the option to use the Guardians either as allies or adversaries, thus controlling the amount and complexity of their interaction with the PCs.

It's all very much up to you.

Role Playing Adventures

Role playing adventures have acquired a bit of a bad name for themselves of late, and since this adventure is unashamedly one of this sort I would like to explain exactly what that is and what that definitely isn't.

Role playing adventures are ones where character personality has an important role. Having personality is not essential for it to succeed, but the level of enjoyment is increased if the PCs can be more than just numbers on a piece of paper.

One could argue that all adventures benefit from PC personality, however role-playing adventures have a greater than usual number of challenges where outlook and

⁶ unless, of course, you have reasons of your own for wishing them to keep hold of the Mace

⁷ see A Deadly Race

characterisation play a major part. PCs may well disagree on a course of action for reasons which are beyond those governed by the needs of combat and its accompanying tactics. This increases the number of levels over which PCs interact, and it is in my opinion a very good thing.

Role playing adventures are not, or rather should not be, ones requiring specific non-combat solutions to “role playing” puzzles. An adventure where the only way to proceed is to “befriend the guard”, or “persuade the ogre to fight the goblins”, or “whatever other such nonsense the adventure writer has decided is necessary”, is not a role-playing adventure at all – it is simply a badly-written puzzle adventure. Puzzle adventures are an art form in themselves and writers need to be careful about presenting puzzles with limited solutions; what is obvious to the writer might seem far from obvious to everyone else. Puzzles masquerading as role-playing adventures tend to be the worst of the lot.

Every encounter in this adventure can be dealt with by combat, but most of them also have other ways in which they can be solved. These “other ways” are normally pretty obvious; what makes the encounters interesting is that the decision to fight or “role play” will come down to PC personality and allegiance, and the way that these things make the PCs interact with each other.

Specifics

SR

This adventure is not very friendly to offensive spell casters. The final encounter is in an, albeit selective, anti-magic shield, and all of the servitors have SR 15. Defensive and utility spell casters will be unaffected by the SR, of course, and the ability to cast *Mage Armor* and *Shield* could prove vital against the Lich at the end, but bear in mind that spell-blasters might get a bit frustrated.

Further to this, given the prevalence of *Sleep* and *Color Spray* amongst PCs of this level, note that the only servitors that have 4 HD are the Ataxian and the Sarcovalt, all the rest have 5 HD or more and are thus immune to the former and just stunned for one round by the latter.

Potentially Tricky Encounters

There are a lot of swarms in this adventure, generally created by the servitors themselves.

Note the restriction on *Vomit Swarm*: unless controlled, the swarm vomited just carries on moving away from the vomitter.

There has, I know, been some debate on the Paizo forums about whether swarms should take direct damage (+50%) from a direct hit from a splash weapon; if you don't allow this, then you may need to make sure that your PCs have some means of dealing with swarms instead. The encounter in the Pagoda with the Karumzek, which includes vomited swarms of spiders, is particularly dangerous because the building is flammable.

Other encounters which your PCs might struggle with are the Burleev on top of the colossus, the Thognorok in the shipwreck and the Lampadari inside *Deeper Darkness*.

Additionally the Vendenopeterix and the Zentract are potentially one-on-one encounters, which might cause a problem, and the Xocothian might cause difficulties if your PCs have no ranged combat capabilities.

Maps

There are three maps of Holy Island accompanying this text: one for the GM with everything on it, one without any annotations and one “player's map” with all of the symbols relating to encounters apart from “O – A Desperate Venture” which is the one encounter which is truly hidden even from PCs at the top of the mountain in location “F”.

The single map of the village in location “Q” should serve both players and GM – the orange hut being where the Archon lives and the red hut being where the young baby kidnapped by the Swaithe Demon lives.

Otherwise, player's and GM's versions are given of two encounter areas: the pagoda (all 5 levels) and the final encounter with the Lich. Maps for the other encounter areas have no specific requirements and so can be readily improvised.

Encounter Summary

This adventure is unusual in that it consists of 20 CR 4 encounters, many of which are optional, plus one final encounter whose CR can be either 5, 6 or 12. Additionally there is a wandering monster table with encounters in the CR 3-5 range, which I would encourage you to use given that part of this adventure's challenge is survival.

It is therefore quite difficult to give a precise mathematical breakdown on the amount of experience which could be gained on Serafina if everything is done “by the book”, particularly when you consider the subjective nature of awarding experience when an encounter is bypassed. In my opinion you should award every PC that participates in this adventure 4,000 xp regardless of how much they fight and how much they role-play around. This amount is the amount that is necessary for a PC to move from level 3 to level 4 using medium xp progression, meaning that all PCs will be guaranteed to go up a level wherever they might be on the level 3 scale (assuming you use the medium xp progression track yourself).

Treasure-balance is also difficult to calculate given this variable nature of encounters. An adventure for 3rd level characters normally carries about 15,000 gp of treasure. The amount given here is 14,850gp, though there is the possibility of some salvage from the wreck of the ship.

Scaling

Since this adventure is not easy for parties of 4 characters, there's no problem running it as it stands for parties of 5 or 6, particularly if the players are inexperienced.

Alternatively the various encounters, experience and treasures could be scaled up in order to present the same degree of challenge for larger parties.

For encounters, I would recommend doing one of the following:

- 1) Increase all opposition HPs by 50% (for 1 extra PC) or by 100% (for 2 extra PCs).
- 2) Add or subtract 1 (for 1 extra PC) or 2 (for 2 extra PCs) to every die roll made during the adventure, in an advantageous way for the opposition and in a disadvantageous way for the PCs.
- 3) Apply a +2 (for 1 extra PC) or +4 (for 2 extra PCs) to every prime characteristic of the opposition and work out the consequences.

There's nothing stopping you using whichever approach you like, even using different approaches for different encounters, however my preferred method is the first. Although changes in HP are not hugely realistic, this change is the least intrusive to the tactics and structure of this adventure and therefore the easiest to manage.

One other consideration to bear in mind is the possibility that the PCs may recruit allies from the Guardians of the Multiverse. All of the guardians are roughly equivalent to a 3rd level PC in power, so if they do join in I would suggest that

you scale up encounters for allied NPCs just as if they were additional PCs, though with an upper limit of 6, since beyond 6 it is unlikely that any extra "fire power" will be brought efficiently into use.

As far as xp is concerned, if you are choosing to give all PCs the same amount for completing the adventure, then scaling up for more PCs will not affect this. Otherwise I'm afraid you're going to have to do the maths yourself since it is impossible for me to predict how many encounters the PCs will take on and how many they'll bypass. The amount to scale up is 25% for 5 PCs and 50% for 6 (don't include NPCs).

The only treasure to be found in Serafina appears in the final encounter with the Lich, and this needs to be adjusted for scaling as described below (the NPCs do not affect this). Note that since this encounter takes place within an anti-magic field the presence or absence of extra magical items will not affect its difficulty. For 1 extra PC use the treasure given *in bold-italics*, for 2 extra PCs use the treasure given in **gold**.

The Mace of St Cuthbert is not considered an item of treasure.

Treasure (all possessed by The Venomous Bede)

Total Value

Headband of Vast Intelligence +2 (Perception)	4,000
Ring of Protection +2	8,000
2 x Potion of Invisibility	600
Scroll of Dominate Person	1,125
Scroll of Teleport	1,125
Total	14,850
<i>Boots of Levitation</i>	<i>7,500</i>
<i>Headband of Vast Intelligence +2 (Perception)</i>	<i>4,000</i>
<i>Ring of Protection +2</i>	<i>8,000</i>
<i>Total</i>	<i>19,500</i>
Boots of Levitation	7,500
Headband of Vast Intelligence +2 (Perception)	4,000
Ring of Protection +2	8,000
2 x Potion of Invisibility	6,00
Scroll of Dominate Person	1,125
Scroll of Teleport	1,125
Total	22350



Arrival

The adventure begins with the PCs aboard a ship which inadvertently crosses the boundary separating the demi-plane that holds Serafina and the prime material plane – a place where the sea boils and swirls along a long line 20' across.

As their ship approaches, strange multi-coloured aquatic creatures can be seen tossed around in the turbulence and flung up into the air like crazy flying fish. As the ship crosses with a sudden bump, wind gusts inexplicably and rain falls without a cloud in the sky, then just as suddenly the craziness stops and once more the PCs seem to be sailing through a calm and open sea.

Half an hour later the captain reports that the ship has picked up an encrusting of sea creatures which is slowing progress down to a crawl⁸. Fortunately, though, an island can be seen in the distance which will allow the ship to pull up for the night for careening⁹ to take place in the morning.

Although the exact reason for the PCs to be on board this ship will depend on your ongoing campaign, you should bear in mind the following:

1. *The ship needs to be in open sea, well away from land and regular trade routes, as it's about to encounter an island which is very rarely seen.*
2. *The ship is doomed, as are all of the crew except for the PCs, although you could arrange for one or two of the NPCs to escape if you want to.*
3. *The role of captain, crew, passengers, etc., is outside of the scope of this adventure. There are places where they might play a part such as in the Village, or as a bargaining chip with the Lampadarius or even as a corpse to feed the Sarcovalts, but generally speaking their use within this adventure is largely up to you.*

The ship pulls up onto the beach at high tide at location (A) on the map and most of the crew get off to affix wooden props to its side so that it is held upright when the tide goes down ready for careening.

It is late evening and the tide is still coming in; time for a barbecue on the beach and a few hours' sleep before work

⁸ or doggy-paddle

⁹ "careening" is the process by which barnacles and the like are scraped off the hull off a boat in order to lessen its drag through the water

begins scraping off barnacles (or whatever they are) in the early morning. Exactly what the crew and passenger do at this time depends on you but there's no reason why some shouldn't sleep on the ship whilst others might prefer a night on the beach.

Next morning, after an early breakfast, the hard work starts – a job likely to take 6 hours or so, accompanied by much grumbling and swearing at the stupidity of molluscs. The PCs can use this time to explore a bit of the island if they like, or they can hang around the ship and maybe help out with the work. Whether they are present or not, after about 4 hours, i.e. round about mid-day, the stone colossus known as Ariel makes an unwelcome appearance.

Ariel's only interest is to destroy the ship – a task at which he will excel quite nicely. Officers and crew will not take kindly to this and many will perish as they futilely try to beat the creature off. After about 10 minutes, however, the ship will be

wrecked beyond repair, and non-combatants and survivors will have run off into the island screaming in terror¹⁰.

Any PC which attempts to fight the colossus will realise pretty quickly that they have absolutely no chance at all of causing it any harm. The colossus will not attack back, though, including not making AoOs against spell casters or bowmen, which might allow spell casters to learn a little bit about Ariel's anti-magic shell and allow any PCs that get within 30' of the colossus a

chance to spot Psi-Lord inside it or the Burleev clinging precariously upon it (DC 15 Perception check, roll separately for each)¹¹.

Regardless of whether or not they witness their ship's destruction, the PCs are now stranded on Serafina.

DC Summary

15	Perception check to notice Psi-Lord within the Colossus or the Burleev upon it – two separate checks, as long as PCs get within 30' of the colossus
----	---

¹⁰ to be used by you later as you wish

¹¹ see the section on Ariel later on

Serafina (General)

Survival and Exploration

Terrain and Travel

The terrain on Serafina consists of a mixture of grasslands (the default on the map), hills and woodlands, interspersed with the odd mountain and swamp. Visibility is good and the island is small enough for there not to be any chance of getting lost.

Travel times depend on speed, as normal, summarised on the following table (in minutes), with any terrain apart from grasslands doubling these times, as will moving while scavenging for food.

Speed	500 ft	1 mile
15	3.33	38
20	2.5	30
30	1.66	19
40	1.25	15
50	1	12

There are three ways of getting off the island down to the water's edge:

- Cliff faces marked on the map are impassable without mountaineering equipment
- At the three beaches to the north, and the large sandy bay to the south, apart from the area where there is a cliff face, the island shelves down to the sand without much of a gradient, so it can therefore be walked down. This includes the two river exits.
- In all other areas, descent from the island to the rocky waters is possible with a DC 5 climb check over the course of approximately 100', with the river exit to the south of the sandy shelf consisting of a small waterfall.

Off the coast of Serafina, the sea is sometimes shallow, sometimes steep, but always treacherous to swim in. A combination of tides, the nearby planar boundary and the uneven gradient of Serafina's beaches results in strong swirling currents which are as unpredictable as they are violent.

DC	Summary
5	Climb check to traverse the 100' of descent from the island to the rocky coast apart from areas where there is a beach or cliff face
20	Swim check on the coastal waters

Tides and the Sandy Bay

Unlike The Horn of Geryon¹², I have not provided detailed tide tables for this adventure; the role of tides on Serafina is much

less important than it was on Snakero. Tides cycle over a 12 hour period, rising and falling approximately 30', though the only place where this is important is in getting across the sand-flats to the small atoll described under "The Gallery". This is only possible without a boat for the 2 hours when the tide is at its lowest. Getting there with a boat requires negotiating with the residents of The Village. Crossing the sinking sands at low tide requires negotiating 1d6 patches of quicksand.

Weather

The weather in Serafina is hot but relatively dry. The skies are clear with little or no breeze and indeed it can be quite stifling. This climate is unusual and the lack of wind and precipitation which normally accompanies such sub-tropical heat is explained by the inter-planar nature of the island. Serafina is not arid, though, and the occasional downpour results in terrain which would look more at home in a temperate climate rather than in the prevailing hot one.

If you wish to use more specific weather conditions roll on the table below as needed:

D%	Type	Effect
01-80	Warm	None
81-90	Moderate Winds	None
91-99	Heavy Rain	Visibility ¼ Fires put out Perception -8 Fly -2 Ranged attacks -6
100	Storm	Visibility ¼ Fires put out Perception -8 Fly -4 Ranged attacks are not possible Small creatures are checked Tiny creatures are blown away

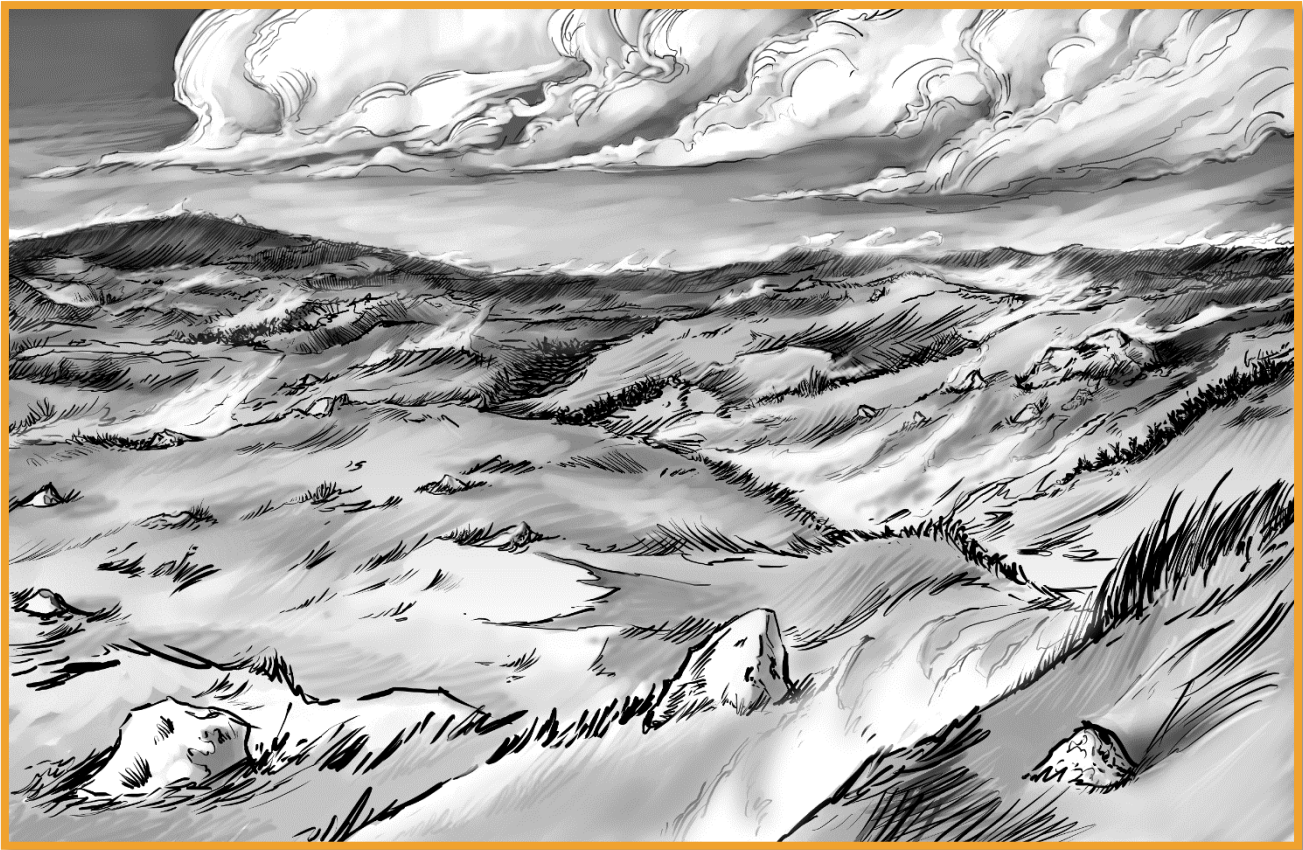
Subsistence

Normal rules for living off the land apply (via Survival skill) though the DCs are slightly modified for the different terrains.

DC	Survival skill by terrain
10	Grassland, Forest, Hills, Rivers
12	Mountains, Swamps
15	Coastal waters

If a ranger spends times in more than one terrain whilst foraging then use the worst of the DCs in the table.

¹² four dollar dungeons adventure 1.2



Wandering Monsters

Although wandering monsters are usually supplemental in four dollar dungeons part of the challenge here is to find secure shelter for the night so I would suggest using the following guidelines:

Time of Day Chance of Encounter

Daytime	1 in 20 chance
Nighttime	Assuming the party is out camping ¹³ , the possibility of an encounter during the night is 1 in 8 chance if camping without a campfire and 1 in 4 otherwise.

And the following table:

2d6 CR B Encounter

2	5	1	Basilisk
3	5	3	Ascomoid
4	4	1	Owlbear
5	4	1	Wolverine, Dire
6	3	3	Wolf, Dire
7	3	3	Skunk, Giant
8	3	4	Weasel, Dire

¹³ somewhat risky, in my opinion, for characters of this level

9	4	2	Ampisbaena
10	4	3	Kamadan
11	5	3	Owl, Giant
12	5	2	Megafauna, Megatherion

Individual descriptions of wandering monsters are not provided here however the “B” column in the table above refers to the Pathfinder Roleplaying Game Bestiary where the entry for that particular monster can be located.

All of these creatures are hunters out looking for dinner, so they will try to pick out anyone who is away from the main group if possible, hoping for a silent kill that can be taken back to the creature’s lair. The basilisk is the exception to this in the sense that it doesn’t drag stone statues across the landscape but rather returns for them later on once it’s safe enough to do so.

Ariel

Ariel is a rather special wandering monster, a stone colossus looking like a walking fortress 70’ high and 30’ in diameter.

Although Ariel was originally created to defend the island, his purpose now is to prevent anyone from leaving it in case they should take away news with them of the location of St Cuthbert’s Mace. To this end Ariel’s main job is to destroy ocean going ships that might be in the vicinity, though it’s clever enough to improvise on occasion such as was the case when Psi-Lord appeared with the Guardians of the Multiverse.

Since the wording of Ariel's instructions were exact, and Ariel has a modicum of intelligence, Ariel understands that there is no need to harm anyone or anything, just prevent them from leaving the island. All too often, however, people get hurt, as the PCs own experience might have shown them, when they try to oppose the colossus and don't get out of the way quickly enough, or by getting killed or injured by the collateral damage which inevitably occurs when an 80' wooden schooner gets ripped to pieces by a 70' stone keep.

Should St Cuthbert's Mace ever be removed from its current resting place, Ariel's guardianship task will be complete and the colossus will return to the middle of the ruins of the abbey to wait for instructions by whomever has inherited the right to give it some¹⁴. Until then, however, the colossus patrols the island looking either for ships to destroy or for any other escaping humanoids that it might somehow or another be able

Ariel (salient features)	CR 19+
N Colossal construct (colossus, mythic) Init +11; Senses darkvision 60 ft., low-light vision; Perception +11	
Defense	
AC 31, touch 2, flat-footed 31 hp 265 (21d10+150) DR 10/epic; Immune construct traits DR 20/epic and fast healing 10 when in "keep form"	
Offense	
Speed 40 ft. Melee 2 slams +32 (3d10+19/19–20) ... Space 30 ft.; Reach 30 ft.	
Ariel's Anti-Magic / Anti-Psionic Aura	
Ariel exudes a constant antimagic field, as the spell, with a radius of 30'. Spells / Powers with the earth or force descriptor or that transmute or manipulate earth or stone are unaffected by this field.	

to prevent from getting away.

Although Ariel is not hugely intelligent, it knows that it carries around him an anti-magic aura which emanates from all directions¹⁵. This is effective to a range of 30', which is very useful in preventing the escape of creatures that might be using magical means of transportation such as flying or teleportation.

Of course, the chances of being in the right place at the right time to use this anti-magic emanation are very low; in fact it's only happened once, just a few weeks ago, and the resulting victim (Psi Lord) has been trapped within Ariel's body ever since.

The colossus spends protracted periods of its time stationary, using its alternate form to look like an innocent, very non-animate, stone keep. The only curious thing about it then is the adamantine portcullis at a point about 20' which seems to be permanently lowered. This portcullis, and Psi-Lord's forlorn face behind it, is also visible while the colossus is on the move, as is the rather crazed Burleev that bounces around on its top.

Ariel's portcullis will only raise when Ariel's task on the island has completed. Until then, the portcullis is effectively unmoveable and unbreakable, especially in "inanimate keep" form where Ariel has a DR 20/epic and fast-healing 10.

Ariel's rough edges and protrusions make it relatively easy to climb. Most unencumbered humanoids will be able to make the 70' ascent on the outside of it with just a little bit of care and patience. Once on top a PC will see that in the middle of Ariel's roof is a strange keyhole surrounded by magical inscriptions. A DC 30 Linguistics check decodes these inscriptions to reveal that a particular type of key can be used to temporarily "reset" Ariel in preparation for it to receive new instructions. No clue, however, can be deciphered as to how such a key might be found or built¹⁶.

As far as its stat block is concerned, Ariel is treated more as part of the landscape than as a creature to be fought as there is no way for a party of 3rd level characters to cause it any harm. Some of its salient features, however, are provided in its stat block.

DC Summary

10	Climb check to ascend Ariel when Ariel is stationary
20	Climb check when Ariel is on the move
30	Linguistics check to decipher the writing on top of Ariel's roof (take 20 is possible)

The Burleev (CR 4)

Perched on top of the stone colossus is a servitor of the God of magic called a Burleev, a creature that passionately hates the stone colossus because of its anti-magic ability.

Unfortunately for the Burleev there is nothing that it can do about it, though it does derive some sense of comfort from the fact that while the colossus remains on the island this negative impact on magic is relatively well contained. Should Ariel ever leave the island, of course, i.e. should anyone ever succeed in somehow or another controlling it, then the colossus could end up roaming all over the world nullifying magic with gay abandon, and this must, of course, be avoided at all costs. This is why the servitor repels any attempts to climb up on to the colossus.

This particular Burleev's 1st and 2nd level sorcerer spells all happen to work within the colossus' anti-magic shield¹⁷. Its favourite tactic, therefore, is to use *thunderstomp* on climbing PCs to knock them off the walls, preferably when they're half

¹⁴ beyond the scope of this module and up to you as GM

¹⁵ including above and below, though note emanations can be blocked by cover (slightly strangely)

¹⁶ see "the forge and the key"

¹⁷ curiously, or maybe not so given that the god of magic likes to create his servitors with particular purposes in mind

Burleev	CR 4
N Medium outsider (cold or fire, extraplanar) Init 4; Senses darkvision 60 ft., Detect Magic; Perception 9	
Defense	
AC 16, touch 10, flat-footed 16 hp 32 (5d10+5) Fort 5, Ref 3, Will 5 Defensive Abilities frostfire spirit, DR 5/magic; Immune cold or fire; SR 15 Weaknesses vulnerable to cold or fire	
Offense	
Speed 30 ft. Melee 2 slams +5 (1d6 plus 1d6 cold or fire)	
Spell-Like Abilities	
CL 5; melee touch +8, ranged touch +6 conc 8 (+4 combat casting) At will: <i>Detect Magic, Read Magic</i> 3/day: <i>Cure Light Wounds</i> 1/day: <i>Invisibility</i>	
Sorcerer Spells Known	
CL 5; conc 8 (+4 combat casting) 2nd (5): <i>Admonishing Ray, Create Pit (DC 15)</i> 1st (7): <i>Mage Armor, Magic Missile, Shield, Thunderstomp</i> 0 (at will): <i>Guidance, Resistance</i>	
Statistics	
Str 11, Dex 10, Con 13, Int 10, Wis 13, Cha 16 Base Atk 5; CMB 5; CMD 15 Feats Combat Casting, Improved Initiative, Lightning Reflexes Skills Intimidate 11, Knowledge (arcana) 8, Knowledge (planes) 8, Spellcraft 8, Stealth 4, Use Magic Device 11 Languages Abyssal, Celestial, Draconic, Protean, Read Magic	
Special Abilities	
Frostfire Spirit (Su): A burleev is surrounded by either cold or fire energy. The burleev can change the energy type as a swift action. When surrounded by fire, the burleev has the fire subtype, it adds fire damage to its attacks, and creatures striking it with melee weapons, natural attacks, or unarmed strikes take 1d6 points of fire damage; when surrounded by cold, it instead gains the cold subtype and deals cold damage rather than fire damage. It can also completely dampen its aura for 1d6 rounds, but cannot reactivate it until this time has passed.	

way up, *admonishing ray* if that doesn't work or *magic missile* as a last resort.

Burleev (in Anti-Magic Zone)	CR 4
N Medium outsider (cold or fire, extraplanar) Init 4; Senses darkvision 60 ft.; Perception 9	
Defense	
AC 16, touch 10, flat-footed 16 hp 32 (5d10+5) Fort 5, Ref 3, Will 5	
Offense	
Speed 30 ft. Melee 2 slams +5 (1d6)	
Sorcerer Spells Known	
CL 5; melee touch +5, ranged touch +5 conc 8 (+4 combat casting) 2nd (5): <i>Admonishing Ray, Create Pit (DC 15)</i> 1st (7): <i>Mage Armor, Magic Missile, Shield, Thunderstomp</i>	
Statistics	
Str 11, Dex 10, Con 13, Int 10, Wis 13, Cha 16 Base Atk 5; CMB 5; CMD 15 Feats Combat Casting, Improved Initiative, Lightning Reflexes Skills Intimidate 11, Knowledge (arcana) 8, Knowledge (planes) 8, Spellcraft 8, Stealth 4, Use Magic Device 11 Languages Abyssal, Celestial, Draconic, Protean	

The Burleev also uses *create pit* under any ladders that it sees, causing 2d6 points of damage to the ladder as well as to anyone climbing it.

The Burleev always saves one 1st level spell slot for *mage armor* and another for *shield*, which it casts should it ever become subject to ranged attacks from the ground (though note it gains cover from such attacks, +4 AC and Reflex saves) or if it comes under melee attacks from anyone who has finally managed to get on to the roof.

Although this is a difficult encounter the Burleev's main weakness is the finiteness of its resources. Should the party succeed in harassing it sufficiently that it ends up using all of its spells, and then heal up and return on the same day, they should be able to take the Burleev on when it is at its weakest. The Psion will even offer this advice if they haven't already figured it out for themselves.

Since the Burleev will always be fought within the colossus' anti-magic shell its stat block is presented accordingly.

Psi-Lord

Psi-Lord, leader of the Guardians of the Multiverse, paces around forlornly within Ariel's portcullis-sealed interior when Ariel is at rest and clings on for dear life to whatever stone

protrusions he can find within his prison when Ariel is on the move¹⁸.

Strangely, since sending his colleagues off to explore the island a couple of weeks ago, Psi-Lord has managed to strike up some sort of communication with his massive captor (they share a common language¹⁹). Although Ariel speaks very slowly, very rarely and not very intelligibly, Psi-Lord, with the patience of an immortal, has managed to piece together the fact that Ariel exists to guard some sort of artefact hidden deep within the island and that Psi-Lord will only be released from his prison once that artefact has been taken from its resting place.

Psi-Lord knows that if he presents this information to any group of adventurers the chances are that they will go off and find that artefact for themselves and never be heard of or seen from again. Psi-Lord's tactic, therefore, is to persuade PCs to gather up the rest of his group first in exchange for a promise to get them all away via *Astral Caravan* and *Astral Traveller*, then explain to them later on what they have to do to release him from his prison. In this way he hopes that some of his fellow Guardians will be around to ensure that the PCs carry on with their mission to release him - though it's a slim hope as the Guardians of the Multiverse are a notoriously undisciplined lot.

In the meantime while he waits for events to progress in one direction or another Psi-Lord satisfies himself with his observations and meditations. Although captivity for him would normally be disastrous, the fact that he's in a scrying-proof demiplane has ensured that he cannot be found by his pursuers²⁰. Also, happily, his repletion psionic ability appears to work within Ariel's anti-magic field, which is handy for Psi-Lord since it has stopped him starving to death.

(Should he ever able to research why this is happening²¹ he will gain a valuable clue about his background and the circumstances of his creation.)

As far as other information that he can pass on to PCs goes, he knows that the island is on a demi-plane near the prime material plane and that the Burleev on top of Ariel tends to attack anyone who tries to climb the walls. He's also seen most of the locations on the main part of the island though it's up to you to decide what he can remember and how much help he can give²².



¹⁸ you'd think the Burleev up on the roof would have a worse time of it but actually the colossus keeps a fairly steady head as it wanders around the island

¹⁹ viz-a-viz "common"; neither colossus nor Psi-Lord speak any of the Burleev's languages nor has any interest in trying

²⁰ see the notes on his background in the appendix

²¹ Psi-Lord is an Elan which in this particular case is part organic part construct; his repletion power works by metabolising earth (he literally eats dirt)

²² i.e. you can use him as a general purpose clue machine for whenever your players get stuck

Serafina (Key)

A. The Wreck (CR 4)

The remains of the PC's ship lies submerged either mostly in

or mostly out of the water dependent on the level of the tide. All passengers and crew that survived the attack by the colossus have escaped into the island, likely never to return.

The ship's supplies, cargo and livestock are mostly destroyed, either smashed while the ship was attacked or ruined by contact with sea water afterwards.

It all looks a little grim, yet there is still the possibility of salvage if the PCs are willing to search the wreck and deal with any possible hazards.

The wreck of the ship lies on its side. Huge holes have been ripped in the hull and all the masts are sundered. The decks are a lethal forest of wooden splinters as big as spears. Manoeuvring around this nightmare requires skill to avoid injury – a DC 15 check is needed using either Acrobatics, Climb, Escape Artist or Swim depending on how the exploration is to be performed. These checks reduce to a DC 10 at low tide though obviously swimming is not possible then. Individual PCs can choose what they do, however in all cases failure by 5 or more results in taking 1d6 points of piercing damage²³.

Each skill check takes a move action and results in the PC progressing about 5' into the wreck. After 4 such checks the PCs can start looking around for salvage. Unfortunately before they can get going they will have to deal with a Thognorok, a Qlippoth servitor of the god of destruction, disaster and wrath

Thognorok (Qlippoth)	CR 4
CE Medium outsider (aquatic, chaotic, evil, extraplanar, qlippoth) Init -1; Senses darkvision 60 ft.; Perception 9	
Defense	
AC 16, touch 9, flat-footed 16 hp 37 (5d10+10) Fort 6, Ref 0, Will 5 Defensive Abilities all-around vision, amorphous; DR 5/cold iron or lawful; Immune cold, mind-affecting effects, poison; Resist acid 10, electricity 10, fire 10; SR 15	
Offense	
Speed 20 ft., swim 30 ft. Melee 3 bites +7 (1d6+1 plus poison) Special Attacks acid web (+4 ranged, DC 16, 5 hp), horrific appearance, poison	
Spell-Like Abilities	
CL 5; melee touch +6, ranged touch +64; conc 6 3/day : <i>Acid Arrow</i> , <i>Protection from Law</i> , <i>Vomit Swarm</i> (spiders typically) 1/day : <i>Excruciating Deformation</i> (DC 14)	
Statistics	
Str 13, Dex 8, Con 15, Int 8, Wis 13, Cha 12 Base Atk 5; CMB 6; CMD 15 (can't be tripped) Feats Ability Focus (acid web), Skill Focus (Stealth), Weapon Focus (bite) Skills Climb 9, Intimidate 9, Knowledge (planes) 7, Stealth 10, Swim 9 Languages Abyssal; telepathy 100 ft. SQ amphibious, compression	
Special Abilities	
Acid Web (Su) : This ability functions like the web universal monster ability, except a creature entangled by a thognorok's web also takes 1 point of acid damage each round. Horrific Appearance (Su) : Any creature that witnesses a thognorok's horrific appearance could find itself overwhelmed with revulsion at the qlippoth's constantly sprouting and waving insectile legs, becoming sickened for 1d6 rounds (Will DC 13 negates). The save DC is Charisma-based.	
Poison (Ex)	
Type injury (bite); Save Fort DC 14 Frequency 1/round for 4 rounds; Effect 1d2 Str Cure 2 consecutive saves.	

Spider Swarm (Thognorok)	CR 1
N Diminutive animal (swarm) Init 3; Senses blindsense 60 ft., tremorsense 30 ft. Perception 4	
Defense	
AC 17, touch 17, flat-footed 14 hp 9 (2d8) Fort 3, Ref 3, Will 3 Immune / Weaknesses swarm traits	
Offense	
Speed 20 ft., climb 20 ft. Melee swarm (1d6 + poison) Space 10 ft.; Reach 0 ft. Special Attacks Distraction (DC 11)	
Statistics	
Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2 Base Atk 1; CMB —; CMD — Skills Climb 11 Modifiers +4 Perception when using blindsense	
Poison (Ex)	
Type injury (swarm); Save Fort DC 11 Frequency 1/round for 2 rounds Effect 1d2 Str; Cure 1 save	

that has also chosen to investigate the wreck at the same time.

The Thognorok is not a very subtle creature. It exists to destroy, consume and, one assumes, poo²⁴. Still. It is more intelligent than your average amorphous monstrosity so it applies all of its spell-like abilities with some forethought and initiative, preparing for combat with *Protection from Law*, using *Vomit Swarm* to create spider swarms to aid it, *Acid Web* to control the battlefield where it can and *Acid Arrow* and *Excrutiating Deformation* on opponents that are too well armoured for it to hit normally. The Thognorok can move about the wreck without having to make skills checks, thanks to it being amorphous, amphibious and aquatic, though it still cannot 5' step.

In order to simulate what might otherwise be an extremely complicated three dimensional encounter I suggest that you lay the combat out on a two dimensional grid as normal and have the PCs make skill checks as described above²⁵ in order to move 5'²⁶ on the grid. The encounter distance for the Thognorok should be set at either 5' (i.e. it emerges from cover right next to one of the PCs) or 10' if a PC can beat its stealth check of +10. Using this system, the two-dimensional grid then provides a topological approximation of the combat taking place, rather than an accurate depiction²⁷.

Once the Thognorok has been dealt with the party can start looking for salvage, and I would suggest that what they find should be chosen (by you) to provide them with something that they are in need of such as rations, tools, rope, sail-cloth to build shelters with, a potion or two, a wand of *Shield*, or maybe a horse which, although much injured, could be restored up to full hit points with the right amount of magical healing.

All of the ships boats, however, are damaged beyond repair²⁸.

Getting back out of the wreck after defeating the Thognorok and salvaging stuff will require another four skill checks.

DC	Summary
15	Acrobatics, Climb, Escape Artist or Swim check to manoeuvre around the wreck, failure by 5 or more results in 1d6 points of piercing damage
10	As above, not including Swim, if the PCs wait for low tide.

B. The Acropolis

An acropolis of some sort, 100' square with pillars almost that high, filled with statues of toga-clad men and women, appears to be a homage to some sort of lost and forgotten pantheon. Pillars are placed at 10' intervals around the walls, the gaps between them being open to the elements, and also at 20' gaps inside the acropolis itself. There is otherwise nothing of any interest here.

²⁴ like a rather alarming baby

²⁵ including the 1d6 damage for cost of failure

²⁶ not a 5' step, of course, so subject to AoOs

²⁷ or you could get your lego out ...

²⁸ getting hold of a small fishing boat is a task for later on

C. The Unwilling Warrior (CR 4)

A cart track winds its way up the side of a mountain for a mile or so up to a small cave, 10' wide with a passageway beyond it leading steeply down. It is surprisingly cold within this cave and after 50' of descent ice is clearly visible on the walls.

The interior is slippery, i.e. difficult terrain with acrobatics check DCs increasing by 2, and also pitch black, though once the ice appears on the walls any lights the PCs are carrying reflect and refract upon the ice increasing their luminosity by 50%.

The appearance of the ice also signals a further drop in the temperature, resulting in the PCs being exposed to the equivalent of cold weather²⁹.

At a depth of about 100' from the cave entrance, the passageway opens up into an icy cavern 50' across, 70' long and 30' high. Broken wooden crates lie at the edges of the cavern and hooks and chains are mounted on a metal framework on the ceiling, all suggesting that this area might once have been used for cold storage, possibly for food, though there is nothing of that sort present here now.

A small insectoid-like humanoid hangs suspended from the hooks in the ceiling at the far end of the cavern and a rather unsettling looking humanoid, its body half cloaked in shadow, stands below it, gazing quizzically at the party as they approach.

The insectoid is a Dromite called Buzzter, one of the Guardians of the Multiverse, though he's looking far from capable of guarding anything right now. The creature below him is a Lampadarius, a Kyton servitor of the god of darkness, envy, loss and pain.

The Dromite, being of a curious disposition, came down to explore this area about a week ago, over-confident in his abilities because of his cold-resistance (which, indeed, has kept him alive). Unfortunately he soon fell captive to the Lampadarius, who had never seen anything quite like the Dromite before.

As a result the Lampadarius has spent the last 7 days pleasurably learning all about the Dromite's resistances to pain and the location of his most sensitive areas. Needless to say, of course, the Dromite has not shared in the Lampadarius' enthusiasm, though he has noted wryly the irony of the situation, given that Buzzter's background involves torture, as well as appreciating the skill with which the Lampadarius has performed his excruciations.

The servitor is actually quite pleased with his discoveries, even excited, and will talk quite effusively to the PCs if they'll only care to listen. In fact he'll even draw them little pictures and demonstrate his theories with yanks on chains attached to the (presumably very personal) parts of the Dromite 25' above (soliciting satisfying little yelps of pain from the poor insectoid creature).

Ultimately, though, the Lampadarius' experiments are largely over, and if the PCs wish for Buzzter to be released he will happily allow them to take him away as long as the PCs can

²⁹ see "cold dangers" in the appendix

Lampadarius (Kyton)	CR 4
LE Medium outsider (evil, extraplanar, kyton, lawful) Init 6; Senses darkvision 60 ft., see in darkness; Perception 8	
Defense	
AC 16, touch 13, flat-footed 13 hp 37 (5d10+10); regeneration 2 (good weapons and spells, silver weapons) Fort 6, Ref 3, Will 6 Defensive Abilities semi-incorporeal DR 5/good or silver; Immune cold; SR 15	
Offense	
Speed 30 ft. Melee slam +5 (1d6), incorporeal touch +5 (1d6 Strength damage) Special Attacks unnerving gaze (30 ft., DC 13)	
Spell-Like Abilities	
CL 5; melee touch +5, ranged touch +7; conc 6 Constant: <i>Blur</i> At will: <i>Bleed (DC 11), Dancing Lights, Detect Magic</i> 3/day: <i>Darkness, Invisibility (self only), Levitate (self only)</i> 1/day: <i>Deeper Darkness, Shadowstep</i>	
Statistics	
Str 11, Dex 15, Con 14, Int 11, Wis 10, Cha 12 Base Atk 5; CMB 5; CMD 18 Feats Dodge, Improved Initiative, Iron Will Skills Heal 8, Intimidate 9, Knowledge (arcana) 8, Knowledge (planes) 8, Stealth 14 Languages Common, Infernal, Shadowtongue	

provide him with some sort of suitable replacement (any creature with intelligence of 3 or more will do).

If the party choose to attack instead, the Lampadarius will use *Deeper Darkness*, “See in the Dark” and his strength drain ability to not just fight back but also to gather for himself some new experimental specimen from within the ranks of the PCs. In this case, unless the PCs have some way to see in *Deeper Darkness* their best bet will be to come back after that spell has expired, assuming that they've realised, learnt or guessed that the Lampadarius can only do this once per day.

The Dromite's possessions, including its peripatetic psicrystal, are held in a wooden box wrapped round with chains.

D. The Tree of Life (CR 4)

A 6' high dry stone wall, which seems to have survived remarkably well despite its age, surrounds a square orchard approximately 200' to a side. A 10' gap in the wall at one end of the orchard allows entry, although the wall can also be climbed with relative ease.

Lampadarius (Kyton) Special Abilities
Semi-Incorporeal (Su): Some of a lampadarius's body is composed of incorporeal shadow. As a result, it has a 25% chance of taking no damage from any non-magical attack. It takes only 75% of the damage from magic weapons, spells, spell-like effects, and supernatural effects. However, it takes full damage from incorporeal creatures and effects, force effects, and ghost touch weapons.
Strength Damage (Su): A lampadarius's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. If the kyton deals Strength damage that equals or exceeds the target's Strength score, the kyton gains the benefits of death knell for 1 hour.
Unnerving Gaze (Su): Shaken, range 30 ft., Will DC 13 negates. A lampadarius can make an opponent feel like its own shadow is attempting to claw its face. Those who fail their saves are shaken for 1d3 rounds. This ability has no effect if there is no light present to create shadows. In dim illumination, the DC increases by 2. This is a mind-affecting fear effect. The save DC is Charisma-based.

Within the orchard are hundreds of ordinary fruit trees plus one remarkably huge tree which sits in the orchard's centre.

The normal trees are of every conceivable type and variety that might be expected to bear fruit. Curiously enough, all are barren, though they appear to be perfectly healthy. With a bit of investigation and a successful DC 15 Knowledge Nature check it can be established that there is no natural cause for this lack of fruit - suggesting that some sort of supernatural force might be at work though no magical aura can be detected in either the trees or the soil.

The tree in the centre is not only big and healthy it is also populated with bright and ripe looking fruit in its upper boughs. Eight massive apples, each one clearly the size of a grapefruit and ready for taking, hang from the highest branches. As the party approaches the tree, however, a beautiful woman³⁰ steps out from behind its massive trunk, smiles sweetly in their direction and bids them pause before they think about climbing.

The woman introduces herself as Eve³¹ and welcomes the party to her orchard. If her constant *detect good* ability reveals that one of the party members has a good aura³² she tries talking to them in Celestial first, reverting to telepathy if she cannot be understood.

³⁰ or a man, of whatever race is the most beguiling to the party, as well as the Hesperian can determine given what it sees of them

³¹ why not, or Adam

³² such as a paladin or good-aligned divine caster

Hesperian (Accomplice Devil) CR 4
LE Medium outsider (devil, evil, extraplanar, lawful, shapechanger) Init 4; Senses darkvision 60 ft., <i>Detect Good</i> , See in Darkness; Perception 10
Defense
AC 17, touch 10, flat-footed 17 hp 33 (6d10) Fort 5, Ref 2, Will 8 Defensive Abilities all-around vision; DR 5/good; Immune fire, poison; Resist acid 10, cold 10; SR 15
Offense
Speed 30 ft., climb 20 ft., swim 20 ft. Melee 2 bites +7 (1d6+1 plus poison) (amphisbaena form only) heavy mace +7/+2 (1d8+1) (natural form only)
Spell-Like Abilities
CL 6; melee touch +7, ranged touch +6; conc 8 Constant: <i>Detect Good</i> At will: <i>Guidance</i> , <i>Hypnotism</i> (DC 13), <i>Light</i> , <i>Message</i> , <i>Prestidigitation</i> , <i>Read Magic</i> 3/day: <i>Beguiling Gift</i> (DC 13), <i>Burning Hands</i> (DC 13), <i>Darkness</i> , <i>Daylight</i> , <i>Greater Teleport</i> (self plus 50 lbs. of objects only) 1/day: <i>Charm Person</i> (DC 13), <i>Eagle's Splendor</i> , <i>Suggestion</i> (DC 15)
Statistics
Str 13, Dex 10, Con 11, Int 14, Wis 13, Cha 14 Base Atk 6; CMB 7; CMD 17 Feats Combat Casting, Improved Initiative, Iron Will Skills Bluff 15, Climb 9, Diplomacy 15, Intimidate 11, Knowledge (local) 11, Knowledge (planes) 11, Knowledge (religion) 11, Sense Motive 10, Swim 9 Languages Celestial, Draconic, Infernal; Telepathy 100 ft. SQ change shape (any Medium humanoid or Medium amphisbaena; <i>Alter Self</i> or <i>Beast Shape III</i>) Gear (light): heavy mace
Special Abilities
All-Around Vision (Ex) A hesperian has all-around vision only in amphisbaena form.
Poison (Ex)
Type injury (bite); Save Fort DC 13 Frequency 1/round for 4 rounds; Effect 1d2 Con; Cure 1 save

Eve is a shape-changed Hesperian Devil, a servitor of the god of contracts, pride, slavery, and tyranny. She states that she is the owner of the central tree and that the party may take any of its fruit in exchange for the simple assurance that she will not be harmed by them today. In order to seal that assurance,

however, she requires that each PC spill a drop of blood onto her dress as a sort of contractual signature.

This blood must be given willingly – a simple cut with a knife will do the job without even costing the donating PC a single hp, and each PC is allowed to seal this contract once per day in exchange for one of the fruit.

The fruit act like *goodberries*, providing nourishment sufficient to feed one person for a whole day plus healing 1hp of damage. The fruit's power, however, lasts only for the day on which it is picked.

Once payment has been made, Eve will transform into her Amphisbaena form (two-headed snake), slither up into the tree and cut down the agreed number of fruit. The next day, at dawn, the tree will replace any of the fruit that were cut down with new ones, so that there will always be 8 of them hanging from its branches.

It all seems fine and dandy however anyone who can beat Eve's Bluff skill (+15) will realise that she is holding something back about the arrangement.

The PC's blood is destined to be passed on through various devilish agents in order to be eventually sold to the "right" buyer for 100gp or so. This may well not happen for many months, or even years, however when it does that purchaser will have in their possession the means to scry on the PC whose blood they have in their possession very effectively.

This is a future plot hook for you, the GM, and does not actually have any further detrimental effect on the PCs within this adventure.

If the party attacks Eve or tries to climb up into the tree to obtain fruit that they have not yet "paid" for, Eve will transform into her Amphisbaena form and attack, keeping herself wrapped around the tree's trunk and branches in order to grant herself +2 AC from cover, and benefitting from an extra +2 AC from grounded archers if she is 10' up or more into the tree's canopy.

Should Eve be killed, the PCs will have access to 8 grapefruit-sized *goodberries* once per day as long as they regularly come back to the orchard to pick them.

DC Summary

15	Knowledge Nature check to determine that the ordinary trees in the orchard are barren for some supernatural reason
10	Climb check for the wall around the orchard or any of the trees (including the big one)

E. The Honey Trap (CR 4)

A gazebo, 30' in diameter and 20' high, has been built near the edge of the cliff at the eastern edge of the island. An apiary of some two dozen hives, fully operational, lies between it and the forest inland, so that most likely what the PCs will hear as they approach will be the sound of buzzing bees before they come out of the forest and see the gazebo, the cliff edge and the open sea beyond.

Vendenopterix	CR 4
CN Medium outsider (chaotic, extraplanar, shapechanger) Init 3; Senses darkvision 60 ft., low-light vision; Perception 9	
Defense	
AC 18, touch 14, flat-footed 14 hp 39 (6d10+6) Fort 3, Ref 8, Will 7; +2 vs. enchantments DR 5/cold iron; Immune sleep Resist electricity 10, fire 5; SR 15	
Offense	
Speed 30 ft., fly 50 ft. (average) Melee 2 claws +9 (1d6+1 plus poison) Special Attacks ability drain, poison	
Spell-Like Abilities	
CL 6; melee touch +7, ranged touch +9; conc +8 3/day: <i>Charm Person</i> (DC 13), <i>Darkness</i> , <i>Locate Creature</i> 1/day: <i>Dimension Door</i> , <i>Ethereal Jaunt</i> (self plus 50 lbs. of objects only), <i>heightened Charm Person</i> (DC 16), <i>Suggestion</i> (DC 15)	
Statistics	
Str 13, Dex 16, Con 13, Int 10, Wis 11, Cha 14 Base Atk 6; CMB 7; CMD 21 Feats Dodge, Iron Will, Weapon Finesse Skills Bluff 11 (+8 when passing hidden messages), Diplomacy 11, Disguise 11, Knowledge (planes) 6, Perform (dance) 8, Survival 9 (+4 when tracking) Languages Abyssal, Celestial, Common, Draconic, Elven; Telepathy 10 ft. SQ change shape (any humanoid; <i>Alter Self</i>), Swift Tracker	

A mishmash of ship-board furniture of the most opulent type is visible through the gazebo's tall glass windows. Mixed in with this is the odd figurehead and flag cleverly arranged so as to produce the semblance of a comfortable home within, with separate areas laid out for lounge, bedroom, kitchen and so on. Any PC peering in, however, will soon find themselves being peered back out at by a rather indignant elven woman on the other side of the glass.

The gazebo is the long-time residence of a Vendenopterix, servitor of the goddess of lust, revenge and trickery, called Avispa. It is also the current residence of a half-giant psionic warrior called Yoke, errant member of the Guardians of the Multiverse.

They make a funny pair, these two, for pair they obviously are, he a hulking brute and she a delicate and rather petite elf (the Vendenopterix changes shape to hide her insect-like wings and claw-like hands). It soon becomes clear, however, who the boss of the relationship is, as she summons Yoke to her side with the merest click of her fingers.

Vendenopterix' Special Abilities
Ability Drain (Su) A vendenopterix drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the vendenopterix can use this ability. The vendenopterix's kiss inflicts 1 point of Intelligence, Wisdom, or Charisma drain (her choice). The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the vendenopterix. The target must succeed at a DC 15 Will save to negate the suggestion.
Swift Tracker (Ex) A vendenopterix can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20 penalty) when moving at up to twice her normal speed while tracking.
Poison (Ex)
Type injury (claw); Save Fort DC 16 Frequency 1/round for 6 rounds Effect 1d2 Dex damage; Cure 2 consecutive saves.

Avispa has adopted Yoke as her lover / companion using all of her spell-like abilities to keep him enthralled, but she is tiring of him now, probably due to the fact that she's drained his intelligence down to 1³³, though not that he was particularly good company to start with.

Yoke is useful to have around and Avispa is canny enough and selfish enough not to let him go unless she can get a replacement.

For his part, Yoke wouldn't have needed much charming to hang around Avispa anyway. Given that all of the Guardians of the Multiverse seem to be stuck on this island as far as he's concerned he's got himself a pretty good deal (as much as he can figure it out, given his current mental condition).

Avispa will only release Yoke if somebody else agrees to take his place, preferably a beefy fighter though a DC 22 Diplomacy check will persuade her to accept an alternative instead, such as a shipwreck victim or someone from The Village. All that she will ask of her new paramour is that he³⁴ comes back to the gazebo every night to keep her company³⁵. Once she has someone in her bed, however, she will use her ability-drain to reduce their wisdom down to 1 so that she can persuade them to stay at her side forever, using *Charm Person* as necessary.

If any PC agrees to this deal and doesn't come back as arranged then Avispa will use *Locate Creature* plus her natural skills at tracking to find that PC and attack them when they're at their most vulnerable and on their own.

Hell hath no fury like a Vendenopterix scorned.

³³ not his wisdom, her preferred stat to drain, when she realised this would leave him powerless

³⁴ or she

³⁵ ehem

If Avispa is simply attacked at the gazebo, rather than negotiated with, then Yoke will join in to defend her against the party as long as he remains subject to her last casting of *Charm Person* (which will take about 3 hours to wear off).

If the PCs successfully negotiate for Yoke's release from Avispa then Avispa will also allow them to harvest honey from her hives. With an hour's work and a DC 10 Profession (Beekeeping) check or a DC 15 Survival check enough honey can be harvested to provide sustenance (albeit of a rather unbalanced sort) to feed 8 people for one day. After that the bees will replace their honey by making one man-day's worth of nutrition per day until they reach their capacity of 8 - just in case the PCs want to come back for more. Failure to make the necessary skill check to harvest honey will merely result in the PCs being beaten back by the bees and maybe getting a few stings. An all-out attack against the hives, however, will result in a counter-attack by 2-8 angry bee swarms.

DC Summary

22	Diplomacy check to persuade the Vendenopterix to accept someone who isn't a beefy fighter as a replacement lover
10	Profession (Beekeeping) to salvage 8 man-days worth of honey
15	Survival check to do the above

Bee Swarm	CR 3
N Diminutive vermin (swarm) Init 1; Senses darkvision 60 ft.; Perception 9	
Defense	
AC 15, touch 15, flat-footed 14 hp 31 (7d8) Fort 5, Ref 3, Will 3 Defensive Abilities swarm traits Immune weapon damage	
Offense	
Speed 5 ft., fly 40 ft. (good) Melee swarm (2d6 plus poison and distraction) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 13)	
Statistics	
Str 1, Dex 13, Con 10, Int -, Wis 12, Cha 9 Base Atk 5; CMB -; CMD - Skills Fly 11 SQ swarm traits, vermin traits	
Poison (Ex)	
Type injury (swarm); Save Fort DC 13 Frequency 1/round for 4 rounds Effect 1 Dexterity damage; Cure 1 save	

F. The Many Paths to Enlightenment (CR 4)

A huge square stone arch, 20' wide and 20' high on the outside, 10' wide and 10' high on the inside, stands at the start of a path that winds up around the outside of the island's tallest mountain.

The arch's walls and ceiling are decorated with bas reliefs showing animals in their various natural habitats. Predators are shown hunting prey and prey outwitting predators, with no sign of either humanoids or monsters.

A real, live and majestic, white tiger, serene and glowing with a faint blue light, watches the surrounding countryside from on top of the arch. As the PCs approach it jumps to the ground, almost seeming to float, and trots away along the path as if leading the way up the mountain.

The tiger is a Pavbagha, a servitor of the god of history, knowledge and self-perfection, and it is indeed leading the way ahead. After moving forward for a few yards it will turn round to see if the PCs are following, and if it sees that they are continue its ascent, carefully choosing a path which is most in accordance to its own abilities.

The climb up the mountain is a metaphor for the many paths that lead to enlightenment. If the PCs are wise, they will not just follow the tiger blindly, but rather choose the way that best suits them. Details and obstacles along the climb are described in the table below.

The path itself is carpeted in a mosaic of bright white stones, presumably salvaged from the island's beaches and reflecting the many hundreds of hours of work that the monks must have put into the task. At the top of the mountain there is a grassy mesa³⁶ approximately 200' across with half a dozen stone observatories placed around its edge: 10' diameter round buildings that look a bit like gazebos, their 3' high perimeter walls give way to narrow stone pillars supporting domed roofs, between each pair of which, facing away from the mountain, is a metal lattice holding a large round lens.

The lenses are placed in such a way that they can be turned within their mounting to produce a magnification varying from 5x to 30x. From these observatories, therefore, it is possible for the PCs to see the whole of the island almost as if a map had been laid out in front of them³⁷.

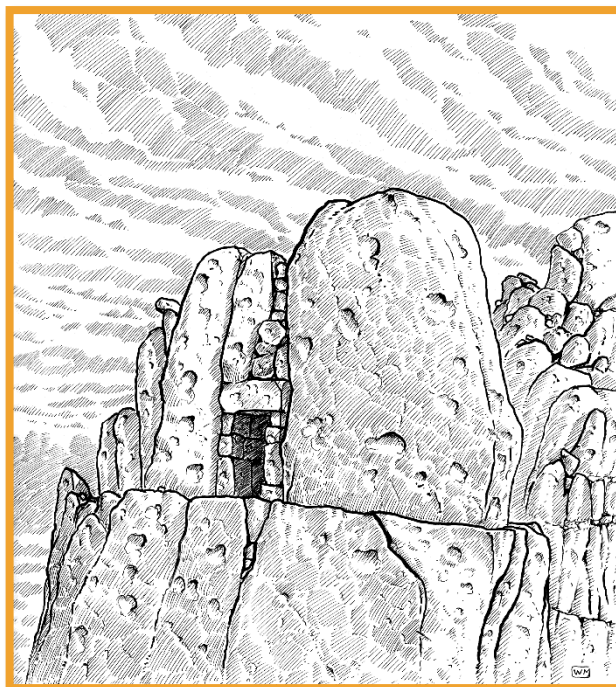
The PCs will be able to see much of the life that moves around below, such as the Orsheval and his horses, Ariel with the Burleev on its roof, and so on. The mesa is also a safe location for camping as no wandering monsters wander all the way up here.

The Pavbagha is basically a peaceful creature although it will not hesitate to attack in self-defence. Once the PCs reach the top of the mountain, however, the tiger will quietly make its way down again, maybe after enjoying the view for a minute or two.

³⁶ a flat "table-land"

³⁷ you could even choose to give the PCs the map of the island at this point if you like

Pavbagha	CR 4
LN Large outsider (extraplanar, lawful) Init 5; Senses darkvision 60 ft., low-light vision, scent; Perception 11 Aura courage (10 ft.)	
Defense	
AC 16, touch 10, flat-footed 15 hp 37 (5d10+10) Fort 6, Ref 4, Will 7 DR 5/chaotic; Immune fear; SR 15	
Offense	
Speed 40 ft. Melee bite +6 (1d8+2 plus grab), 2 claws +7 (1d6+2 plus grab) Space 10 ft., Reach 10 ft. Special Attacks pounce, rake (2 claws +7, 1d6+2), stunning claw (4/day, DC 15)	
Spell-Like Abilities	
CL 6; melee touch +7, ranged touch +6; conc 6 At will: <i>Feather Fall</i> (self only), <i>Guidance</i> , <i>Light</i> 3/day: <i>Channel Vigor</i> , <i>Cure Light Wounds</i> , <i>True Strike</i> 1/day: <i>Bull's Strength</i> , <i>Dimension Door</i> (self plus 50 lbs. of objects only)	
Statistics	
Str 15, Dex 13, Con 14, Int 10, Wis 17, Cha 10 Base Atk 5; CMB 8 (+4 grapple); CMD 19 (+4 vs. trip) Feats Improved Initiative, Lightning Reflexes, Weapon Focus (claw) Skills Acrobatics 13 (+4 when jumping), Knowledge (history, religion) 8, Stealth 9 (+4 in tall grass), Swim 10 Languages Celestial, Common, Draconic SQ fade	
Special Abilities	
Aura of Courage (Su): A pavbagha is immune to fear, magical or otherwise. Each ally within 10 feet of it gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the pavbagha is conscious, not if it's unconscious or dead.	
Fade (Su): As a standard action, a pavbagha can fade from sight, as invisibility, for up to 10 rounds per day. These rounds need not be consecutive.	
Stunning Claw (Ex): This ability functions like the Stunning Fist feat, except the pavbagha uses a claw attack instead of an unarmed strike. The servitor can use this ability five times per day. A successful DC 15 Fortitude saving throw negates this effect. The save DC is Wisdom-based.	



The base of the mountain is approximately 2500' across. The angle of elevation up the sides is around 60° but crumbly and awkward, requiring DC 15 climb checks to negotiate. The height of the mountain is 2000' so a straight ascent up the side requires climbing a total distance of 2300'. The path around the mountain instead angles up at a gentle 10° and takes 12000 feet (i.e. just over 2 miles) to get up, circumnavigating the mountain four times while doing so³⁸.

The height difference from one path to the one below, or to the ground, is always at least 200' (i.e. maximum falling damage of 20d6).

The following table details the obstacles that the party might need to overcome in order to get to the top of the mountain, along with an explanation of what the Pavbagha itself does with each:

Distance	Description	DC
2000' along 300' high	The path has crumbled away leaving a 15' gap to jump or climb around (the DC is the same for either Acrobatics or Climb). The tiger jumps over with ease.	15
3500' along 500' high	A crevice, usable by anyone of small size but requiring an Escape Artist check for anyone of medium size, leads up to a point 4500' along the path. The tiger does not use this	30
4000' along 600' high	A 60' stretch acting as a natural <i>Spike Growth</i> covers the path (1d4 points of damage per 5' crossed plus Reflex save	14

Although the Pavbagha can speak, it doesn't do so unless severely pestered.

³⁸ if the maths doesn't bore you too much the path makes its first turn in 7000' at 1000' elevation, the second at 10000' and 1500' elevation, the third at 11300' and 1800' elevation, and the fourth exactly at the top at 12000' and 2000' elevation.

	to avoid being slowed down). The tiger is not affected by this thanks to its DR.	
4500' along, 650' high	The other end of the crevice that started at 3500'. An Escape Artist check allows navigation back down.	30
8000' along 1150' high	A junction on the path that leads into the mountain itself, down for 100' into a huge dark cave full of bats. A steep series of stone steps at the opposite end of the cave, 200' away, leads back up to a point 9000' along the outside path. The bats are disturbed by anyone failing a Stealth check, producing the equivalent of an <i>Obscuring Mist</i> spell plus attacking as a bat swarm. The tiger takes this path through the mountain and stealthily moves past the bats.	15
8500' along 1250' high	Another break in the path, this time 30' long, crossed by a crude rope bridge made from three ropes, one to walk on, two to hold on to, connected at various points along their lengths. Only one person can cross at a time safely, and the bridge sways alarmingly as they do so. PCs that fail their Acrobatics checks by 5 or more fall, those that fail by 1-4 only stall. The Acrobatics check increases to 20 for anyone not able to hold on to the ropes (which is why the tiger goes through the bat cave instead)	10
9000' along 1350' high	A junction in the path leading down to a series of steps that go into the same bat cave described at 8000'. Same rules apply for going back through it.	15
10000' along 1500' high	A 10' alcove carved into the side of the mountain with a 2' high stone seat at its rear, presumably for people to stop for a rest. A Perception check around the outside of the alcove reveals clever steps cut into the side of the mountain which allow a short-cut to be taken, without a climb check, to a point directly above (11300' along the path). The tiger doesn't use this.	25
10600' along 1650' high	Another 15' break in the path under an overhang. Climbing is impossible and the Acrobatics check is harder. The tiger still has no problem with this and jumps across (taking 10).	20
11300' along 1800' high	Endpoint for the steps leading up from the alcove below (at 10000' along). Anyone specifically looking over the edge can spot these steps with a Perception check.	25
11700' along 1900' high	A 5' wide locked iron door leading into the side of the mountain. A Disable Device check is necessary to open it. Beyond the door are steps leading straight up onto the Mesa, avoiding the	30

	hazard in the haunted ruins at the top of main the path. The tiger clearly cannot come this way as it cannot open locks.	
11900' along 1980' high	The path is finally interrupted almost at its end by a minor mesa, 40' across, 20' below the main mesa at the top. The remains of a stone building, its ruined walls barely more than 2' high, suggest that this might once have been somebody's lofty abode. The haunt of a monk which went mad up here many years ago triggers as soon as the PCs wander in (see the <i>Praerie Madness</i> Haunt sidebar). The tiger doesn't trigger the haunt itself and is in any case unaffected by it since it is immune to fear.	20

DC Summary

15	To climb up the side of the mountain
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G. Reservoir

A man-made lake or reservoir, its waters calm and uninhabited (swim check DC 10), forms a rough oval 300' by 200', 30' deep apart from where it quickly shallows at its edges. An artificial island at the centre of the lake rises 40' above the water line, its stone edges smooth and very hard to climb (DC 25). A 10' wide ramp rises up from the lake floor, gradually curving around the island and finishing at its top.

The top of the island is covered with a dozen fountains, their bowls varying from 10' to 20' across, all carved with animals of various sorts as their centrepieces. The fountains are dry and no mechanism can be found anywhere showing how they might be started up again. In the centre of the island a pile of rubble

Praerie Madness

CR 4

CN Persistent Haunt (20 ft. radius isolated area)
CL 4; Notice Sense Motive DC 20 (to sense a growing feeling of unease within yourself)
hp 18; Trigger proximity

Effect

As feelings of madness and panic start to overwhelm them, everyone susceptible to mind-affecting fear effects is targeted by a *Lesser Confusion* effect, Will DC 11, every round that they remain in the affected area.

Destruction

If any creature susceptible to the haunt's effects succeeds in saving against it for 10 successive rounds, then the spirit that forms the cause of this haunt overcomes their agoraphobia and the haunt is effectively destroyed.

Bat Swarm	CR 2
N Diminutive animal (swarm) Init 2; Senses blindsense 20 ft., low-light vision Perception 15	
Defense	
AC 16, touch 16, flat-footed 14 hp 13 (3d8) Fort 3, Ref 7, Will 3 Immune / Weaknesses swarm traits	
Offense	
Speed 5 ft., fly 40 ft. (good) Melee swarm (1d6 + wounding) Space 10 ft.; Reach 0 ft. Special Attacks Distraction (DC 11)	
Statistics	
Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4 Base Atk 2; CMB —; CMD — Feats Lightning Reflexes, Skill Focus (Perception) Skills Fly 12 Modifiers +4 Perception when using blindsense	
Special Abilities	
Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.	

suggests where some sort of controlling building might have once stood.

If the rubble is cleared away, a process likely to take about 10 man-hours work, the party will be able to access a network of passageways passing under the fountains. Within this underground area, exposed pipes and valves can be used to allow the fountains to be started up again.

The water in the reservoir and in the fountains, when activated, is fresh and drinkable.

DC Summary

10	Swim check for the reservoir
25	Climb check for the central island

H. Amphitheatre

A huge amphitheatre has been carved out of the cliff-face, with the semi-circular bowl of seats, twenty rows high, facing a stone stage 30' long and 20' deep. Waves crash on the rocks behind the stage 60' below. The "D" shaped area between the stage and seats is paved with 2' square white stone tiles interspersed with the occasional half-height circular white stone pillar.

I. A Deadly Race (CR 4)

A Yhohm - a beautiful eagle-sized fiery dove, servitor of the goddess of healing, honesty, redemption and the sun - lives atop some of the highest peaks of the mountain range bisecting the island of Serafina. Occasionally visible with a DC 20 Perception check this blazing white creature darts about the mountain tops like a brilliant, joyful, Will-o'-the-Wisp.

Also visible from ground level from time to time is a reptilian humanoid scrambling precariously over the scree and rocky ledges over those self-same mountains. Anyone who takes a minute or two to study their activities will realise that the humanoid appears to be in pursuit of the dove, though the dove is just about able to keep one short flight ahead of the hunter.

The reptilian is an Ophidian called Siluria - a proud member of the Guardians of the Multiverse and a hunter who treats the pursuit of her prey with an almost reverential attitude. The

Yhohm	CR 4
NG Tiny outsider (extraplanar, fire, good) Init 6; Senses darkvision 60 ft., low-light vision, Detect Poison; Perception 10 Aura shroud of flame (10 ft., DC 14, 10 rounds)	
Defense	
AC 18, touch 15, flat-footed 15 hp 37 (5d10+10); regeneration 1 (cold or evil) Fort 6, Ref 3, Will 6; +4 vs. poison Defensive Abilities self-resurrection; DR 5/evil; Immune fire, petrification; Resist electricity 10 SR 15 Weaknesses vulnerable to cold	
Offense	
Speed 10 ft., fly 60 ft. (average) Melee 2 talons +9 (1d2 plus 1d6 fire), bite +9 (1d3 plus 1d6 fire) Space 2-1/2 ft., Reach 0 ft. Special Attacks holy fire	
Spell-Like Abilities	
CL 5; melee touch +5, ranged touch +7; conc 7 Constant: <i>Detect Poison</i> At will: <i>Light, Purify Food and Drink, Stabilize, Virtue</i> 3/day: <i>Cure Light Wounds, Daylight, Flaming Sphere (DC 14)</i> 1/day: <i>Dimension Door (self only), Lesser Restoration, See Invisibility</i>	
Statistics	
Str 10, Dex 15, Con 14, Int 10, Wis 15, Cha 14 Base Atk 5; CMB 5; CMD 18 Feats Dodge, Improved Initiative, Weapon Finesse Skills Fly 14, Heal 10, Knowledge (religion) 8, Perform (sing) 10, Stealth 18 Languages Celestial	

Yhohm Special Abilities

Holy Fire (Su): Like a flame strike, half the fire damage from a yhohm's fire attacks is fire damage; the other half is divine power and is not subject to fire immunity or resistance.

Self-Resurrection (Su): A slain yhohm remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed yhohm emerges from the remains 1d4 rounds after death, as if brought back to life via resurrection. The yhohm gains 1 permanent negative level when this occurs. A yhohm can self-resurrect only once per year. If a yhohm dies a second time before that year passes, its death is permanent. A yhohm that dies within the area of a desecrate spell cannot self-resurrect until the desecrate effect ends, at which point the yhohm immediately resurrects. A yhohm brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su): A yhohm can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it deals an additional 1d6 points of fire damage with each natural attack, and any creature within 5 feet must attempt a DC 14 Reflex save each round or take 1d6 points of fire damage at the start of its turn. A creature that attacks the yhohm with a natural or non-reach melee weapon takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

Ophiduan spotted the Yhohm a few days ago and was immediately struck by its beauty, whilst at the same time overwhelmed by the desire to pursue it and hunt it down.

Siluria has no idea that the creature she's chasing is both intelligent and benevolent, and the Yhohm has no way of communicating this to her because they share no common language. Furthermore, Siluria's marksmanship has so forced it to keep its distance that the Yhohm has not had any chance to

demonstrate its spell-like abilities and show its intelligence in that way.

For its part, the Yhohm understands its predicament and bears Siluria no ill will. Indeed, it has almost accepted the challenge, though it wishes that their contest was not such a lethal one.

It will take the PCs a minimum of two hours to climb up into the mountains to reach the vicinity of the Yhohm and Siluria. Each hour will require a DC 15 Survival check to make progress. Once two such checks have been made the party will be able to hail Siluria from a distance and, as long as they make their peaceful intentions known, approach her without problem.

The party will then have a choice. They can either persuade Siluria that the Yhohm is a sentient servitor of a good deity and should be left alone or they can help her to hunt it down. Even if the PCs go for the persuasion option Siluria will need proof before abandoning her quarry and since such proof requires getting close to the Yhohm the PCs are going to have to start in either case by helping Siluria with the hunt.

The Yhohm uses stealth to hide amidst the crags and ledges of the mountains. When hunters close in on it, it abandons its hiding place and takes to the air in order to find another. This flight time presents the best opportunity for hunters to shoot it down if they happen to be in the right area.

In order to simulate this hunt allow the PCs and Siluria to split up into groups, with each group selecting the method by which they intend to hunt the Yhohm and so setting the skill which will have to be used to get into position. Up to 4 groups are possible. The more the number of groups, the better the chance of encountering the Yhohm, however the fewer the number of people in the group, the worse the chance of being able to take it down when it is found.

Every half hour have each group attempt to make a skill check with a DC of 15 using either Survival, Climb, Acrobatics or Escape Artist. Everyone in the group must succeed on the same check, without any aiding, with "take 10" possible but not 20.

Failure by anyone in the group means that the group as a whole fails to get into the right position, and failure by any individual by 5 or more on a Climb or Acrobatics check results in that



person falling 1d6 x 5 feet.

Assuming that at least one group succeeds in their rolls, a d4 then determines which group, if any, actually encounters the Yhohm. If there were fewer than 4 groups in all still roll a d4 – if the number rolled doesn't correspond to a group that succeeded in getting into position then no group finds the Yhohm on that occasion.

If one group does find the Yhohm, then a short combat can take place, with a surprise round possible if any hunter in the group can beat the Yhohm's Stealth of +18 (allowing for encounter distance of 3d4x10 feet).

The Yhohm's action on its initiative is always to fly away at a speed of 60 feet. Should the Yhohm succeed in getting more than 300 feet away then it will have disappeared from view and will have to be hunted again. Siluria will obviously try to shoot it down. The PCs may or may not follow suit.

If any PC in the group can speak Celestial and chooses to talk to the Yhohm when Siluria is present then that PC will have no difficulty at all persuading her that the Yhohm is intelligent and sentient and should not be harmed (no diplomacy roll is necessary).

If any group encounters the Yhohm more than once, having successfully shot it the first time, then it will be clear that the Yhohm is regenerating since it will be back at full health when re-encountered. PCs in this group can attempt a DC 15 Diplomacy check on Siluria, if she is present, to convince her to give up the chase, arguing that a regenerating creature is clearly not just a dumb animal³⁹.

Otherwise if the Yhohm is attacked whilst landed and knocked to below 0 hp, but not completely killed, then its unconscious body will slide pathetically down the mountainside into a gully without taking further damage and then, if it is allowed to regain consciousness, it will give up the chase and start singing a doleful little melody as it prepares to say its final goodbyes to the world. If Siluria is with the group when that happens then she will immediately realise the true nature of the Yhohm and will change her mind from wanting to kill it to wanting to protect it.

If the Yhohm is brought to below 0 hp whilst in flight then the subsequent fall will unfortunately kill it.

If the Yhohm does die then it will come back to life in 1d4 rounds and fly away forever. If the Yhohm is spared, then it will offer to heal PCs anytime they wish to make the journey up into the mountains.

Once the matter with the Yhohm is resolved, Siluria will go back to Psi-Lord of her own accord. Siluria's relationship with the PCs from this point on will depend on how the whole incident with the Yhohm was handled.

DC Summary

20	Perception check to notice the Yhohm up on the mountaintops from ground-level
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³⁹ and other circumstances as deemed fit by you can allow a PC to convince Siluria about the Yhohm either with or without a Diplomacy check

15	Survival check to progress up or down the mountains – two successful checks necessary to make the journey, though they needn't be simultaneous
15	Survival, Climb, Acrobatics or Escape Artist check, needed for the whole group, in order to have a chance of being in position when the Yhohm is forced to move off
15	Diplomacy check to convince Siluria that the Yhohm is sentient on the basis of, for example, noticing that it is regenerating

J. The Forge and the Key (CR 4)

Two statues of dwarven scholars flank 20' wide stone steps leading through a curved archway in the side of a mountain down to the bowels of the earth. Proceeding through a series of platforms and drops, these steps eventually arrive at a massive workroom dominated by a huge forge still lit and giving off a hellish heat and light.

The workroom is over 100' to a side and the forge, powered by unknown means, appears as a 20' square cut out of the wall opposite the entrance and exposing what seems to be a small pool of lava beyond.

Massive cutting devices and other strange items of machinery together with stone blocks piled up around the room suggests that this area must once have been used for the construction of masonry objects on a very large scale. Arcane devices, their sides decorated with mystical glyphs, add a magical dimension to the setting, and a DC 15 Knowledge Arcana check reveals that it was the construction of stone based constructs that took place within this workroom in the past.

All the walls are covered in diagrams and instructions written in an esoteric dwarven code. A DC 25 Linguistics check (-5 if dwarven is understood, -10 if the reader possesses the Craft Construct feat) deciphers that this relates to the workings of stone colossi. Since the workroom is clearly not big enough to allow the creation of a colossus within it, and heaven only knows how it would get out here if that was somehow achieved, the instructions reveal that an existing building can be used for the creation of one as long as certain magical key stones are assembled into its structure. From the diagrams on the walls it would appear that the central tower of the abbey of St Cuthbert was used to create Ariel, though obviously this resulted in some considerable damage to the rest of the building.

A single dwarf-like humanoid with coppery hair and an open-faced helmet, carrying a strange metal rod about two foot long with various flanges along its length, is all that remains of the workforce that once laboured in this great hall. Called a Chalkost, this creature is a servitor of the god of the forge, protection and strategy, and it has stayed here throughout the decades not just to represent its particular god but also to protect all of this magnificent arcane machinery should it ever need to be used again.

The Chalkost's attitude towards the party is one of supreme indifference. If this is improved by at least one step (DC 14

Diplomacy check) the servitor will tell the party the information that they might have gained from studying the machinery and the wall plans as detailed above.

The Chalkost will also explain, if asked, that Ariel was built to prevent anyone from leaving the island, though he won't explain why beyond hinting that this might possibly be because of some great secret that is hidden here.

If specifically asked, the Chalkost will tell the party that the rod it holds in its hand is one of Ariel's "factory reset" keys. If this is inserted into the keyhole on Ariel's roof and turned clockwise by a couple of revolutions then the colossus will return to its initial place of activation and wait there for a day for it to be given new instructions. Only the owner of the colossus, of course, or someone who has been bequeathed ownership can actually give it those instructions – anyone else is just wasting their time.

The Chalkost does not know how anyone trapped within the colossus (i.e. Psi-Lord) can be released, short of shutting the colossus down (quite a task).

The Chalkost will not part with its own key under any circumstances. It will, however, explain how another can be made within this chamber and, if the Chalkost is made helpful, even assist the party in creating one by casting *Guidance* at the appropriate times.

The first part of the key-creation process involves using the forge. A DC 20 check with either Craft (metallurgy), a suitable profession skill, or an ability check using either Constitution (i.e. brute force and enduring the pain caused while holding it together), Intelligence or Wisdom (intuition), will succeed at the task. One PC must take control and up to three others can aid. Any PC who fails to make their "aid another" roll will take 1d6 points of fire damage as will the whole group of PCs (successful aiders plus the PC in control) if the attempt fails by 5 or more.

The second part of the process requires the key to be imbued with the right sort of magical energy. This works in the same way as forging but with the use of magical apparatus instead of the forge. The skill to use in this case is either Use Magic Device or an Intelligence or Charisma check (again DC 20). Damage on all failure cases is 1d6 force.

The final step is to attune the key to the particular colossus in question. This step is the most dangerous, since it requires a single PC to present the key to the colossus in a very specific way. A DC 10 Knowledge Arcana ensures success, however failure by even one point results in the colossus smashing the key with a single blow. Happily, the colossus has Improved Sunder and a CMB +53, so it's only going to miss on a 1, but you might still wish to have the PC holding the key make a Reflex saving throw (DC 15) for half-damage against the colossus' slam attack (3d10+19)⁴⁰ if this happens.

Note that just throwing the key at the colossus without making any attempt to properly present it will result in the colossus smashing it up. The workshop contains enough materials to make an endless supply of them, but if the PCs can't be

Chalkost	CR 4
LG Medium outsider (extraplanar, good, lawful, shapechanger) Init 0; Senses darkvision 60 ft.; Perception 9	
Defense	
AC 16, touch 10, flat-footed 16 hp 42 (5d10+15) Fort 7, Ref 1, Will 7; +2 vs. poison, spells, and spell-like abilities DR 5/chaotic; Resist electricity 10, fire 10; SR 15	
Offense	
Speed 20 ft. Melee mwk cestus +9 (1d4+3/19–20 plus 1d6 electricity) Special Attacks breath weapon (5-ft. cone, 2d6 electricity, Reflex DC 15 for half, usable every 1d4 rounds)	
Spell-Like Abilities	
CL 5; melee touch +8, ranged touch +5; conc 4 At will: <i>Guidance, Light, Mending, Resistance</i> 3/day: <i>Cure Light Wounds, Magic Weapon</i> 1/day: <i>Bear's Endurance, Crafter's Fortune, Status</i>	
Statistics	
Str 17, Dex 10, Con 17, Int 10, Wis 13, Cha 8 Base Atk 5; CMB 8; CMD 18 Feats Cleave, Iron Will, Power Attack Skills Craft (masonry) 8, Disable Device 8, Knowledge (dungeoneering) 8, Knowledge (engineering) 8, Knowledge (religion) 8 Languages Celestial, Dwarven, Goblin, Orc SQ change shape (boar; <i>Beast Shape I</i>), copper boar form, dwarf blood, shock cestus	
Special Abilities	
Copper Boar Form (Su): When a chalkost uses its change shape ability, it can turn into a boar with metallic flesh, coppery bristles, and glistening steel tusks. In this form, a chalkost retains its damage reduction and energy resistances. The copper boar has the same statistics as a normal boar, but its natural armor bonus is +6 and its gore attack deals an extra 1d6 points of electricity damage on a successful hit.	
Dwarf Blood (Ex): A chalkost counts as a dwarf for any effect related to race, and has the hardy, slow and steady, and stability dwarven racial traits.	
Shock Cestus (Su): As a free action, a chalkost can summon or dismiss a masterwork cestus on one of its hands. While wielded by the chalkost, the cestus deals an extra 1d6 points of electricity damage on a successful hit. If the cestus is given away or taken, the chalkost loses this ability until it reclaims its weapon.	

⁴⁰ not strictly by the rules but very "realistic"

bothered making a key of their own then they'll have to fight the Chalkost for his.

DC Summary

15	Knowledge Arcana check to recognise that the workroom was used for the making of stone constructs
25	Linguistics check to decipher the writing and disagrams on the walls as relating to stone colossi (-5 if dwarven is understood, -10 if the reader possesses the Craft Construct feat)
14	Diplomacy check to improve the attitude of the Chalkost to "friendly"
20	Check for the first and second part of the key creation process – see the text above as the process is quite complicated
10	Knowledge Arcana check to correctly present the completed key to the colossus for "tuning"
15	Reflex save for half damage against the colossus' slam attack if you deem that the PC should also be subject to the sundering damage because of the size of the blow coming its way

K. Pagoda (CR 4)

A pagoda-like structure with 5 tiers, 60' across at its base, rises up from a collection of ruined and burnt out stone and wooden buildings. The tiers of the pagoda are evenly spaced, each one 15' higher than the one below, with railed balconies surrounding the pagoda at each floor level and an overhanging roof covering the balcony at the level of each ceiling.

Locked reinforced wooden doors lead into the pagoda from ground level and from each of the balconies above. Small 2' square barred windows pierce the walls.

The pagoda's interior contains an extensive library with books and scrolls on all matters imaginable except for the island, the order of St Cuthbert and the Mace⁴¹. Though the contents are neither organised nor indexed a DC 20 Linguistics check allows anyone who succeeds to gain +2 circumstance bonus on any accompanying Knowledge check that they wish to make.

The wooden interior of the library is old and rickety and many of the bookshelves within have collapsed, spilling their contents in untidy heaps. The library is also covered with cobwebs courtesy of a creature called a Karumzek that resides within, a servitor of the god of greed, murder, poison and secrets.

The Karumzek will attack anyone that it perceives wandering around the library, though it will most likely ignore one or two lone PCs if they move around stealthily (DC 15 will do) and don't collapse any of the floors.⁴²

⁴¹ the Lich took all of these away

⁴² given the likelihood of burning the place down in a combat with it (because it produces swarms), it's probably a good idea for the attack to happen after the PCs have found the model of the abbey

Karumzek	CR 4
NE Medium outsider (evil, extraplanar, shapechanger) Init 6; Senses darkvision 60 ft., low-light vision, sense poison; Perception 9	
Defense	
AC 17, touch 12, flat-footed 15 hp 37 (5d10+10) Fort 6, Ref 6, Will 2 DR 5/good; Immune poison; SR 15	
Offense	
Speed 40 ft., climb 20 ft. Melee bite +8 (1d8+3 plus poison) Special Attacks poison, sneak attack +1d6, web (+7 ranged, DC 14, 5 hp)	
Spell-Like Abilities	
CL 6; melee touch +7, ranged touch +7; conc 6 Constant: <i>Negate Aroma</i> At will: <i>Bleed, Prestidigitation, Stabilize</i> 3/day: <i>Alchemical Allocation, Death Knell (DC 12), Invisibility (self only), Obscuring Mist, Vomit Swarm (spiders only)</i>	
Statistics	
Str 15, Dex 14, Con 15, Int 8, Wis 13, Cha 10 Base Atk 5; CMB 7; CMD 19 (+3 vs. trip) Feats Improved Initiative, Point-Blank Shot, Weapon Focus (bite) Skills Climb 10, Craft (alchemy) 7, Knowledge (nature) 7, Knowledge (religion) 7, Stealth 14 Languages Abyssal, Infernal, Undercommon SQ change shape (Diminutive spider; <i>Vermin Shape I</i>), deft limbs	
Special Abilities	
Deft Limbs (Ex): A karumzek's front pair of feet are as nimble and dexterous as human hands. It takes a karumzek half the normal amount of time to create alchemical items. Sense Poison (Ex): As a free action, a karumzek can detect if a creature within 15 feet of it is poisoned. It can attempt to determine the exact type of poison, as if using detect poison.	
Poison (Ex)	
Type injury (bite); Save Fort DC 14 Frequency 1/round for 6 rounds Effect 1d3 Str, Dex, or Con (karumzek's choice) Cure 2 consecutive saves.	

Should the Karumzek get into combat, it will try to separate PCs by using the precarious terrain to its advantage, vomiting spider swarms before closing in with its own poisonous attacks. Should the PCs set fire to the pagoda, the Karumzek

will exit as soon as it senses it and attack the PCs outside as soon as it sees them.

Fires started within the Pagoda are a major hazard because they will continue to burn and spread until they are put out. Any fire damage suffered by any creature or object in a 5' square has a chance equal to 5% times the number of hp damage taken to start a fire in the whole of that square. Each burning 5' square will then spread to an additional adjacent non-burning 5' square every round if this is possible. Anyone caught in a burning square will take 2d6 points of fire damage with a DC 15 Reflex save for half and will need to make a DC 15 Fortitude save to prevent themselves being both blinded and nauseated for 1 round due to smoke inhalation.

Assuming the PCs don't burn the place down the pagoda still has a number of problems / hazards which must be negotiated in order to be explored. These are described in the following key:

Key Description

F	Doors marked with an "F" are stuck closed and require a DC 15 strength check to open.
C	Doors marked with a "C" are concealed by broken furniture, books, cobwebs or even just a thick layer of dust. They can be found just like secret doors but with a perception check of DC 10, and once found are no longer concealed.
D	Rooms marked with a "D" connect to the room below them by means of their broken floor, with the room below being marked by a "U". A DC 15 climb check allows movement between the two rooms with a failure by 5 or more (i.e. a fall) resulting in 1d6 points of damage.
U	(see D)

A	Rooms marked "A" have creaky floors which are near to collapse. A DC 10 Acrobatics check is necessary to cross them safely, with a failure by 5 or more indicating a collapse to the floor below and 2d6 points of damage (1d6 for falling, 1d6 for the falling timbers, and a DC 15 Reflex save allowed to reduce the second d6 by half). When a floor has collapsed, these rooms become "D" rooms and their rooms below become "U" rooms.
M	The central room of the central tier of the pagoda contains a scale-model of the abbey that once stood on the island, showing both the building above ground and the catacombs below it. The central chamber is clearly depicted with a small model of St Cuthbert holding his infamous mace. It can be seen that this area is just to the south of the abbey's central tower foundations. This tower must once have been an impressive sight, 30' across and 50' high, with uncanny resemblance to the colossus that wanders around the island smashing up ships.

Rooms that have been burning for 3 or more rounds are considered type "A" (see above) unless they've already collapsed. Once all of a rooms' squares are burning it collapses automatically on the following round.

DC Summary

25	Disabled Device check to unlock any of the pagoda's external doors
20	Linguistics check to grant a +2 bonus on any knowledge check made within the library
15	Stealth check to be ignored by the Karumzek.
15	Reflex save for half damage if caught in a burning square within the Pagoda
15	Fortitude save to avoid being blinded and nauseated for 1 round if caught within a burning square
Varied	Various skill checks to negotiate the Pagoda as described in the table above



L. Crater Lake (CR 4)

At the top of a long-extinct but rather lop-sided volcano is a freshwater crater-lake almost half a mile across. A path leading up the gentle slope of the volcano comes out at one side of the lake – which has nothing there. An inviting series of caves that looks ideal for spending the night in safely can be seen on the opposite shore, which unfortunately is at the top of a much steeper and far harder side of the volcano to climb up.

A steady wind blows across the surface of the lake, churning up the water into frothy little waves which makes swimming across it a little harder than usual (DC 15). No fish are visible near the shore, however the occasional jumping and diving of a fishing-bird near the centre of the lake suggests that fish might be available further in.

Anyone who can make both a swim check and a survival check at the centre of the lake can forage for food in the normal way with a +2 bonus on the check.



Xocothian	CR 4
N Large outsider (air, extraplanar, water) Init 1; Senses darkvision 60 ft., low-light vision; Perception 9	
Defense	
AC 17, touch 10, flat-footed 16 hp 33 (6d10) Fort 5, Ref 5, Will 5 DR 5/cold iron; SR 15	
Offense	
Speed 30 ft., fly 90 ft. (average), swim 90 ft., speed burst 200 ft. Melee bite +7 (1d8+2), 2 wings +2 (1d6+1) Space 10 ft., Reach 5 ft.	
Spell-Like Abilities	
CL 6; melee touch +7, ranged touch +6; conc 6 At will: <i>Alter Winds</i> , <i>Know Direction</i> , <i>Shocking Grasp</i> 3/day: <i>Chill Metal</i> (DC 13), <i>Cure Light Wounds</i> , <i>Faerie Fire</i> , <i>Obscuring Mist</i> 1/day: <i>Dimension Door</i> (self plus 50 lbs. of objects only), <i>Hydraulic Torrent</i> (DC 13)	
Statistics	
Str 15, Dex 12, Con 11, Int 10, Wis 11, Cha 10 Base Atk 6; CMB 9; CMD 20 (can't be tripped) Feats Combat Reflexes, Lightning Reflexes, Power Attack Skills Fly 8, Handle Animal 9, Knowledge (nature) 9, Knowledge (religion) 9, Stealth 6, Swim 10 Languages Druidic, Sylvan; speak with animals SQ form of sea and sky	
Special Abilities	
Form of Sea and Sky (Su): Once per hour, a xocothian can transform itself into two Small elementals (one air and one water) for up to 7 minutes. These elementals appear in adjacent squares. Each have half of the xocothian's current hit points and share the same mind. They can reform into the xocothian as a standard action if they are adjacent to each other—the reformed xocothian's hit points are equal to the total of the two elementals' hit points. If either elemental is slain, the xocothian must use its standard action on its next turn to reform (treat a slain elemental's hit points as 0 when determining the reformed xocothian's total hit points). Speed Burst (Ex): A xocothian can fly or swim up to 200 feet as a full-round action. When using this ability, it must move in a straight line. This does not provoke attacks of opportunity.	

And anyone who can get across to the caves on the other side will have a completely safe place to spend the night in.

Spider Swarm (Karumzek)	CR 1
N Diminutive animal (swarm) Init 3; Senses blindsense 60 ft., tremorsense 30 ft. Perception 4	
Defense	
AC 17, touch 17, flat-footed 14 hp 9 (2d8) Fort 3, Ref 3, Will 3 Immune / Weaknesses swarm traits	
Offense	
Speed 20 ft., climb 20 ft. Melee swarm (1d6 + poison) Space 10 ft.; Reach 0 ft. Special Attacks Distraction (DC 11)	
Statistics	
Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2 Base Atk 1; CMB —; CMD — Skills Climb 11 Modifiers +4 Perception when using blindsense	
Poison (Ex)	
Type injury (swarm); Save Fort DC 11 Frequency 1/round for 2 rounds Effect 1d2 Str; Cure 1 save	

A strange creature called a Xocothian, servitor of the god of nature, the sea and weather, lives in the lake, and is responsible for the relatively high winds and its choppy water.

Resembling a mixture of snake, bird and fish, the Xocothian is happy to share its residence with anyone who chooses to use natural means of locomotion in order to get within or across the lake – i.e. swimming or flying. It takes considerable umbrage, however, at any man-made transports such as rafts or boats, and should any such attempt be made the Xocothian will use its spell-like abilities to prevent it succeeding, ultimately attacking with its continuous *Shocking Grasp* whilst shouting obscenities in Druidic.

If not upset in this way, the Xocothian will be quite friendly to anyone who uses the lake to catch fish. If it is even made helpful with a DC 10 Diplomacy check the Xocothian will offer to help prospective fishermen by granting them a +2 bonus on their Survival roll⁴³.

DC	Summary
15	Swim check across the lake while the Xocothian is alive and controlling winds
10	Swim check across the lake if the Xocothian is either dead or somehow persuaded to stop messing about with the weather
25-30	Climb check up the steep side of the volcano,

⁴³ via aid another

10	varying over 200' of ascent.
	Diplomacy check to make a friendly Xocothian helpful

M. The Observatory (CR 4)

A stone circular building 30' in diameter rests atop a grass covered hill overlooking the surrounding plains. Stone steps lead up to the building's single iron door.

The building's walls are 15' high, the ceiling a hemispherical dome. The apex of the dome would rise to a height of 30'

Thyrlie (Azata) CR 4	
CG Small outsider (azata, chaotic, extraplanar, good, shapechanger) Init 6; Senses darkvision 60 ft., <i>Detect Evil</i> , <i>Detect Magic</i> , low-light vision; Perception +11	
Defense	
AC 16, touch 13, flat-footed 14 hp 39 (6d10+6); fast healing 1 (see below) Fort 3, Ref 7, Will 7; +4 vs. poison DR 5/evil; Immune electricity, petrification Resist cold 10, fire 10; SR 15	
Offense	
Speed 20 ft., fly 40 ft. (good) Melee bite +9 (1d3–1 plus poison), 2 wings +4 (1d4–1) Special Attacks favored enemy (evil outsiders +2, vermin +2), poison, starlight blast	
Spell-Like Abilities	
CL 6; melee touch +7, ranged touch +8; conc 8 Constant: <i>Detect Evil</i> , <i>Detect Magic</i> 3/day: <i>Cure Light Wounds</i> , <i>Locate Creature</i> , <i>Magic Missile</i> , <i>Message</i> 1/day: <i>Blindness/Deafness</i> (DC 15), <i>Neutralize Poison</i> , <i>True Strike</i>	
Statistics	
Str 9, Dex 15, Con 12, Int 12, Wis 15, Cha 14 Base Atk 6; CMB 4; CMD 16 Feats Flyby Attack, Improved Initiative, Weapon Finesse Skills Acrobatics 11, Fly 8, Knowledge (planes) 10, Knowledge (religion) 10, Perform (wind) 11, Stealth 15, Survival 11 Languages Celestial, Draconic, Infernal; Truespeech SQ change shape (giant moth [use giant wasp stats]; <i>Vermin Shape II</i>)	
Poison (Ex)	
Type injury (bite); Save Fort DC 14 Frequency 1/round for 6 rounds Effect 1d3 Str; cure 2 consecutive saves.	

above the floor of the building were it not for the fact that a 10' diameter hole has been cut out from its centre – a hole which opens up the building's interior to the elements.

The door is locked and rusted shut but can be opened using either strength or skill. Entry can also be gained by climbing in through the roof.

The interior of the building is remarkably clean with its walls painted with faded depictions of the night sky and its floor covered in a network of smooth stone tiles showing stars, suns and planets against a deep blue background. In the centre of the room, directly beneath the hole in the ceiling, rests a stone block resembling a large stone sarcophagus.

The block's sides are decorated with carvings showing robed humanoids moving between a huge abbey and other buildings on the island including this one. No opening in the block is apparent. On top of the block is a depiction of an aged but serene male human, carved as if lying facing the sky, presumably in a death's repose.

No further clues are present anywhere within the building regarding who the person on the block was or what his role might have been when he was alive. As the sun slowly sets, however, the monk's incorporeal form will slowly become visible lying on his back above his own effigy.

"Ani" is not dead yet, though he is only a few minutes away from dying. Dating back to the days when Serafina was fully active, the old monk has succeeded in extending his life by spending most of his time in suspended animation, only waking up every few years for a few seconds at a time in order to gaze up at the changing constellations in the sky above, and to offer prayers of thanks to the goddess who has made his survival possible: the goddess of dreams, stars, travellers and luck.

A Thyrlie Azata, servitor of that same goddess, protects Ani's resting form during the hours when he is visible and vulnerable to attack (albeit only by magic weapons or force effects). The Thyrlie appears as a huge moth, flying in through the ceiling at night and holding vigil until the sun rises in the morning. It is basically a peaceful creature, but it will attack in order to

Thyrlie (Azata) Special Abilities

Fast Healing (Ex): A thyrlie has fast healing 1 only when outside under a night sky (whether the sky is cloudy or clear).

Starlight Blast (Su): As a standard action once every 1d4 rounds, a thyrlie can tap into Desna's divine radiance and unleash a blast of holy twilight in a 5-foot burst. All creatures in this area take 2d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 2d4+1 points of damage, a neutral creature would take 2d4+2 points of damage, and a lawful evil creature would take 2d4+4 points of damage. A DC 14 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

defend either itself or the monk in its care.

If the monk is woken, either through magical means or by sustaining damage from a magical attack, then he will no longer be able to regain suspended animation and will have to live out the last few minutes of his life in the present. He will be fatalistic about this⁴⁴, however, and though sad about the death of the Thyrlien (as most likely will have had to have been the case), will nevertheless agree to help the party as best he can.

If Ani is neither woken nor killed then any PC who sleeps in this room will dream that they have been transported back in time to the days when the order of monks was still active on the island. If all of the PCs are sleeping at the same time in the observatory then they will all share the same dream, and although they will not be able to leave the general area of the observatory to explore the surroundings they will meet Ani as he was when he was a young man.

Whether real or dream, Ani will explain to the party something of the history of the island, including the fact that it is the resting place of St Cuthbert's Mace and that Ariel, the colossus, is here to prevent anyone from leaving with knowledge of the Mace's location. Ani knows that the Mace remains in the lower catacomb below the Abbey; unfortunately he cannot explain exactly where as he never spent much time in the abbey itself.

This observatory will be a safe place to sleep in while the Thyrilien and Ani are still alive, but anyone who tries to sleep here after they've been slain will find their sleep plagued by nightmares and wake up the next morning fatigued.

DC Summary

30	Disable Device to open the door
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N. The Ruined Abbey

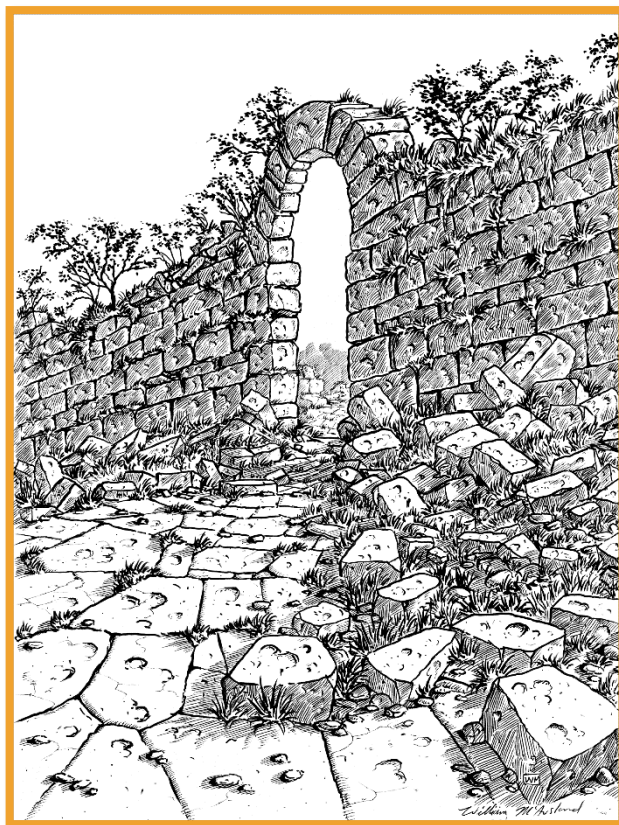
The abbey of the monks of St Cuthbert is a ruin of considerable size.

The central area where the main tower once stood has completely disappeared even down to its foundations, and grass grows down the sides and floor of a hole over 30' diameter and almost 20' deep where the central tower once stood.

Major wings to the east and west of this hole, each 150' long, are collapsed and filled with rubble, which is all that is left of the walls and ceilings that once stood here. Clearly none of the stones from the collapsed structure have been recovered and put to use elsewhere, as would generally be the case, so the interior of these wings is a mountain of blocks knitted together by hardy grasses and bushes, treacherous to climb in and impossible to excavate.

The minor wing to the south of the hole, 50' long, still stands, almost intact in its structure though empty of glass and furnishings. The minor wing to the north, of the same size as that to the south, has literally been blown apart, with huge stones as big as altars found 70' or more away from the main building.

⁴⁴ he's fatalistic about most things



If there was ever an area under the abbey where monks might once have prayed, worked, or buried their dead, there is no sign of any possible access to it now. Anyone who descends to the base of the hole and starts excavating away to the south, however, will uncover after 2 feet or so of dirt a single brick wall which connects to the central chamber in the catacombs below the abbey.

This wall was built after the colossus left its foundation years ago and is relatively easy to break through. The Lich on the other side, however, will take exception to this behaviour (see the next section - The Mace of St Cuthbert) and more than likely fire a nasty spell through any hole that the PCs make⁴⁵.

If the colossus is "reset" and plants itself back in its foundations then this brick wall will collapse, subjecting the Lich's chamber to the colossus' anti-magic field.

O. A Desperate Venture (CR 4)

Marshland covers an area of about a square mile.

Shallow but acidic bogs dot swampy ground underfoot and patches of sickly yellow fog limit visibility to 20'. Animals and humanoids which blunder in here tend to fall prey to a combination of either quicksand hidden under the swampy water or horrible predators called Sarcovaults – flies the size of cats with a vulture's neck and head - servitors of the goddess of disease, gluttony and un-death.

⁴⁵ perhaps *Cone of Cold*, though the first thing that any PC looking through the hole will have to deal with is its fear aura

Sarcovalt	CR 4
NE Tiny outsider (evil, extraplanar) Init 3; Senses darkvision 60 ft., low-light vision, Deathwatch; Perception 8	
Defense	
AC 19, touch 15, flat-footed 16 hp 34 (4d10+12) Fort 6, Ref 7, Will 5 Defensive Abilities ferocity; DR 5/good or silver; Immune disease; Resist acid 10, cold 10; SR 15	
Offense	
Speed 20 ft., climb 20 ft., fly 60 ft. (good) Melee bite +9 (1d8+1 plus bleed, disease, and grab) Space 2-1/2 ft.; Reach 0 ft. Special Attacks bleed (1d6), blood drain (1d2 Constitution), detach head, disease	
Spell-Like Abilities	
CL 4; melee touch +5, ranged touch +7; conc 2 Constant: <i>Deathwatch</i> At will: <i>Purify Food and Drink</i> 3/day: <i>Death Knell</i> (DC 10), <i>Lesser Animate Dead</i> , <i>Vomit Swarm</i> (see below) 1/day: <i>Acid Arrow</i> , <i>Contagion</i> (DC 11), <i>Stinking Cloud</i> (DC 10)	
Statistics	
Str 12, Dex 17, Con 16, Int 10, Wis 13, Cha 7 Base Atk 4; CMB 5 (+4 grapple) CMD 18 (+8 vs. trip) Feats Great Fortitude, Weapon Finesse Skills Climb 9, Fly 11, Intimidate 5, Knowledge (nature) 7, Knowledge (religion) 7, Stealth 18, Survival 8 Languages Abyssal, Infernal; telepathy 30 ft. SQ disease swarm	
Disease (Ex) Filth Fever	
Type injury(bite); Save Fort DC 15 Onset 1d3 days; Frequency 1 day Effect 1d3 Dex and 1d3 Con Cure 2 consecutive saves.	

Not very welcoming but unfortunately the only way to get into the catacombs under the old abbey, which is where the PCs will have to go to if they're ever to liberate the Mace of St Cuthbert, is via a secret underground tunnel that starts in the middle of these marshes⁴⁶.

Once the PCs enter have the lead PC make a DC 15 Survival check every 10 minutes in order to make progress (forwards or backwards) using the following small table. Failure with any survival check means the PCs end up in quicksand instead, but do not otherwise lose their place in the table.

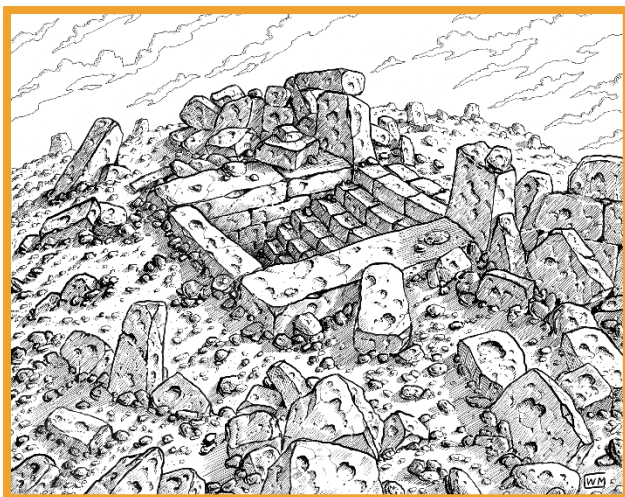
⁴⁶ a clue to its location lies within the gallery of St Psicosa

Sarcovalt Special Abilities
Detach Head (Su): A sarcovalt can survive without its head. Attacks that sever its head (such as those of a vorpal weapon) do not kill it. If attacked by multiple creatures, it grapples one opponent, detaches its head (which continues to drain blood), and uses its body to continue attacking with spell-like abilities. Its head and body share a common pool of hit points but are otherwise treated as different creatures while separated. The head is AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size) and can fly at the creature's normal speed. The head cannot initiate attacks on its own, and if removed from a target, it flies back to the body on its next turn. The body cannot see, but it can perceive through the head's eye cavities if it has line of effect to the head.
Disease Swarm (Su): A sarcovalt's vomit swarm ability summons a cloud of flies instead of spiders, which has a fly speed of 40 feet (good) and infects its target with filth fever (DC 12) instead of poison.

Fly Swarm	CR 1
N Diminutive animal (swarm) Init 3; Senses blindsense 60 ft., tremorsense 30 ft. Perception 4	
Defense	
AC 17, touch 17, flat-footed 14 hp 9 (2d8) Fort 3, Ref 3, Will 3 Immune / Weaknesses swarm traits	
Offense	
Speed fly 40 ft. Melee swarm (1d6 + poison) Space 10 ft.; Reach 0 ft. Special Attacks Distraction (DC 11)	
Statistics	
Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2 Base Atk 1; CMB —; CMD — Skills Fly 7 Modifiers +4 Perception when using blindsense	
Disease (Ex) Filth Fever	
Type injury(bite); Save Fort DC 12 Onset 1d3 days; Frequency 1 day Effect 1d3 Dex and 1d3 Con Cure 2 consecutive saves.	

Every 10 minutes that a PC spends in the marshes results in their taking 1 point of acid damage from the acidic content of the marsh water, unless a PC is somehow able to protect itself.

PCs start at step (1):



1. Starting point for the PCs at the edge of the marshland.
2. A dead humanoid lies atop a patch of quicksand, its bloated body having surfaced for some reason after it had drowned.
3. A dead aurochs, on dry land, provides a meal for one to three Sarcovaults. The meat on this beast will keep these horrid scavengers fed for weeks since the acidic water keeps the normal insect carrion devourers at bay.
4. A pile of stones is visible atop a low rise, all that stands of whatever building once stood here, surrounding stone steps leading down into the ground. A single Sarcovault, buzzes around the entrance and attacks any PC who ventures near unless it is first of all "fed" a human or animal carcass.

PCs who find themselves in quicksand in these marshes take 1 additional point of acid damage per round of immersion.

DC Summary

15	Survival check to progress within the marshes
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P. Horse Trading (CR 4)

Roaming freely across the grasslands of Serafina is a herd of two dozen horses. Not of any particular breed some are light, some are heavy, some are white, black and so on, though at its head runs one whose iron-like skin appears to shine with an inner golden light. As the horses approach, small shining motes like glowing dandelions can be seen floating away from the leader's golden mane. When they finally stop 20' or so away from the party, it is clear that a greater than normal intelligence gazes out from its cold metallic eyes.

The horse at the head of the herd is an Orsheval, a servitor of the god of cities, law, merchants and wealth, and when it speaks, it seems to everyone that they are being addressed in their own language, as it greets the party politely and enquires whether they would like to buy any of his herd.

Orsheval

CR 4

LN Medium outsider (extraplanar, lawful)
Init 1; **Senses** darkvision 60 ft.; **Perception** 11

Defense

AC 16, touch 11, flat-footed 15
hp 37 (5d10+10)
Fort 6, **Ref** 2, **Will** 5
DR 5/magic; **Immune** electricity
Resist cold 10, fire 5; **SR** 15

Offense

Speed 50 ft.
Melee bite +8 (1d6+3),
2 hooves +3 (1d4+1 plus 1d4 electricity)
Space 10 ft., **Reach** 5 ft.
Special Attacks glittering radiance

Spell-Like Abilities

CL 6; melee touch +8, ranged touch +6; conc 6
At will: *Light*, *Mage Hand*
3/day: *Ant Haul*, *Bless*, *Expeditious Retreat*
1/day: *Dimension Door* (self and rider only), *Lesser Restoration*, *Zone of Truth*

Statistics

Str 17, **Dex** 12, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10
Base Atk 5; **CMB** 8 (+2 overrun)
CMD 19 (+2 vs. overrun, +4 vs. trip)
Feats: Alertness, Endurance, Improved Overrun, Run
Skills Acrobatics 4, Appraise 6, Knowledge (local) 3, Knowledge (nobility) 6, Knowledge (planes) 6, Knowledge (religion) 6, Sense Motive 11, Swim 5
Languages Celestial, Infernal; Truespeech

Special Abilities

Glittering Radiance (Su): An orsheval usually glows with a golden light equivalent to that of a candle. In battle, its glow increases, filling the area within 5 feet of it with shining motes. These motes cling to all creatures in the affected area, outlining them as glitterdust for 6 rounds. Opponents in the area must succeed at a DC 14 Will save or be blinded; a blinded creature may attempt a new saving throw each round at the end of its turn to end the blindness. The motes persist for 1 round after the orsheval moves from a square, leaving a trailing cloud that can affect creatures that move into the affected area. The orsheval can suppress or reactivate the glow or motes as a free action. The save DC is Constitution-based.

The Orsheval offers light and heavy horses for sale at the normal city price (i.e. 75gp and 200gp respectively). No money actually has to change hands on the island⁴⁷ - the clergy of the god that the Orsheval serves will be informed in due course of

⁴⁷ in case anyone wondered whether a horse has pockets

the transaction and the party will be expected to settle the bill when they next return to the mainland⁴⁸.

The Orsheval offers to buy back any horses in exchange for half of their normal value, in much the same way that a normal horse-dealer might offer to do in a city, or to refund a buyer one quarter of their value if they are abandoned and later return under their own steam.

Should the PCs accept the deal then they will find themselves in possession of horses which are of high quality as riding beasts if not in any way combat-trained. None of the horses has a saddle, of course, nor any other sort of riding gear, so unless the PCs have managed to obtain and/or salvage some of their own riding kit they will have to ride their horses bareback. All the horses are happy to be ridden but none of them have any extra knowledge or “tricks”.

If the Orsheval or any of its herd is attacked, the Orsheval will fight back fiercely and to the death whilst the other horses flee and scatter.

If the Orsheval is killed, though, then the other horses may be found and captured with a DC 20 Handle Animal check.

DC Summary

20	Handle Animal check to capture a horse once the Orsheval has been killed
----	--

Q. The Village

Shelter (CR 4)

A village of some 33 huts has arisen next to one of the beaches adjoining the sandy bay that holds the atoll upon which is found the building known as the Gallery⁴⁹.

The village's huts are dry wooden structures 10' or so high,

The Village
LG Small Village (Hamlet) Corruption -1; Crime -5; Economy -2 Law 1; Lore -2; Society 1 Qualities impoverished, superstitious Danger -5
Demographics
Government autocracy Population 57 (37 humans, 5 half-elves, 2 dwarves, 12 halflings, 1 other)
Notable NPCs
Kel (ruler) LG Stag Archon
Marketplace
Base Value 100gp; Purchase Limit 500gp Spellcasting 0 th Minor Items 1d3

approximately 25' in diameter if circular or 10-20' to a side if square, topped with roofs of wooden slats that have been covered with branches, flat leaves and other bits of forest vegetation. The huts' doors are little more than crude wooden barriers placed over a hole at their side and windows are just holes covered with rags. At this time of year, the problem is

Stag (Archon)	CR 4
LG Medium outsider (archon, extraplanar, good, lawful, shapechanger) Init 2; Senses darkvision 60 ft., <i>Detect Evil</i> , low-light vision; Perception 11 Aura menace (20 ft., DC 15, 10 rounds)	
Defense	
AC 18, touch 12, flat-footed 16 hp 33 (6d10) Fort 5, Ref 4, Will 7; +4 vs. poison DR 10/evil; Immune electricity, petrification; SR 15	
Offense	
Speed 40 ft. Melee gore +7 (1d6+1 plus push) Ranged MW longbow +9/+4 (1d8/x3) Special Attacks push (gore, 10 ft.)	
Spell-Like Abilities	
CL 6; melee touch +7, ranged touch +8; conc 6 Constant: <i>Detect Evil</i> At will: <i>Aid</i> , <i>Animal Messenger</i> , <i>Dancing Lights</i> , <i>Greater Teleport</i> (self plus 50 lbs. of objects only) <i>3/day:</i> <i>Charm Animal</i> , <i>True Strike</i>	
Statistics	
Str 12, Dex 15, Con 11, Int 10, Wis 15, Cha 10 Base Atk 6; CMB 7; CMD 19 Feats Point-Blank Shot, Precise Shot, Rapid Shot Skills Acrobatics 11, Knowledge (nature) 9, Knowledge (religion) 9, Stealth 11, Survival 11 (+3 when following tracks) Languages Celestial, Draconic, Infernal; Truespeech SQ favored terrain (forest +2), change shape (Large stag; <i>Beast Shape II</i>) Gear (light): MW Longbow	
Special Abilities	
Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.	

ventilation rather than keeping warm, so doors and windows are generally left open with little regards to privacy.

Lying on the beach next to piles of tangled fishermen's nets are two wooden row-boats, each one easily capable of carrying 8 people - ship's boats rescued from vessels otherwise wrecked by the colossus.

Between the village and the woodland inland are small tracts of land that have been cleared and cultivated into vegetable gardens. A tall smoke-house dominates the centre of the village. Muddy paths run between the buildings, the beach and the gardens.

Humanoids of various ages and descriptions quietly mill about, working away at their various chores in order to ensure the community's survival.

Fishing takes place when the tide is at its halfway point twice a day for about an hour at a time, regardless of whether it is day or night. Fishing boats trawl the scant fish that get caught by the currents of the changing tide, with surplus catch smoked every day – the smell from the smokehouse being not inconsiderable though the people here find it comforting.

A tall antler-headed humanoid wielding a longbow, clearly the village's protector and leader, approaches the PCs as soon as they arrive.

The residents of the village are all survivors and descendants of victims shipwrecked and stranded on this island. A Stag Archon called Kel, servitor of the god of community, acts as their unelected leader, and makes it his responsibility to ensure that the village has a greater than normal chance of survival in this isolated land.

Although death due to accident and disease is inevitable, shipwreck survivors just about provide enough replacements to maintain the village's current population of around 100 souls. The arrival of a new-born baby, however, has brought with it further problems (see Kidnap below) and Kel and his community are particularly suspicious of strangers right now.

Despite this heightened alertness, and regardless of whether the PCs choose to help with the Kidnap problem or not, Kel will allow the PCs to stay in unoccupied huts within the village if they are prepared to contribute 1 man-day's worth of food per PC. Alternatively, if a PC works with the villagers for a whole day, then they will receive both food and shelter for the day that they're there.

Staying in the village negates the possibility of wandering monster encounters.

Kel will not allow the PCs to take away either of the boats unless they succeed in defeating the kidnapper, and even then only on the solemn promise that they return the boat undamaged once they've finished with it. These boats are an important part of the village's livelihood and Kel is not about to risk losing them no matter how many assurances the PC's can give him.

If the PCs kill Kel, of course, then they will be able to use the shelter of the village without hindrance, since the rest of the villagers will be too weak-willed and apathetic without their leader to organise any sort of resistance. In fact, the villagers may even try to persuade one of the PCs to take over from Kel as their leader, offering them the best hut in the village (the orange one) and even the partnership of a young male or female as incentive.



Note that Ariel does not attack rowboats in the same way that he attacks ships as he doesn't consider rowboats to be strong enough to allow anyone to use them to escape from the island.

Kidnap (CR 4)

A Swaithe Demon lives near the village.

This foul goblin-like creature tries to kidnap any new born children from the village to trade with the goddess of madness, monsters and nightmares of whom he is a servitor. With a child having recently been born, the demon is active once more, and although Kel and his

villagers are doing their best to protect the child against the demon, the Swaithe is cunning and stealthy and very likely to succeed unless the PCs can stop him.

Kel is well aware that the village is being "cased" by the Swaithe at this time. If the PCs wish to use one of the villages' boats to get across to the atoll in the middle of Serafina's sandy bay, then Kel will only let them borrow one in exchange for sorting this problem out. Alternatively if the PCs have spent a couple of nights in the village Kel will approach them and ask their help in exchange for free accommodation for the next week⁵⁰.

If the PCs agree to the request, then they will have to perform night-time guard duty to catch the demon when he attacks. It is not obvious when this will happen, but the Swaithe demon will

⁵⁰ he cannot offer more than that without seriously compromising the village's resources

Swaithe (Demon)	CR 4
CE Small outsider (chaotic, demon, evil, extraplanar) Init 7; Senses blindsense 30 ft., darkvision 60 ft.; Perception 8	
Defense	
AC 18, touch 14, flat-footed 15 hp 37 (5d10+10) Fort 3, Ref 9, Will 4 DR 5/cold iron; Immune electricity, gaze attacks, poison, visual effects and attacks relying on sight; Resist acid 10, cold 10, fire 10; SR 15	
Offense	
Speed 30 ft. Melee bite +6 (1d4), 2 claws +6 (1d3) Special Attacks hexes (cackle, evil eye [-2, 4 rounds], slumber [5 rounds]; DC 13)	
Spell-Like Abilities	
CL 5; melee touch +5, ranged touch +8; conc 6 Constant: <i>Speak With Animals</i> At will: <i>Cause Fear</i> (DC 12), <i>Detect Magic</i> , <i>Ray of Enfeeblement</i> (DC 12), <i>Read Magic</i> 3/day: <i>Charm Animal</i> (DC 12), <i>Invisibility</i> (self only) 1/day: <i>Rage</i> , <i>Water of Maddening</i>	
Statistics	
Str 11, Dex 16, Con 14, Int 13, Wis 11, Cha 12 Base Atk 5; CMB 4; CMD 17 Feats Combat Casting, Improved Initiative, Lightning Reflexes Skills Handle Animal 9, Intimidate 9, Knowledge (arcana) 9, Knowledge (planes) 9, Ride 11, Stealth 15 Languages Abyssal, Goblin, Gnome, Orc; speak with animals, telepathy 100 ft. SQ eyeless, witchcraft	
Special Abilities	
Eyeless (Ex) A swaithe has no eyes, but can sense its immediate surroundings (within 60 feet) as well as a human can see. Hexes (Su) This particular swaithe has the cackle, evil eye, and slumber hexes of a 5th-level witch. Witchcraft (Su) A swaithe can use spell completion and spell trigger items as if it were a 5th-level witch.	

only make its move if it has some chance of success⁵¹. Neither Kel nor any of the villagers will be able to help with this since they all need to rest to be fit for the next day's work.

This particular Swaithe has use of the Slumber Hex rather than Misfortune. Its intentions are to sneak into the village at night, invisibly and stealthily, using *Charm Animal* and Slumber Hex to get past any guards, and then steal the baby away having

⁵¹ i.e. protecting the hut like Fort Knox will not work

first made sure that it is sound asleep. The demon has no desire to hurt the child as the child is useless to it if it is dead, but it has no reservation about harming anyone else either.

Should the Swaithe succeed in this kidnap, then it will keep the child for a few days in its woodland lair before passing it on to its goddess, which will allow the PCs to track the demon down if they have the necessary skills.

The new born babe is nursing at present so it cannot be moved away from its mother (in the red hut). It is not possible to hermetically seal the mother's dwelling place either, due to the heat, so it will be very difficult to prevent the Swaithe from getting to the babe and grabbing it. After that, the chase will be on, with the demon turning invisible⁵² and running off with the child tucked under his arm, using Slumber Hex and *Cause Fear* to get past opposition.

(The PCs could actually choose to let the Swaithe get away, since their deal is only to *try* to do something about the kidnapper. Kel is expecting them to do what they can and trusting them to behave in the best interests of both village and child, but he has no way of ensuring this).

When the demon is pursued and eventually cornered it will cast *Rage* and attack with its bite and claws, without actually letting the child come to any harm.

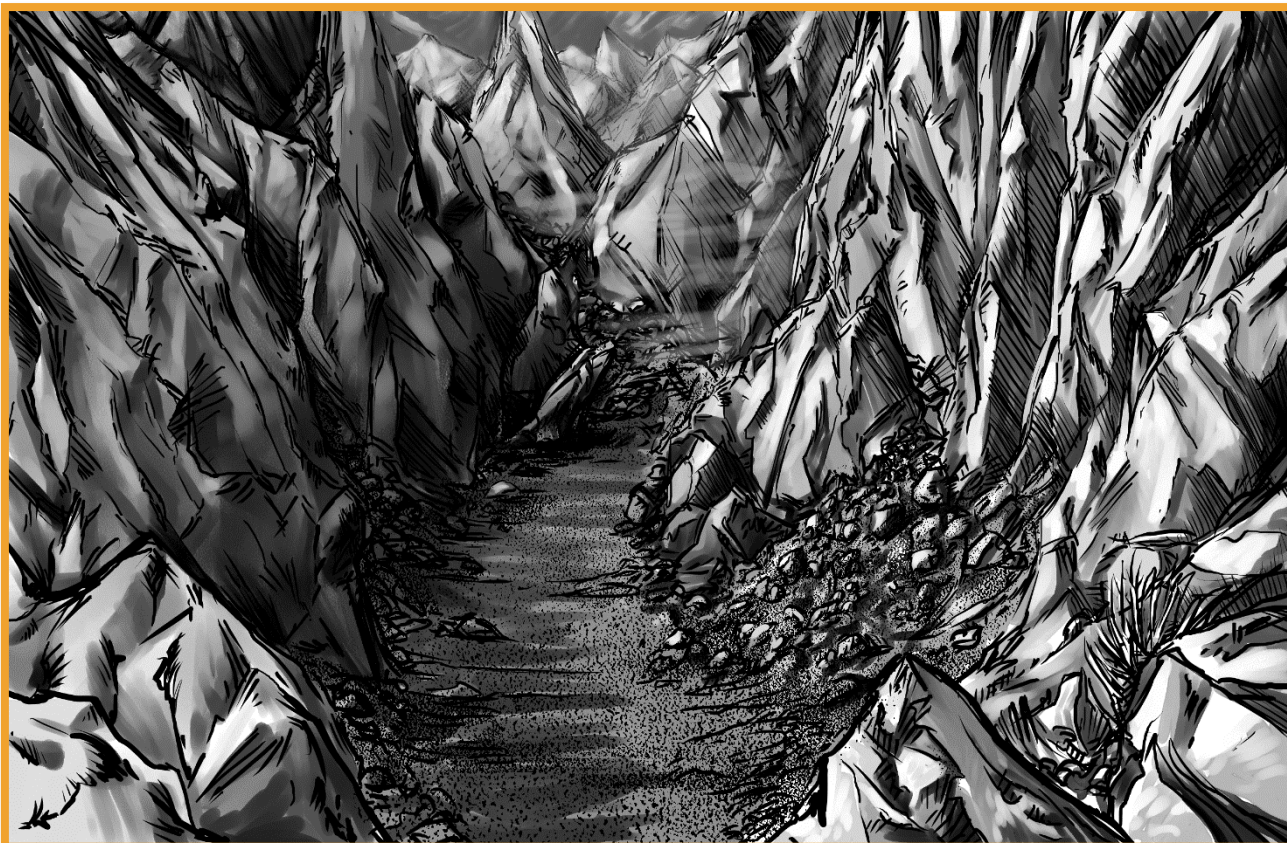
R. A Challenging Pass (CR 4)

The one and only usable pass through the island's long central causeway gradually narrows over the course of a mile or so to a very tight 10' width. As it does so, the slopes to either side rise in height and steepen, whilst the ground beneath becomes carpeted with shattered stone - evidence of the frequent rock falls that plague the area. The occasional humanoid skeleton, perhaps a shipwreck survivor given the few ragged clothes that it wears with possibly a dagger to one side and a few coins, can be found discarded, suggesting that something uses this pass as a hunting ground. A DC 15 Knowledge Nature check, however, reveals that whatever did the killing didn't kill for food, since the carcasses appear to have been picked clean by scavengers rather than mauled by whatever it was that was powerful enough to deal the killing blow.

From this point on, moving up the steep slopes to either side of the pass requires a DC 10 Climb check. Maintaining footing on the scree-covered surfaces requires either a DC 10 Acrobatics check (if no hands are free) or a DC 10 Climb check (if at least one hand is devoted to the task).

The narrow pass winds and rises over the next half mile before straightening for 50' or so and then entering a 10' wide tunnel. As the party approaches, the rhythmic beating of a metal drum can be heard coming from within, and when the party gets in sight of the entrance a large bear-like creature covered in what appears to be iron skin comes out and bellows a challenge.

⁵² which, rather spookily, will not include the baby



This creature is a Zentract, a servitor of the god of battle, strength and weapons. It will not charge into combat straight away and indeed if the party pauses to listen they will be able to make out that it is speaking quite intelligibly to them in Abyssal and Celestial. If anyone understands these languages they will know that the Zentract is offering a challenge against the party's toughest fighter in whatever manner they might wish to use (e.g. first blood, unconsciousness, with or without magic, but *not* to the death).

Should the challenge be understood and accepted then combat can proceed in the agreed way. Whatever the outcome the Zentract will not then bother the party again.

If the party attacks the Zentract rather than deal with it then the Zentract will retreat into its tunnel to buff up, heal its wounds and attack the party at a sharp bend within the tunnel's dark interior to try to reduce the party's effectiveness.

The Zentract is not a coward, but it's not a stupid bestial fighter either.

DC	Summary
15	Knowledge Nature to determine that the skeletons in the pass were not eaten
10	Climb check up the side of the mountain, or to maintain footing up the side of the mountain if at least one hand is free

10

Acrobatics check to maintain footing up the side of the mountain if no hands are free

S. A Strange Brew (CR 4)

A huge stone building, 30' x 60' by 20' high, holds the remains of the brewery that was once used, not infrequently, by the monks of St Cuthbert.

Two huge wooden double doors at either end hang precariously from their hinges, the doorways being large enough to admit a horse and cart. Two such carts are present within, as well as six 10' diameter wooden vats and over 100 wooden barrels, resting on trestles either on the ground or on shelves built into the sides of the walls.

Investigation by anyone who knows anything about brewing (DC 5 Profession Brewer) identifies that all of the common tools of the brewery trade are present within. If the check succeeds by 5 or more then it is clear that it was a "monastic" brew that was once made here from barley, wheat, hops and yeast.

All of the beer in all of the barrels is well and truly off and anyone who drinks any of the stuff will need to make a DC 10 Fortitude save to avoid being nauseated for 1d4 minutes then sickened for 1d4 x 10 minutes.

Beer does not age like wine or brandy.

Zentragt	CR 4
CN Large outsider (chaotic, extraplanar) Init 5; Senses darkvision 60 ft., low-light vision, scent; Perception 9	
Defense	
AC 19, touch 10, flat-footed 18 hp 39 (6d10+6) Fort 6, Ref 3, Will 5 DR 5/lawful; Immune fear Resist cold 5, electricity 5, fire 5; SR 15	
Offense	
Speed 30 ft. Melee bite +8 (1d6+3), 2 claws +9 (1d6+3 plus grab) Space 10 ft., Reach 5 ft. Special Attacks adamantine attacks	
Spell-Like Abilities	
CL 6th; melee touch +9, ranged touch +7; conc 6 3/day: <i>Bear's Endurance</i> , <i>Cure Light Wounds</i> , <i>True Strike</i> 1/day: <i>Rage</i>	
Statistics	
Str 17, Dex 12, Con 13, Int 8, Wis 11, Cha 10 Base Atk 6; CMB 10 (+4 grapple, +2 sunder) CMD 21 (+2 vs. sunder, +4 vs. trip) Feats Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (claws) Skills Climb 12, Intimidate 9, Knowledge (planes) 5, Knowledge (religion) 5, Swim 16 Languages Abyssal, Celestial; speak with animals (bears only) SQ eat metal	
Special Abilities	
Adamantine Attacks (Ex): A zentragt's bite and claw attacks count as adamantine, chaotic, and magic for the purposes of overcoming damage reduction and bypassing hardness. Eat Metal (Su): A zentragt can eat metal to heal itself. For every 5 pounds of iron or steel it consumes, it heals 5 hit points. Adamantine, cold iron, mithral, or metals with an enhancement bonus of +1 or higher heal it double this amount. It takes a zentragt 1 minute to eat 5 pounds of metal.	

The little Ataxian sprite that lives here, however, servitor of the god of bravery, ale, freedom and wine, might be willing to dispense a cure for these afflictions (*Pick Your Poison*⁵³) under the right circumstances (see below).

This Ataxian, who doubtlessly has a name but can never remember it, has made great friends with Max, one of the psionic Guardians of the Multiverse stranded on this island.

⁵³ spell – see the Appendix

Ataxian	CR 4
CG Tiny outsider (chaotic, extraplanar, good) Init 1; Senses blindsense 30 ft., darkvision 60 ft.; Perception 8	
Defense	
AC 16, touch 13, flat-footed 15 hp 30 (4d10+8) Fort 6, Ref 2, Will 5 DR 5/evil or lawful; Immune poison, fear Resist acid 5, cold 5, fire 5; SR 15	
Offense	
Speed 10 ft., fly 40 ft. (good) Melee 2 slams +3 (1d2-3) Ranged ray +7 (1d6 cold plus staggered) Space 2-1/2 ft., Reach 0 ft. Special Attacks Possession	
Spell-Like Abilities	
CL 4; melee touch +1, ranged touch +5; conc 6 At will: <i>Remove Fear</i> 3/day: <i>Bear's Endurance</i> , <i>Create Water</i> (ale or wine, up to 4 cups), <i>Hideous Laughter</i> (DC 13), <i>Lesser Confusion</i> (DC 13), <i>Pick Your Poison</i> , <i>Sleep</i> (DC 13) 1/day: <i>Knock</i> , <i>Magic Jar</i> (willing target only, lasts 1 hour, see possession), <i>Ray of Sicken</i> (DC 13)	
Statistics	
Str 5, Dex 12, Con 15, Int 10, Wis 13, Cha 14 Base Atk 4; CMB 3; CMD 14 Feats Agile Manoeuvres, Combat Casting Skills Acrobatics 8, Fly 9, Handle Animal 9, Knowledge (local) 7, Knowledge (religion) 7, Stealth 16 Languages Celestial, Common, Dwarven, Elven, Halfling SQ staggering drunk	
Special Abilities	
Possession (Su): An ataxian does not require a receptacle to use its magic jar spell-like ability. When using this ability on the Material Plane, its body becomes ethereal for the duration. When the ataxian leaves its host, the host must succeed at a DC 14 Will save or fall asleep for 1d3 minutes. The save DC is Charisma-based. Staggered (Ex): Any creature struck by an ataxian's ray attack must succeed at a DC 14 Fortitude saving throw or be staggered for 1d4 rounds. This is a poison effect. The save DC is Charisma-based. Staggering Drunk (Ex): For each alcoholic drink an ataxian has consumed in the past hour, it gains a +1 dodge bonus to AC and takes a –1 penalty on all attack rolls, saving throws, skill checks, and ability checks, to a maximum of +4 and –4, respectively. These effects wear off after 1 hour. Ray (Su): An ataxian can fire a ray of cold up to 30 feet with no range increment.	

Both of them are of a smallish stature and equal lovers of a good drink, so together they have been getting on like a house on fire ever since Max stumbled upon this place a few days ago.

The Ataxian uses a combination of *Pick Your Poison* and *Create Water* (alcoholic version) to provide them both with a reasonable amount of alcohol. Clearly this isn't enough as the vast majority of their conversation revolves around how to get the brewery working again so that more sensible amounts of alcohol can be brewed for their consumption.⁵⁴

Max has also been allowing the Ataxian to take possession of his body, willingly, for about an hour every day, creating a great diversion for the two of them which is further enhanced by frequent uses of the Ataxian's *Hideous Laughter* ability.

It's all ridiculously good fun, and a friendship that the party is going to have some difficulty breaking up. With a DC 20 Diplomacy check, however, Max will eventually agree to go back to Psi-Lord on the condition that one of the PCs submits to the Ataxian's possession for an hour as a sort-of parting gift to his friend.

Max will flatly refuse to co-operate without this agreement being made.

Assuming that one of the PCs does agree, the Ataxian will then take over their body, strip off their clothes and cavort around laughing, shouting, jumping about and generally exhausting himself for the next hour. The Ataxian in the PC's body certainly won't attack anyone, but he'll be **very** embarrassing in what he does.

If the PCs choose to attack the Ataxian instead then Max will join into the fight against them. If the Ataxian is subsequently killed then Max will, eventually, remember his loyalty to his fellow Guardians and return with the party to Psi-Lord, though he will be insufferably sulky and uncooperative from that point on.

DC	Summary
5	Profession (Brewer) to identify the function of the building
10	Profession (Brewer) to recognise the markings of a monastic beer
10	Fortitude save to avoid being nauseated for 1d4 minutes and sickened for 1d4 x 10 minutes if any of the ancient beer in the barrels is sampled
20	Diplomacy check to persuade Max to accompany the party back to Ariel as long as the Ataxian is allowed an hour's frolic within the body of a willingly possessed PC

T. A Hidden Danger (CR 4)

A copse of ancient, twisted trees half a mile across radiates an atmosphere of peaceful if death-like repose, though the thick canopy of foliage overhead and the eerie silence punctuated by the occasional owl's hoot feeds firmly into most humanoids'

natural fears of death, darkness and things that might not just go bump in the night but rather claw, claw, bite, chew and swallow.

(This fearsome effect is actually beneficial to anyone who might be wishing to spend the night here, as the forest's eerie nature makes it free of predators of any sort. The living are too scared to venture within, and the dead are too put off by the undead-repelling nature of the creature that lives inside.)

In this forest lives an Ahmuuth, a psychompomp servitor of the goddess of birth, death, fate and prophecy. The Ahmuuth summons great horned owls to keep an eye on the forest and, since she can summon them at will, there's always at least one flying around nearby.

The owls generally keep out of sight, hooting from time to time and giving off a particularly loud hoot just before they disappear as their summoning runs out of time. This noisome behaviour gives the impression that the forest is full of timid ghosts, and although passing the night in the forest is safe it is still necessary to make a DC 15 Fortitude save to prevent waking up the next morning fatigued from all that hooting.

In the centre of the forest is a cemetery and mausoleum. Getting there from the outside of the forest (or, effectively, finding it by searching for what might be within the forest, if the cemetery has not yet been located), or making the reverse journey from the cemetery back to the outside of the forest, requires making a DC 15 Survival check. There are no paths and the light level within is always one degree lower than outside so it is easy to become lost. The result of a failure in this check depends on the composition of the party:

- If the party contains any undead (!), then the party will find itself outside the forest.
- If, instead, the party happens to be carrying one or more corpses, then it will find itself funnelled towards the cemetery.
- If the party carries neither dead nor undead, then getting lost will also result in arriving outside of the forest as well.

This misdirecting magical effect reflects in the whole forest radiating a faint illusion magical aura.

The cemetery contains the interred corpses of minor monks of the old monastic order (i.e. those monks that had lived on the island for less than 10 years) as well as any other creatures that died on the island at that time. About an acre of undulating land is covered with gravestones. Tall trees and thick obscuring shrubs grow between the dead but the area does not look neglected.

Many great horned owls are present around the cemetery, hooting away, and although their presence is obvious they have a knack of disappearing when the PC's look the other way. The PCs also get a definite impression that they are being watched, which of course they are, not just by the owls but also by the Ahmuuth keeping stealthily at a distance.

⁵⁴ the conversation makes more sense when they're sober than when they're drunk



The Ahmuuth has no wish to make contact with the PCs. It's a private sort of creature and anyway it doesn't believe that cemeteries are the right places to indulge in idle chatter. The Ahmuuth will, however, immediately make an appearance if any of the graves are disturbed, or if the PCs approach the mausoleum in the centre of the graveyard.

This central building is a 30' square sombre stone structure with alcoves on the outside holding statues of some of the more renowned monks of the order. Within are the remains of the order's senior monks, their names engraved on its sides though they are all now long forgotten. A DC 30 Knowledge History check, however, i.e. a long shot, will allow a PC to conclude from recognising at least one of these names that they are on an island called Serafina that once housed the order of the monks of St Cuthbert.

The mausoleum has a single iron door, locked though it may be opened with either a DC 30 Disable Device check or with the key held by the Ahmuuth. Behind it are 15 plain stone sarcophagi surrounding steps leading down into the burial chambers below. If the PCs want to investigate this area then they will either have to convince the Ahmuuth to let them in or they will have to defeat her in combat.

The Ahmuuth is distrustful of anyone who comes along without a body to inter, so her initial attitude towards PCs will be unfriendly. If she is made friendly (Diplomacy DC 21) or bluffed (against her Sense Motive) or intimidated (DC 17) then she will allow one PC to enter the mausoleum accompanied by

herself⁵⁵. The protection of the dead within the mausoleum is her holy-charge and she cannot be persuaded to allow anything more than this. Once inside, the Ahmuuth will lock the door behind them and allow the PC with her to look around the burial chambers to their heart's content.

Assuming they do so, after one hour of searching allow this PC a DC 20 Perception check (taking 20 takes 20 hours) to see if they find the one burial stone which has clearly been disturbed in the mausoleum. If they do, the Ahmuuth will allow the PC to investigate further whereupon: shock! horror!, the tomb behind the stone will be revealed to be empty save for a sealed glyph-covered metal box which the Ahmuuth will immediately recognise as a Lich's phylactery.

Clearly one of the ancient monks has returned as a Lich and is now presumably prowling around in undead form somewhere on the island!

From the Ahmuuth's point of view, this changes everything. As servitor of the goddess of death, the Ahmuuth is charged to destroy undead wherever they might be found and she will immediately seek to destroy the phylactery. Assuming this is done she will then beseech the PC and his party to find and destroy the abomination that it belonged to.

If they agree, from that point on the Ahmuuth will be helpful towards the party, regardless of whatever took place between them in the past, and she'll even stop summoning owls so that they can rest in the forest undisturbed. She will not, however, leave the cemetery that she is sworn to protect.

⁵⁵ in order to ensure that they pay the proper respect

Ahmuuth (Psychopomp) CR 4
N Medium outsider (extraplanar, psychopomp) Init 1; Senses darkvision 60 ft., low-light vision, spiritsense; Perception 10
Defense
AC 18, touch 11, flat-footed 17 hp 45 (6d10+12) Fort 9, Ref 3, Will 8 Defensive Abilities animated shield DR 5/adamantine; Immune death effects, disease, poison; Resist cold 10, electricity 10; SR 15
Offense
Speed 30 ft. Melee +1 returning undead-bane dagger +8/+3 (1d4+1/19–20) Ranged +1 returning undead-bane dagger +9 (1d4+1/19–20)
Spell-Like Abilities
CL 6; melee touch +6, ranged touch +7; conc 7 At will: <i>Bleed, Deathwatch, Detect Undead, Disrupt Undead, Ghost Sound (DC 11), Summon (level 1, 1 great horned owl 100%)</i> 3/day: <i>Chill Touch (DC 12), Ghostbane Dirge (DC 13), Greater Teleport (self plus 50 lbs. of objects only), Silence (DC 13), Spectral Hand</i> 1/day: <i>Ghostly Disguise, Locate Creature, Speak with Dead</i>
Statistics
Str 10, Dex 13, Con 15, Int 10, Wis 13, Cha 12 Base Atk 6; CMB 6; CMD 17 Feats Great Fortitude, Iron Will, Weapon Focus (dagger) Skills Knowledge (religion) 9, Sense Motive 10, Stealth 10, Survival 10, Use Magic Device 10 Languages Abyssal, Celestial, Infernal SQ death's dagger, ectoplasmic focus, spirit touch Gear (light): dagger

Ahmuuth (Psychopomp) Special Abilities
Animated Shield (Su): An ahmuuth's gravestones defend it in a manner similar to an animated shield but without a limited duration. If the stones leave the psychopomp's square or the ahmuuth is slain, they become inert stone.
Death's Dagger (Su): An ahmuuth's dagger is treated as a +1 returning undead-bane dagger. It loses this ability if it is held by anyone other than the ahmuuth, and regains it once returned.
Ectoplasmic Focus (Su): An ahmuuth's spells and spell-like abilities have their full effect against incorporeal or ethereal creatures.
Spirit Touch (Ex): A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the ghost touch weapon special ability.
Spiritsense (Su): A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability.

U. The Gallery (CR 4)

Perched atop a lonely atoll in the middle of Serafina's sandy bay, accessible by boat at high tide or across treacherous sands at low tide, is the gallery of St Psicosa, so named after the monk who built it and decorated it in his own inimitable style many years ago.

The gallery resembles a cross that has been slightly knocked out of shape, with double doors at the southern end of the cross, a circular dome-like structure at the end of the east arm, a triangular shape finishing the northern end and a large square room finding place at the end of the west.

Despite this strange architecture the structure possesses a certain degree of beauty which defies all expectation.

The same can be said of all of the various fresco-like decorations and stained glass windows which adorn the building's outer walls. With a little bit of study, squinting and imagination it is just about possible to see that all of this artwork depicts pastoral scenes of bliss with monks at work and play in the island's distant past.

A Dapsara, a servitor of the goddess of art, beauty, love and music, called Xsara, makes this gallery her home.

Although naturally drawn here by the chapel's strange artistry Xsara found it difficult to appreciate the unconventional aesthetics present herein. Over the last few years, therefore, she has painted over some of the chapels more objectionable murals with scenes that she considers a tad more "tasteful".

- Over the top of a painting labelled "Signorina Angelina beseeches Count Alejandro Juliano for ownership of the island of Serafina" Xsara has drawn a field full of flowers with a young girl (herself) in the foreground gazing into the distance.
- On top of "The monks of St Cuthbert bring in the corn and prepare for an oncoming storm" she has

DC	Summary
15	Fortitude save if sleeping in the forest overnight to prevent waking up fatigued because of all the owl's hooting
15	Survival check to navigate either into or out of the forest
30	Knowledge History check to deduce the name of the island and the order of monks by recognising one of the monks on the side of the mausoleum
30	Disable Device check for the mausoleum door
21	Diplomacy DC for the Ahmuuth
17	Intimidate DC for the Ahmuuth
20	Perception check, after one hour searching, to find a disturbed burial stone

drawn a courtyard with a fountain and two kittens playing with a ball of wool.

- Covering "The monks of Serafina receive their holy charge for safekeeping by Saint Cuthbert" Xsara has painted a forest full of bluebells with a couple of robins on one of the tree branches leaning into each other and forming a heart.
- And over "Father Jeronimo leads the monks out of the lower catacombs of the abbey via a secret passageway" Xsara has painted her most impressive work yet: a full sized portrait of herself in an exotic dance position with full length mirrors behind her and to her sides showing off all of her best assets.

It is this last painting which hides the location of the tunnel that leads down to the catacombs below the abbey⁵⁶.

Since the murals were essentially bas-reliefs, it is quite possible to scrape off Xsara's handiwork to reveal what was once beneath. The Dapsara, however, is not about to let anyone destroy her masterpieces without a lot of persuasion.

Xsara's attitude towards the party starts off as indifferent. If she is made friendly (Diplomacy check DC 17) then she will allow the party to wash off one of her paintings in order to reveal the ugly (but helpful) original artwork beneath, on condition that they provide her with some sort of suitable artistic replacement (a DC 25 Perform or Craft does the trick, or the gift of any item of masterwork quality or better).

If she is made helpful then she will cast *Gallant Inspiration* once per day in order to help the party with their task.

Alternatively, of course, the PCs can fight her, and lovely though she is she will defend her principles and artwork to the best of her abilities, even to the death.

Xsara is a small blonde girl liberally tattooed across her back and down the length of her right arm. Her talents lie more in the realms of dance than they do with painting, probably down to the fact that she has four arms instead of two, which is great for dancing but tends to confuse matters when it comes down to putting paint brush to canvas.

Xsara is also surprisingly double-jointed and appears to have muscles where other people only have glands, allowing her to produce surprising and pleasing effects in her dancing when she wishes.

Perhaps for this reason, no wandering monster encounters take place on the atoll.

DC	Summary
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17	Diplomacy check to make Xsara friendly
25	Perform or Craft check to create a suitable replacement for Xsara's painting

Dapsara

CR 4

NG Medium outsider (angel, extraplanar, good)
Init 6; **Senses** darkvision 60 ft., low-light vision;
Perception 10

Defense

AC 16, touch 12
hp 32 (5d10+5)
Fort 2, **Ref** 6, **Will** 8; +4 vs. poison
DR 5/evil; **Immune** petrification; **Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 15

Offense

Speed 30 ft., fly 30 ft. (average)
Melee 4 slam +7 (1d4)
Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), ghostly arms

Spell-Like Abilities

CL 5; melee touch +5, ranged touch +7; conc 7
At will: *Summon Instrument*
3/day: *Calm Emotions*, *Lesser Confusion* (DC 13), *Remove Fear*, *Saving Finale*
1/day: *Eagle's Splendor*, *Gallant Inspiration*, *Ghostbane Dirge* (DC 14), *Invisibility* (self only)

Statistics

Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14
Base Atk 5; **CMB** 5; **CMD** 17
Feats Improved Initiative, Iron Will, Weapon Finesse
Skills Acrobatics 10, Knowledge (history) 8, Knowledge (religion) 8, Perform (dance) 10, Sense Motive 10
Languages Celestial, Draconic, Infernal, speak with animals, truespeech
SQ change shape (any humanoid or a cloud of perfume; alter self or gaseous form), versatile performance, weapon proficiencies.

Special Abilities

Bardic Performance (Su): A dapsara has the bardic performance ability of a 5th-level bard.

Ghostly Arms (Su): A dapsara's two spectral arms may manipulate corporeal or incorporeal creatures and objects, as if they had the ghost touch weapon property. She may manifest or hide these arms at will in any shape, even in gaseous form.

Versatile Performance (Su): A dapsara has the bard's versatile performance ability, using one Perform bonus in place of the skill bonuses of that Perform skill's associated skills.

Weapon Proficiencies (Ex): A dapsara is proficient with all simple weapons, plus the glaive, longsword, rapier, sap, short sword, shortbow, and whip.

⁵⁶ see A Desperate Venture

St Cuthbert's Mace

The main encounter within this adventure happens in the central chamber that once nestled within the catacombs below the ruined abbey. Here the PCs finally get to fight a lich called The Venomous Bede and liberate the Mace of St Cuthbert from the arms of the statue of the saint himself.

However in order to make an encounter with an 11th level necromancer lich possible, the PCs will have to have figured

Finally, it will be very helpful if at least one of the PCs is able to protect themselves with *Shield*⁵⁸.

The Wheel of Truth (CR 4)

The tunnel from the marshes⁵⁹ eventually opens up into a large circular stone room, 10' tall and 50' in diameter, that doesn't appear to have any other exits. The walls of the room are decorated with murals showing various avatars, angels and saints serving the goddess of honour, justice, rulership and valour (recognisable with a DC 15 Knowledge Religion check). A huge compass, 20' radius, is painted on the centre of the floor though it seems to blur and turn almost as if projected, unsure in which direction it should be pointing⁶⁰. A golden metal disc, about the size of a wagon wheel, burns in the centre

Iophantine (Angel)	CR 4
LG Medium outsider (angel, extraplanar, fire, good, lawful) Init 3; Senses darkvision 60 ft., low-light vision; Perception 12	
Defense	
AC 18, touch 14, flat-footed 14 (+2 deflection vs. evil) hp 37 (5d10+10) Fort 6, Ref +7, Will +1 +4 vs. poison, +2 resistance vs. evil DR 5/magic; Immune fire, petrification Resist acid 5, cold 5, electricity 5; SR 15 Weaknesses vulnerable to cold	
Offense	
Speed fly 40 ft. (perfect) Melee 2 blades +8 (1d8+1 plus burn) Special Attacks burn (1d6 fire, DC 14), radiance	
Spell-Like Abilities	
CL 6; melee touch +6, ranged touch +8; conc 7 Constant: <i>Protection From Evil</i> At will: <i>Know Direction</i> , <i>Mage Hand</i> 3/day: <i>Burning Hands</i> (DC 12), <i>Expeditious Retreat</i> 1/day: <i>Scorching Ray</i>	
Statistics	
Str 12, Dex 17, Con 14, Int 10, Wis 11, Cha 13 Base Atk 5; CMB 6; CMD 20 Feats Dodge, Mobility, Weapon Finesse Skills Acrobatics 1, Fly 7, Intimidate 9, Knowledge (geography) 8, Knowledge (planes) 8, Knowledge (religion) 5 Languages Celestial, Infernal; Truespeech SQ shield form	

out that they need to bring Ariel back to its temporary resting place directly to the north of this chamber so that its anti-magic field encompasses most of where the lich resides.

It will also have been a good idea for them to have destroyed the Lich's phylactery in the mausoleum⁵⁷, otherwise it will reform in 1d10 days' time with extremely murderous intent.

⁵⁷ see A Hidden Danger

Iophantine (Angel) Special Abilities

Radiance (Sp): An iophantine usually glows with a golden light equivalent to that of a candle. In battle, its glow increases, filling the area within 5 feet. An iophantine can suppress or resume this glow as a free action. Additionally, as a standard action, at will an iophantine can intensify its glow to reproduce the effects of the spell *Flare*. A creature can resist this effect with a DC 14 Fortitude save, though evil creatures take a -4 penalty on their saves. The save DC is charisma based.

Shield Form (Su): Once per day, an iophantine can transform into a +1 spiked light steel shield sized for a small or medium creature. An iophantine cannot communicate or use any of its other abilities while in this form. Once it transforms, it cannot change back for 24 hours, though the spell *Break Enchantment* can end the transformation early. An iophantine regains its full hit points when it shifts back into its normal form. If the shield is destroyed, the iophantine is killed.

of the compass with a yellow-white flame.

Anyone who steps on (or flies over) the compass will become subject to a permanent *Zone of Truth* spell (DC 20 Will save negates). The spell emanates from the centre of the compass and has a 20' radius (i.e. encompassing the compass plus a dome above it if anyone happens to be flying) with a CL of 20 (in case anyone can somehow dispel it). A saving throw against the spell needs to be made once only, applying that same result however often someone might choose to exit the spell's area of effect and re-enter it.

As soon as anyone enters the area of the compass the wheel in the centre will speak to them in truespeech.

⁵⁸ being able to negate *Magic Missile* attacks will make the encounter easier, though this is not totally necessary

⁵⁹ see A Desperate Venture

⁶⁰ it's become a bit confused since it entered the demiplane



The wheel is an Iophantine, an angelic servitor of the goddess for whom this area is holy. The Iophantine will welcome the PCs and inform them that this area is known as the Wheel of Truth, explaining that for hundreds of years monks came here in order to learn the truth both about themselves and each other. Truth is very important to the Iophantine, and the angel will inform the PCs that further ingress into the ruins of the abbey below ground, via a tunnel that runs below it, is only possible if they agree to answer (presumably truthfully) three specific questions that it will put to them⁶¹.

(Note that the angel cannot tell if a PC is answering truthfully or not – it relies on the *Zone of Truth* to do its job but it has no way of checking to see whether anyone has succeeded or failed their save.)

The questions the Iophantine asks are these:

First: What is your name?

Second: What do you seek⁶²? If the answer corresponds to something found in the catacombs below then the Iophantine will confirm to them that they are on the right track, though if the PCs don't appear to have suitably prepared themselves for the Lich encounter then it will caution them to proceed with care⁶³.

Third: pick one of the following (or roll D10):

1. What is your greatest fear?
2. Which one of your colleagues do you most distrust?

⁶¹ Or the PCs could just kill the Iophantine and save themselves the bother

⁶² *not* the Holy Grail

⁶³ TPK avoidance strategy for you, the GM

3. Which one of your colleagues do you think least trusts you?
4. What would you most like to change about yourself?
5. If you were reincarnated into a different race, what race would you wish to come back as?
6. What has been your greatest mistake?
7. Who was the last person you were intimate with?
8. What is more important to you: loyalty to your friends or following your principles?
9. For what reason do you choose to go adventuring?
10. What is your worst vice?

The Guardians of the Multiverse, if present, will be asked a question that they will refuse to answer. This should allow you, the GM, to make the final encounter take place with the PCs only, but it's not fool proof.

Psi-Lord	Who are your parents?
Buzzer	Have you ever participated in torture?
Yoke	Have you ever been accused of murder?
Siluria	Have you abandoned your people?
Max	Were you an asset to your parents and your tribe?

DC Summary

15	Knowledge Religion check to recognise the murals
20	Will save to resist the <i>Zone of Truth</i>

The Mace of St Cuthbert (CR 5/6/12)

An octagonal chamber 20' below the ground of the ruined abbey above (20' from floor to floor with the ceiling 15' high meaning that there's 5' of stone between the ceiling of this chamber and the floor of the ruins above), holds the current resting place of the Mace of St Cuthbert, held in the hands of a 5' tall statue of the saint himself surrounded by other statues depicting famous warriors and paladins who have held the Mace in the past. A simple *Detect Magic*⁶⁴ spell isolates the Mace from the other weapons (including many maces) held in the hands of the statues, as does a DC 10 Perception check to notice that the Mace of St Cuthbert is not part of the statue, or a DC 20 Knowledge Religion check.

Piled around the statues in untidy heaps are mountains of books, scrolls, hand-written notes, maps and charts all relating to the Mace – and impressive collection of lore brought here for safe-keeping by The Venomous Bede, prior chief lore-keeper of the order of monks that lived here decades ago but now a Lich.

The northernmost wall of the chamber is made of exposed bricks, suggesting it is a more recent addition to the room⁶⁵.

Three exits lead away from this chamber: two end at rubble-filled stairways and are to all intents and purposes unpassable. The third exit leads to the Wheel of Truth, far enough away for the lich to hear party coming along given its impressive perception skill.

The Venomous Bede isn't used to visitors, and quite frankly it can't be bothered with them. It has spent years beyond count trying to decipher the mysteries of the Mace of St Cuthbert and it would really rather be allowed to carry on with its reading rather than have to deal with meddlesome intruders.

The Lich will therefore wait until one of the PCs pops his nose in through the entryway and if it doesn't run away in fear blast it, and presumably its fellows behind it, with a *Cone of Cold*⁶⁶. If that appears to get rid of the interruption then the lich will go back to his studies, otherwise it will follow up with other destructive spells as long as there is no chance of destroying any of his books.

However if the colossus has been “reset” and returned to its starting position then the whole of the brick-built wall to the north will have collapsed into the room, covering all of the Lich's carefully catalogued collection in dust and debris. This will have annoyed the Lich beyond measure, which will allow the PCs to creep along into the room without being noticed while it is shouting and swearing at the colossus and recovering all of its precious literature from the mess.

The PCs may even get a surprise round.

In combat, the Lich will use *Mage Armor*, *Shield* and *Magic Missile* followed by its negative energy touch attack to try to defeat the PCs. Under these conditions, the encounter changes

⁶⁴ assuming magic hasn't been switched off, which doesn't affect the artefact but does affect *Detect Magic*

⁶⁵ relatively speaking!

⁶⁶ 11d6 cold damage is nasty for a third level party but hopefully it won't kill anyone unless they're really careless

The Venomous Bede (in anti-magic) shell

CR 6

Human lich necromancer 11

NE Medium undead (augmented humanoid)
Init 2; **Senses** darkvision 60 ft.; **Perception** 10

Defense

AC 17, touch 12, flat-footed 15
hp 96 (11d6+55)
Fort 6, **Ref** 7, **Will** 11
DR 15/bludgeoning
Immune cold, electricity, undead traits

Offense

Speed 30 ft.
Melee touch +5 (1d8+5)

Necromancer Spells Prepared

CL 11; melee touch +5, ranged touch +7; conc +22
5th: *quickened Magic Missile*
2nd: *extended Mage Armor*
1st: *Magic Missile* (3), *Shield* (2)

Statistics

Str 10, **Dex** 14, **Con** —, **Int** 20, **Wis** 14, **Cha** 16
Base Atk 5; **CMB** 5; **CMD** 25
Feats Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Toughness
Skills Craft (alchemy) 19, Intimidate 17, Knowledge (arcana) 19, Knowledge (planes) 19, Linguistics 19, Sense Motive 24, Spellcraft 19, Stealth 24
Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc
Gear (light): see treasure, though none of it works

from CR 12 to CR 6, and if the PCs locate and use St Cuthbert's Mace against the Lich then the challenge drops to 5.

Should anyone attempt to take the mace, of course, the Lich will attack them in preference to doing anything else.

The Lich hasn't bothered relearning its spells for years and cannot even remember where it left its “secret chest” will all of its spell books. It will not, therefore, learn any spells during the course of this adventure, however if it reforms in the mausoleum later on then it will go out hunting for them around the island in order to learn a few choice spells to use to destroy the party. Should this turn of events occur, the PCs may well see the Lich scrabbling around in the ruins cursing to itself while it scratches under stones and debris looking for its books.

DC Summary

10	Perception check to spot that the Mace on the statue is not part of the statue
20	Knowledge Religion check to recognise the mace



The Venomous Bede**CR 12****Human lich necromancer 11**

NE Medium undead (augmented humanoid)

Init 2; **Senses** darkvision 60 ft., life sight;**Perception** 24**Aura** fear (60-ft. radius, DC 18)**Defense****AC** 19, touch 14, flat-footed 17**hp** 96 (11d6+55)**Fort** 6, **Ref** 7, **Will** 11**Defensive Abilities** channel resistance +4**DR** 15/bludgeoning and magic**Immune** cold, electricity, undead traits**Offense****Speed** 30 ft.**Melee** touch +5 (1d8+5 plus paralyzing touch)**Special Attacks** grave touch (9/day), paralyzing touch (DC 18), power over undead (9/day, DC 18)**Necromancer Spells Prepared**

CL 11; melee touch +5, ranged touch +7; conc +23

6th: *Circle of Death* (DC 22), *Globe of Invulnerability*, *maximized Fireball* (DC 19)**5th**: *Cloudkill* (DC 21), *Cone of Cold* (DC 21), *quicken Magic Missile*, *Waves of Fatigue***4th**: *Dimension Door*, *Enervation*, *Fire Shield*, *Wall of Ice* (2)**3^d**: *Dispell Magic* (2), *Fireball* (DC 19), *Suggestion* (DC 19), *Vampiric Touch* (2)**2nd**: *Darkness*, *extended Mage Armor*, *False Life*, *Scorching Ray* (2), *See Invisibility*, *Spectral Hand***1st**: *Magic Missile* (3), *Ray of Enfeeblement* (2), *Shield* (2)**0th**: *Bleed* (DC 16), *Detect Magic*, *Ray of Frost*, *Read Magic***Statistics****Str** 10, **Dex** 14, **Con** —, **Int** 22, **Wis** 14, **Cha** 16**Base Atk** 5; **CMB** 5; **CMD** 25**Feats** Command Undead, Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness**Skills** Craft (alchemy) 20, Intimidate 17, Knowledge (arcana) 20, Knowledge (planes) 20, Linguistics 20, Sense Motive 24, Spellcraft 20, Stealth 24**Languages** Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon**Gear (light)**: see treasure**The Venomous Bede Special Abilities****Fear Aura (Su)**: Creatures of less than 5 HD in a 60-foot radius that look at a lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's fear aura for 24 hours. This is a mind-affecting fear effect.**Paralyzing Touch (Su)**: Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.**Rejuvenation (Su)**: When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Psionic Rules Reference

Psionics, in its simplest form, is the harnessing of the power of the mind to perform tasks, feats, and awe-inspiring acts. It is the act of using the mental power innate in a psionic character to perform actions that others deem impossible.

While all characters have the capacity to harness this power, it is only by tapping into this potential that psionic characters are created. A psionic character has learned to utilize this internal energy to expand their abilities or even to learn more about themselves. Once a psionic character has learned the pathway of psionics, it often becomes a path that they cannot help themselves from further exploring. Like a moth drawn to a flame, so too is the mind drawn to the power of psionics once it has learned to tap into it.

All of the rules / knowledge necessary for using psionics in this adventure are detailed in this appendix and in the individual descriptions for the 5 NPC Guardians of the Multiverse later on. Most of the information presented here has been taken directly from the open content section of the book: *Ultimate Psionics*, © 2013, Dreamscarred Press, though in many cases these descriptions have been abridged in reflection of the limits that the NPCs in this adventure have.

New skill: Autohypnosis (Wis; Trained Only)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Action: Typically none. Making an Autohypnosis check usually doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Ignore Caltrop Wound

If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away - it is just ignored through self-persuasion.

Memorize

You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying

You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round or 1 per hour), you can substitute a DC 15 Autohypnosis check for your roll to become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the Constitution check in later rounds if you are initially unsuccessful.

Resist Fear

In response to any fear effect, first you make a saving throw normally. Then, if you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you may make an additional Will save with a +4 competence bonus to shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison

You can attempt to resist the effect of any standard poison. Every time you make a saving throw against the poison, you make an Autohypnosis check. If your Autohypnosis check exceeds the DC of the poison, you receive a +4 competence bonus on your saving throw against the poison. This skill has no effect on the initial saving throw against the poison.

Willpower

If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a standard action while at 0 hit points without taking 1 point of damage (or any other action the GM deems strenuous, including some free actions such as casting a quickened spell). You must make a check for each strenuous action that you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty - you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	15
Resist fear	Fear effect DC
Tolerate poison	Poison's DC
Willpower	20

Psionic Focus

A psionically-empowered state of mind, psionic characters generally speaking try to be in a psionically focussed state as much as possible.

Some abilities can only be used while a character has psionic focus.

Some abilities can only be used by expending psionic focus; only one such ability can be used when psionic focus is expended.

Gaining psionic focus is a full-round action that provokes attacks of opportunity.

Psionic Powers

A psionic power is a one-time effect, similar to a spell to the uninformed. Unlike spells, which are cast, psionic powers are manifested to achieve their effect. Every psionic character or creature has a daily supply of power points that can be used to manifest psionic powers that the character has unlocked or discovered. There is no limit to the number of times a psionic character can manifest a power, but for the daily power point supply.

A power is manifested when a psionic character pays its power point cost. A power known to a psionic character can be used whenever he or she has power points to pay for it. The process of manifesting a power is akin to casting a spell:

1. Powers may be augmented by spending additional power points in their manifestation, subject to the rule that you can't spend more power points on a power than your manifester level.
2. Manifesting powers follows the same rules as casting spells with regards to concentration and to determine attacks of opportunity.
3. Armour does not interfere with the manifestation of powers.

Manifesting and Augmenting

The variables of a power's effect often depend on its manifester level, which for most manifesting characters is equal to their psionic class level. A power that can be augmented for additional effect is also limited by manifester level (you can't spend more power points on a power than your manifester level).

You can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifester level. It is critical to remember that a manifester may not spend more power points on a power than his manifester level. This includes spending power points augmenting the power, using metapsionic feats, or effects that result in needing to pay an increased power point cost to manifest a power. For example a 5th level manifester may only spend a total of 5 power points on any single power, while a 19th level may only spend a total of 19 power points on any single power.

Talents

Talents are 0th-level psionic powers that are powered by psionic focus, rather than power points. These abilities give manifesters minor abilities that can be used at-will, but typically have very limited functionality or use. Talents are

typically used as a way to train manifesters to avoid depleting their power point reserve.

A manifester may manifest any talent that he knows without paying power points as long as he maintains psionic focus. However, if the talent has a duration longer than instantaneous, he can only have one such talent active at a time; manifesting another talent without paying power points in this manner causes the original talent to immediately expire.

A manifester may also manifest a talent by paying one power point, regardless of whether psionic focus is held; these do not cause any other active talents to lapse and may be augmented if the power description indicates as such.

Talents can only be augmented if the manifester spends 1 power point on the manifestation in addition to any power points spent augmenting the power.

Power Points

The power point entry for an NPC represents that character's daily power point limit. Power points are used by manifesting powers.

To regain used daily power points, a psionic character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to regaining lost power points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points. If a psionic character has manifested powers recently, the drain on his resources reduces his capacity to regain power points. When he regains power points for the coming day, all power points he has used within the last 8 hours count against his daily limit.

Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

Display

When a power is manifested, a display may accompany the primary effect. This secondary effect may be auditory, material, mental, olfactory, or visual. No power's display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effect for a power occurs only if the power's description indicates it. If multiple powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the overall display remains much the same, though with minute spikes in intensity. A Spellcraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play. The displays given below are examples and may be adjusted as desired to fit the theme of your game.

Dispense with Displays: Despite the fact that almost every power has a display, a psionic character can always choose to

manifest the power without the flashy accompaniment. To manifest a power without any display (no matter how many displays it might have), a manifester must make a concentration check (DC 15 + the level of the power). This check is part of the action of manifesting the power. If the check is unsuccessful, the power manifests normally with its display.

Even if a manifester manifests a power without a display, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another concentration check can be made as normal to either manifest defensively or maintain the power if attacked.)

Auditory: A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Perception check. Some powers describe unique auditory displays.

Material: The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

Mental: A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's duration. Some powers describe unique mental displays.

Purely Mental Actions: Several effects deal with the ability to perform "purely mental actions", such as manifesting powers. In addition to manifesting, a purely mental action could be casting a spell that has no verbal or somatic components. Spells that do not require manipulation of a material component could also fall into the category of purely mental actions.

Olfactory: An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

Visual: The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power.

Psionics and Magic

The default rule for the interaction of psionics and magic is simple: powers interact with spells and spells interact with powers in the same way that a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known

as psionics–magic transparency and it is the assumption used in this adventure. In essence, you can think of powers as spells, however a power cannot be counterspelled when it is being manifested, nor can powers be used to counterspell a spell as it is being cast. Unless specifically stated otherwise, feats such as metamagic feats that specifically affect spells do not affect powers, and feats such as metapsionic feats that specifically affect powers do not affect spells.

Manifest an Unknown Power from Another's powers Known

A psionic character can attempt to manifest a power from a source other than his own knowledge (usually another willing psionic character). To do so, the character must first make contact (requiring a Spellcraft check against a DC of 20). A psionic character can make contact with only a willing psionic character or creature (unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions). Mental contact requires 1 full round of physical contact, which can provoke attacks of opportunity. Once contact is achieved, the character becomes aware of all the powers the other character knows up to the highest level of power the contactor knows himself. Next, the psionic character must choose one of the powers and make a second Spellcraft check (DC 15 + the power's level) to see if he understands it. If the power is not on his class list, he automatically fails this check.

Upon successfully making contact with another willing psionic character or creature and learning what he can of one power in particular, the character can immediately attempt to manifest that power even if he doesn't know it (and assuming he has power points left for the day). He can attempt to manifest the power normally on his next turn, and he succeeds if he makes one additional Spellcraft check (DC 15 + the power's level). He retains the ability to manifest the selected power for only 1 round. If he doesn't manifest the power, fails the Spellcraft check, or manifests a different power, he loses his chance to manifest that power, although he does not spend any power points unless he successfully manifests a power.

Whether this process results in a successful manifestation of a power or not, the entire process must be performed every time a character wants to manifest a power from another's powers' known.

Psi-Like Abilities

Psi-like abilities have no verbal, somatic, or material components, nor do they require a focus. The user activates them mentally. Armor never affects a psi-like ability's use. A psi-like ability has a manifesting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a psi-like ability functions just like a power. However, a psionic creature does not have to pay a psi-like ability's power point cost.

Psi-like abilities are subject to power resistance and to being dispelled by dispel magic/psionics. They do not function in areas where magic/psionics is suppressed or negated.

Psionic Powers Reference

A reference for all the psionic powers which might be manifested by the denizens of this adventure or which become available to the party via magic items found in this adventure.

Astral Caravan

Discipline Psychoportation

Level Nomad 3

Display None

Manifesting Time 1 hour

Range Personal

Targets You and touched willing creatures

Duration See text

Power Points 5

You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each manifested astral traveler and are linked hand to hand with you at the time of the astral caravan's manifestation. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead astral caravans usually choose to manifest this power only if they have a large party of travelers assembled. Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.

The astral caravan power lasts while you and your fellow travelers maintain your original formation, until:

You reach your intended destination plane,

You desire to end the power while still traversing the Astral Plane,

You or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or,

The power is terminated by some outside means, such as dispel Psionics. When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (planes) check. Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an astral caravan journey should be set at 20. You cannot take 20 on this check,

though you can take 10. Each check may be modified by your degree of familiarity with the destination or by some connection you have with the place; see the following tables.

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% x 10) miles of your intended destination on that plane.

Augment If you spend 2 additional power points, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

Destination Knowledge	Knowledge (planes) Check Modifier
None ¹	n/a
Secondhand (you have heard of the destination)	–10
Firsthand (you have visited before)	+0
Familiar (you have visited three or more times)	+5

¹ If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

Connection	Knowledge (planes) Check Modifier
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

Astral Traveler

Discipline psychoportation

Level gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1

Display None

Manifesting Time 1 hour

Range Touch

Target Creature touched

Duration See text

Saving Throw Will negates (harmless)

Power Resistance Yes (harmless)

Power Points 1

This power allows you or a creature you touch to participate in an astral caravan created through use of the astral caravan power. While participating in a journey allowed by the astral caravan power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by astral caravan fails. See the astral caravan power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord. The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

Biofeedback

Discipline psychometabolism

Level dread 1, gifted blade 1, psion/wilder 2, psychic warrior 1, vitalist 1

Display Material and visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level (D)

Power Points dread 1, gifted blade 1, psion/wilder 3, psychic warrior 1, vitalist 1

You can toughen your body against wounds, lessening their impact. For the duration of this power, you gain damage reduction 2/–.

Augment For every 3 additional power points you spend, your damage reduction increases by 1.

Body Adjustment

Discipline psychometabolism (healing)

Level cryptic 2, gifted blade 2, marksman 2, psion/wilder 3, psychic warrior 2, vitalist 2

Display Auditory and material

Manifesting Time 1 round

Range Personal

Target You

Duration Instantaneous

Power Points cryptic 3, psion/wilder 5, psychic warrior 3, vitalist 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Body Equilibrium

Discipline psychometabolism

Level cryptic 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2, vitalist 2

Display Material and visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 10 min./level (D)

Power Points 3

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

Breach

Discipline psychoportation

Level cryptic 2, psion/wilder 2

Display Material

Manifesting Time 1 standard action

Range Medium (100 ft. + 10 ft./level)

Target One door, box, or chest with an area of up to 10 sq. ft./level

Duration Instantaneous; see text

Saving Throw None; **Power Resistance** No

Power Points 3

You psionically open stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock.

When you complete the manifestation of this power, make a manifester level check against the DC of the lock with a +10 bonus. If successful, you open up to two means of closure. This power opens secret doors, as well as locked or trick-opening boxes or chests. This also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an arcane locked door, the power does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. This does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each manifestation can undo as many as two means of preventing access.

Burst

Discipline psychoportation

Level gifted blade 1, marksman 1, nomad 1, psychic warrior 1, sighted seeker 1

Display Auditory

Manifesting Time 1 swift action

Range Personal

Target You

Duration 1 round

Power Points 1

This power increases your land speed by 10 feet. This adjustment counts as an enhancement bonus to speed.

Augment For every 4 additional power points you spend, the enhancement bonus to speed increases by 10 feet.

Catfall

Discipline psychoportation

Level marksman 1, psion/wilder 1, psychic warrior 1

Display Auditory

Manifesting Time 1 immediate action

Range Personal

Target You

Duration Until landing or 1 round/ level

Power Points 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 50 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. You can manifest this power even when it isn't your turn.

Augment For every additional power point you spend, this power reduces your damage as if the fall were an additional 50 feet shorter.

Concealing Amorpha

Discipline metacreativity (creation)

Level cryptic 2, dread 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2

Display Material; see text

Manifesting Time 1 standard action

Range 0 ft.

Effect Quasi-real amorphous film centered on you

Duration 1 min./level (D)

Power Points 3

You weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

Augment If you spend 4 additional power points, the membrane can spread and affect one creature adjacent to you. If the creature moves away from you, it loses the protection.

Conceal Thoughts

Discipline telepathy [mind-affecting]

Level cryptic 1, dread 0/1, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0, tactician 0

Display Mental

Manifesting Time 1 standard action

Range Close (25 ft. + 5 ft./2 levels)

Target One willing creature

Duration 1 hour/level

Saving Throw Will negates (harmless)

Power Resistance Yes (harmless)

Power Points psionic focus or 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as read thoughts or mind probe).

Deceleration

Discipline Psychoportation

Level Psion/Wilder 1

Display Auditory and material

Manifesting Time 1 standard action

Range Close (25 ft. + 5 ft./level)

Target One Medium or smaller creature

Duration 1 min./level

Saving Throw Reflex negates; **Power Resistance** Yes

Power Points 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of deceleration on the subject does not further decrease its speed.

Augment For every 2 additional power points you spend, this power can affect a target one size category larger and this power's save DC increases by 1.

Detect Psionics

Discipline clairsentience

Level cryptic 0, dread 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0, sighted seeker 1, tactician 0, vitalist 0

Display Auditory and visual

Manifesting Time 1 standard action

Range 60 ft.

Area Cone-shaped emanation centered on you

Duration Concentration, up to 1 min./level (D)

Saving Throw None; **Power Resistance** No

Power Points psionic focus or 1

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (Psionics) checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.) If the aura emanates from a psionic item, you can attempt to identify its properties (see Spellcraft).

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, detect Psionics indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Aura	Functioning Power (power level)	Psionic Item or Creature (manifester level)
Faint	3 rd or lower	5 th or lower
Moderate	4 th to 6 th	6 th to 11 th
Strong	7 th to 9 th	12 th to 20 th
Overwhelming	10 th + (deity)	21 st + (artifact)

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If detect Psionics is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect Psionics in a new area. You can tell the difference between magical and psionic auras.

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Augment: If you spend 2 additional power points, the duration changes to 3 rounds/lvl. (D) (no concentration required) and it also gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This power does not allow you to identify artifacts.

Dimension Swap

Discipline psychoportation (teleportation)

Level gifted blade 2, nomad 2, psychic warrior 2, tactician 2

Display Visual

Manifesting Time 1 standard action

Range Close (25 ft. + 5 ft./2 levels)

Targets You and one ally in range, or any two allies in range; see text

Duration Instantaneous

Saving Throw Will negates (harmless, object)

Power Resistance Yes (harmless, object)

Power Points 3

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment For every 2 additional power points you spend, this power can affect a target one size category larger.

Energy Ray

Discipline Psychokinesis [see text]

Level Psion/Wilder 1

Display Auditory

Manifesting Time 1 standard action

Range Close (25 ft. + 5 ft./2 levels)

Effect Ray

Duration Instantaneous

Saving Throw None; **Power Resistance** Yes

Power Points 1

You create a ray of energy of your active energy type (cold, electricity, fire, or sonic) that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold A ray of this energy type deals +1 point of damage per die.

Electricity Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire A ray of this energy type deals +1 point of damage per die.

Sonic A ray of this energy type deals –1 point of damage per die and ignores an object's hardness. This power's subtype is the same as the type of energy you manifest.

Augment You can augment this power in one of the following ways. 1. For every additional power point you spend, this power's damage increases by one die (d6). 2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0), but the damage is reduced to 1d3 and it cannot be further augmented.

Expansion

Discipline psychometabolism

Level gifted blade 1, psychic warrior 1

Display Olfactory

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level (D)

Power Points 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), a -1 size penalty on attack rolls and AC due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power does not change your speed.

If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you - you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage.

Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment You can augment this power in one or more of the following ways.

If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size.

If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

If you spend 2 additional power points, this power's duration is 10 minutes per level rather than 1 minute per level.

Float

Discipline psychoportation

Level cryptic 1, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0

Display: auditory

Manifesting Time: 1 standard action

Range: Personal

Target: you

Duration: 1 rnd./lvl. (D)

Power Points: psionic focus or 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 5 feet using the power alone,

or, if you already have a swim speed, this power boosts your swim speed by 5 feet.

Augment: For every additional power point you spend, your swim speed and bonus to swim speed increases by +5 feet.

Force Screen

Discipline psychokinesis [force]

Level gifted blade 1, psion/wilder 1, psychic warrior 1

Display Auditory

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level (D)

Power Points 1

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Grip of Iron

Discipline psychometabolism

Level gifted blade 1, psychic warrior 1, sighted seeker 1

Display Visual

Manifesting Time 1 immediate action

Range Personal

Target You

Duration 1 round/level

Power Points 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus to your combat maneuver rolls to grapple.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round. Manifesting this power is an immediate action. You can manifest this power when it isn't your turn (if you are grappled).

Augment For every 2 additional power points you spend, the enhancement bonus increases by 1.

Hammer

Discipline Psychometabolism

Level Psion/Wilder 1, psychic warrior 1

Display Auditory and material

Manifesting Time 1 standard action

Range Touch Targets Creature or creatures touched (see text)

Duration Instantaneous

Saving Throw None; **Power Resistance** Yes

Power Points 1

This power charges your touch with the force of a sledgehammer. Your melee touch attack deals 1d8 points of damage. This damage is not increased or decreased by your Strength modifier.

Augment You can augment this power in the following ways:

For every additional power point you spend, you can use this melee touch attack one additional time.

For every additional 2 power points you spend, the damage increases by 1d8 damage.

Heightened Vision

Discipline clairsentience

Level cryptic 2, gifted blade 2, marksman 3, psion/wilder 3, psychic warrior 2, sighted seeker 2

Display Visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 hour/level

Power Points psion/wilder 5, psychic warrior 3

You increase your visual acuity, gaining the ability to see 60 feet even in total darkness. Your increased vision is black and white only but otherwise like normal sight.

Inertial Armor

Discipline psychokinesis [force]

Level gifted blade 1, psion/wilder 1, psychic warrior 1

Display Visual; see text

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 hour/level (D)

Power Points 1

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor.

Augment For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Know Direction and Location

Discipline clairsentience

Level cryptic 1, psion/wilder 1, tactician 1, sighted seeker 2

Display Mental

Manifesting Time 1 standard action

Range Personal

Target You

Duration Instantaneous

Power Points cryptic 1, psion/wilder 1, tactician 1, sighted seeker 3

You generally know where you are. This power is useful to characters that end up at unfamiliar destinations after teleporting, using a gate, or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or

presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing. Using this power prior to making a Knowledge (planes) check with astral caravan grants a +2 bonus on the check.

Augment If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Locate Secret Doors

Discipline: psychometabolism; **Level:** Cryptic 1, psion/wilder 1

Display: Auditory, Mental

Manifesting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped emanation

Duration: concentration, up to 1 min./lvl. (D)

Saving throw: none; **Power Resistance:** no

Power Points: 1

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this power. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to locate secret doors in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Missive

Discipline telepathy [mind-affecting, language-dependent]

Level cryptic 0 (see note), dread 0, psion/wilder 0, tactician 0/1, vitalist 1

Display Mental

Manifesting Time 1 standard action

Range Close (25 ft. + 5 ft./2 levels)

Target One creature Effect Mental message delivered to subject

Duration Instantaneous

Saving Throw None; **Power Resistance** Yes

Power Points psionic focus or 1

You send a telepathic message of up to ten words to any living creature within range. Missive is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment You can augment this power in one of the following ways.

For every 2 additional power points you spend, this power's range increases by 5 feet.

If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0), but it cannot be further augmented.

Missive, Mass

Discipline telepathy [mind-affecting, language-dependent]

Level psion/wilder 2, tactician 2

Display Mental

Manifesting Time 1 standard action

Range Long (400 ft. + 40 ft./level)

Targets All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect Mental message delivered to subjects

Duration Instantaneous

Saving Throw Will negates (harmless)

Power Resistance Yes (harmless)

Power Points 3

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. Mass missive is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

Augment For every 2 additional power points you spend, this power's range increases by 40 feet and its save DC increases by 1.

My Light

Discipline psychokinesis [light]

Level cryptic 0 (see note), dread 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0

Display Auditory and visual

Manifesting Time 1 standard action

Range Personal

Effect 40-ft. cone of light emanating from you

Duration 10 min./level (D)

Power Points psionic focus or 1

Your eyes beam forth a 40-foot cone of light; for the first 20 feet, you shed normal light in such area, and you increase the light level for the other 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this power can be manifested but it has no effect, until you enter into an area with a lower light level.

If my light is used in conjunction with elfsight, the cone of light extends out to 80 feet instead of 40 feet.

Augment You can augment this power in one of the following ways.

1. If you spend 2 additional power points, you can manifest this power as a swift action.
2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Natural Healing

Discipline Psychometabolism (Healing)

Level Egoist 1, Vitalist 1

Display Auditory and visual
Manifesting Time 1 standard action

Range Personal

Target You

Duration Instantaneous

Power Points 1

You rapidly accelerate your natural healing ability. You heal 3 hit points of damage.

Augment For every additional power point you spend, this power heals an additional 3 hit points.

Prevenom

Discipline psychometabolism (creation)

Level psychic warrior 1

Display material

Manifesting Time 1 standard action

Range personal

Target You

Duration 1 min./level or until discharged

Saving Throw None and Fortitude negates

Power Resistance no

Power Points 1

If you have a claw attack (either from an actual natural weapon or from an effect such as claws of the beast), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 1 point of Constitution damage per round for 2 rounds. A target struck by the poison can make a Fortitude save each round to negate the damage and end the affliction.

Augment For every 3 additional power points you spend, the poison's duration increases by 1 round.

Prevenom Weapon

Discipline psychometabolism (creation)

Level gifted blade 1, marksman 1, psychic warrior 1, sighted seeker 1

Range Touch

Target Weapon touched

Power Points 1

As prevenom, except your weapon gains the poison coating as long as it remains in your grip.

Sense Minds

Discipline: Telepathy [Mind-affecting]; **Level:** Marksman 1, telepath 2

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped emanation

Duration: Concentration, up to 1 min./lvl.; (see text)

Saving Throw: Will negates; **Power Resistance:** no

Power Points: Marksman 1, telepath 3

You can locate creatures. For the duration of the effect, you can detect any non-mindless creature in range, although the amount of information you learn depends on how long you concentrate on an area.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the effect ends.

If you concentrate on a specific creature in the area of effect for one full round, you can pinpoint their exact location.

Power Points Psionic focus or 1

You suffuse yourself with power, gaining 1 temporary hit point. This temporary hit point overlaps (does not stack) with temporary hit points from any source, including previous manifestations of this power.

Stomp

Discipline Psychokinesis

Level Psychic warrior 1

Display Auditory and visual

Manifesting Time 1 standard action

Range 20 ft.

Area Cone-shaped spread

Duration Instantaneous

Saving Throw Reflex negates; **Power Resistance** No

Power Points 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area.

Creatures that fail their saves are thrown to the ground, are prone, and take 1d4 points of nonlethal damage.

Augment For every additional power point you spend, this power's nonlethal damage increases by 1d4 points. For every additional 2d4 points of nonlethal damage, the power's save DC increases by 1.

Vigor

Discipline psychometabolism

Level cryptic 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, vitalist 1

Display Material and olfactory

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level

Power Points 1

You suffuse yourself with power, gaining 5 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment For every additional power point you spend, the number of temporary hit points you gain increases by 5.

Vim

Discipline psychometabolism

Level cryptic 0 (see note), dread 0, psion/wilder 0, psychic warrior 0, vitalist 0

Display Material, olfactory

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level

The Guardians of the Multiverse

The Guardians of the Multiverse is a group of psionic adventurers hailing from a strange and foreign land found somewhere else on the prime material plane.

Led by an Elan called Psi-Lord, the Guardians follow Psi-Lord's basic principles of physical and mental freedom, and having fun, fighting oppression, travelling, having more fun, and spending an awful lot of time trying to get out of whatever ridiculous predicaments these principles get them caught up in.

The Guardians, as a group, were born four years ago when Psi-Lord was cornered by those mysterious people that had created him in the past and now want to re-capture him. Psi-Lord was in prison at the time on various counts of sedition, sharing a cell with a half-giant called Yoke, so in order to try to capture him the group had first of all to spring him out from his confinement. Psi-Lord and Yoke, however, hid deeper in the prison rather than taking up the proffered offer of escape, which forced the group to go to ever greater measures to find them down below. These measures eventually resulted in a full scale invasion of the prison, and in all the resulting confusion Psi-Lord and Yoke escaped, taking with them the head warden's psychic light crossbow which Psi-Lord now has adopted as his signature weapon.

The two fugitives then adventured together for a number of

months, travelling astrally from place to place in order to keep one step away from the ever increasing number of people, creatures and authorities that were after their blood, and calling themselves the Guardians of the Multiverse because they were forever getting lost on the astral plane and ending up in all sorts of peculiar places. Along the way they recruited three more members.

First of these was Max, a Blue Soulnife that they, characteristically, sprung out of prison. Psi-Lord felt that they were in need of a scout and Max's crazy happy-go-lucky undisciplined personality appealed to him. Admittedly there have been times since then when Max's randomness has made Psi-Lord wonder whether this was such a good idea, but it always seems to be something innately sensible having a "jester" on board – someone whose strong intuition counters Psi-Lord's rationality – so Psi-Lord generally follows Max's odd instincts wherever they might take them and however crazy those instincts appear to be.

The second recruit was Siluria, an Ophidian Marksman (woman) that Max awoke from hibernation by pushing the wrong button or lever or something on one of his intuitive whims. Unfortunately Max cannot remember exactly what he did or they would have tried to wake Siluria's whole Ophidian race as well, but Psi-Lord hopes one day to find someone who



is able to understand the hibernation magic/technology and so take them over to Siluria's "arc" to revive her people.

The final recruit was Buzzter, a Dromite Vitalist living in a "hive" which misled its workers in order to pursue an oppressive and imperialistic regime against other hives. With a little bit of astral hopping the Guardians were able to communicate the truth to the hive's residents and so start a revolution. Buzzter played a principle role in this and joined up with the Guardians as a result.

Psi-Lord

The first 20 years of Psi-Lord's life were basically a lie. This was not just because Elans tend to be created (if they're not transformed) to resemble 20 year old adult humanoids (in this case, male human) but also because unusually for created Elans Psi-Lord was given the memories of a normal childhood, including having had a mother and father, imaginary parents that then adopted him in his real life.

Fabrik, as he was known then, discovered the truth about his immortal nature and lack of parents 10 years later when it became clear to him that he was not ageing in the way that normal humans should. When he confronted his foster-parents about this he triggered a sequence of events which resulted in both their deaths and his effective banishment from the land where he had lived in all his life.

Psi-Lord had been grown and groomed for some sort of secret purpose which generally costs whoever learns about it their life. To this day he doesn't know what that purpose is, but thanks to the astral transportation powers that he developed as a young adult he's now able to escape whatever fate has been planned for him by constantly keeping out of the way and on the move, though four years ago Psi-Lord was almost captured by his mysterious creators / pursuers in an event that caused the creation of the Guardians of the Multiverse (which is covered in the history of that particular adventuring group given above).

Psi-Lord (Psion) Special Abilities

Nomad's Step (Su, 20ft.) As long as you maintain psionic focus, as a standard action you may teleport to a location up to some number of feet away. You must have line of sight to the location and you can bring along possessions that amount to as much as a medium load.

Discipline Talents (Su) Each discipline gains access to two psi-like abilities that can be used as long as the psion maintains psionic focus. Discipline talents are treated as 0-level powers for all purposes (such as save DC). The manifesting time for a discipline talent is the same as if it was manifested normally, or a standard action if the discipline talent does not mimic a psionic power. These powers do not count as powers known for the psion; to manifest them normally, he must select them as his powers known normally. In addition, the effect of *catfall* only treats your fall as 20 ft. shorter than it is, and *decelerate* only reduces the target's movement speed by 5 feet.

Psi-Lord

CR 4

Male Elan Psion (Nomad) 5
CG Medium Humanoid (Aberrant)
Init 2; Perception 10

Defense

AC 12, touch 12, flat-footed 10
hp 22 (5d6+5)
Fort 0, Ref 3, Will 5

Offense

Speed 30 ft.
Melee dagger +1 (1d4-1)
Ranged psychic light crossbow +5 (1d8+1)
Special Attacks Rapid Reload crossbow (free action), Point Blank Shot, Psionic Shot, Psychic Crossbow (+1 to +3 depending on PP of wielder)

Psionic Powers

PP 37
Talents: *Catfall, Deceleration, Detect Psionics*
Powers: *Astral Caravan, Astral Traveller, Body Equilibrium, Breach, Burst, Conceal Thoughts, Dimension Swap, Heightened Vision, Know Direction and Location, Locate Secret Doors, "Missive, Mass",*
Resistance (Su) Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.
Resilience (Su) When an elan takes damage, he can spend power points to reduce its severity. As an immediate action, he can reduce the damage he is about to take by 2 hit points for every 1 power point he spends.
Repletion (Su) An elan can sustain his body without need of food or water. If he spends 1 power point, an elan does not need to eat or drink for 24 hours.

Statistics

Str 8, Dex 14, Con 10, Int 18, Wis 13, Cha 12
Base Atk 2; CMB 1; CMD 13
Feats Point Blank Shot, Psionic Meditation, Psionic Shot, Psionic Talent, Rapid Reload (light crossbow)
Skills Autohypnosis 9, Knowledge (Planes) 12, Knowledge (Psionics) 12, Knowledge (all others) 8, Spellcraft 12, Survival 9, Swim 3 (-1 to charisma based checks when dealing with non-elans)
Languages Common, Maenad, Norual, Ophidian, Xeph
SQ Nomad's Step
Gear (light, acp 0) psychic light crossbow

In combat, Psi-Lord uses his crossbow, with Psionic Meditation to regain Psionic Focus with a move action, Rapid Reload to reload the crossbow as a free action, and Psionic Shot to fire a single shot (standard action) with +2d6 damage.

Outside of combat Psi-Lord is a free-spirit in every sense of the word, not only believing in his own independence but also striving to help others escape oppression, prejudice and the Machiavellian manipulations of the rich and powerful. Psi-Lord is a liberator, a believer that everyone should be allowed to live their lives fully cognisant of their powers and opportunities, and free to pursue those opportunities in whatever ways they wish. His adventuring group, of course, typifies those principles.

Buzzter

Buzzter was hatched and raised in a dromite hive that lived in a

Buzzter (Vitalist) Special Abilities (pt 1 of 3)

Collective (Su, 4 participants) A vitalist learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a vitalist can join a number willing targets into his collective equal to his key ability modifier or half his vitalist level, whichever is higher. The vitalist must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The vitalist is always considered a member of his own collective, and does not count against this limit.

The vitalist can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until that member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A vitalist is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy and health sense, below).

A vitalist can manifest certain powers through his collective. If a vitalist power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may also manifest any power with the Network descriptor (*Biofeedback* and *Vigor*) this way, regardless of their actual ranges or targets.

If a member of the collective dies, the member is removed from the collective and the vitalist must make a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member and be sickened for an equal number of rounds.

Halt Death (Su) The mender can target one member of his collective that is dying (at -1 hp or less). That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Buzzter

CR 3

Male Dromite Vitalist (mender method) 4

NG Small Humanoid (Insectoid)
Init 3; Senses scent; Perception 10

Defense

AC 19, touch 14, flat-footed 16
hp 22 (4d6+8)
Fort 5, Ref 4, Will 9
Special Defences resist cold 5

Offense

Speed 30 ft.
Melee dagger +3 (1d3)

Psi-like Abilities

Energy Ray (cold) (manifest level 2)

Psionic Powers

PP 24
Talents: *Missive, Vim*
Powers: *Biofeedback, Body Adjustment, Natural Healing, Vigor*

Statistics

Str 10, Dex 16, Con 13, Int 10, Wis 16, Cha 10
Base Atk 2; CMB 1; CMD 14
Skills Autohypnosis 9, Heal 9, Stealth 7, Survival 7
Feats Psionic Talent, Psicrystal Affinity, Unwilling Participant, Alertness if Psicrystal within reach
Languages Common
SQ Collective (+Unwilling Participant), Collective Healing, Halt Death, Health Sense, Spirit of Many, Steal Health (touch), Telepathy, Transfer Wounds (+Mender's Touch)
Gear (light, acp 0) chain shirt, psicrystal staff with "Resolved" PsiCrystal (as level 6), dagger

cold and inhospitable place, where competition for resources was fierce and inter-hive conflict was common. His particular hive, the znglz-szxzn-whztz-czzczszzns (ZSWC), rose to prominence in the years before his birth and thence became a merciless and exploitative dromite nation.

The ZSWC oppressed other dromites to such an extent that it killed all those that opposed it and drove others into slavery. At the same time, its wily politicians carefully communicated a message to their inner-hive residents, of a more sensitive disposition, that the other dromites were inferior, uncontrollably aggressive or unable to manage their own affairs and therefore needed to be conquered.

Buzzter discovered the truth of the situation when the other four members of the Guardians of the Multiverse descended on his tribe in order to apply a little bit of fairness, even-handedness and truth.

Buzzter was trained as a hive-based healer, or vitalist in psionics speak, with the strange additional abilities of being

Buzzter (Vitalist) Abilities (pt 2 of 3)

Collective Healing (Su) Whenever a willing member of the vitalist's collective could regain lost hit points or ability damage, the vitalist may choose to redirect any or all of that healing to one or more other willing members of the collective as a free action. This can transfer instantaneous healing (such as a body adjustment power), healing from ongoing healing effects, such as fast healing, and even hit points gained from rest (in which case, a member of the collective would rest for a period of time as normal, and the amount of hit points and ability damage healed would go to another).

In any case, the original recipient of the healing effect chooses whether to allow the diverted healing, and does not gain the benefits of any healing he grants to another. The type of healing (positive energy, negative energy, construct repair, etc.) is unchanged from the original source for determining who or what can be healed.

A vitalist may even heal wounds through collective healing if at full health. This may only be used with healing effects such as potions, powers, or other such effects. [Healing] from long term care or natural healing cannot be transferred in this way.

Health Sense A vitalist may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken. In addition, the vitalist may make a Heal check as a standard action, with a DC of 15, to determine if any of the members of his collective are afflicted by a disease or poison.

When treating a target over a collective, the DC of the Heal check is the same as if the vitalist was treating the target normally.

Spirit of Many (Su) A vitalist gains special abilities when manifesting powers with the Network descriptor. He can manifest these powers on any member of his collective, even if they are out of the power's range or would normally be immune to the power. Whenever a vitalist manifests a power with the Network descriptor (*Biofeedback* and *Vigor*) targeting only members of his collective, the power loses the mind-affecting descriptor (if it had it) and bypasses any power resistance, although it still provokes an attack of opportunity to manifest as normal. Network powers manifest only on members of the collective never allow saving throws -- their saving throw entry becomes "None," although if the power specifies a subsequent saving throw, subjects attempt those saves normally. The vitalist also adds the following augment to all powers with the Network descriptor: **Augment:** For every additional power point you spend, you can choose an additional target, so long as the target is a member of your collective.

able to heal people who didn't want to be healed (Unwilling Participant feat) plus some harming talents as well. Buzzter's main role in the hive was as a torturer's assistant, keeping dromite victim's alive while the professionals did their work. His rigid adherence to the rule of the hive, and the trust that he

Buzzter (Vitalist) Abilities (pt 3 of 3)

Steal Health (Su) A vitalist has learned to siphon the health of a creature and use it for his own needs or the needs of his collective. As a touch attack, the vitalist may deal a number of hit points in damage to the target equal to his vitalist level + his Wisdom modifier and heal an equal amount of damage. The vitalist may share any healing from this effect over his collective, even if he himself would not be eligible for the healing. A vitalist may not heal more hit points than the touched creature had prior to using this ability.

This ability may only be used on creatures with a Constitution score and may not be used against creatures in the vitalist's collective. A vitalist may use this ability on creatures with a total number of hit dice less than half his vitalist level, but he gains no healing from it.

Telepathy (Su) All willing members of his collective (including the vitalist himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a vitalist's collective (including the vitalist himself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact.

A vitalist may temporarily deactivate, and reactivate, this ability as a swift action.

Transfer Wounds (Su, 2d6, 7/day) All vitalists learn how to transfer wounds with but a touch. As a standard action that does not provoke attacks of opportunity, a vitalist may touch a target and heal it for some number of d6 points of damage. The vitalist suffers the same number of points of non-lethal damage (up to the amount the target is actually healed). A vitalist may not use this ability upon himself.

Mender's Touch A vitalist who utilizes transfer wounds heals the target an additional number of hit points equal to his class level. This additional healing is not transferred to the mender like the normal amount healed.

placed on the messages being fed down from the ruling hierarchies, stopped Buzzter asking too many question about what he was doing. Psi-Lord, however, put an end to all that.

Buzzter now asks lots of questions, all the time. After leaving the hive and joining the Guardians Buzzter has become almost comically curious about everyone and everything, not trusting anyone apart from Psi-Lord and constantly poking his nose in to other people's affairs regardless of the consequences.

Although Buzzter is quite keen these days to stick his knife in a few creatures, particularly those that remind him of the oppressive slavers that were part of his past, in combat he generally reverts to the healing role that he was trained for. His Collective ability is powerful enough to allow him to include all of the Guardians, and he uses *Biofeedback* and *Vigor* to provide them with protection and *Natural Healing* or *Body Adjustment* (the former in preference) to heal them.

Yoke

Yoke comes from a tribe of nomadic half-giants that live in a land mostly inhabited by animal herders of one sort or another. The half-giants of this world are unusual in that they don't associate with any of the natural animals themselves. Instead, they rely on their own abilities to hunt and gather food, or they hire out as workmen and mercenaries to the other animal-herding tribes. Furthermore, where the animal herders are distinctly spiritual people, worshipping totems of the animals that they move from place to place, the half-giants have developed psionics, explaining, no doubt, the uneasy truce which exists between them and the nomads.

Yoke spent many years following a tribe that herded a large type of deer called a Sable. Unfortunately, this tribe found itself on the wrong side of a political upheaval when the local barbarian tribes ousted a "sophisticated" invading empire. As a result Yoke was inadvertently re-located to a huge city in the invaders homeland and, without any way to readily support himself in an urban environment, soon found himself manipulated by "clever" folk into brawling for money - money which rarely found its way into his own pockets.

Eventually Yoke decided to speak up against his "masters" (or "agents" as they liked to call themselves) and his masters answered the challenge to their authority by betraying him. They set him up in a fight where his opponent was actually killed (though not Yoke's fault) then sold him out to the authorities. As far as his masters were concerned, if Yoke was not willing to play ball by their rules, then the next best thing was to get him legally killed⁶⁷.

Fortunately Psi-Lord was on hand to release him – in a manner of speaking. As explained in the history of the group, Yoke ended up helping Psi-Lord with a little bit of robbery (from someone who *definitely* deserved to be robbed) and in so doing the two of them formed the Guardians of the Multiverse.

In combat, Yoke basically likes to grapple, gradually choking his opponents into unconsciousness without suffering much by way of a counter-attack. His psionic powers are largely defensive, and he's wily enough to know when it is prudent to hang back and buff first. Most of the time Yoke likes to maintain psionic focus and do non-lethal damage, finishing his opponents off with his brawling path manoeuvre when he deems that they are nearly unconscious.

Yoke works hard and thinks poorly of male humanoids who don't do the same. He treats non-half-giant women either as fragile damsels or as exotic animals, depending on how recognisably female they are (the Vendenopterix is of the former sort, Siluria of the latter). Although Yoke is not particularly bright he has managed, with Psi-Lord's help, to cultivate a silent wisdom which gives the impression that he's cleverer than he is. He's also very literal, and only Psi-Lord and Max have realised that his straight forward answers are not because he's cutting through needless complexity in people's conversation but rather because he's bypassing that complexity because he hasn't understood what was said.

⁶⁷ that's entrepreneurs for you

Yoke	CR 3
Male Half-Giant Psychic Warrior (Meditant, Brawling Path) 4 CG Medium Human / Humanoid (Giant) Init 4; Senses Low-light vision; Perception 8	
Defense	
AC 12 , touch 12, flat-footed 12 hp 30 (4d8+12) Fort 5, Ref 1, Will 4 (+2 vs fire spells and effects) Special Defences Psionic Armour (+3)	
Offense	
Speed 30 ft. Melee unarmed strike +7 (1d6) Special Attacks Brawling Path Trance, Brawling Path Maneuver	
Psi-like Abilities	
<i>Stomp</i> (manifestor level 2, DC 11)	
Psionic Powers	
PP 13 Talents: <i>Float, My Light</i> Powers: <i>Catfall, Concealing Amorphia, Expansion, Force Screen, Grip of Iron, Hammer, Inertial Armour</i>	
Statistics	
Str 18, Dex 10, Con 13, Int 8, Wis 16, Cha 10 Base Atk 3; CMB 8; CMD 18 (psionic armour +3) Feats Psionic Body (+4hp), Psionic Talent, Improved Grapple, Improved Unarmed Strike Skills Acrobatics 5, Autohypnosis 8, Climb 6, Escape Artist 7, Survival 7, Swim 9 Languages Common, Ophidian Gear (light, acp 0) ring of protection +1, mind stone (<i>expansion</i>)	
Special Abilities	
Psionic Armour (Su,+3): A Meditant who maintains psionic focus and is unarmored and unencumbered adds his Wisdom bonus (if any) to his AC and his CMD. If the Meditant gains his Wisdom bonus to his AC or CMD from some other source, it does not stack. These bonuses to AC apply even against touch attacks or when the meditant is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, when he carries a medium or heavy load, or when he is not focused.	
Brawling Path Trance (Su,+3): While maintaining psionic focus, each time you make a successful grapple check, you can deal damage to that enemy equal to your Wisdom modifier.	
Brawling Path Maneuver (Su,+2d6): As a swift action you can expend your psionic focus to cause an enemy you are grappling to take 2d6 non-lethal damage.	

Siluria

Centuries ago, a race of Ophidians decided to enter voluntary hibernation deep underground in order to escape the pursuit and persecution being visited upon them by a race of particularly violent and empirical simians.

Unfortunately the mechanism that was supposed to wake them all up after a few years malfunctioned and most of them are still snoring away deep in their underground cocoons to this day.

Siluria was inadvertently revived by the Guardians of the Multiverse when they were in her hibernation area performing some sort of investigation (for some reason she's yet to discover though she's afraid to ask). She decided to join up with the group after Psi-Lord assured her that he was researching how to wake up the rest of her people, though she's never been entirely sure what he might have had in mind.

Siluria awoke into a world which was vastly different to the one that she had fallen asleep in. It wasn't so much the changes in magic and technology that confused her, it was more the complete redistribution of political power, the disappearance of empires, rising of new ones, changes in attitudes, beliefs, morals, ethics and even fashions. Happily her skills and powers have remained unchanged and with the rest of the group's help she has been able to continue to progress in this new world as well as she was able to in the old – more or less. Her basic wisdom prevails, but her understanding is poor and she is forced to defer to Psi-Lord over much about the way that the world now operates.

Siluria is “as one” with her bow, and even in combat would rather manoeuvre herself into positions where she can fire it without generating AoOs rather than try to draw her rapier. She loves “the hunt” in an almost reverential way, and although not a fantastically good tracker she rarely gives up her quarry even if it ends up taking more than just dogged determination.

Siluria's personality is a little bit intense for most people. Whatever sense of humour she once had has translated badly to other races and even suffers anachronistically when dealing with other Ophidians. Complicated communication is a bit beyond her as well - she will say enough, and listen enough, to form an opinion, which she'll then stick to it no matter what else she might learn afterwards (i.e. she is very hard to sway once her mind's made up).

Siluria does ultimately have a good nature which can be appealed to, though, if someone is genuine and speaks from the heart.

Siluria	CR 3
Female Ophidian Marksman (Shroud, Sniper) 4 CG Medium Humanoid (Reptilian) Init 4; Senses Darkvision 60'; Perception 7	
Defense	
AC 20, touch 14, flat-footed 16 hp 26 (4d10+4) Fort 1, Ref 8, Will 7 (+2 vs poisons)	
Offense	
Speed 30 ft. Melee rapier +9 (1d6+1), or bite +8 (1d8) (1/day for 1 minute) Ranged comp long bow +10 (1d8+1) (+2 damage with bow whilst maintaining psionic focus, +3 damage on single shot if expend psionic focus) 6/day expend psionic focus for re-roll with bow	
Psionic Powers	
PP 13 Powers: <i>Prevenom Weapon, Sense Minds</i>	
Statistics	
Str 12, Dex 18, Con 10, Int 8, Wis 16, Cha 11 Base Atk 4; CMB 5; CMD 19 Feats Weapon Finesse, Point-blank Shot, Precise Shot Skills Acrobatics 7, Autohypnosis 7, Climb 3, Escape Artist 7, Intimidate 4, Sense Motive 7, Stealth 13, Survival 7 Languages Common, Ophidian SQ Unseen Gear (light, acp 1) MW Chain Shirt, +1 Buckler, MW Rapier, MW Composite Longbow (+1 str), Quiver with 12 durable normal arrows, 1 durable alchemical silver arrow, 1 durable cold iron arrow, 1 flight arrow, 1 smoke arrow and 1 tanglefoot arrow	
Special Abilities	
Unseen (Su, 7/day, 3rnds) A shroud can use her heightened awareness of her surroundings and psionic energy to read the environment and blend in so as to be undetectable. While maintaining psionic focus, she can spend a swift action to become invisible for a number of rounds equal to her Wisdom modifier. The invisibility ends as soon as the shroud attacks a creature. She can use this ability a number of times per day equal to 3 + her class level.	

Max

Max is the living embodiment of the saying "Blues rush in where angels fear to tread," extending this tendency from not just what he does but also to what he says and pretty much everything about how he behaves.

As a "mutant" goblin from his tribe on his native plane he could have risen to become feared, respected or at the very least *liked* by his fellow goblins. Had he played his cards right he could even have ended up their leader, especially since his tribe was neither successful nor particularly well-led.

Max, however, wouldn't know how to play his cards right even if all he had were aces, and offended everyone of any importance both within the tribe and outside of it so much that he was eventually run out by its entire population including all the women, children and even their pets.

Max's foot-in-mouth problem stems from the fact that he was disowned by his parents and tribal elders at an early age and therefore grew up undisciplined. He is easily led, and needs to be led. On his own, he tends not to know what he's doing, and drops into hedonistic pursuits and short-term goals that sound like a good idea at the time but very rarely are. Meeting Psi-Lord was one of the best things that could have happened to him, and although Psi-Lord also has a screw loose here and there membership of the Guardians of the Multiverse has given Max the purpose and direction that he so desperately needs.

Max's role in the group is as a scout because he can travel light and, thanks to his psionics, is always in possession of a weapon. In urban areas, Max uses stealth and climbs about on the rooftops, being careful to never be more than 20' over the ground so that his boots will save him from injury should he fall.

In combat Max uses Psychic Strike with his light blades, using a move action to recharge one of them every round as necessary (but always using at least one standard action to strike).

Outside of combat Max is the stereotypical Chaotic Good rogue – crazy, irresponsible, a bit thoughtless at times though in no way stupid, well-meaning and loyal to his friends.

Siluria, Yoke and Buzzter are all of them a bit too serious for him, and he has a tendency to tease them far too much (and one day he'll go too far). He loves Psi-Lord, of course, but then so does everyone else in the group.

Max	CR 3
Male Blue Soulnife 4 CG Small Humanoid (Goblinoid) Init 4; Senses Darkvision 60'; Perception 8	
Defense	
AC 20, touch 15, flat-footed 16 hp 30 (4d10+8) Fort 2, Ref 8, Will 3	
Offense	
Speed 30 ft. Melee mind-blade +11 (1d4), or 2 x mind-blade +9 (1d4) Ranged mind-blade +11 (1d4) Special Attacks Enhanced Mind Blade (both +1), Psychic Strike +2d8 Blade Skills Full Enhancement, Powerful Strikes	
Psionic Powers	
PP 3 Repletion (Su) A Blue can sustain his body without need of food or water. If he spends 1 power point, a blue does not need to eat or drink for 24 hours.	
Statistics	
Str 10, Dex 18, Con 13, Int 16, Wis 8, Cha 10 Base Atk 4; CMB 3; CMD 17 Feats Two Weapon Fighting, Weapon Finesse, Weapon Focus (mind-blade) Skills Autohypnosis 6, Climb 6, Intimidate 8 (-1 vs non-goblinoid humanoids, +1 vs goblinoids), Ride 6, Stealth 17, Swim 6 Languages Common, Dwarven, Gnome, Goblin, Halfling Gear (light, acp 1) +1 Chain Shirt, Boots of Landing	
Blade Skills	
(Effects already included in stat block above).	
Full Enhancement When forming her mind blade into multiple items, the soulnife suffers no reduction in enhancement bonus.	
Powerful Strikes The soulnife's psychic strike deals an additional 1d8 damage.	

Max (Soulknife) Special Abilities (pt 1 of 2)

Form Mind Blade (Su) (2 x light): As a move action, a soulknife can form a semi-solid weapon composed of psychic energy distilled from her own mind. If the soulknife's chosen form is a light weapon, she may choose to form two light weapons when forming her mind blade if she so chooses, but she suffers the standard penalties for two-weapon fighting.

Regardless of the weapon form a soulknife has chosen, her mind blade does not have a set damage type. When shaping her weapon and assigning abilities to it, the soulknife chooses whether it will deal bludgeoning, piercing, or slashing damage. The soulknife may change the damage type of an existing mind blade, or may summon a new mind blade with a different damage type, as a full-round action; otherwise, the mind blade retains the last damage type chosen every time it is summoned.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on her next move action. The moment she relinquishes her grip on her blade, it dissipates (unless she intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

Even in places where psionic effects do not normally function (such as within a null psionics field), a soulknife can attempt to sustain her mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains her mind blade for a number of rounds equal to her class level before she needs to check again, although the mind blade is treated for all purposes as a non-magical, masterwork weapon while in a place where psionic effects do not normally function. On an unsuccessful attempt, the mind blade vanishes. As a move action on her turn, the soulknife can attempt a new Will save to rematerialize her mind blade while she remains within the psionics-negating effect. She gains a bonus on Will saves made to maintain or form her mind blade equal to the total enhancement bonus of her mind blade (see below).

The soulknife chooses the appearance of her mind blade, although its shape must reflect the selections the soulknife has chosen: a bludgeoning mind blade would be blunt, slashing would have an edge, etc.

Throw Mind Blade (Su) All soulknives have some knowledge of how to throw their mind blades, though the range increment varies by form and the largest of blade forms cannot be thrown. Light weapon mind blades have a range increment of 20 ft. Whether or not the attack hits, a thrown mind blade then dissipates.

Max (Soulknife) Abilities (pt 2 of 2)

Enhanced Mind Blade (+1) A soulknife's mind blade improves as the character gains higher levels. At 3rd level and every odd level thereafter, the mind blade gains a cumulative +1 enhancement bonus that she may spend on an actual enhancement bonus or on weapon special abilities. If the soulknife shapes her mind blade into two items, the enhancement bonus of her mind blade (if any) is reduced by 1 (to a minimum of 0). The Full Enhancement Blade Skill prevents this reduction and results in the Soulknife using two light +1 mind-blades.

Psychic Strike (Su) As a move action, a soulknife can imbue her mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage on any attack she wishes to activate it on (as long as the attack is made with her mind blade). A soulknife may hold the charge as long as she likes without discharging. It does not go off on any attack unless she chooses to use it, and the charge is not wasted if an attack misses. Mindless creatures are immune to this damage, although non-mindless creatures immune to mind-affecting effects are affected by this damage as normal. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away.) A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue her mind blade with psychic energy again by taking another move action. Additionally, she may recharge it as a swift action by expending her psionic focus.

Once a soulknife has prepared her blade for a psychic strike, it holds the extra energy until it is used (whether the attack is successful or not). Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown), it is still imbued with psychic energy when the soulknife next materializes it.

If the soulknife forms her mind blade into two weapons, she may imbue each mind blade with psychic strike as normal.

Bestiary Reference

Textual descriptions of the various creatures found in this module plus the base Knowledge DC needed to recognise them.

Ahmuuth (Psychopomp)

This somberly dressed humanoid wears an ominous mask. Gravestones float near it like heavy shields.

Knowledge Planes DC 14

An ahmuuth is responsible for helping mortals destroy undead and dispatch renegade souls evading the goddess's judgment. Unlike morrigna psychopomps, who hunt lost or corrupted souls on their own, ahmuuths work with mortal worshipers and try to usher creatures like ghosts to peaceable final ends—when they can. When they can't, they have no qualms about forcing wayward spirits to face their goddess's judgment. An ahmuuth looks like a humanoid wearing an owl mask, and is always accompanied by floating gravestone shards that act as a shield. Like owls, ahmuuths are silent stalkers, revealing themselves only at the moment of attack. Ahmuuths stand just over 6 feet tall and weigh approximately 150 pounds.

Angel (general)

Angels can be of any good alignment. Lawful angels hail from Heaven, neutral angels from Nirvana, and chaotic angels from Elysium, though the majority serve one good deity or another and call their patron's realm their home. Most mortals assume that angels never lie, cheat, or steal, are impeccably honorable in all their dealings, and are the most trustworthy and diplomatic of all the celestials; while this is generally true, there are exceptions, especially as some angels serve good-aligned trickster gods and other chaotic entities.

The original and most powerful angels predate the mortal races. They were among the first creations of the gods of good, and those that survive to this day are among the more powerful non-divine beings in the multiverse. While new angels are still periodically created by the gods, most modern angels were once good mortals, their souls transforming into something greater upon reaching their destination in the planes. Often an angel's true form is reminiscent of its mortal self, only taller, brighter, and more powerful. The relationship between good mortal soul and angel is common knowledge, and many mortal religions assume that all members of the faith in good standing become angels of some type in the afterlife. Others confuse the issue by conflating famous mortals (such as saints and martyrs) with preexisting angels that have similar names, or suggesting that angels take human form to perform great deeds as mortals, returning to the heavens when their duties are over.

All angels are blessed with extraordinary beauty, though their actual appearances vary widely. Their natural shapechanging ability means they may appear to mortals as male or female, depending on their personal preference or the will of their deity. As they are spiritual creatures given a physical form rather than creatures of flesh born of other creatures, their gender is mutable; some angels always use a male form, some strictly a female one, and others use either or both, or prefer an androgynous or sexless shape.

Technically, the word "angel" refers to several types of humanoid angels—solars, planetars, and devas (of which the astral deva is the most common; other types exist as well)—though many mortals use the term loosely and apply it to any celestial, whether an angel, one of the guardian archons, fey-like azatas, beast-like agathions, or any other creature of the good planes. The angels do not take affront at this, as they have more important things to deal with than mortal nomenclature. Angels speak Celestial, Draconic, and Infernal, though they can communicate with almost any creature because of their truespeech ability. All angels possess a number of similar traits. Most angels also have additional powers beyond these traits, depending on the role their deity assigns them. For example, an angelic guardian of volcanoes might have the fire subtype, or the protector of a sunken city might be aquatic, amphibious, and able to use her wings to swim.

Fallen Angels

Many religions include stories of angels rebelling against a creator or becoming corrupt and evil. Sadly, this is indeed possible, though thankfully rare, and only the proudest or weakest-willed angels succumb to this fate. Fallen angels are exiles of the good realms, hunted by their former brethren and easy targets for fiends as well. The fallen lose some of the grace and light of their untainted kin, though many are said to still be tragically beautiful. Rarer still are those fallen angels strong and clever enough to join the legions of Hell, and who are often transformed into some type of devil, or those who become demons of the Abyss and carve out a niche in that horrible realm or come to serve a greater demon.

Angelic Choirs

Whereas there are evil and cruel counterparts for all the other good races, the legions of fiends do not possess a clear analogue for the race of angels. Many scholars have debated the reasons for this strange lack of symmetry among the good and evil outsiders, and while most have come to believe that this is simply an example of good's inherent willingness to rise above specific alignments for everyone's benefit, the exact reason may never be known.

Since angels can be of any good alignment, they represent the needs and desires of all three major good outsider races. While some angels devote their energies to all three, most have a particular favorite among the races in keeping with that angel's particular alignment. While their true forms never vary between alignments, angels will often use their change shape ability to appear more like an archon, agathion, or azata as the situation and the angel's personality demands.

Angels are further subdivided into their own specific hierarchy known as the Triad of Choirs. The bulk of the angel race consists of the devas—these are the most common angels, and numerous different specialties exist, with the astral deva presented here merely the best known. Devas of the third choir have two wings. The second choir consists solely of the four-winged planetars, while the rulers of the angelic race are the six-winged solars. These are the mightiest of all angels, and the most powerful of them can directly oppose even the will of a demigod if the situation calls for it.

Ataxian

This sprite-like creature resembles a humanoid the size of a cat, with amber skin, surrounded by an aura of tiny bubbles.

Knowledge Planes DC 14

An ataxian is a rowdy, boisterous, and good-natured servitor of the God of bravery, ale, freedom and wine. It has an instinct for finding taverns, whether in a crowded city or rural farmland. When it finds these drinking holes, it's always able to find people willing to buy it drinks. An ataxian embodies all the positive stereotypes of a happy, fun drunk.

Courageous despite its tiny, frail body, an ataxian is always ready to stand up for the underdog, and it isn't afraid to take the first swing against a bully. However, an ataxian much prefers to use its magic to make fools out of thugs - or, better yet, turn potential adversaries into drinking buddies.

Ataxians love to possess worshipers of the Drunken Hero and experience life in an "enormous" body, and they seize the chance whenever they can. Many tales of a drunken peasant single-handedly defeating a gang of ruffians can be attributed to the unexpected intervention of one of these servitors. Ataxians enjoy singing bawdy songs, carousing with light-hearted folk, and spreading good cheer.

Ataxians typically measure about 1-1/2 feet tall and weigh about 4 pounds.

Archon (general)

Archons are a race of outsiders from Heaven, creatures of fundamental law and good tasked with the protection of that plane as well as all who are innocent or free of evil. They are the natural enemies of devils, daemons, and demons, and most are veterans of many attacks against their home by fiends of the Lower Planes.

The natives of Heaven arise from amid the earth and clouds of that divine realm, inspired into creation by the sacred mountain's metaphysical processes, the faith of goodly mortals, and the transformation of virtuous spirits. Each archon begins life as a lantern archon or lesser servitor spirit, gaining in power and prestige through aiding the cause of good. Watched over by benevolent mentors and captains of the divine orders, each spirit is encouraged and aided in indulging its fundamental desire to see peace, honesty, and fairness spread across all lands, especially throughout the Material Plane. To this end, archons of all walks often take on the roles of questing knights, journeying throughout disparate worlds and realms aiding in good works and promoting courageous acts. These virtuous outsiders prefer to motivate mortals to act with honor and integrity rather than righting mortal wrongs themselves, believing the cause of righteousness is best served by enlightening creatures to make just choices and cast off their own shackles of evil. This makes future temptations easier to resist and plants the seeds of spiritual deliverance. Thus, most archons take a subtle hand in their interactions with mortals, taking special pleasure in bringing solace and reprieve to those who are wholly unaware of their presence.

The efforts of Heaven prove far less subtle when it comes to combating the hordes of the Lower Planes. Armies of archons stand in staunch opposition to the

affronts of Hell, Abaddon, and the Abyss, confronting them upon both extraplanar battlefields and the Material Plane itself. These encounters might take the form of vast armies clashing over strange planar holdings, or solitary archons revealing themselves upon mortal worlds to push back the machinations of fiendish invaders. In such cases, archons generally prefer to meet foes head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee). Because they can teleport at will, it is easy for them to vanish only to reappear later, often with reinforcements, when their enemies are unprepared. These warriors of law act honorably, even to their foes, but are not foolish or without passion, and little in the multiverse dares stand against the rage of Heaven.

Although archons are champions of good, they have little patience for those who do not follow strict traditions and patterns of goodness. While a cruel dictatorship might be a legitimate enemy of the archon, rebellion and riot is not the proper way to address such an inequality. Justice and law must not be abandoned in the constant struggle for peace and good, for in such anarchic actions one often promotes further harm and mayhem, even if unintentionally. The laws of Heaven exist to minimize collateral damage and unwanted pain, and while adhering to these laws often results in longer campaigns, archons point out that their victories are lasting triumphs as a result. Because of this strong adherence to tradition and law, archons often find themselves the unwilling enemies of chaotic good creatures, particularly the azatas. To an archon, an azata's nature seems whimsical and impatient—in striking swiftly against an enemy without bothering to think through the implications of their sudden act, it's possible to do more harm than good. Still, while opposing the chaos of an azata is a necessary step, the archon takes no pleasure in such opposition, and does its best to minimize the length of such a conflict. Unfortunately, the capricious and emotional azatas are legendary among the archons for their ability to hold grudges, so for many archons the best policy when interacting with the azatas is to be brief, succinct, and firm.

Archons speak Celestial, Draconic, and Infernal, but can speak with almost any creature because of their truespeech ability. A full list of archon traits is presented in the archon subtype description. Many archons have additional abilities beyond these traits, as befits their particular role in the army of Heaven.

Azata (general)

Azatas are a race of celestials native to the plane of Elysium, where the pursuit of freedom and goodness is paramount. Azatas are champions of these concepts, great bards, knights, and explorers who roam the planes in search of good folk in need of their help. Frequently described as the most elven or fey-like celestials, azatas nevertheless often have strange, inhuman shapes or can take elemental or eldritch forms. Most have some knightly or courtly title, such as duke, countess, or prince, apparently hereditary, perhaps from a celestial monarchy long abandoned and forgotten. Azatas do not exploit these titles to exert influence over each other, instead using them for personal identification or a bit of self-

importance. They are deadly and resolute foes of evil, fearless and clever in battle.

It is not surprising that the three best-known kinds of azatas can all fly, for they rarely stay in one place for long and prefer the thrill of motion and discovery to creature comforts. Most azata “settlements” are little more than a collection of tents around a landmark, gathered over the course of a day to share news, stories, and perhaps good-natured duels, and then packed up again a few days later. Such temporary settlements are colorful and have a celebratory atmosphere, as azatas are quick to greet any of their kind as old friends. Although few can predict when and where an azata community might arise, some groups or breeds of azatas gather in cycles for traditional festivals and reunions. Such gatherings typically take place at a time of mystical consequence, such as on the evening of the lunar equinox, or during less predictable times, such as upon the wedding of two seers, and always in a place of pristine or stunning natural wonder. All azatas fundamentally know when and where the closest or next gathering of their people might occur, and while none are required or even expected to attend, all are welcome. These gatherings do not preclude more permanent azata holdings and communes, however, and the heights of Elysium endlessly ring with the songs of azata choirs.

While the stoic, homebound archons call their cousins flighty, azatas are driven by a crusading nature and feel bored when forced to stay in one place too long. This tendency also means they are unlikely to agree to serve mortals for an extended period of time, preferring to arrive, get the job done, and move on to some other quest or challenge. As much as they seek to spread the cause of freedom and joy, azatas realize that they cannot enforce such virtues throughout the multiverse. Without darkness there can be no light, and without struggle there can be no victory. Understanding this, these celestials remain removed from the majority of mortal conflicts, preferring to act as advisors in such situations rather than champions, granting goodly mortals ownership over their own triumphs. In cases where the forces of evil act overtly, however, and intrude upon mortal worlds, azatas are quick to rally to defend such realms and aid those who have no hope of defending themselves.

Azatas generally work together, but their powerful personalities and strong sense of individual freedom often see them disagreeing on how best to handle a particular situation. While both parties have the greater good at heart, these arguments can fester and grow into long-lasting grudges. In cases where a single azata is convinced his way is right, he might even enter a sort of self-imposed exile, abandoning the support of his kin so he can launch a one-azata crusade against the cruelties of the multiverse.

Most azatas originate from the untamable beauty of Elysium, created and nourished by the influx of goodly mortal souls. Like most other outsiders, they cannot reproduce with each other in the mortal fashion, and often tryst with mortals who prove charming and good spirited. Azatas dally frequently with their own kind, being quick to seek out feelings of love, joy, and companionship, but rarely feel bound or exclusive to merely one lover, regardless of its race.

Azatas speak Celestial, Draconic, and Infernal, but can speak with almost any creature because of their truespeech special ability.

Bat Swarm

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

Knowledge Nature DC 12

Bat swarms dwell in large caves, ruins, or even city sewers—anywhere they can find darkness to hide in during the day and a supply of food to feast upon at night. They are only encountered outside in a group at dawn or dusk, or when they have been startled and forced to flee their lairs.

Bee Swarm

A low, ominous buzz announces the arrival of a mass of many thousands of bees.

Knowledge Nature DC 13

Bees normally swarm as part of their natural lifecycle, when the queen bee leaves the colony in the company of a large number of worker bees. Such a swarm can contain thousands to tens of thousands of bees and although not normally aggressive can become so against a perceived threat.

Blue

Short with leathery blue hide, large eyes and ears and a mouth filled with fangs, blues stand between 3 and 4 feet tall, with males slightly taller and heavier than females. Most blues have black hair on their heads, although some choose to go bald. To most, the blue is simply an oddly-colored goblin. Very few things make them stand out from their racial cousins, at least physically, aside from their skin tone.

Knowledge Local DC 16

Once thought to be a subrace of the goblins, blues are related to goblins, being a goblinoid race, but are actually defined as their own race. Able to interbreed with goblins, similar to humans interbreeding with elves, blues often infiltrate goblin tribes to procreate with the females of the tribe, having a limited population of blue females to choose from. Many blues with strong psionic ability learn to control their physical form using psionics to assume the look of a normal goblin, thereby allowing easier integration into a goblin tribe. The blood of blues runs stronger than goblins, and therefore a tribe that knowingly or unknowingly allows blues to breed with them will over a matter of a few generations be composed completely of blues. Because of this, the blues were once hunted into near extinction by their goblin kin, prompting their stealthier and cautious ways. The blue elders will often breed and then leave a tribe, looking for a new place to spread their blood before it is destroyed.

Burleev

This creature looks like a humanoid skeleton with a complete set of internal organs. A violet glow replaces its missing flesh.

Knowledge Planes DC 14

A burleev is a planar explorer. Some are mortal petitioners assigned to this role after their death by a deliberate act of the god, whereas others are hapless visitors who were transformed. They serve as his eyes and ears on many planes, using their power to adapt to

hostile environments and report their discoveries to his greater servitors. Each has a unique allotment of spells suited for its current task, and a burleev that has completed its service in one inhospitable location might be destroyed and recreated with a different array of arcane talents that suit it better for its next duty.

A burleev's supernatural nimbus burns brightly with cold or heat, making it painfully cold or hot to the touch. As a burleev discovers information useful to the god of magic, the color of its aura increases in intensity. The eldest of these creatures often burn like living pyres. These burleevs sometimes take sorcerer class levels as their magical power grows to match their ever-increasing knowledge. Should it later be crushed and reformed as part of its continuing duties, such a burleev retains much of its brightness and arcane might.

A spellcaster whose research interests mirror those of a burleev can keep such an outsider's attention for days, weeks, or longer so long as the mortal continues to make new and exciting discoveries.

Burleevs stand around 6 feet tall and weigh roughly 80 pounds.

Chalkost

This dwarf-like being of earth and metal has coppery hair and an open-faced helmet bearing two stylized boar tusks.

Knowledge Planes DC 14

A chalkost is a perfect dwarven soul that serves as a laborer and crafter in the dwarven divine realms. Blessed with hardiness, fine weapons, and an incorrigible spirit, a chalkost is a tireless and loyal servant, capable of forging new arms for angels or defending the plane against fiendish invaders. Said to have been created from the souls of particularly skilled and heroic dwarves, each chalkost shares a mutual affinity for one mortal dwarven clan, observing and guiding its members like an honored ancestor. So close is this relationship that the name of a particular chalkost is often passed down from priest to priest and family to family, so that some of these divine beings have aided clans for generations. Chalkosts have a close relationship with dwarven paladins and other noble dwarven warriors, and it is considered a special honor for mortal dwarves to ride a boar-form chalkost into battle.

A chalkost looks like an attractive, copper-haired dwarf wearing an open-faced helm with stylized boar tusks and armed with a hammer-tipped cestus. Male chalkosts have long beards, while females have long braids. The gender of a chalkost associated with a given dwarven clan generally matches the gender of the clan's leaders. Chalkosts stand just over 5 feet tall and weigh about 230 pounds.

Colossus (general)

For as long as mortals have known magic, magicians have created constructs to serve them. From the mightiest golem forged of nearly indestructible material and elemental energies, to a clockwork minion cunningly built from countless metal gears, to a humble animated broom that cleans of its own accord, construct creation has become a mainstay of a spellcaster's craft. To some spellcasters, golems and other constructs are simply not strong enough, powerful enough, impressive enough, big

enough, or unique enough. These spellcasters design and build creations far larger and more powerful—creations that makes the world take notice of their might and prowess. They build colossi.

Colossi are constructs of great stature, the smallest of them towering ten times the height of a human, bigger than even the tallest giants. Though superficially similar to golems, they are distinguished not only by their greater size but also by their greater magical powers. A golem is given a semblance of life by an elemental spirit, sealed within the body by a magical barrier that also serves to keep out other magical influences. A colossus is likewise given life by an elemental spirit, but this spirit is much closer to being a true soul, and requires no such magical barrier to prevent it from fleeing the body and leaving behind only inert, dead matter. Like a proper soul, it provides will and impulse rather than power alone. It controls its artificial body via a magical physiology of potent and eldritch spellcraft, just as a living being commands its muscles, nerves, and blood.

A single colossus can help its master to raze a kingdom and crush armies, and is immune to almost all forms of retaliation. Many colossi are intended to do exactly that—to forge an empire for their creator, to subjugate a hated foe, or to annihilate some equally dangerous enemy. Some are created to be defensive weapons, as deterrents against invasion. Others are tasked to serve as guardians for singular locations or objects that are not to be disturbed under the direst of consequences.

Because a colossus is an artificial creature, its exact form, function, and composition are left to the discretion of its creator. Nonetheless, all colossi share certain traits that distinguish them from lesser constructs. These traits are described in the colossus subtype.

Only the greatest and most legendary spellcasters can create colossi, because the process requires experience and knowledge beyond ordinary mortal ken. Shaping a colossus's controlling spirit is about as close as a mortal being has come to truly creating a life and a soul. An inadequately prepared crafter is likely to produce an inert pile of rubble, or at best, a mere golem of tremendous proportions, but relatively fragile for its immense size. At worst, such a creation can fail catastrophically, with results that are unpredictable, but invariably expensive and dangerous.

Unlike many artificial creations, colossi are able to think for themselves. The creator has some degree of control over the personality of a colossus, and usually tries to instill an urge to please its "parent" to make it easier to control. Molding an elemental spirit is similar to raising children, however; the results are inconsistent and hard to predict. On occasion, it results in stubborn, cruel, or merely childish colossi. Rarely, a colossus realizes it's strong enough to refuse to follow orders, and instead follows its own will independent of those who would command it. Such rogue colossi have little interest in the society of minuscule beings like humanity. Some manage to make a sort of existence among the larger giants, but as most are too conspicuous in their primary forms to mingle with mortal beings well, they seek out forgotten corners of the globe where they can quietly dwell.

The magical energy required to fuel such hulks is great and often difficult to control. Most colossi drain nearly all magic energies from their immediate area, with the exception of energies in tune with a colossus's own powers. Draining such energy creates an area around

the colossus in which most magic simply doesn't function. The magic that does still work in these areas is just as likely to further empower the colossus as it is to harm it, since it's by necessity in tune with the colossus's magical metabolism. Still, a clever spellcaster can find and exploit this metaphorical chink in a colossus's armor.

All colossi have two forms. The primary form resembles an immense humanoid, much like a larger golem. The second varies from type to type, but often serves to disguise the colossus as something more innocuous, as it can be difficult to conceal a 60-foot behemoth. Some colossi, however, can transform into terrible, inhuman forms that are even more powerful and destructive, forgoing any attempt at being subtle. Colossi can take many forms depending upon the materials used in their construction and the will of their individual creators. Creating a colossus is an ambitious undertaking, leading most creators to base their designs on lessons learned crafting lesser constructs. As a result, the best-known kinds of colossi are the flesh, stone, and iron varieties, corresponding to the most common and best-understood varieties of golem. Other varieties are possible, such as the clay colossus given life by divine secrets, the glacial colossus wrought of unmelting ice and frost, and the timber colossus built from still-living wood, which bears eerie powers over plants and creatures of the natural world.

Dapsara

This otherworldly dancer moves with incredible grace. A second pair of ghostly arms complement the motions of her physical arms.

Knowledge Planes DC 14

A dapsara is a physical representative of beauty and grace. Each studies one type of music, dance, poetry, or singing, and together they create elaborate performances for inhabitants of Nirvana. Some come to the Material Plane to be muses for mortals and still others protect sacred theaters and places of great natural beauty. They prefer to remain hidden, either in gaseous form, invisibly, or both, so they can advise and watch over the mortal world on behalf of the goddess.

A dapsara in her natural form looks like a beautiful humanoid woman (usually an elf or human), sometimes with an unusual skin color such as jade green or sky blue, but she can take the shape of any humanoid or any gender. She typically uses her second pair of arms to play musical instrument or assist some other type of performance, such as holding a sheet of lyrics for a song or manipulating a cloak or dress to look like wings or flowing wind. A dapsara is a mediocre flier and normally only uses her flight to augment a performance or to garner attention. A dapsara can use many kinds of weapons, but prefers to use magic to confound and defeat opponents; in a pinch, she can attack with all four arms.

Although these servitors respect and revere art is all of its forms, they especially delight in performance art, song, dance, and other arts of the moment.

They delight in the intimacy of sharing beauty with a limited group and knowing that a single masterful performance will never be reproduced in exactly the same way. They will also go far to help recover lost works of art, so long as they get to attend the eventual exhibition.

Dapsaras stand about 5-1/2 feet tall and weigh about 120 pounds.

Demon (general)

Demons exist for one reason—to destroy. Where their more lawful counterparts, the devils of Hell, seek to twist mortal minds and values to remake and reshape them into reflections of their own evil, demons seek only to maim, ruin, and feed. They recruit mortal life only if such cohorts speed along the eventual destruction of hope and goodness. Death is, in some ways, their enemy—for a mortal who dies can often escape a demon's depredations and flee to his just reward in the afterlife. It is the prolonging of mortal pain and suffering that fuels a demon's lusts and desires, for it is partially from mortal sin and cruelty that these monstrous fiends were born.

Demons are the most prolific and among the most destructive of the fiendish races, yet despite what some lore might preach, they were not the first forms of life to rise in the stinking pits of ruin and cruelty known across the multiverse as the Abyss. Before the first fledgling deity gazed upon reality, before mortal life drew its breath, before even the Material Plane itself had fully formed, the Abyss was infested with life.

Known to many scholars as “proto-demons,” these wretched and deadly beings were the qliphoth. Today, because of the influence of sinful mortal souls upon the Abyss, mixed with unholy tamperings at the hands of the daemonic keepers and the cruel whims of fate and evolution, the rule of the qliphoth has receded. The proto-demons dwell now in the noxious and forgotten corners of the Abyss, and the far more fecund and prolific demons rule now in their stead. With each evil mortal soul that finds its way into the Abyss, the ranks of the demonic hordes—a single soul can fuel the manifestation of dozens or even hundreds of demons, with the exact nature of the sins carried by the soul guiding the shapes and roles of the newly formed fiends.

The Abyss is a vast (some say infinite) realm, far larger than any other plane save possibly the primal chaos of the Maelstrom itself. As befits such a vast and varied realm, the demonic host is likewise diverse. Some carry in their frames humanoid shapes, while others are twisted beasts. Some flop on land while others flap in air or sea. Some are schemers and manipulators of emotion and politics, others are destructive engines of ruin. Yet all demons work to the same goal—pain and suffering for mortal life in all its forms.

Yet despite this, mortals have sought demonic aid since the start. Be it an instinctual draw to self-destruction or a misguided lust for power, conjurers to this day continue to draw forth demons with forbidden magic. Some conjure demons for lore, while others call upon them to serve as assassins or guards. Demons view such summoners with a mix of hatred and thanks, for most demons lack the ability to come to the Material Plane to wreak havoc on their own. They depend on the mad to call them up from the Abyss, and while they gnash their fangs and rail against the commands and strictures enforced, most demons find ways to twist their summoners' demands so that even the most tightly controlled demonic slave leaves a trace of ruin and despair in its wake. More often than not, a foolish spellcaster makes a fatal mistake in the conjuring and pays for it with blood, unwittingly releasing a terrible

blight upon the world as his conjuration breaks free of his control.

The truly mad call upon demons to offer themselves, both body and soul, in the misguided belief that alliance with the demonic can buy salvation and protection when the demonic apocalypse finally comes to call. Tales of desperate kings who sought to engage demons to serve as generals for their armies or of lunatics who seek demonic sires to gift them with horrific children are common enough, yet worst are those mortals who worship the most powerful demons as gods, and who pledge their lives in support of that which would bring destruction to all.

Devil (general)

Masters of corruption and despoilers of purity, devils seek to destroy all things good and drag mortal souls back with them to the depths of Hell.

As the most numerous fiendish occupants of Hell, the various forms of devils are well catalogued by diabolists. Most are known by two names: an evocative title given to the fiends by commoners and folklore, and an obscure, ancient designation spoken by the servants of Hell and those who would seek to deal with the damned.

Born from the foulest of mortal souls—their personalities and memories long since scoured by millennia of torment—would-be devils rise from the masses of suffering souls as lemures, revolting beings of mindless evil potentiality. Only through continued centuries of torture or by the edicts of more powerful devils do these least of devilkind rise to become deadlier fiends, graduating through a pain-wracked metamorphosis dictated by their masters or the infernal whims of Hell's semi-sentient layers. While fiendish lords wield transformation into greater or lesser forms as both prize and punishment, some devils spontaneously rise from particularly evil souls long trapped upon an infernal layer. Thus, although the various diabolical breeds possess recognizable abilities and hold generalized rankings in the great infernal hierarchy, a devil's type alone does not always correspond to a specific tenure of torment or place in the infernal chain of command.

Devils fill the nine layers of Hell, though certain fiends are more common on specific layers than others, their specialized duties or fealty to individual archdevils drawing them to one torturous domain more than others. Although the various types of devils tend to specialize in unique forms of depravity or temptation, the hierarchies of Hell are not without flexibility for uncommon individual talents. Thus, particularly watchful hamatulas might join the ranks of Phlegethon's bone devil inquisitors, while veteran barbazus might serve among the pit fiends of Nessus.

Beyond the pits of Hell, devils often travel to the Material Plane at the summons of evil spellcasters. Quick to bargain and willing to serve mortals to assure their damnation, devils ever obey the letter of their agreements, but serve the whims of Hell foremost. Thus, even the least of devilkind might come to the Material Plane intent on further corrupting souls, cleverly escaping the bonds of their contracts to indulge their own plots, or to further the unspeakable goals of the archdevils of Hell.

Dromite

Around the height of gnomes and halflings, dromites stand between 3 and 4 feet tall, but tend to be sturdier in nature. Dromites have a natural resistance towards the energy of their caste granted by the chitin that covers parts of their body. The caste of a dromite is easily recognized by the coloration of the carapace: red for Fire Caste, pale blue for Ice Caste, white for Voice Caste, and green for Glimmer Caste. The skin of the dromite not covered by chitin ranges from a pale white to a dark tan. Dromites have faceted eyes which often shine with a psionic energy, and large antennae that constantly quiver. Their small mouths are devoid of external mandibles, but when eating, small internal mandibles are used to help eat. Dromites have three fingers and a thumb, each covered in a pointed carapace, with the same for their four toes. This gives the dromites a look very different from other humanoids. Dromites are asexual, being neither female nor male, except in the case of the Hive Queen and Hive Consorts. In this situation, rituals are performed that grant gender and reproductive capabilities.

Knowledge Local DC 16

Small and insectoid in appearance, dromites stand out in most crowds of humanoids. Their antennae, faceted eyes, carapace, and small stature make them visibly different from most. Hailing from a hivemind-like history, dromites have come to love and appreciate individuality while still continuing to live in a hive and collective environment. This individuality, together with a strong liberal view on life, means that while different, dromites rarely have a problem making friends or finding a place to live or work.

Elan

With a diverse physical makeup, dependant on the will and whim of the council, there is one thing in common amongst all elans: they are literally brimming with energy, psionic energy. Their eyes seem to shine, their skin seems to sparkle, and their hair seems to be made of strands of color in the wind. Elans typically resemble humans in size and weight, with males typically slightly taller and heavier than females. Even those elans who were selected from other races will be transformed to more closely match humans in size and shape, at the direction of the council. Elans under a particular council will tend to have similar physical appearance, with the previous council favoring pale skin, red hair, and young in appearance, while the current council has started to favor darker hair and tanned skin. Elans will adopt the type of dress and physical style of whatever society they are insinuating, the better to avoid detection.

Knowledge Local DC 16

Born not of a mother or father, but created, elans were once mortal beings. Built by a shadowy council to live as psionically awakened superior life forms, elans are capable of sustaining themselves with nothing but the power of the mind. Elans are no longer true mortals, having been unfettered by a secret ritual that created this new race and reborn anew, with but wisps and fragments of memories of their previous lives. Incapable of breeding, elans expand their numbers by choosing members of other races, most often humans, and

transforming them into new elans. This would pose a problem for the continuation of the race, except elans do not die of old age. The secrets of the transformation ritual are typically limited to the elite members of the elan secret society that exists, and they take these secrets to the grave before sharing them with lesser beings. Elans are often chosen for being exceptional in some way: sometimes it is because they excel in physical challenges, other times it is because of their quick wit or sharp intellect, or in some cases a natural ability to work with the psionic arts. But none of the elans could ever be described as normal, mediocre, or standard. While most elans, even those of non-human origin, physically resemble humans, there is usually something that stands out about every elan.

Half-Giant

Standing over eight feet tall, half-giants are the largest of the common races, towering above even half-orcs, with males slightly taller and heavier than females. Their size makes them imposing but slow to react. Their skin ranges from nearly complete black to a deep tan, while their hair is almost always black. Their eyes typically range from blue to green, but a fair number have red eyes, making them stand out against other races. Most half-giants tend to wear little clothing, or very heavy armor, depending on the situation; in a social gathering, their tribal clothing covers very little to account for their tendency to reside in hot lands, and most half-giants are proud of their bodies and physical looks and prowess. In combat, they prefer to wear heavy armor, taking advantage of their natural strength and stature.

Knowledge Local DC 16

Far back in their ancient history, half-giants were slaves to some form of king. Their stories vary from tribe to tribe, but their former status as slaves is one thread that is common in the lore of every half-giant tribe. As slaves, they fought their oppressors and earned their freedom. As a result, nothing is more important to half-giants than their liberty. They will fight and even kill to stay free, and few things are capable of breaking a half-giant's will to live like slavery. Indeed, most half-giants would prefer to commit suicide rather than face incarceration or enslavement. For these reasons, most half-giants tend to be law-abiding and respectful, but they can have a tendency to solve problems by resorting to violence rather than risk being apprehended. Some myths claim that they were spawned from fire giants, while others say that they worked in volcanic forges. Regardless of the truth, half-giants are more resilient to heat, a trait that serves them well in the present, as they have a tendency to dwell in arid lands and deserts.

Hesperian (Devil, Accomplice)

This robed figure appears human except for snakelike eyes, a pair of devilish horns, and the occasional dart of a forked tongue.

Knowledge Planes DC 14

Servitors of Asmodeus, hesperians—also known as accomplice devils—come to the Material Plane to help guide influential individuals and their followers into Hell's grasp. Once a hesperian finds a suitable target for his clever wiles, he tells his victims that the greatest of Hell's

devils sent him, and that his diabolical masters have recognized the individual's talents and potential.

The hesperian goes on to claim that he has come to the mortal world in order to guide the creature as a chosen prodigy of Hell, and promises to carry the individual past the threshold of greatness. It's all a tangled lie, of course, but the best lies are the ones that at some point can be made into truths. A hesperian encourages envy, overreaching, pride, and ultimately hubris in his targets, urging his victims to strive toward ever bolder and more grandiose destinies. A hesperian dedicates himself to a mortal's service, assisting his victim in amassing power, wealth, prestige—all the while inflating her ego and cultivating her belief in her own worthiness and infallibility. Once fully convinced of her own incontrovertible position, a hesperian's victim is usually only a gentle push from Hell's threshold.

Always serving themselves and their dark god, hesperians are careful to not show too much of their hand, preferring to beguile and manipulate from the shadows. They cunningly alter their inhuman features to resemble attractive humanoids to mingle with mortals, appear more convincing in negotiations, and to not draw too much attention to their devilish natures.

A hesperian often establishes Asmodean cults, then elevates one chosen mortal to a position of leadership within the group. He advises this leader, all the while manipulating other cultists—even sacrificing them if necessary—to help this mortal leader's ascendance without her having any direct accountability. A single hesperian typically has several mortals whom he calls master and advises in this way. Rotating his attention between these masters, the hesperian enjoys appearing for a while and then unexpectedly vanishing for periods like some dark muse.

In his true form, a hesperian looks like a devilishly handsome human male with devilish horns, a forked tongue, and eyes reminiscent of snake's, but he can make himself a perfect imitation of any humanoid or even take the form of a long snake with a head on each end.

Hesperians stand just under 7 feet tall and weigh approximately 180 pounds.

Iophantine (Angel)

This disc of flying metal is about the size of a wagon wheel and burns with yellow-white flame.

Knowledge Planes DC 14

Iophanites comprise a unique classification of messenger angel. Energetic, enthusiastic, impulsive, and outgoing, it constantly looks for ways to aid the forces of righteousness in the wars against fiends and villainy. As a being of pure righteous spirit in a burning physical form, an iophanite is often confused for an exotic form of harbinger or lantern archon. Its form is slightly mutable, and it can deform itself into an oval curved like a shield, or manifest simple tendrils to manipulate objects or lash out at opponents. When interacting with mortals, an iophanite usually manifests ripples of flames or pulses of light that thrum in time with its speaking. Most creatures have a difficult time telling iophanites apart, but these angels can always recognize each other.

Iophanites are talkative and have excellent memories, making them naturally inclined to carry news, battle orders, and other critical information. Their bodies are hot to the touch, but do not ignite combustibles unless the

iophanite wishes it, allowing it to carry scrolls or other flammable goods without risk of destroying them. Of the lawful angels, they tend to be the most creative in terms of working around rules and the most forgiving of others' failures. They are also inclined to serve as the guardians of mortals, being mindful of virtuous and self-sacrificing heroes who might be destined for greatness. Iophanites measure exactly 5 feet in diameter and weigh 200 pounds.

Karumzek

This human-sized spider has a red eyes, spindly legs, and cloaklike folds of black flesh that obscure its head.

Knowledge Planes DC 14

A karumzek is a specialized servitor—one focused on alchemy, experimentation, and poison. Despite this focus, a karumzek is fond of murder, covetous of material goods, and careful with secrets. When left to its own devices, a karumzek spends its time crafting poisons, drugs, and other strange concoctions, and is usually armed with several common alchemical weapons—typically acid, alchemist's fire, smokesticks, and thunderstones.

Karumzeks enjoy working with mortal servants in order to meet their dark deity's goals.

Though karumzeks aren't decidedly brilliant, their inhuman minds and outsider nature often allow them to devise strategies that a mortal humanoid wouldn't normally conceive of. They use their miniature spider form to watch their enemies or spy on their rivals' labs.

They also keep to their inconspicuous spider forms to scout ahead when working with groups of cultists, though they quickly revert to their true forms if threatened.

Karumzeks enjoy the opportunity to sample concoctions crafted by mortals, slurping and regurgitating drugs and poisons as if noisily sampling a flight of fine wines.

Karumzeks have a crude and alien sense of humor, and enjoy making mortals feel uncomfortable or disgusted.

They tell foul jokes while in the company of human cultists and put on unnerving performances, such as using vomit swarm and claiming the swarms of spiders are its own pre-sentient young.

A karumzek stands about 5 feet tall and weighs around 200 pounds.

Kyton (general)

Despicably cruel and equally horrible to gaze upon, kytons are evil fiends who feed on the fear and suffering of mortals through painful supernatural means. Their monstrous appearances vary, but their stoic and amoral dispositions are universal, for no kyton cares anything for the plights typical of the creatures they prey upon. They are beings wholly dedicated to metamorphosis achieved through horrific trials of self-mutilation and the mystical power provided them by their sapping of mortal anguish.

Despite being often categorized by mortals as shadow-dwelling devils, kytons calmly refute such claims, seeing themselves as above the principles of Hell's denizens. Instead, kytons seek ecstasy through pain in the form of deliberate and violent self-transformation, adhering to the belief that by altering the physical and spiritual matter that makes up their form, they can reach a state of

perfect being. Removing aspects of themselves and replacing them with more desirable or powerful pieces one at a time, kytons believe that experiences of heightened emotion and sensation (typically in the forms of terror and pain) lead to greater states of awareness and existence. The dedication with which they practice this belief places them on the level of zealots, their fanatical commitment made all the more disturbing by their eerie composedness and unnaturally cool dispositions.

The original kytons were born of the first truly selfish and depraved thoughts conceived by mortals. These creatures surprised and horrified the early gods with their power and hideous nature, and so the gods chained them in a remote part of Hell. The kytons embraced their chains and, seeking to fulfill their unnatural hunger for pain, escaped to the Plane of Shadow, which lay much closer to their mortal prey. Now, kytons are born of mortal souls that were spiritually and physically tortured in life, victims of their own masochism, sacrifices to gods of suffering, or those promised to the fiends either by their own will or by sadistic cultists. Obscure rituals force the sacrificed souls to bypass the normal judgments of the afterlife and instead become mired in the Plane of Shadow. Over an excruciating and lengthy span of time, these souls are warped and twisted until they emerge as frail new kytons. A kyton's first willing act must be to cut away part of its own flesh, proving it is worthy of its kyton nature—the first step in an immortal lifetime of replacing its own substance with the stronger parts of other creatures. By drawing strength from its new grafts, a kyton grows and becomes both stronger and more terrible to behold. Thus, weaker kytons resemble the mortal creatures they once were, whereas older ones are horrifying patchworks of transplanted material that rarely look like their original forms. Many kytons still proudly wear the chains that bound them (either to Hell or to the torture devices that created them), trophies of their power to defy the gods or mortal fate.

Kytons' need to replace parts of themselves with those of stronger mortals puts them in perpetual danger of attacking creatures that are too powerful for them to kill. For this reason, kytons are pragmatic and ruthless in their battles, scrutinizing all potential outcomes of a situation before taking action. Seeing strength in numbers, kytons often attack or trap a mortal victim as a team, hauling the unfortunate soul to the Plane of Shadow, converting their prey into a new kyton or dividing its body and soul among them for grafting and nourishment.

Lampadarius (Kyton)

Ragged wounds on one side of this leather-clad humanoid's face and body mark the transition between flesh and shifting shadowstuff.

Knowledge Planes DC 14

Walking a fine line between outsider and undead, a lampadarius balances the freezing pain of its new body parts with the burning pleasures of its remaining flesh, continually indulging both as it gains power. It yearns to attain a perfect body of true shadows, yet pines for it missing flesh and the potential for sensation lost.

A lampadarius resembles a common evangelist kyton with many old and new wounds, but instead of it being wrapped in chains, entire limbs and half of its face are

nothing more than shifting shadow. Individuals have vastly varied appearances—some have a shadowy right arm, others a shadowy left, some replace both limbs on the same side, others alternate which limbs are replaced—but all have some portion of the face removed. All are very close to being half-shadow, as a lesser amount is insufficient to grant them power, and too much converts them to some other kind of shadow-creature. Lampadariuses stand just under 6 feet tall and weigh about 80 pounds.

Lich

Once fine robes hang in tatters from this withered corpse's frame. A pale blue light shines from where its eyes should be.

Knowledge Religion DC 22 (based on a minimum Lich CR of 12 for an 11th level caster)

Few creatures are more feared than the lich. The pinnacle of necromantic art, the lich is a spellcaster who has chosen to shed his life as a method to cheat death by becoming undead. While many who reach such heights of power stop at nothing to achieve immortality, the idea of becoming a lich is abhorrent to most creatures. The process involves the extraction of the spellcaster's life-force and its imprisonment in a specially prepared phylactery—the spellcaster gives up life, but in trapping life he also traps his death, and as long as his phylactery remains intact he can continue on in his research and work without fear of the passage of time.

The quest to become a lich is a lengthy one. While construction of the magical phylactery to contain the spellcaster's soul is a critical component, a prospective lich must also learn the secrets of transferring his soul into the receptacle and of preparing his body for the transformation into undeath, neither of which are simple tasks. Further complicating the ritual is the fact that no two bodies or souls are exactly alike—a ritual that works for one spellcaster might simply kill another or drive him insane. The exact methods for each spellcaster's transformation are left to the GM's discretion, but should involve expenditures of hundreds of thousands of gold pieces, numerous deadly adventures, and a large number of difficult skill checks over the course of months, years, or decades.

The Lich's Phylactery

An integral part of becoming a lich is the creation of the phylactery in which the character stores his soul. The only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich can rejuvenate after it is killed.

Each lich must create its own phylactery by using the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Ophiduan

Reptilian scales cover the ophiduans' hairless bodies, and their yellow, slitted eyes and sharp teeth give them a striking appearance. They stand tall, often a head above most humans, but are typically slimmer than humans, being lithe in build.

Ophiduans have no ears, and their ridged brows are often what define their face. Most ophiduans are green-scaled, but there are those of blue, purple, black, or yellow in tone, a trait which is passed along to progeny. The only common color among all ophiduans is the dull grey of their stomachs, which reflects their common ancestry.

Knowledge Local DC 16

Confused with lizardfolk by the ignorant, ophiduans stand out among the other civilized nations in a fashion similar to the dromites, having a more monstrous and distinct appearance than most humanoids. Where other races share soft skin, flat teeth, protruding ears, and a tendency to be partially or fully covered in hair, ophiduans are distinct and very proud of it. Organized and expansionistic in nature, ophiduans view talent and skill, especially with psionics, as the key component for social station, rather than wealth, heritage, or influence.

Orsheval

This short, iron-skinned horse is surrounded by a flickering light. A preternatural intelligence glitters in its metallic golden eyes.

Knowledge Planes DC 14

An orsheval is a patient, hard-working servitor.

Accustomed to bearing heavy loads and vulnerable riders, an orsheval fulfills its duties without complaint, glad to contribute to the long-term goals of its master. Its iron body shines with light, and it uses this natural glow to lead allies or continue work long into the night. Although only the size of ponies, orshevals can look like miniature, sculpted versions of full-grown horses of any kind, but most prefer the shape of a sturdy draft horse or warhorse.

An orsheval is as intelligent as a typical human and quite familiar with the nature of trade, bargaining, and spotting liars and cheats. Many arrogant mortals have ignored or insulted orshevals, thinking them dumb beasts, only to have the servitors chastise them using truespeech. When dealing with such people, an orsheval might become as stubborn as a true horse, relenting only if the offender apologizes and makes appropriate financial restitution to the church.

Most orshevals stand about 4 feet tall and weigh about 700 pounds.

Pavbagha

This majestic tiger has white fur with deep blue stripes. It glows with divine radiance and radiates an aura of calm.

Knowledge Planes DC 14

A pavbagha is the reincarnated soul of an enlightened mortal worshiper transformed into the shape of a white tiger. Having lived one full mortal lifetime (if not more), it is patient, calm, and wise. It prefers to draw on its experience to guide and instruct mortals on ways to better themselves. Many enemies mistake a pavbagha's inner peace for weakness or pacifism, but the servitor

was a warrior and a fierce predator in previous lives, and it quickly leaps into battle to defend its students or confront those who would dare destroy knowledge.

Fulfilling the roles of guardians in the mortal world pleases pavbaghas, whether they're looking after a special person or watching over a sacred site. Although they don't need to eat, they enjoy the challenge and exercise of hunting and stalking prey. Rather than killing its catch, a pavbagha usually lays a single paw upon its target before allowing the creature to run away, secure in its triumph.

Some pavbaghas serve in temples and monasteries, where they help in training students in physical combat, particularly in how to deal with monsters and other dangerous beasts. Others guide students in meditation, helping them unravel those quandaries they might have on the path to perfection. Still other pavbaghas that make their homes in monasteries on the Material Plane focus their efforts on attending to those who visit shrines and temples looking for divine assistance.

A pavbagha measures about 10 to 12 feet long and weighs between 750 and 900 pounds.

Psychopomp (general)

All life has its beginning and its end. From the moment of birth, everything that shrieks and struggles upon the Material Plane crawls toward a singular finale, that fatal climax that grants passage into the River of Souls and the unimaginable infinities of the afterlife. As the spirits of the deceased flow from the confusion of mortality to their ultimate fates, they are each judged by the goddess of death, who assures that all who die reach their prescribed afterlife. Yet with all the worlds of the Material Plane, with the countless faces and exceptions of mortality, and with all those who would turn fate and finality to their own devices, death as a system and institution requires more agents than a single goddess to uphold. So serve the psychopomps—denizens of the Boneyard and the dispassionate stewards, chroniclers, and guides of all that die.

Psychopomps preside over the flow of life. Their primary concerns focus upon souls in the vulnerable transition between death and their final destinations upon the planes. Psychopomps carry out their duties with the dispassion of veterans and cynics. In terms of service measuring in ages, psychopomps meet countless souls from innumerable worlds, and soon nearly every story, fate, plea, and exception becomes all too familiar. They care little for the histories or personalities of the souls that pass them by, concerned only for the efficient and unvaried processing of each spirit to its final unremarkable eternity. Damnation and paradise are the same to them, as are heroes and villains, and no psychopomp cares one jot for great deeds left undone, other fates hanging in the balance, or bribes worth even a world's ransom. But while drudgery is the lot of many psychopomps—interrupted only by the diversions they sometimes create for themselves—their system is not without flaws. There are those who would seek to deny the natural order of death—creatures that prey upon souls, spirits lost in their migration, undead abominations. To counter such abnormalities and preserve the flow of souls as the multiverse requires, numerous specialized psychopomps exist to protect the dead and counter any who would seek to pervert the state of death to their own

ends. Noteworthy among psychopomps are their masks. Nearly all who have dealings with the living wear some manner of grim face covering or funerary mask. While these masks are not part of a psychopomp's body and grant them no special abilities, the legends of numerous cultures suggest that a living creature that sees a psychopomp's unmasked countenance invites a premature death. Those psychopomps who deal predominately with the dead typically eschew such marks of station except as a formality.

As psychopomps help convey souls to all of the Outer Planes, and thus provide petitioners equally to each of those realms, they enjoy a special status among many planar races as respected neutrals. As such, most other planar races grant them a wide berth, with even archons and demons going out of their ways to avoid interfering with death's emissaries. Soul-hungry daemons and reality-violating qliploth number among the only races that actively oppose psychopomps. Consequently, the deadlier classes of psychopomps watch for and hunt disruptive members of these races, seeking to expunge the paths between the planes of any that would impede the certain cycle of death.

Qliploth (general)

Before the Abyss was taught how to process and transform larvae into demons—indeed, before larvae even existed or the idea of mortal life had been conceived—it was rife with foul life. These creatures exist still, yet in drastically reduced numbers and often only in the deepest pits of the plane. Known as the qliploth (the singular and plural are identical), these fiends may well be the oldest form of life in the Great Beyond—certainly, they were already in existence before the proteans discovered them. Some believe that the qliploth come from an unknowable realm on what might be described as the “outside shell” of the Outer Sphere, but if the qliploth are to be taken as indicative of what order of existence rules in such a realm, it is a good thing indeed that this outer realm is so impossibly distant.

The qliploth do not possess in their forms anything approximating the human shape except by cosmic fluke or sinister mockery. In their twitching, squirming visages, the mad might make comparisons to life's most primeval shapes—spiders and cephalopods, insects and worms, and even baser forms of life. What this might imply about these lower forms of life has disturbed philosophers for ages, and is not a train of thought that many enjoy lingering upon.

Since the rise of mortal sin, the rule of the Abyss has passed from the qliploth to the much more fecund demons. When the Abyss first “learned” how to transform mortal souls into demons, the resulting explosion of demonic life culminated in a violent and destructive war with the then-rulers of the Abyss—the qliploth. For unguessed millennia this war raged across the countless layers of the Abyss. The qliploth had the advantage of knowing their Ancient realm and, as a general rule, were individually more powerful than most demons, but the demons had numbers on their side. And as the demons continued to win battle after battle, new powers among their kind rose—balors, balor lords, nascent demon lords, and eventually demon lords themselves. Over time, the qliploth were hunted nearly to extinction on the upper layers of the Abyss, and were forced to retreat deep into

that realm's darkest and most remote realms, to places even the demons feared to tread.

Here, the qliploth have festered and lurked for ages. None can say how many qliploth survived that Ancient war, for none can know how deep the Abyss goes. The qliploth dwell in these darkest pits, periodically emerging to do battle against their hated demonic foes, yet their wrath is not limited to the demonic host. The qliploth know that daemons played a role in "teaching" the Abyss how to birth demonic life, and their war with the denizens of Abaddon is one fueled more by a driving need to punish than any need for survival. Yet as the eons have worn on, the qliploth have come to realize that the true enemy is not a fiendish race—it is mortal life itself. For as long as mortal life continues to sin and die, the Abyss can continue to birth demons into its pits and rifts. The destruction of sin, by changing the way mortals live, would halt demonic growth, yet the qliploth have no concept of how this goal might be achieved—to the qliploth, only the murder of all mortality can suffice.

As a result, all qliploth possess within their minds a burning hatred of mortal life, particularly humanoids, whom they know to be the primary seeds of sin. When a qliploth is conjured to the Material Plane, it seeks any way to escape control in order to maul and destroy humans—they have a particular hatred of children and pregnant women, and if given a choice between harming someone already dying or close to death and someone with a full life ahead of them, they always choose to attack the latter, save for the rare case where the death of an Elder or a dying loved one might result in a chain reaction of death among the young.

When called via spells like planar ally that require opposed Charisma checks or similar mechanics in order for the conjuring spellcaster to secure the outsider's aid, evil humanoids take a –6 penalty when interacting with qliploth due to the sin in their souls. The promise of a task that would afford the qliploth the opportunity to kill many humanoids, or a sacrifice of a pregnant woman or a child, can sometimes offset this penalty. When a qliploth shakes off the shackles of a conjuration, it attempts to remain on the Material Plane as long as possible, and during that time tries to murder as many mortals as it can, doing its part to deprive the Abyss of possible future sinful souls to build demons from.

Sarcovalt

This horse-sized housefly has a vulture's neck growing out of its body, capped with a fleshless vulture skull.

Knowledge Planes DC 14

Sarcovalts are disgusting carrion-eating creatures that pick over the filth and the remnants of devoured souls in her planar realm. They have little personal identity and barely remember events more than a few hours old. While they are intelligent enough to converse and recognize their own kind and other daemons, they tend to think of other creatures as either threats or food. Sarcovalts sometimes work together to kill larger prey, but are usually content to eat scraps left behind by more powerful outsiders.

A sarcovalt resembles an enormous fly with a vulture's neck—but instead of a fleshy head, its head is the naked skull of a vulture with glistening black eyes.

When its skull is detached, its bald neck ends in a stump of tattered flesh. It savors the opportunity to drink blood, but cannot swallow it, and therefore its skull is normally painted with the life-fluid of its victims. In their eagerness to shred bodies, especially living flesh, these eager scavengers often get small treasure like amulets, rings, and other equipment worn close to the body trapped within their skulls. After letting such items rattle around in their heads for a few days, they unceremoniously vomit them up coated in the vile remains of their last several meals. Sarcovalts use their skulls similarly to how psychopomps wear masks.

Sarcovalts are frequently summoned to serve either as scouts and sentinels, or as menaces to sow fear and disease in places they seek to terrorize. In the best cases, a single sarcovalt can spread disease resulting in the deaths of dozens, giving priests ample bodies to raise as undead or use in more terrible plots when they reveal themselves.

Sarcovalts measure 2 feet long and weigh 5 pounds.

Spider Swarm

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

Knowledge Nature DC 11

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.

Stag (Archon)

This stag-headed humanoid has large, sweeping antlers and wields a finely-crafted longbow.

Knowledge Planes DC 14

A stag archon looks like a well-muscled human with the head of a horned deer, typically an elk or stag. They prefer to use their bows in battle, though they are comfortable charging antlers-first into melee as well. Each was created from the spirit of a mortal hero of the God of family, farming, hunting and trade's faith, hand-picked by the god to aid his followers in the world and defend some of the Outer Sphere's least tamed wildernesses. Though none remember the specifics of their mortal lives, they retain the skills of trained woodland warriors. Most are more practical than hound archons, willing to kill evil mortals if doing so is necessary to protect the innocent.

Stag archons are experienced trackers and scouts. Occasionally the God of family, farming, hunting and trade sends one to look after a specific village or farmstead, particularly in a dangerous frontier area. They watch in animal form, luring lost children to safety and leading hungry hunters to easily-caught prey. They have a deep-seated hatred of cold riders and other evil fey, and they gather in great numbers to pursue and take down those defilers of the wilderness.

A stag archon typically stands about 6-1/2 feet tall (a foot or more taller than that with its horns) and weighs around 220 pounds.

Stone (Colossus)

This immense stone figure appears to be a keep that uprooted itself and went for a walk.

Knowledge Arcana DC 29

Standing 70 feet tall and weighing 300 tons, a stone colossus is a walking fortress.

Swaithe (Demon)

This creepy ash-gray goblin-like creature has empty eye sockets and scraggly, stained teeth.

Knowledge Planes DC 14

The eyeless swaithe is a skulking agent of fear and unprovoked beast attacks, formed from sinful souls who, in life, used animals as tools of violence and murder. Swaithe often lure those who seek their aid and advice into falling victim to the darkest secrets of demonology and forbidden magic.

If left unsupervised, a swaithe charms animals and drives them toward villages, often under the influence of rage, further stoking the flames of fear and distrust between settlements and the wilderness.

Swaithe prefer stealth and subterfuge to direct confrontation, and these foul creatures delight in creating a sense of dread in their prey. Swaithe have been known to slip into a village under the cover of night, use their slumber hex on lone villagers, leave a grisly token (such as a bloody organ or strange twig doll) on its body for the victim to discover later when they wake clueless as to why they fell asleep in the first place. They delight in later repeating these attacks with strange cackling noises, invisibly "haunting" a victim's home at night, and driving the target to paranoia and outright panic.

Swaithe can join hag covens and contribute to the coven's cooperative magic. Because of its smaller size and weaker power, a swaithe is often treated as a little sister or daughter by the rest of the coven. Any coven that includes a swaithe can add giant vermin, animal growth, and insect plague to the spells they can cast together.

Small and slight, most swaithe stand about 3-1/2 feet tall and weigh 50 pounds.

Thognorok (Qlippoth)

This obscene mass looks like a melted blob crossed with a spider, ceaselessly lashing out with its hairy, wriggling legs.

Knowledge Planes DC 14

Although thognoroks are considered servitor qlippoth, they are actually sentient symbiotes that once had the misfortune of dining on the Rough Beast's skin, blood, and other fluids. Equally at home on solid ground or swimming through toxic liquids, a thognorok hunts and consumes foreign materials and creatures that would impede its endless hunger to feed on more divine flesh.

Because of its tainted connection with the god of destruction, a thognorok obeys any telepathic or chemical command transmitted to it by the god—whether it be a direct command, or even the orders of a powerful

priest of the foul god. Thognoroks are rarely directly controlled; instead, they're left to their own destructive rampages. The exception to this is when they accumulate in vast numbers near planar scars and rifts on the Material Plane where the god left some fleck of his terrible carapace or dripped vile and blasphemous liquid from his wounds.

In such instances, the thognoroks try to fulfill whatever whim possessed the deity at the moment of his ages-old passing, typically the destruction of some site of celestial power or other random act of devastation.

A common thognorok measures about 5 feet tall and weighs over 200 pounds.

Thyrlie (Azata)

This fey-looking humanoid is colored in shades of gray. Its wings are decorated with colored motes resembling a starry night sky.

Knowledge Planes DC 14

A thyrlie is a unique type of azata created by the Goddess of dreams, luck, stars and travelers. Intended as rare warrior counterparts to lyrakien, thyrlie are tasked with watching over nighttime travelers. Specifically hunting the servants of the Goddess of madness, monsters and nightmares and the God of infection, parasites and stagnation, thyrlie wander lonely roads and dark alleys, hoping to confront or counter the dark things that so often hunt such ominous spots.

Superficially humanoid, a thyrlie's attacks reveal its nonhuman origins. Venomous saliva coats mouth and its delicate-looking wings are actually as stiff as wood and have razor sharp edges. A thyrlie is skilled at tracking using conventional and magical methods and is savvy to the ways of its chosen prey.

These servants of the goddess of luck stand about 2 feet tall and weigh around 15 pounds.

Vendenopterix

This elfen woman's allure is obfuscated by her ragged insectile wings and long, clawlike nails.

Knowledge Planes DC 14

Beautiful, seductive, and ruthless, vendenopterixes are servitors of the Goddess of lust, revenge and trickery, tasked with hunting down and punishing enemies of the faith. Though they typically take female form, vendenopterixes are comfortable taking the shape of any gendered humanoid (including polygendered creatures) but avoid genderless shapes. A vendenopterix's purpose is to punish, but not necessarily to kill. She may be tasked with exposing a creature's secrets or convincing a creature to do so itself in an embarrassing way, and she is just as likely to drain her victim's mental facilities until it acts like a buffoon or clod as she is to poison her target so it appears to be afflicted with (or even dying from) a venereal pox.

Vendenopterixes stand about 6 feet tall and range in weight from a slender 140 pounds to a curvaceous 240.

Xocothian

This serpentine mix of flying fish and great seabird rolls and twists like waves in an ocean storm.

Knowledge Planes DC 14

A xocothian is a physical manifestation of destructive power. As a creature that has a form mingling both fish and fowl, it's as at home in the water as it is in the air. A xocothian amuses itself by manipulating clouds—it can fly in a way that whips off portions of clouds, allowing the creature to sculpt the cloud into fantastic creations. When on the sea, the creature dives in and out of the waves in a way that looks almost like a massive skipping stone dipping below the waves with each strike and then erupting into the air in a spray of sea water.

Blunt and impatient, xocothians aren't fond of nuanced manipulation or clever gambits when dealing with others. They prefer straightforward approaches to obstacles and problems, and always takes such a route unless impeded in some way.

When on the Material Plane and not called into service by worshipers, xocothians enjoy exploring the natural wonders of the world. They splash through the seas, and soar through the skies, keeping away from civilization on these travels. Sometimes when encountering mortals, the creatures hide themselves in obscuring mist, hoping to be mistaken as a cloud.

When at sea, they sometimes surge past ships underwater or in the air to create confusion and panic. When feeling sociable, they chat with local animals and discuss matters of weather and migrations. They grow outraged with mortals who poison or pollute water and even those who befoul the air with bad smells (such as by burning garbage, casting stinking cloud, or running a tannery). Although they don't need to eat, they sometimes choose to do so for pleasure, enjoying the sort of food that a carnivorous fish or bird would consume.

As enigmatic as its creator, a xocothian may refer to itself as "I," "we," "she," "he," "it," or "they," whether in one body or two.

Xocothians are about 8 feet long and weigh around 650 pounds.

Yhohm

This beautiful dove is as bright as the sun and the size of an eagle, surrounded by an aura of blazing white flames.

Knowledge Planes DC 14

A yhohm is a spirit of holy fire. According to the faithful, each time a phoenix is reborn, a portion of its soul incarnates in Nirvana as a yhohm.

Eternally young and obsessed with life, a yhohm is a creature of healing, joyful song, and cleansing fire.

While far less intimidating and wise than true phoenixes, yhohms prove far more carefree, as though a great weight has been lifted from their souls. Despite that, many yhohms also harbor a deep sadness, as though they have left some great work undone.

A yhohm looks like a white dove, but is as large as an eagle, with eyes like burning coals that shine with the light of the sun. The presence of evil fills it with righteous indignation. It does not need to eat, but enjoys the taste of roasted berries and nuts. A yhohm measures just under 2 feet long and weighs about 4 pounds.

Zentrags

This ferocious ursine brute has blade-like metallic teeth and appears to be covered in overlapping iron plates.

Knowledge Planes DC 14

Zentrags are armored, bear-like servitors.

Terse, burly, and independent, they are disciplined warriors, and use canny tactics whether alone, grouped with their own kind, or part of a legion of mixed creatures. They relish opportunities to charge into battle and eagerly serve in the vanguard of armies.

Zentrags quickly grow bored if there is nothing for them to fight, and challenge each other—or any creature present that looks like it can handle a rough fight—to maintain their high spirits. They work as needed to prepare for future battles, hauling materials to build defensive walls or siege engines for future conflicts or hunting creatures that consider themselves apex predators. They prefer using their magical abilities to enhance themselves and share their blessings with those they consider worthy allies. Some particularly brazen zentrags have even been known to use magic to enhance foes, bolstering their strength or healing their wounds to ensure a more worthy battle. Regardless of their foe, zentrags enjoy singing during combat (though they aren't particularly good at it), and keep rhythm by using their metallic natural weapons as percussive instruments against enemy armor.

Zentrags revere metal, seeing all iron and steel as a portion of their divine master. To them, the act of eating metal is a form of communion in which they replenish their bodies. As such, they go out of their way to collect rare metals and treat such ritual meals with uncharacteristic respect.

On average, zentrags stand about 9 feet tall and weigh over 1,200 pounds.

Item Reference

Descriptions of the magic items found within this module plus their auras and the spellcraft DCs required to discover their powers if applicable. Note that either *Detect Magic* or *Identify* must be used, that an attempt can only be made on a specific item once per day, that the item must be thoroughly examined, and that it takes 3 rounds per item. Using *Identify* gets you +10 on the spellcraft check but since it only lasts 3 rounds per level this means you basically get to identify one item per spell cast per spell-caster level. Note that *Identify* does not work on Artifacts.

+1 Armour or Shield

Faint evocation; DC 18

+1 AC.

+1 Weapon

Faint evocation; DC 18

+1 to hit and damage.

Animated Shield

As a move action, an animated shield can be loosed to defend its wielder on its own. For the following 4 rounds, the shield grants its bonus to the one who loosed it and then drops. While animated, the shield provides its shield bonus and the bonuses from all of the other shield special abilities it possesses, but it cannot take actions on its own, such as those provided by the bashing and blinding abilities. It can, however, use special abilities that do not require an action to function, such as arrow deflection and reflecting. While animated, a shield shares the same space as the activating character and accompanies the character who activated it, even if the character moves by magical means. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency. If the wielder who loosed it has an unoccupied hand, she can grasp it to end its animation as a free action. Once a shield has been retrieved, it cannot be animated again for at least 4 rounds. This special ability cannot be added to a tower shield.

Axiomatic Weapon

Moderate evocation; DC 22

An axiomatic weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures. It bestows one permanent 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 cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Bane Weapon

Moderate conjuration; DC 23

A bane weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes. To randomly determine a weapon's designated foe, roll on the following table.

Boots of Landing [psionic]

Faint psychoportation; DC 17

These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal.

Boots of Levitation

Faint transmutation; DC 18

These soft leather boots are incredibly light and comfortable, with thin soles reinforced by strips of tough hide that provide an unexpected amount of support and protection to the foot. On command, these boots allow the wearer to levitate as if she had cast levitate on herself.

Disruption Weapon

Strong conjuration; DC 29

A disruption weapon is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A disruption weapon must be a bludgeoning melee weapon.

Headband of Inspired Wisdom

Moderate transmutation; DC 23

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Headband of Vast Intelligence

Moderate transmutation; DC 23

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Holy Weapon

Moderate evocation; DC 22

A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of evil alignment. It bestows one permanent 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 cannot be overcome in any way (including by restoration spells) while the weapon is wielded.

Mind Stone [psionic]

Strong clairsentience; DC 32

This opaque crystal faintly pulses with an internal light. It contains the knowledge of a single psionic power (chosen by the creator when the item is crafted). If the bearer is a manifester and has that power on her class power list, she may use her power points to manifest that power as if it were one of her powers known. A mind stone is priced based on the power's psion/wilder, tactician, or vitalist level, unless the power doesn't appear on either of those power lists, in which case it is based on the highest power level as it appears on any other power list. For example, a power that is on the 4th-level cryptic list and the 2nd-level psychic warrior list is priced as a 4th-level power.

A character can only benefit from a number of mind stones equal to half his powers known from his manifesting ability. Extra powers known from feats like

Expanded Knowledge or from effects like psychic surgery do not increase this limit.

A character must first attune to a mind stone before he can benefit from it. Attuning takes 24 hours of the mind stone being in the character's possession. A mind stone can only be attuned to one creature at any time.

Potion of Invisibility

Faint illusion; DC 18

See the spell of the same name.

Psicrystal [psionic]

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics

Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Perception and Stealth. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality,

Owner Level	Natural Armor Adj.	Int Adj.	Special
			self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel power
17th–18th	+8	+8	-
19th–20th	+9	+9	-

Psicrystal Ability Descriptions

All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex)

This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Intelligence Adj. (Ex)

Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex)

The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex)

If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex)

Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su)

As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su)

At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops

affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires. Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex)

Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Telepathic Link (Su)

The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a mindlink power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room. Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers (Su)

If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex)

If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su)

If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex)

If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Sight Link (Sp)

If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the remote viewing power) once per day.

Channel Power (Sp)

If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location. When channeling a power through his psicrystal, the owner

manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if invisible, as does the psicrystal).

Psicrystal Personality (Ex)

Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the Psicrystal Personalities table. At 1st level, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases in level the psicrystal's personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Focused	+3 bonus on Autohypnosis checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Perception checks
Nimble	+2 bonus on Initiative checks
Poised	+3 bonus on Acrobatics checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on concentration checks
Sneaky	+3 bonus on Stealth checks

Psicrystal Staves

Aura faint telepathy; DC 18

A psicrystal staff is a long shaft of wood or crystal designed to provide a "setting" for a psionic character's psicrystal, if a character has one. The basic psicrystal staff grants minimal ability to the psionic character's psicrystal; however, every psicrystal staff can be customized, modified, and upgraded by the addition of setting stones. Each stone grants different abilities to the psionic character who uses the staff to carry his

psicrystal. Of course, many psionic characters already carry their psicrystals on staves—only practiced eyes can tell the difference between a decorative setting and a potent item.

Psicrystal staves have an Armor Class of 7, 10 hit points, a hardness of 8, and a break DC of 24.

Activation: Psicrystal staves are activated as a free action so long as the psionic character keeps his psicrystal docked on the staff's primary setting. The staff wielder must hold the staff to utilize its power. Psicrystals (as well as ancillary setting stones) can be docked for free. As a standard action, the psion can dock or release his psicrystal, psionically affixing it to the staff or releasing it; psicrystals with self-propulsion can dock or release themselves, at the direction of the psionic character. While docked, the psicrystal (and setting stones, if any) and the staff function as a unit. Besides the psicrystal itself, the psicrystal staff can hold a total of three additional setting stones. The wielder can switch a setting stone with another as a standard action. Setting stones, when mounted, also become part of the staff.

Docked psicrystals are treated as if their owner's manifester level is +2 higher than it really is, thus unlocking psicrystal potential early. The psicrystal must be mounted for at least 12 consecutive hours to initially gain this benefit, and it loses this benefit if it is unmounted for more than 12 hours total in a given day. For instance, a 1st-level psion with a psicrystal staff and a mounted psicrystal gains the benefits of a psicrystal with the ability to deliver touch powers, +1 natural armor, and +1 Intelligence, which is something normally only a psionic character of 3rd to 4th level could expect.

Psychic Weapon [psionic]

Strong clairsentience; DC 32

A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature, the weapon possesses the qualities of a nonmagical, nonpsionic masterwork weapon. When wielded by a psionic creature, this weapon has an enhancement bonus based on the wielder's current power point reserve, as shown on the following table. The weapon's enhancement bonus decreases as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put his power point reserve into the next higher category.

Power Enhancement Bonus	Point Reserve	Power Enhancement Bonus	Point Reserve
1-4 +1		1-4 +1	

Power Enhancement Bonus	Point Reserve	Power Enhancement Bonus	Point Reserve
5-29 +2		5-29 +2	
30-79 +3		30-79 +3	
80-129 +4		80-129 +4	
130 or higher +5		130 or higher +5	

Returning Weapon

Moderate transmutation; DC 22

This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Ring of Protection

Faint abjuration; DC 20

This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

St Cuthbert's Mace

Strong abjuration, conjuration, and transmutation; DC 35

This simple wooden mace bears the scars and splinters of frequent use, and looks like the weapon of a traveling monk or military chaplain.

Despite its ragged appearance, Saint Cuthbert's Mace is a +5 axiomatic holy disruption heavy mace that allows the bearer to cast the spell *Searing Light* (CL 20) at will. Any evil creature that attempts to wield the Mace is damaged as though it were struck by the weapon's searing light ability every round it wields the artifact.

On a specific day every year, the mace makes use of greater teleport, interplanetary teleport, or plane shift to instantly travel to a location anywhere in the multiverse where it is needed, typically appearing where a worthy lawful good wielder will soon pass. The mace's bearer has no control over this effect and is not included in the artifact's teleportation.

Rules Reference

All rules-related terms not otherwise explained within the text.

Note that feats or abilities which result in an unconditional bonus or penalty will already have been factored into a creature's statistics block.

Ability Damage and Drain (Ex or Su)

Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed

amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

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

Alertness

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Agile Manoeuvres

You've learned to use your quickness in place of brute force when performing combat manoeuvres.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Manoeuvre Bonus (see Combat) instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Manoeuvre Bonus.

All around vision (Ex)

The creature sees in all directions at once. It cannot be flanked.

Amorphous (Ex)

The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Amphibious (Ex)

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Bardic Performance

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Countersong (Su): At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su): At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su): At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly

and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage (Su): A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Competence (Su): A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Bleed (Ex)

A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Blindsense (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex)

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to

vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Blood Drain (Ex)

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Breath Weapon (Su)

Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Channel Resistance (Ex)

A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Cleave (Combat)

You can strike two adjacent foes with a single swing.
Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Combat Casting

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Reflexes

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Command Undead (Ex)

Using foul powers of necromancy, you can command undead creatures, making them into your servants.

Prerequisites: Channel negative energy class feature.

Benefit: As a standard action, you can use one of your uses of channel negative energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of control undead. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

Compression (Ex)

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Craft Wondrous Item

You can create wondrous items, a type of magic item.

Prerequisite: Caster level 3rd.

Benefit: You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Damage Reduction (Overcoming)

Damage reduction may be overcome by special materials, magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Weapons with an enhancement bonus of +3 or greater can ignore some types of damage reduction, regardless of their actual material or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type	Weapon Enhancement Bonus Equivalent
cold iron/silver	+3

DR Type	Weapon Enhancement Bonus Equivalent
adamantine*	+4
alignment-based	+5

* Note that this does not give the ability to ignore hardness, like an actual adamantine weapon does

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Combat Training

You excel at defending yourself from all manner of combat manoeuvres.

Benefit: You treat your total Hit Dice as your base attack bonus when calculating your Combat Manoeuvre Defense (see Combat).

Disease

From a widespread plague to the bite of a dire rat, disease is a serious threat to common folk and adventurers alike. Diseases rarely have a limited frequency, but most have a lengthy onset time. This onset time can also be variable. Most diseases can be cured by a number of consecutive saving throws or by spells such as remove disease.

Dodge

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Energy Resistance

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type per attack, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Extend Spell (Metamagic)

You can make your spells last twice as long.

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

Fast Healing (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Favoured Enemy (Ex)

Bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, bonus on weapon attack and damage rolls against them. Also able to make Knowledge skill checks untrained when attempting to identify these creatures.

Flyby Attack

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

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

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

Grave Touch (Sp)

As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to 1/2 your wizard level

(minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Hex (witch)

Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 2–10. A witch cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Cackle (Su): A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Evil Eye (Su): The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to –4.

Slumber (Su): A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell sleep. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Improved Grapple (Combat)

You are skilled at grappling opponents.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

Improved Initiative

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Lightning Reflexes

You have a knack for avoiding danger all around you.

Prerequisites: Lightning Reflexes.

Benefit: Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Overrun

You are skilled at running down your foes.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

Improved Sunder

You are skilled at damaging your foes' weapons and armor.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

Improved Unarmed Strike

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Life Sight (Su)

At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for

every four levels beyond 12th. These rounds do not need to be consecutive.

Lightning Reflexes

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Maximise Spell (Metamagic)

Your spells have the maximum possible effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables.

Level Increase: +3 (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 half the normally rolled result.

Mobility

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means.

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Point Blank Shot

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as neutralize poison.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of 1 minute and a frequency of 1 minute. Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round. Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of Medium monstrous spiders, injecting him with three doses of Medium spider venom. The unfortunate character must make a DC 18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Power over Undead (Su)

You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 your wizard level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard – 4 penalty on your attack roll.

Note: Two characters are engaged in melee if they are enemies of each other and either threatens the other.

Psionic Body [Psionic]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

Psionic Meditation [Psionic]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Autohypnosis 4 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

Special: This feat works on other methods of psionic focus, such as that permitted by Psicrystal Containment.

Psionic Shot [Psionic]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: While you maintain psionic focus, your attacks with a ranged weapon deal an extra 1 point of damage. Additionally, if you expend your psionic focus as part of an attack with a ranged weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psionic Talent [Psionic]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

Quicksand

Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that might trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden patch before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 × 5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown.

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

Quicken Spell (Metamagic)

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

Level Increase: +4 (a quickened spell uses up a spell slot four levels higher than the spell's actual level.)

Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Rapid Reload

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly.

Prerequisites: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or one-handed firearm), or a standard action (two-handed

firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Rapid Shot

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Regeneration (Ex)

A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0).

Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Run

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

Note: using scent to pinpoint a square a stealthed creature is in still means that you've got a 50% miss chance if you can't see it with your Perception check.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. 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 Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

See in Darkness (Su)

The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Settlement Modifiers

Life in a settlement is represented by six modifiers, each of which adjusts the use of specific skills within the city.

Corruption: Corruption measures how open a settlement's officials are to bribes, how honest its citizens are, and how likely anyone in town is to report a crime. Low corruption indicates a high level of civic honesty. A settlement's corruption modifies all Bluff checks made against city officials or guards and all Stealth checks made outside (but not inside buildings or underground).

Crime: Crime is a measure of a settlement's lawlessness. A settlement with a low crime modifier is relatively safe, with violent crimes being rare or even unknown, while a settlement with a high crime modifier is likely to have a powerful thieves' guild and a significant problem with violence. The atmosphere generated by a settlement's crime level applies as a modifier on Sense

Motive checks to avoid being bluffed and to Sleight of Hand checks made to pick pockets.

Economy: A settlement's economy modifier indicates the health of its trade and the wealth of its successful citizens. A low economy modifier doesn't automatically mean the town is beset with poverty—it could merely indicate a town with little trade or one that is relatively self-sufficient. Towns with high economy modifiers always have large markets and many shops. A settlement's economy helps its citizens make money, and thus it applies as a modifier on all Craft, Perform, and Profession checks made to generate income.

Law: Law measures how strict a settlement's laws and edicts are. A settlement with a low law modifier isn't necessarily crime-ridden—in fact, a low law modifier usually indicates that the town simply has little need for protection since crime is so rare. A high law modifier means the settlement's guards are particularly alert, vigilant, and well-organized. The more lawful a town is, the more timidly its citizens tend to respond to shows of force. A settlement's law modifier applies on Intimidate checks made to force an opponent to act friendly, Diplomacy checks against government officials, or Diplomacy checks made to call on the city guard (see sidebar).

Lore: A settlement's lore modifier measures not only how willing the citizens are to chat and talk with visitors, but also how available and accessible its libraries and sages are. A low lore modifier doesn't mean the settlement's citizens are idiots, just that they're close-mouthed or simply lack knowledge resources. A settlement's lore modifier applies on Diplomacy checks made to gather information and Knowledge checks made using the city's resources to do research when using a library.

Society: Society measures how open-minded and civilized a settlement's citizens are. A low society modifier might mean many of the citizens harbor prejudices or are overly suspicious of out-of-towners. A high society modifier means that citizens are used to diversity and unusual visitors and that they respond better to well-spoken attempts at conversation. A settlement's society modifier applies on all Disguise checks, as well as on Diplomacy checks made to alter the attitude of any non-government official.

Settlement Qualities

Settlements often have unusual qualities that make them unique. Note that increases to Settlement Modifiers will already be reflected in the Settlement Stat Block.

Impoverished

Because of any number of factors, the settlement is destitute. Poverty, famine, and disease run rampant. (Corruption and Crime +1; decrease base value and purchase limit by 50%; halve magic item availability)

Superstitious

The community has a deep and abiding fear of magic and the unexplained, but this fear has caused its citizens to become more supportive and loyal to each other and their settlement.

Increase Law and Society +2; Decrease Crime -4; reduce spellcasting by 2 levels.

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Speed of Thought [Psionic]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet. You may expend your psionic focus to increase the insight bonus to your speed to 30 feet for your turn.

Spell Resistance (SR)

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell

level). Using skills that involve patience and concentration requires a DC 20 Will save.

Swarm Traits

A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Telepathy (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Truespeech

A creature with Truespeech can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to its Hit Dice). This ability is always active.

Two-Weapon Fighting

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Undead Traits (Ex)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unwilling Participant [Psionic]

You are able to force others into your collective.

Prerequisite: Collective class feature.

Benefit: You may attempt to force a living creature into your collective as a standard action. The target may attempt a Will save (DC 10 + half manifester level level + Wisdom modifier) to resist. If the target fails the save, it may attempt another Will save at the same DC every 24 hours thereafter, but is otherwise unable to leave the collective unless you allow it.

If you expend your psionic focus while using this feat, the action required to attempt to force a living creature into your collective is instead a move action.

Normal: Only willing creatures may be added to a **collective**. Creatures may leave the collective as a free action.

Special: Creatures forced into your collective using Unwilling Participant are considered willing members for any collective-related effects unless they succeed on another Will save at the same DC to resist being forced into the collective. A successful save means the creature resisted the specific effect but is still a member of the collective.

Vermin Traits

Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.

Darkvision 60 feet.

Proficient with its natural weapons only.

Proficient with no armor.

Vermin breathe, eat, and sleep.

Versatile Performance (Ex)

At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 6th level, and every 4 levels thereafter, the bard can select an additional type of Perform to substitute.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

Vulnerabilities (Ex or Su)

A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Weapon Finesse

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

Spell Reference

A reference for all the spells which might be cast by the denizens of this adventure or which become available to the party via magic items found in this adventure.

Acid Arrow

School conjuration (creation) [acid]

Level sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

Range long (400 ft. + 40 ft./level)

Effect one arrow of acid

Duration 1 round + 1 round per three levels

Saving Throw none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Admonishing Ray

School evocation [force]

Level cleric/oracle 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You blast your enemies with rays of nonlethal force. You may fire one ray, plus one additional ray for every four levels you possess beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of nonlethal damage. This is a force effect. The rays may be fired at the same or different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of each other. The rays hit about as hard as a punch from a strong adult human, and can knock away unattended objects weighing up to 10 pounds if that amount of force could normally do so.

Aid

School enchantment (compulsion) [mind-affecting]

Level cleric 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Alchemical Allocation

School transmutation; **Level** alchemist 2

Casting Time 1 standard action

Components S

Range personal

Targets you

Duration 1 round

This extract causes a pale aura to emanate from your mouth.

If you consume a potion or elixir on the round following the consumption of this extract, you can spit it back into its container as a free action. You gain all the benefits of the potion or elixir, but it is not consumed. You can only gain the benefits of one potion or elixir in this way per use of this extract.

Alter Self

School transmutation (polymorph); **Level** alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Alter Winds

School transmutation [air]

Level druid 1, sorcerer/wizard 1

Casting Time 1 minute

Components V, S

Range touch

Area immobile 10-ft.-radius emanation

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level	Wind Force
1 st -3 rd	Light
4 th -9 th	Moderate
10 th -15 th	Strong
16 th or higher	Severe

Animal Messenger

School enchantment (compulsion) [mind-affecting]

Level bard 2, druid 2, ranger 1

Casting Time 1 minute

Components V, S, M (a morsel of food the animal likes)

Range close (25 ft. + 5 ft./2 levels)

Target one tiny animal

Duration 1 day/level

Saving Throw none; see text; **Spell Resistance** yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Animate Dead

School necromancy [evil]

Level antipaladin 3, cleric/oracle 3, sorcerer/wizard 4;

Domain death 3, souls 3

Casting Time 1 standard action

Components V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)

Range touch

Targets one or more corpses touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell turns corpses into undead skeletons or zombies that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

Ant Haul

School transmutation; **Level** alchemist 1, cleric/oracle 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, M/DF (a small pulley)

Range touch

Targets creature touched

Duration 2 hours/level

Saving Throw Fortitude negates (harmless)

Spell Resistance yes (harmless)

The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Bear's Endurance

School transmutation

Level cleric 2, druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a few hairs, or a pinch of dung, from a bear)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Beast Shape I

School transmutation (polymorph); **Level** alchemist 3, bloodrager 3, magus 3, sorcerer/wizard 3; Domain fur 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Beast Shape II

School transmutation (polymorph); **Level** alchemist 4, bloodrager 4, magus 4, sorcerer/wizard 4

This spell functions as beast shape I, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Beast Shape III

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5; Domain animal 5

This spell functions as beast shape II, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

Beguiling Gift

School enchantment (compulsion) [mind-affecting];

Level bard 1, witch 1

Casting Time 1 standard action

Components V, S, F (the object to be offered)

Range 5 ft.

Targets one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You offer an object to an adjacent creature, and entice it into using or consuming the proffered item. If the target fails its Will save, it immediately takes the offered object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the item in question. For example, an apple would be

eaten, a potion consumed, a ring put on a finger, and a sword wielded in a free hand. If the target is physically unable to accept the object, the spell fails. The subject is under no obligation to continue consuming or using the item once the spell's duration has expired, although it may find a cursed item difficult to be rid of.

Bleed

School necromancy; **Level** cleric 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes
 You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Bless

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 1, inquisitor 1, paladin 1; Domain community 1, leadership 1, resolve 1
Casting Time 1 standard action
Components V, S, DF
Range 50 ft.
Area The caster and all allies within a 50-ft. burst, centered on the caster
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (harmless)
 Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.
 Bless counters and dispels bane.

Blindness-Deafness

School necromancy [curse]; **Level** antipaladin 2, bard 2, bloodrager 2, cleric/oracle 3, sorcerer/wizard 2, witch 2; **Domain** darkness 2
Casting Time 1 standard action
Components V
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw Fortitude negates; **Spell Resistance** yes
 You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Bull's Strength

School transmutation;
Level cleric 2, druid 2, paladin 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range touch
Target creature touched
Duration 1 min./level

Saving Throw Will negates (harmless);
Spell Resistance yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Burning Hands

School evocation [fire]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
 A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Calm Emotions

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area creatures in a 20-ft.-radius spread
Duration concentration, up to 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes
 This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.
 This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Cause Fear

School necromancy [fear, mind-affecting]
Level bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature with 5 or fewer HD
Duration 1d4 rounds or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

Channel Vigor

School transmutation
Level alchemist 3, cleric 3, inquisitor 3, magus 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level
 You focus the energy of your mind, body, and spirit into a specific part of your being, granting yourself an exceptional ability to perform certain tasks. When you cast the spell, choose one of the following portions of yourself as your focus target. Thereafter, you may change the focus target as a move action. You can gain the benefit of only one channel vigor spell at a time.
Limbs: You gain the benefits of a haste spell.
Mind: You gain a +4 competence bonus on Knowledge and Perception skill checks and on ranged attack rolls.
Spirit: You gain a +6 competence bonus on Will saving throws and Bluff and Intimidate checks.
Torso: You gain a +6 competence bonus on Fortitude saving throws and concentration checks.

Charm Animal

School enchantment (charm) [mind-affecting]
Level druid 1, ranger 1
Target one animal
 This spell functions like charm person, except that it affects a creature of the animal type.

Charm Person

School enchantment (charm) [mind-affecting]
Level bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes
 This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.
 The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to

communicate your commands, or else be good at pantomiming.

Chill Metal

School transmutation [cold]; **Level** druid 2
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. 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.
 It has the following effects:
 Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession (not an "unattended") uses the creature's saving throw bonus unless its own is higher.
 A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.
 On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below.
Round/Metal-Temperature/Damage

1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it float if unattended.
 Chill metal counters and dispels heat metal.

Chill Touch

School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Targets creature or creatures touched (up to one/level)
Duration instantaneous
Saving Throw Fortitude partial or Will negates; see text
Spell Resistance yes
 A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude

saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Circle of Death

School necromancy [death]; **Level** inquisitor 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a crushed black pearl worth 500 gp)

Range medium (100 ft. + 10 ft./level)

Area several living creatures within a 40-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

Circle of death snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4).

Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

Cloudkill

School conjuration (creation) [poison]; **Level** magus 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 min./level

Saving Throw Fortitude partial; see text

Spell Resistance no

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Cone of Cold

School evocation [cold]; **Level** magus 5, sorcerer/wizard 5, witch 6; Domain water 6; Bloodline boreal 5

Casting Time 1 standard action

Components V, S, M (a small crystal or glass cone)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Confusion

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, bloodrager 4, sorcerer/wizard 4, witch 4; Domain lust 4, madness 4, trickery 4

Casting Time 1 standard action

Components V, S, M/DF (three nutshells)

Range medium (100 ft. + 10 ft./level)

Targets all creatures in a 15-ft.-radius burst

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

Table: Confusion Effects

d%	Behavior
01-25	Acts normally
26-50	Does nothing but babble incoherently
51-75	Deals 1d8 points of damage + Str modifier to self with item in hand
76-100	Attacks nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Contagion

School necromancy [disease, evil]; **Level** antipaladin 3, bloodrager 4, cleric/oracle 3, druid 3, sorcerer/wizard 4;

Domain decay 3

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

Crafter's Fortune

School transmutation

Level alchemist 1, sorcerer/wizard 1

Casting Time 1 standard action
Components V, S, F (a tool)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 day/level or until discharged (D)
Saving Throw Will negates (harmless)
Spell Resistance yes (harmless)
 The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

Create Pit

School conjuration (creation); **Level** sorcerer/wizard 2, summoner 2; Domain caves 2
Casting Time 1 standard action
Components V, S, F (miniature shovel costing 10 gp)
Range medium (100 ft. + 10 ft./level)
Effect 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration 1 round + 1 round/level
Saving Throw Reflex negates; **Spell Resistance** no
 You create a 10-foot-by-10-foot extra-dimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to jump to safety in the nearest open space. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.
 Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Create Water

School conjuration (creation) [water];
Level cleric 0, druid 0, paladin 1
Casting Time 1 standard action
Components V, S
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. This water disappears after 1 day if not consumed.
 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.

Cure Light Wounds

School conjuration (healing);
Level bard 1, cleric 1, druid 1, paladin 1, ranger 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text;
Spell Resistance yes (harmless); see text
 When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Dancing Lights

School evocation [light]; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect Up to four lights, all within a 10-ft.-radius area
Duration 1 minute (D)
Saving Throw none; **Spell Resistance** no
 Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.
 You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.
 Dancing lights can be made permanent with a permanency spell.

Darkness

School evocation [darkness]
Level bard 2, cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, M/DF (bat fur and a piece of coal)
Range touch
Target object touched
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no
 This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that

is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Daylight

School evocation [light]; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Death Knell

School necromancy [death, evil]; **Level** antipaladin 1, cleric/oracle 2, inquisitor 2, witch 2; Domain death 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous/10 minutes per HD of subject; see text

Saving Throw Will negates; **Spell Resistance** yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level.

This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Deathwatch

School necromancy; **Level** cleric 1

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped emanation

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Deeper Darkness

School evocation [darkness]; **Level** cleric 3

Duration 10 min./level (D)

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

Detect Good

School divination; **Level** cleric 1

This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

Detect Evil

School divination; **Level** cleric 1

Casting Time 1 standard action

Component V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level

of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Creatures with actively evil intents count as evil creatures for the purpose of this spell.

Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT CHAOS/EVIL/GOOD/LAW

Creature / Object	Aura Power				
	N o n e	F a i n t	M o d e r a t e	S t r o n g	Over- whelming
Aligned creature ¹ (HD)	4 or less	5 to 10	11 to 25	26 to 50	51 or higher
Aligned Undead (HD)	—	2 or less	3 to 8	9 to 20	21 or higher
Aligned outsider (HD)	—	1 or less	2 to 4	5 to 10	11 or higher
Cleric or paladin	—	1	2	5	11 or higher

DETECT CHAOS/EVIL/GOOD/LAW

Creature / Object	Aura Power				
	N o n e	F a i n t	M o d e r a t e	S t r o n g	Over- whelming
of an aligned deity ² (class levels)			to 4	to 10	
Aligned magic item or spell (caster level)	5 th or less	6 th to 10 th	11 th to 15 th	16 th to 20 th	21 st or higher

1 Except for undead and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Detect Magic

School divination;

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component: V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Aura	Spell (spell level)	Magic Item (caster level)
Faint	3 rd or lower	5 th or lower
Moderate	4 th to 6 th	6 th to 11 th
Strong	7 th to 9 th	12 th to 20 th
Overwhelming	10 th + (deity)	21 st + (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Detect Poison

School divination; **Level** cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target or Area one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Undead

School divination; **Level** alchemist 1, cleric/oracle 1, inquisitor 1, paladin 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M/DF (earth from a grave)
Range 60 ft.
Area cone-shaped emanation

Duration concentration, up to 1 minute/ level (D)

Saving Throw none; **Spell Resistance** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD/Strength/Lingering Aura Duration

1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 x 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

School conjuration (teleportation)

Level bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

Range long (400 ft. + 40 ft./level)

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object)

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open

space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dispel Magic

School abjuration; **Level** antipaladin 3, bard 3, cleric/oracle 3, druid 4, inquisitor 3, magus 3, paladin 3, sorcerer/wizard 3, summoner 3, witch 3; Domain magic 3; Bloodline arcane 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonewall (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonewall (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonewall would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 +

the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Disrupt Undead

School necromancy; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Dominate Person

School enchantment (compulsion) [mind-affecting]

Level bard 4, sorcerer/wizard 5, witch 5

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with

you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Eagle's Splendor

School transmutation

Level bard 2, cleric 2, paladin 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (feathers or droppings from an eagle)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Enervation

School necromancy; **Level** bloodrager 4, sorcerer/wizard 4, witch 4; Domain loss 5, undead 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray of negative energy

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so.

An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Ethereal Jaunt

School transmutation; **Level** cleric/oracle 7, sorcerer/wizard 7, summoner 5; Domain thievery 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Excruciating Deformation

School transmutation (polymorph) [evil, pain]

Level bloodrager 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude partial (see text)

Spell Resistance yes

Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.

Expeditious Retreat

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus.

There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Faerie Fire

School evocation [light]; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area creatures and objects within a 5-ft.-radius burst

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a –20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

False Life

School necromancy; **Level** alchemist 2, bloodrager 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a drop of blood)

Range personal

Target you

Duration 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Feather Fall

School transmutation; **Level** bard 1, bloodrager 1, magus 1, sorcerer/wizard 1, summoner 1; Domain feather 1

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Targets one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart

Duration until landing or 1 round/level

Saving Throw Will negates (harmless) or Will negates (object); **Spell Resistance** yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two

Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Fireball

School evocation [fire]; **Level** bloodrager 3, magus 3, sorcerer/wizard 3; Domain fire 3

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Fire Shield

School evocation [fire or cold]; **Level** alchemist 4, bloodrager 4, magus 4, sorcerer/wizard 4, summoner 3; Domain fire 5, sun 4

Casting Time 1 standard action

Components V, S, M (phosphorus for the warm shield; a firefly or glowworm for the chill shield)

Range personal

Target you

Duration 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield.

Any creature striking you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding

melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Flaming Sphere

School evocation [fire]; **Level** bloodrager 2, druid 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (tallow, brimstone, and powdered iron)

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-diameter sphere

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Fog Cloud

School conjuration (creation); **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2; Domain water 2, weather 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft. level)

Effect fog spreads in 20-ft. radius

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Gallant Inspiration

School divination; **Level** bard 2

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless)

Spell Resistance yes

This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds.

Ghostbane Dirge

School transmutation; **Level** bard 2, cleric/oracle 2, inquisitor 2, paladin 1

Casting Time 1 standard action

Components V, S, M/DF (an old reed from a wind instrument)

Range close (25 ft. + 5 ft./2 levels)

Targets one incorporeal creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

Ghostly Disguise

School illusion (glamer); **Level** alchemist 2, bard 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minute/level (D)

You make yourself—including clothing, armor, weapons, and equipment—appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Ghost Sound

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

Range close (25 ft. + 5 ft./2 levels)

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 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 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Glitterdust

School conjuration (creation)

Level bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (ground mica)

Range medium (100 ft. + 10 ft./level)

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Save Will negates (blinding only)

Spell Resistance no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

Globe of Invulnerability

School abjuration; **Level** sorcerer/wizard 6

This spell functions like lesser globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.

Goodberry

School transmutation; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets 2d4 fresh berries touched

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes

Casting goodberry makes 2d4 freshly picked berries magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Greater Teleport

School conjuration (teleportation); **Level** sorcerer/wizard 7, summoner 5, witch 7; **Domain** travel 7; **Bloodline** abyssal 7, arcane 7

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Guidance

School divination; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless);

Spell Resistance yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Hideous Laughter

School enchantment (compulsion) [mind-affecting];

Level bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (tiny fruit tarts and a feather)

Range close (25 ft. + 5 ft./2 levels)

Target one creature; see text

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Hydraulic Torrent

School evocation [water]; **Level** bloodrager 3, druid 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area 60-ft. line

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and movable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a combat maneuver check and apply its results to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break (see Damaging Objects for sample Break DCs for various objects.)

Hydraulic torrent extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

Hypnotism

School enchantment (compulsion) [mind-affecting];

Level bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area several living creatures, no two of which may be more than 30 ft. apart

Duration 2d4 rounds (D)

Saving Throw Will negates; **Spell Resistance** yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Invisibility

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object);

Spell Resistance yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *blessthat* specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Knock

School transmutation

Level inquisitor 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V

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

Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. When you complete the casting of this spell, make a caster level

check against the DC of the lock (see table at right) with a +10 bonus. If successful, knock opens up to two means of closure. This spell 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 something 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 become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

Know Direction

School divination; **Level** bard 0, druid 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Lesser Animate Dead

School necromancy [evil]

Level cleric/oracle 2, sorcerer/wizard 3

Target one corpse

Duration instantaneous

This spell functions as animate dead, except you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies with this spell.

Lesser Confusion

School enchantment (compulsion) [mind-affecting];

Level bard 1; Domain madness 1, protean 1

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

This spell causes a single creature to become confused for 1 round.

Lesser Globe of Invulnerability

School abjuration; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a glass or crystal bead)

Range 10 ft.

Area 10-ft.-radius spherical emanation, centered on you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level

or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Lesser Restoration

School conjuration (healing); **Level** alchemist 2, cleric/oracle 2, druid 2, inquisitor 2, paladin 1

Casting Time 3 rounds

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Levitate

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a leather loop or golden wire bent into a cup shape)

Range personal or close (25 ft. + 5 ft./2 levels)

Target you or one willing creature or one object (total weight up to 100 lbs./level)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Light

School evocation [light];

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Locate Creature

School divination; **Level** bard 4, sorcerer/wizard 4, summoner 3, witch 4; Domain exploration 4

Components: V, S, M (fur from a bloodhound)

Duration 10 min./level

This spell functions like locate object, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

Locate Object

School divination; **Level** bard 2, cleric/oracle 3, inquisitor 3, sorcerer/wizard 2, witch 3; Domain travel 2, thievery 3

Casting Time 1 standard action

Components V, S, F/DF (a forked twig)

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead.

Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Mage Armor

School conjuration (creation) [force]

Level sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a piece of cured leather)

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless)

Spell Resistance no

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mage Hand

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one nonmagical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magic Jar

School necromancy; **Level** alchemist 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S, F (a gem or crystal worth at least 100 gp)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 hour/level or until you return to your body

Saving Throw Will negates; see text

Spell Resistance yes

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly. Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

Magic Missile

School evocation [force]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets up to five creatures, no two of which can be more than 15 ft. apart
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Magic Weapon

School transmutation

Level cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw Will negates (harmless, object)

Spell Resistance yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Message

School transmutation [language-dependent]

Level bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, F (a piece of copper wire)

Range medium (100 ft. + 10 ft./level)

Targets one creature/level

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Negate Aroma

School transmutation**Level** alchemist 1, druid 1, ranger 1**Casting Time** 1 standard action**Components** V, S, M/DF (a pinch of alum)**Range** close (25 ft. + 5 ft./2 levels)**Targets** one creature or object/level touched**Duration** 1 hour/level (D)**Saving Throw** Fortitude negates **Spell Resistance** yes

With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities (such as those possessed by troglodytes).

Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away.

Neutralise Poison

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 3, inquisitor 4, paladin 4, ranger 3, witch 4; Domain restoration 4

Casting Time 1 standard action**Components** V, S, M/DF (charcoal)**Range** touch**Target** creature or object of up to 1 cu. ft./level touched**Duration** instantaneous or 10 min./level; see text**Saving Throw** Will negates (harmless, object)**Spell Resistance** yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Obscuring Mist**School** conjuration (creation)**Level** cleric 1, druid 1, sorcerer/wizard 1**Casting Time** 1 standard action**Components** V, S**Range** 20 ft.**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

Pick Your Poison

School conjuration (healing) [mind-affecting]; **Level** bard 1, cleric/oracle 1, inquisitor 1, witch 1

Casting Time 1 standard action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 10 minute/level**Saving Throw** Fort negates (harmless)**Spell Resistance** yes (harmless)

This spell temporarily converts even the deadliest poison affecting a creature into an intoxicating alcohol. If the subject is affected by a poison effect while under the effects of this spell, instead of the poison's normal effect, she feels intoxicated as if she'd just had a very strong drink and takes a –2 penalty on attacks, saves, and checks for the duration of the spell. When the spell's duration expires, the penalty ends and the poison's normal effects apply. Pick your poison does not affect any poison effects that occurred before the spell was cast.

Prestidigitation**School** universal; **Level** bard 0, sorcerer/wizard 0**Casting Time** 1 standard action**Components** V, S**Range** 10 ft.**Target, Effect, or Area** see text**Duration** 1 hour**Saving Throw** see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, 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.

Protection From Chaos/Good/Law**School** abjuration [evil]; **Level** cleric 1, sorcerer/wizard 1

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic/good/lawful creatures. The target receives a new saving throw against control by

chaotic/good/lawful creatures and chaotic/good/lawful summoned creatures cannot touch the target.

Protection From Evil

School abjuration [good];

Level cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless);

Spell Resistance no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Purify Food and Drink

School transmutation; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

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, diseased, 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. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Rage

School enchantment (compulsion) [emotion, mind-affecting]; **Level** alchemist 3, bard 2, bloodrager 3,

sorcerer/wizard 3, summoner 3, witch 3; Domain demon (chaos, evil) 3, destruction 3, ferocity 3, madness 3; Bloodline abyssal 3, boreal 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration concentration + 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Ray of Exhaustion

School necromancy; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration 1 min./level

Saving Throw Fortitude partial; see text

Spell Resistance yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Ray of Sickening

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

Read Magic

School divination; **Level** bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, F (a clear crystal or mineral prism)

Range personal

Target you**Duration** 10 min./level

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Ray of Frost**School** evocation [cold]; **Level** sorcerer/wizard 0**Casting Time** 1 standard action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Effect** ray**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Remove Fear**School** abjuration; **Level** bard 1, cleric 1**Casting Time** 1 standard action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)

Targets one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

Duration 10 minutes; see text**Saving Throw** Will negates (harmless);**Spell Resistance** yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

Resistance**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0**Casting Time** 1 standard action**Components** V, S, M/DF (a miniature cloak)**Range** touch**Target** creature touched**Duration** 1 minute**Saving Throw** Will negates (harmless);**Spell Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.

Saving Finale**School** evocation [mind-affecting]; **Level** bard 1**Casting Time** 1 immediate action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Targets** one living creature**Duration** instantaneous**Saving Throw** Will negates (harmless)**Spell Resistance** yes (harmless)

You must have a bardic performance in effect to cast this spell. With a flourish, you can immediately end your bardic performance when a creature within range affected by your bardic performance fails a Saving Throw, allowing the subject to immediately reroll the failed Saving Throw.

Scorching Ray**School** evocation [fire]; **Level** sorcerer/wizard 2**Casting Time** 1 standard action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Effect** one or more rays**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Searing Light**School** evocation; **Level** cleric/oracle 3, inquisitor 3; Domain glory 3, sun 3**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Effect** ray**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target.

A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8).

An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8).

A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

See Invisibility

School divination; **Level** alchemist 2, bard 3, bloodrager 2, inquisitor 2, sorcerer/wizard 2, summoner 2, witch 2; Bloodline aberrant 2

Casting Time 1 standard action

Components V, S, M (talc and powdered silver)

Range personal

Target you

Duration 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Shadow Step

School illusion (shadow) [shadow]; **Level** bard 4, sorcerer/ wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

Shield

School abjuration [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Shocking Grasp

School evocation [electricity]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack

rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Silence

School illusion (glamer); **Level** antipaladin 2, bard 2, cleric/oracle 2, inquisitor 2

Casting Time 1 round

Components V, S

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius emanation centered on a creature, object, or point in space

Duration 1 round/level (D)

Saving Throw Will negates; see text or none (object);

Spell Resistance yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use Spell Resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and Spell Resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

Sleep

School enchantment (compulsion) [mind-affecting];

Level bard 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S, M (fine sand, rose petals, or a live cricket)

Range medium (100 ft. + 10 ft./level)

Area one or more living creatures within a 10-ft.-radius burst

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

A sleep spell causes a magical slumber to come upon 4 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. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Speak With Animals

School divination; **Level** bard 3, druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak With Dead

School necromancy [language-dependent]
Level cleric/oracle 3, inquisitor 3, witch 3; Domain knowledge 3, repose 3
Casting Time 10 minutes
Components V, S, DF
Range 10 ft.
Target one dead creature
Duration 1 min./level
Saving Throw Will negates; see text
Spell Resistance no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Spectral Hand

School necromancy; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect one spectral hand
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond

the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spike Stones

School transmutation [earth]
Level druid 4; Domain earth 4
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area one 20-ft. square/level
Duration 1 hour/level (D)

Saving Throw Reflex partial; **Spell Resistance** yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Stabilize

School conjuration (healing); **Level** cleric 0, druid 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates (harmless);
Spell Resistance: yes (harmless)

Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Status

School divination; **Level** cleric/oracle 2, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Targets one living creature touched per three levels
Duration 1 hour/level
Saving Throw Will negates (harmless)
Spell Resistance yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Stinking Cloud

School conjuration (creation) [poison]; **Level** bloodrager 3, magus 3, sorcerer/wizard 3, witch 3; Domain smoke 3
Casting Time 1 standard action
Components V, S, M (a rotten egg or cabbage leaves)
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw Fortitude negates; see text
Spell Resistance no

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Suggestion

School enchantment (compulsion) [language-dependent, mind-affecting]
Level bard 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, M (a snake's tongue and a honeycomb)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 hour/level or until completed
Saving Throw Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Summon Instrument

School conjuration (summoning); **Level** bard 0
Casting Time 1 round
Components V, S
Range 0 ft.
Effect one summoned handheld musical instrument
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this spell.

Summon Monster I

School conjuration (summoning) [see text];
Level bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 round
Components V, S, F/DF (a tiny bag and a small candle)
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Teleport

School conjuration (teleportation); **Level** sorcerer/wizard 5, summoner 4, magus 5, witch 5; Domain travel 5
Casting Time 1 standard action
Components V
Range personal and touch
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object)
Spell Resistance no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be

transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is Spell Resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and Spell Resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

Familiarity/On Target/Off Target/Similar Area/Mishap

Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

To see how well the teleportation works, roll d% and consult the following table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Thunderstomp

School evocation [earth]; **Level** bloodrager 1, druid 1, magus 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier (Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers). This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor.

True Strike

School divination; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, F (small wooden replica of an archery target)

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Vampiric Touch

School necromancy; **Level** antipaladin 3, bloodrager 3, magus 3, sorcerer/wizard 3, witch 3; Domain blood 3, daemon 3

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous/1 hour; see text

Saving Throw none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Vermin Shape I

School transmutation (polymorph); **Level** alchemist 4, bloodrager 4, druid 3, magus 4, sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity

to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

Vermin Shape II

School transmutation (polymorph); **Level** alchemist 5, druid 4, magus 5, sorcerer/wizard 5, witch 4

This spell functions as vermin shape I, except it also allows you to assume the form of a Tiny or Large creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, grab, lunge, poison, pull, trample, and web. You don't gain full immunity to mind-affecting effects, but you do gain a +4 bonus on all saving throws against such effects.

Tiny vermin: If you take the form of a Tiny vermin, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large vermin: If you take the form of a Large vermin, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +5 natural armor bonus.

Virtue

School transmutation

Level cleric/oracle 0, druid 0, inquisitor 0, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 min.

Saving Throw none; **Spell Resistance** yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

Vomit Swarm

School conjuration (summoning)

Level alchemist 2, witch 2

Casting Time 1 standard action

Components S

Range personal

Effect one swarm of spiders

Duration 1 round/level

You vomit forth a swarm of spiders that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed.

You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a swarm of wasps instead. Finally, if your caster level is at least 13th, you can vomit forth a swarm of army ants.

Wall of Ice

School evocation [cold]; **Level** bloodrager 4, magus 4, sorcerer/wizard 4, summoner 3; Bloodline boreal 4

Casting Time 1 standard action

Components V, S, M (a piece of quartz or rock crystal)

Range medium (100 ft. + 10 ft./level)

Effect anchored plane of ice, up to one 10-ft.

square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration 1 min./level

Saving Throw Reflex negates; see text

Spell Resistance yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Waves of Fatigue

School necromancy; **Level** sorcerer/wizard 5, witch 5; Domain toil 5

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw no; **Spell Resistance** yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

Water of Maddening

School conjuration (creation); **Level** alchemist 2, cleric/oracle 3, druid 3, witch 3

Casting Time 1 standard action

Components V, S, M (250 gp of powdered amber)

Range close (25 ft. + 5 ft./2 levels)

Effect up to 1 draft per 2 levels

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** no

This spell generates what appears to be clear, pure water, but is in fact a foul secretion known as water of maddening.

The liquid functions in all the same ways as unholy water (see curse water).

In addition, any creature that is anointed with or drinks this fluid must make a Fortitude save. Creatures who drink the liquid take a –4 penalty on their save to resist its effects.

Success merely causes the creature to become violently ill, vomit the fluid, and become sickened for 1d4 rounds whereas failure indicates the water takes root and drives the victim mad, dealing 1d6 points of Intelligence damage, and twists and deforms the victim's body, dealing 1d6 points of Dexterity damage to the poor soul. The subject's Dexterity and Intelligence cannot drop below 1 as a result of this effect however.

Casting this spell creates approximately 2 ounces, enough for one draft or use (if bottled) as a thrown weapon.

This fluid can be stored indefinitely. Extensive exposure to the liquid (such as drinking nothing else for months at a time) can have other long-term effects on the target, including the development of monstrous deformities or even total transformation into a beast, depending on the GM's whim (these mutations are rarely, if ever, beneficial to the victim).

Zone of Truth

School enchantment (compulsion) [mind-affecting];

Level cleric/oracle 2, inquisitor 2, paladin 2, witch 2

Casting Time 1 standard action

Components V, S, DF

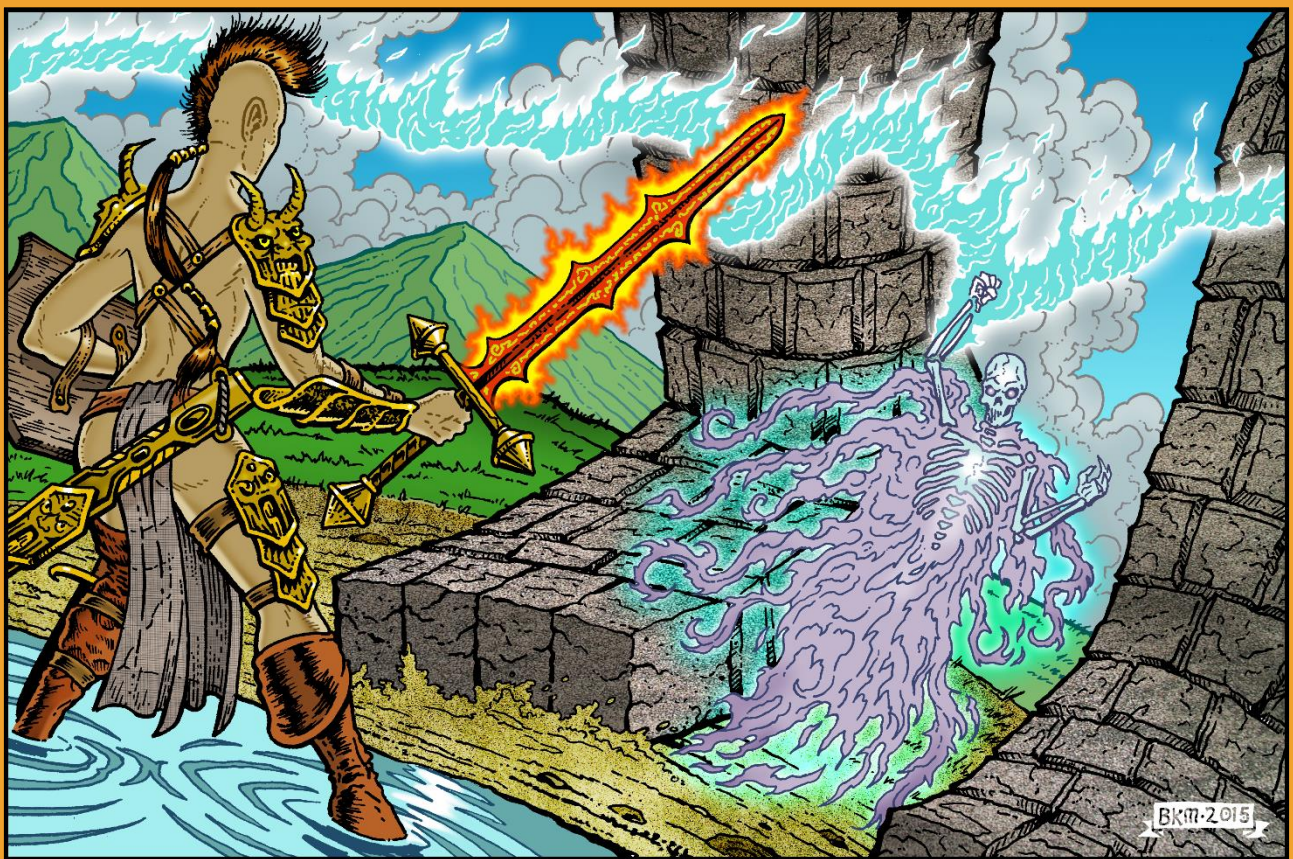
Range close (25 ft. + 5 ft./2 levels)

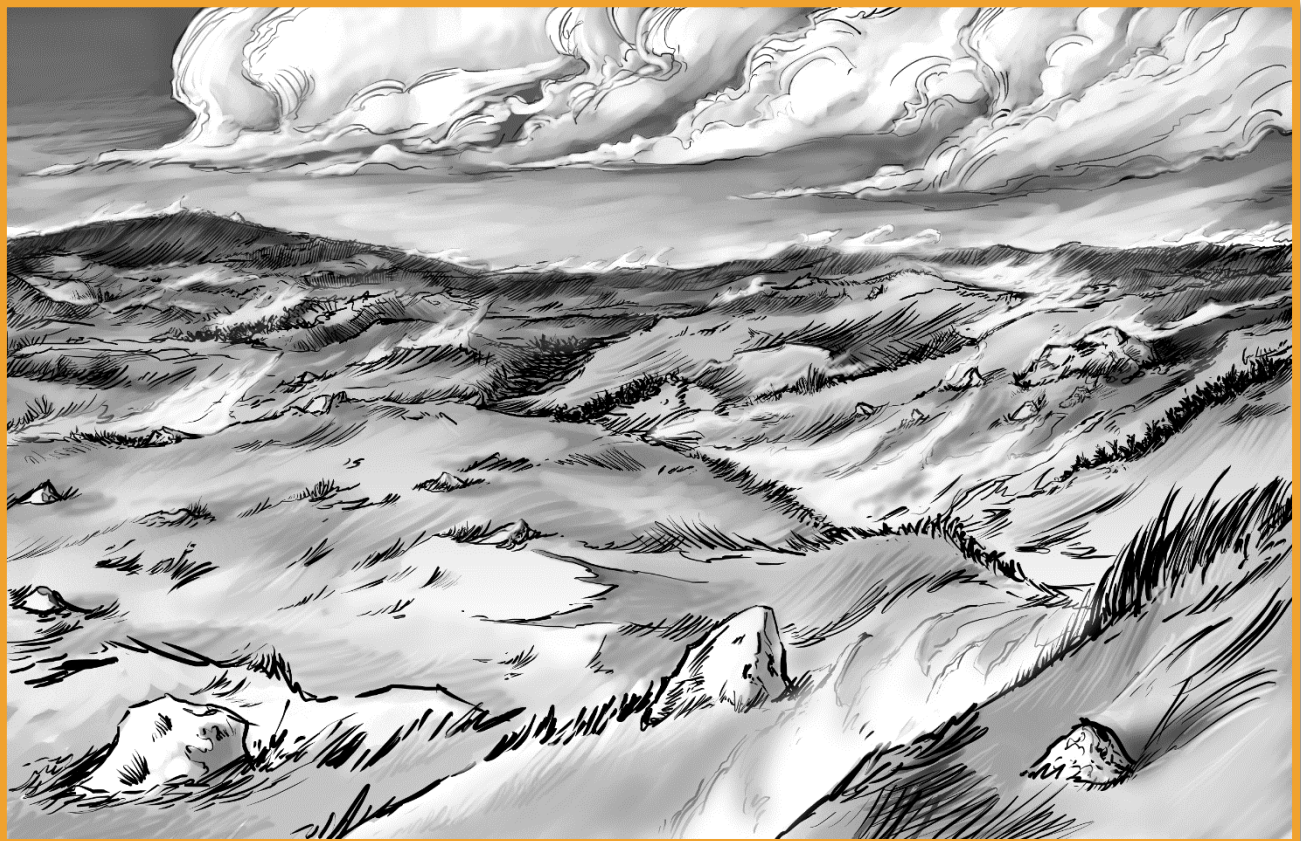
Area 20-ft.-radius emanation

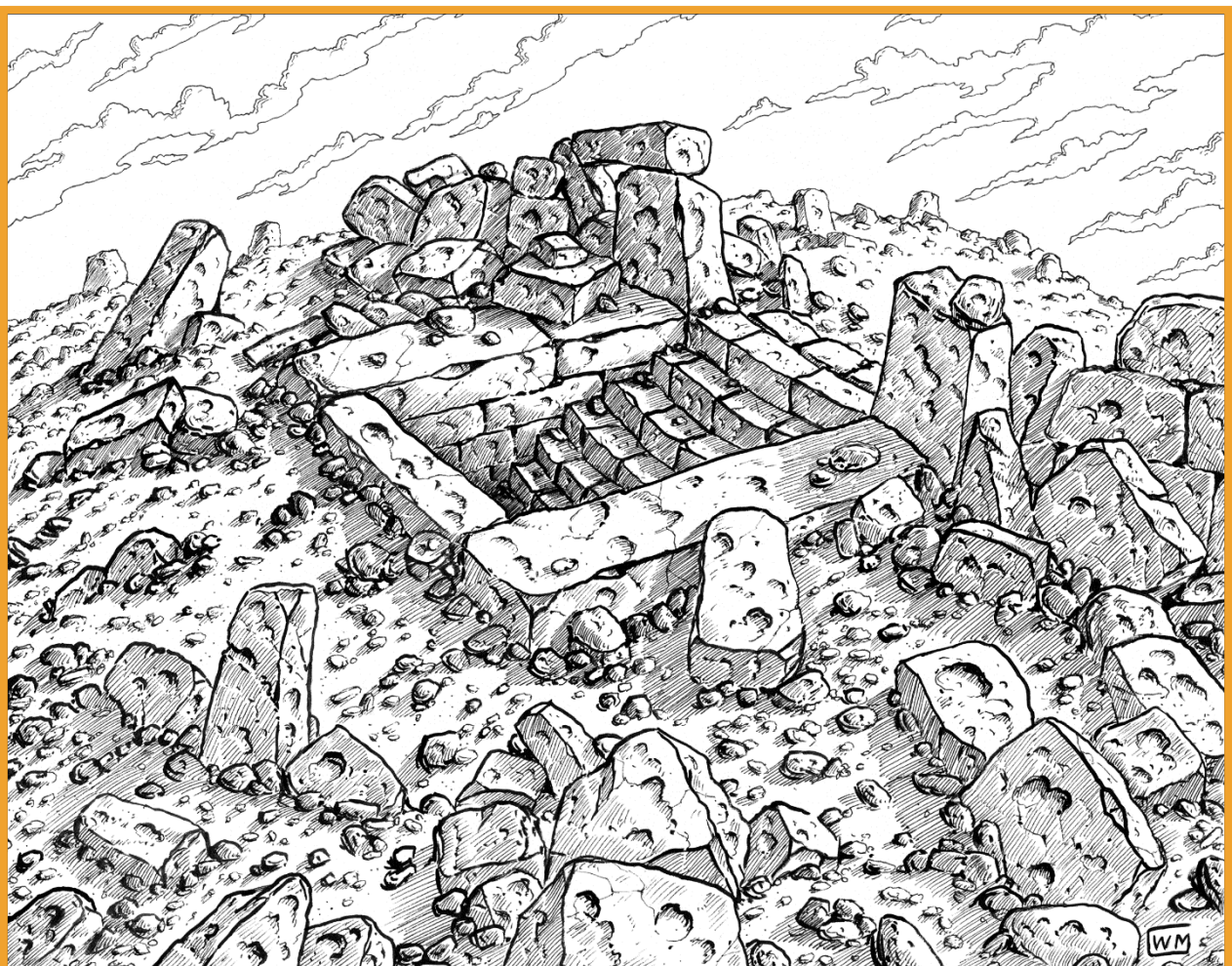
Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

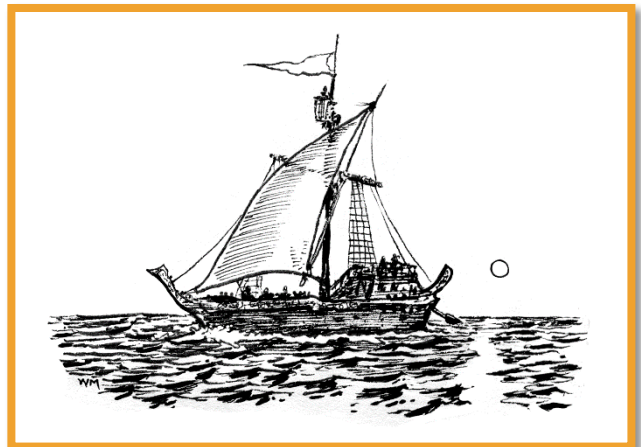
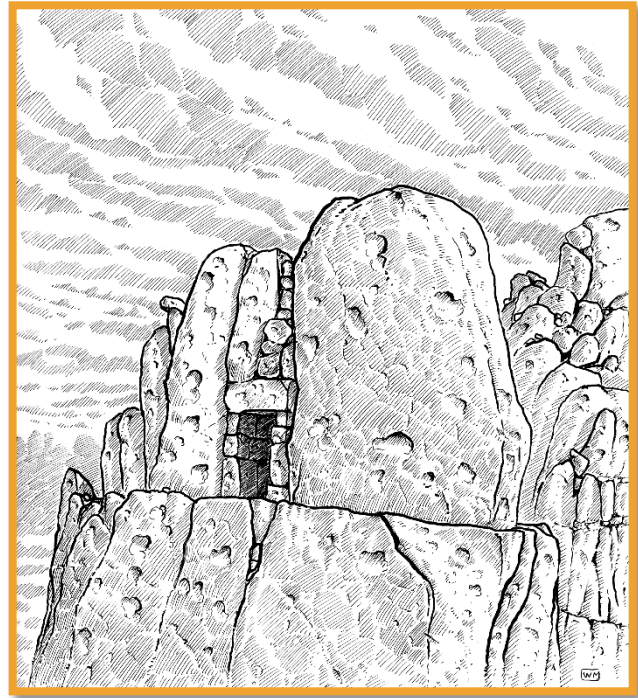
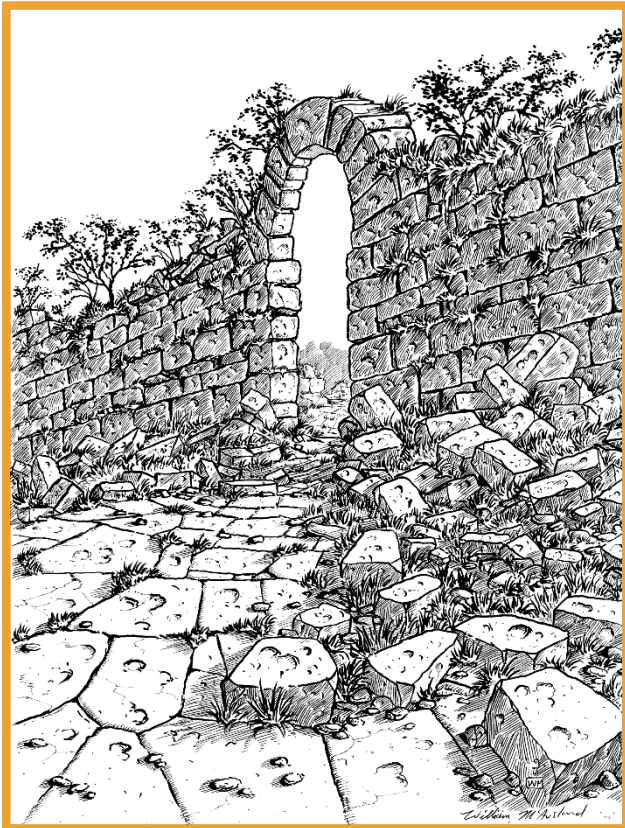
Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.











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