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About the Author

Alexander Augunas is best known as the writer of Know Direction's blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. Alex is a known kitsune aficionado and hopes to be writing well past his death.

Follow Alexander Augunas's exploits as well as upcoming products and previews from Everyman Gaming, LLC on Facebook.

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Thanks to Julian Neale, for helping to make an already great product even greater.

Author's Preface

You need to look no further for fantasy than your own back yard. *MICROSIZED ADVENTURES* was born from a concoction of many classic movies and stories that I grew up with that involved the heroes being diminished to an insignificant stature, then forcing them to search for a way to return to normalcy. Size changes aren't touched on much in the *PATHFINDER ROLEPLAYING GAME*, and so I wrote *MICROSIZED ADVENTURES* to show GMs and PCs alike how much size can matter when it comes to adventure. Especially when you're small enough to be crushed by a toddler. I hope you enjoy *MICROSIZED ADVENTURES* and all of the fantastic moments that it is sure to bring you around the gaming table.

— Alexander Augunas, Everyman Gaming, LLC

Table of Contents

The following sections appear in *Microsized Adventures*.

Rules and Systems: *MICROSIZED ADVENTURES* opens with a detailed section on the rules and systems necessary to take the *PATHFINDER ROLEPLAYING GAME* and adjust its scale in order to create a microsized adventure.

Microsized Characters (Pgs. 6–11): The first section in Rules and Systems describes the modifications that must be made to transform Ordinary-Sized Creatures into Microsized Characters. It features a step-by-step process for adjusting a character's size, skill modifiers, equipment, and more. It also includes a number of additional rules, such as rules for exceptionally tiny creatures and a description of how falling damage functions against Microsized Characters.

Ordinary-Sized Creatures (Pgs. 12–15): This section details which alterations must be made to Ordinary-Sized Creatures before they can square off against Microsized Characters.

Microsized Combat (Pgs. 16–23): The heart of the *PATHFINDER ROLEPLAYING GAME* changes drastically when its heroes become Microsized Characters, and this section provides many different rules and modifications that allow combat to be conducted at a reduced scale. Many of these rules also strengthen Ordinary-Sized Creatures against Microsized Characters, while others provide tactics that characters may wish to use regardless of size (such as the new crush and scale combat maneuvers).

Improvising Items (Pgs. 24–25): Although not exclusive to a microsized adventure, characters that find themselves shrunk must often improvise everything from weapons to armor, and even basic necessities like clothing. This section provides rules that PCs of any size can use to improvise the gear they need, whenever they need it most.

Microsized Adventures (Pgs. 26–31): Borrowing its title from the book itself, this section is a study of the narrative structure of the microsized adventure. It includes an analysis of the adventure's three most basic components—its catalyst, adventure, and solution—as well as examples of each and suggestions for how to build the adventure's setting and

Table of Contents

Rules and Systems	05
Microsized Characters	06
Ordinary-Sized Creatures	
Microsized Combat	
Improvising Items	24
Microsized Adventures	26
Macrosized Characters	32
Character Options	37
Archetypes and Options	
Feats	42
Magic Items and Artifacts	46

populate it with denizens and monsters alike. A sample adventure outline is also provided at the end of this section to help GMs in planning their own microsized adventures.

Macrosized Characters (Pgs. 32–35): Although it may seem out of place in a book titled Microsized Adventures, the rules for creating Microsized Characters can be easily reversed to instead enlarge creatures to titanic proportions, creating Macrosized Characters. Although the rules are similar to those outlined in the Microsized Characters section, this section features a step-by-step process for adjusting a character's size, skill modifiers, equipment, and more. It also includes a number of additional rules that, while especially thematic for Macrosized Characters, may also be employed by Ordinary-Sized Creatures against Microsized Characters.

Character Options: This section includes new archetypes and class options, new feats, and a selection of new magic items, many of which can be used regardless of whether or not the adventure is a microsized adventure.

Archetypes and Options (Pgs. 38–41): This section includes a number of new archetypes and class options that focus on utilizing the new combat maneuvers introduced in the Microsized Combat section in this book, as well as archetypes designed around altering the character's size and fighting opponents larger than it. In the unique case of the gunslinger, the crack shot slinger archetype allows players who want the grit mechanic to use the gunslinger class without needing to be tied down by expensive firearms that need rare materials to craft and maintain.

Microsized Feats (Pgs 42–45): This section includes a number of new feats that allow characters to obtain new and exciting tricks and techniques that will help them survive a microsized encounter or literally crush drastically diminished PCs beneath the soles of their feet.

Magic Items and Artifacts (Pgs. 46–49): *MICROSIZED ADVENTURES* ends with a number of new artifacts, cursed items, and intelligent items whose powers are designed to serve as either catalyst or solution to a microsized adventure.



Rules and Systems

Foi6

"Of all the luck!" Kyr'shin exclaimed as he dove under his end table, spying the missing top to his teapot that Danshi had misplaced the night before. Normally, Kyr'shin wouldn't have given the lid a second thought, but he also wasn't normally six inches tall, naked, and fighting for his life against an unusually persistent serpent. The snake had spotted Kyr'shin roughly a half hour after he had managed to evade capture by the witches who shrank him, and chased him all the way back to his home. It was all Kyr'shin could do to outmaneuver the snake at his current size.

Now, however, the tide had turned. Clutching the teapot lid like a shield against his diminished frame and brandishing a nearby sewing needle like a sword, he stood his ground as the serpent sped towards him, fangs bared. "I have dueled dragons and lived," Kyr'shin spat. "No matter my size, you

are no dragon."

Microsized Cherecters

A Microsized Character is any creature that has had its size drastically reduced by a powerful effect. Ordinary spells that alter a creature's size (such as *reduce person* or *beast shape II*) do not create Microsized Characters—such a transformation is the result of powerful artifacts, esoteric rituals, or mighty beings, and as a result Microsized Characters are only created by effects that specifically cause creatures to become microsized. Any character whose size is unchanged is referred to as an ordinary-sized character; see page 12 for information on how to adjust Ordinary-Sized Creatures when such creatures interact with Microsized Characters.

This section describes the process of transforming Ordinary-Sized Creatures into Microsized Characters. The term "Microsized Character" is used synonymously with "Microsized Creature," as is "Ordinary-Sized Character" and "Ordinary-Sized Creature." Rules for how Microsized Characters function in combat can be found starting on page 12, and the universal rules for becoming microsized are detailed on page 29 in the Universal Rules of Microsizing sidebar.

Step 1: Adjust Size Category

The first step in transforming an ordinary-sized character into a Microsized Character is adjusting its size category. A Microsized Character uses its new size category to determine its size modifiers, as shown in Chapter 8 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. For convenience, these size modifiers have been reproduced on Table 1-1: Size Modifiers. In addition, a Microsized Character uses its new size category to determine any size bonuses or penalties it receives on Fly, Intimidate, and Stealth skill checks, as well as on Strength checks made to break objects that are larger or smaller than its current size. The size bonuses and penalties for these ability checks and skill checks are detailed below.

In some cases, such as with the Intimidate and Stealth check modifiers, the rules presented in *MICROSIZED ADVENTURES* are intended to replace the standard rules described in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. For example, the size bonuses and penalties on Stealth skill checks that are described below take into account that it is easier to notice something small if you are also small. Without this alteration, Microsized Creatures would receive such large size bonuses on Stealth checks that encounters would virtually never happen because neither the PCs nor their foes would ever roll Perception checks high enough to notice one another. The alterations to these skill modifiers can be used even if your character isn't microsized, at the GM's decision.

Fly: A creature gains a size bonus or penalty on Fly skill checks depending upon its size category, as follows: Fine +8, Diminutive +6, Tiny +4, Small +2, Medium +0, Large -2, Huge -4, Gargantuan -6, Colossal -8.

Intimidate: A creature gains a +4 bonus on Intimidate checks if it is larger than its target, increasing by an additional +2 for every two size categories larger that the creature is than its target. Likewise, a creature takes a -4 penalty on Intimidate checks if it is smaller than its target, plus an additional -2 for every two size categories smaller that the creature is than its target. Specific circumstances may reduce or even negate these bonuses or penalties at the GM's decision.

Handle Animal & Ride: A creature takes a -4 penalty on all Handle Animal and Ride skill checks if it is smaller than the animal or creature that it is attempting to ride or handle.

Stealth: A creature gains a size bonus or penalty on Stealth checks based upon the size of each creature attempting to oppose your Stealth check with a Perception check, as shown on Table 1-2: Stealth and Strength Modifiers. For example, Kyr'shin, a Medium kitsune, would gain a +4 size bonus on Stealth checks to hide from a Large ogre, a +8 size bonus on Stealth checks to hide from a Huge cloud giant, and a -8 penalty on Stealth checks to hide from a Diminutive cat.

Strength Checks: Whenever a creature attempts a Strength check to break down doors, damage objects, or oppose a Strength check made by an opponent, she gains a size bonus or penalty on her Strength check based upon the size of the object she is breaking or damaging or the size of the opponent that she is opposing, as shown on Table 1-2: Stealth and Strength Modifiers. For example, Kyr'shin, a Medium kitsune, would gain a +4 size bonus on Strength checks to break down a Small door, a +16 bonus on size checks to crush a Fine hut, and a –8 penalty on Strength checks to break a Huge chain.

Swim and Climb Checks: According to the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK, Tiny or smaller creatures are able to use their Dexterity modifier instead of their Strength modifier on Climb and Swim checks. This alternation does not apply to a Microsized Creature unless it would normally be able to do so on account of its Ordinary Size. For instance, Kyr'shin, a Medium kitsune, could not use his Dexterity bonus on Climb and Swim checks in place of his Strength upon having his size category reduced to Fine because his body is still built like that of a Medium creature, meaning his body's reflexes aren't optimized enough to help perform these tasks.

Step 2: Apply Special Size Modifiers

According to the polymorph subschool section of Chapter 9 in the Pathfinder *RolePLAYING GAME CORE RULEBOOK* and the appendix of the *PATHEINDER ROLEPLAYING GAME BESTIARY*, any creature that has its size altered also alters its Strength, Dexterity, Constitution, and natural armor bonus to AC to suit its new size. Instead of these modifications, Microsized Creatures and Ordinary-Sized Creatures are assigned special size modifiers that apply only when a Microsized Creature faces off against an Ordinary-Sized Creature in combat. The use of special size modifiers is designed to help a GM modify both the PCs and their opponents quickly and simply, even during play.

A Microsized Creature's special size modifier applies on all damage rolls that she makes against Ordinary-Sized Creatures and is based upon how many size categories smaller than her original size the Microsized Character has become. For example, if Kyr'shin, a Medium kitsune, is diminished into a Small creature, he gains a special size modifier of -1 for being one size category smaller than his ordinary size. If he is further diminished into a Fine creature, his special size modifier increases to -10, as he is now four size categories smaller than his ordinary size. Table 1-3: Special Size Modifiers lists the special size modifier associated with being up to 10 size categories smaller than normal.

A Microsized Character's special size modifier does not follow all of the usual rules associated with the rolls it modifies. These exceptions are noted below.

Minimum Damage: If a Microsized Character is 5 or more size categories smaller than the target of its attack, the attack deals no weapon damage if its special size modifier reduces the amount of damage that its attack deals to less than 1. Any leftover special size penalty is then subtracted from any extra damage dice that the Microsized Character added to its damage roll (such as a rogue's sneak attack damage dice or a *flaming weapon's* extra 1d6 points of fire damage)

If a Microsized Character is 4 or fewer size categories smaller than the target of its attack, the attack deals 1 point of nonlethal damage if its weapon damage is reduced to less than 1 point of damage by its special size modifier, as described in the combat statistics section in Chapter 8 of the *PATHEINDER ROLEPLAYING GAME CORE RULEBOOK*.

Magic: A Microsized Character's special size modifier applies to the damage caused by all of its spells, spelllike abilities, and supernatural abilities. If a spell cast by a Microsized Character creates multiple attacks, such as the multiple missiles created by *magic missile* or the multiple rays created by *scorching ray*, she applies her special size modifier to the damage dealt by each attack.

Step 3: Adjust Carrying Capacity

Microsized Characters have a reduced carrying capacity on account of their diminished stature. In order to determine a Microsized Character's carrying capacity, follow the rules for determining carrying capacity for very large and very small creatures as described in the carrying capacity section of Chapter 7 in the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK.

Once the Microsized Character's carrying capacity has been determined, multiply the maximum weight that the Microsized Character can carry at each threshold (light load, medium load, and heavy load) by the carrying capacity modifier for the Microsized Character's new size category, as listed on Table 1-4: Carrying Capacity by Size. Units of measurement for very light objects are given on Table 1-5:

Table 1-1: Size Modifiers

Size	Attack	AC	СМВ	CMD	
Colossal	-8	-8	+8	+8	
Gargantuan	-4	_4	+4	+4	
Huge	-2	-2	+2	+2	
Large	-1	-1	+1	+1	
Medium	+0	+0	+0	+0	
Small	+1	+1	-1	-1	
Tiny	+2	+2	-2	-2	
Diminutive	+4	+4	-4	-4	
Fine	+8	+8	-8	-8	

Table 1-2: Stealth and Strength Size Modifiers Creature's

Size Category	Stealth Mod.	Strength Mod.
8 Categories Smaller	+32	-32
7 Categories Smaller	+28	-28
6 Categories Smaller	+24	-24
5 Categories Smaller	+20	-20
4 Categories Smaller	+16	-16
3 Categories Smaller	+12	-12
2 Categories Smaller	+8	-8
1 Categories Smaller	+4	-4
Same Size Category	+0	+0
1 Categories Larger	_4	+4
2 Categories Larger	-8	+8
3 Categories Larger	-12	+12
4 Categories Larger	-16	+16
5 Categories Larger	-20	+20
6 Categories Larger	-24	+24
7 Categories Larger	-28	+28
8 Categories Larger	-32	+32

Table 1-3: Special Size Modifiers (Diminished)

	•
Microsized	Microsized Creature's
Creature's New Size	Special Size Mod.
Same Size Category	+0
1 Category Smaller	-1
2 Categories Smaller	-3
3 Categories Smaller	6
4 Categories Smaller	-10
5 Categories Smaller	-15
6 Categories Smaller	-21
7 Categories Smaller	-28
8 Categories Smaller	-36
9 Categories Smaller	-45
10 Categories Smaller	-55
+1 Category	*

* For every size category beyond 10 that a Microsized Creature's size has been reduced, increase its special size penalty by an amount equal to the total number of size categories that the creature has been reduced.



Tiny Units for Measuring Weight. For instance, one pound is the equivalent of 16 ounces, 256 drams, or 7,000 grains.

Step 4a: Adjust Equipment

Like creatures, all items and objects possess a size category, and some effects that reduce an Ordinary-Sized Creature into a Microsized Creature also diminish the character's equipment. Unlike with creatures, an object's size category refers to the size of the object's intended wielder or user rather than the size of an object itself. For example, a Medium fork isn't comparable in size or weight to a Medium creature, such as a human. Rather, it represents a fork that is sized for use by a Medium creature. As a general rule, a creature cannot wear clothing or armor intended for a creature that is larger or smaller than its size category, but most other items and objects can be used by a creature that is up to one size category larger or smaller than the size of the item's intended user, though some simple items can be used by a creature that is up to two size categories larger or smaller than the size of the item's intended wielder. For example, a Small creature or even a Tiny one could likely use a Medium fork without too much difficulty, while most kinds of clothing cannot be used effectively by creatures that are larger or smaller than the clothing's intended wearer. For such items, the GM has the final say on whether an item is too large or too small to be successfully used by a creature.

Most items in the PATHFINDER ROLEPLAYING GAME (including both the CORE RULEBOOK and ULTIMATE EQUIPMENT) assume that the object is designed for use by a Medium creature when listing the object's weight. To determine how much an item or object weighs when designed for a larger or smaller creature, multiply its weight by the multiplier associated with the size of the object's intended user, as shown on Table 1-6: Large and Small Object Weights. For example, a Medium battle axe weighs 6 lbs, so a Tiny battle axe weighs 1.2 lbs (6 lbs x 1/5) while a Huge battle axe weighs 30 lbs (6 lbs x 5). If an object's weight is listed as a dash (--), it has an effective weight of 1/2 lb. when determining its weight as a larger or smaller object. Armor follows a series of special rules as it is reduced in size, as noted below. These rules are intended to replace the standard rules described in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* so armored Ordinary-Sized Creatures more of a challenge to Microsized Creatures and to better represent that armor for larger creatures is thicker and more difficult to pierce then armor for smaller creatures. The alterations to these bonuses can be used even if your character isn't microsized, at the GM's discretion.

Armor and AC Bonus: A suit of armor or shield's effectiveness increases or decreases based on the size of the attacker compared to the size of the armor or shield's wearer, as noted on Table 1-7: AC and Hardness Modifications. This modification doesn't affect any enhancement bonus to AC that the armor or shield possesses.

Hardness: An item's hardness decreases based on the size of the attacker compared to the size of the item, as noted on Table 1-7: AC and Hardness Modifications. This modification doesn't affect the item's hit points (although Ordinary-Sized Creatures apply their special size bonus on damage rolls against objects as appropriate; see page 12).

Step 4b: Equipment That Doesn't Adjust

Sometimes the forces that reduce an Ordinary-Sized Character into a Microsized Character do not grant her the luxury of diminishing her gear along with her. As she shrinks in size, her weapons, armor, and even her clothing remain unchanged and tumble to the ground around her, becoming far too big and heavy for her to wield in her diminished state.

A character whose size suddenly changes becomes entangled if she is wearing any clothing, armor, or gear that doesn't adjust to her new size. This condition lasts until all such items are removed from her person. Additionally, if she becomes larger than her clothing, armor, or gear's intended size, every such item that she is wearing gains the broken condition. Magical clothing, armor, and gear gains a DC 10 Fortitude save to negate this condition. If a character's size changes by two or more size categories, any clothing, armor, and gear that she was wearing fall to the ground in her space. If her size is reduced, objects she is holding also fall to the ground if her new size category is too small for her to be able to lift them. If her size is increased, any clothing, armor, or worn gear that she is wearing whose intended size is smaller than her new size category that she is wearing is immediately reduced to 0 hp and destroyed. Magical clothing, armor, and gear gains a DC 20 Fortitude save to instead gain the broken condition.

At the GM's discretion, some items and objects may continue to provide some benefit to the wearer regardless of her size. For instance, although a Fine creature may be unable to wear a Medium cold-weather outfit, the GM might decide that a Fine creature that seeks shelter within the outfit can receive its +5 circumstance bonus on Fortitude saves against exposure to cold weather for as long as she remains within it.

Weapons and shields follow a series of special rules when wielded by a creature whose size does not match the intended size of the item's wielder, such as when a Small creature attempts to wield a Large longsword. These rules are reproduced below from Chapter 6 of the PATHEINDER ROLEPLAYING GAME CORE RULEBOOK.

Inappropriately Sized Weapons and Shields: Weapons and shields use different rules than other types of equipment when determining if a character can wield them based upon his size. A creature increases a weapon's attack roll penalty (or a shield's armor check penalty) -2 for each size category of difference between the weapon or shield's size and the size of its wielder. In addition, the measure of how much effort it takes to use the weapon or shield (whether it is designated as a light, one-handed, or two-handed weapon or a buckler, light shield, heavy shield, or tower shield, respectively) increases by one step for each size category of difference between the weapon or shield's size and the wielder's size. If doing so would cause the weapon or shield to be changed to something that requires less

Table 1-4: Carrying Capacity By Size Biped Quadruped Multiplier **Object's Size** Multiplier Fine¹ x1/8 x1/4 x1/4 x1/2 Diminutive Tiny x1/2 x3/4 Small x3/4 x1 Medium $\mathbf{x1}$ x1-1/2 Large $\mathbf{x}\mathbf{2}$ $\mathbf{x3}$ Huge x4 x6 Gargantuan $\mathbf{x8}$ x12 Colossal² x24 x16

¹ For sizes smaller than Fine, divide the character's Biped Multiplier or Quadruped Multiplier by 2 for each size category smaller than Fine that the character is.

² For sizes larger than Colossal, multiply the character's Biped Multiplier or Quadruped Multiplier by 2 for each size category larger than Colossal that the character is.

Table 1-5: Tiny Units for Measuring Weight

Unit of Weight	lbs	This weighs as much as
grains (gr)	1/7000	a third of a grain of wheat.
drams (dr)	1/256	the gunpowder in one bullet.
ounces (oz)	1/16	a pen.
pounds (lb.)	1	a bag of sugar.
hundredweight (cwt)	100	a young human adolescent.
ton (t)	2,000	a buffalo.

Table 1-6: Large and Small Object Weights

Object's Size	Weight Multiplier
Fine	x1/12
Diminutive	x1/8
Tiny	x1/5
Small	x1/2
Large	x2
Huge	x5
Gargantuan	x8
Colossal	x12

Table 1-7: AC and Hardness Modifications

Item's Size	AC and Hardness Multiplier
4+ Categories Smaller	x1/4
2 Categories Smaller	x1/2
1 Category Smaller	x1
Same Size Category	x1
1 Category Larger	x1
2 Categories Larger	x1.5
4+ Categories Larger	x2

effort to wield than a light weapon or buckler or more effort to wield than a two-handed weapon or a tower shield, the creature cannot use the weapon or shield in question.

For example, a Tiny creature would treat a Medium buckler as a heavy shield (two categories larger), a Medium dagger as a two-handed weapon (two categories larger), and could not wield a Medium heavy shield or a Medium shortsword, as this would make both types of equipment into something that requires more effort than a two-handed weapon or a heavy shield to wield.

Characters Smaller Than Fine

Although effective adventures can revolve around Microsized Characters of Fine, Diminutive, or even Tiny stature, the Fine size category includes all creatures that are six inches or smaller. While the difference between fractions of an inch of height might seem negligible to a Medium creature, such differences are as profound as the difference between a human and a halfling to a creature that has been reduced in size by such an extreme degree. When playing Microsized Characters of such extremely small stature, it is helpful to create additional size categories in order to keep the game from perspective, as well as to prevent a cockroach from gaining the same size bonuses and penalties as an amoeba.

Although the smallest size category is Fine, multiple degrees of the Fine size category exist that allow for the differentiation of Fine creatures of vastly different size. Degrees are noted by a superscript next to the Fine size category, which denotes the number of size categories smaller than Fine that the creature or item is. For instance, a creature with a size category of Fine¹ is one size category smaller than Fine, while a creature with a size category of Fine⁶ is six size categories smaller than Fine. As with all Microsized Characters, a character whose size category is any number of degrees smaller than Fine does not adjust its ability scores to suit its new size; instead, it simply treats each degree of Fine it possesses as an additional size category smaller than its original size for the purpose of determining its special size modifier. For instance, if Kyr'shin, a Medium kitsune, is diminished in size until he becomes a Fine⁴ creature, he gains a special size modifier of -36 for being eight size categories smaller than his ordinary size.

Table 1-3 lists the special size modifiers for Microsized Characters that been diminished in size by as much as 10 size categories, but there is effectively an infinite number of degrees of the Fine size category. Table 1-8: Fine Degrees by Size Category, lists the maximum height of each degree of Fine and provides a common creature or object of each degree as an example for scale.

Tables 1-9 and 1-10 allow GMs using the rules for modifying the combat grid on page 16 to adjust the combat grid to be appropriate for Microsized Characters that include one or more degrees of Fine in their size category. Table 1-9: Fine Degree Grid Adjustment lists the dimensions of one square on a combat grid of each degree of Fine, as described on page 16. This information can also be used to determine the space of a Microsized Character of each degree of Fine; for example, a Microsized Character that has been reduced to a Fine³ creature has a space of 3/4 inch. Furthermore, the movement multiplier on Table 1-9 can be used in conjunction with the adjusted movement rules on page 16 in order to determine the number of squares that an Ordinary-Sized Creature can move on a combat grid of the indicated size category. Table 1-10: Fine Degree Movement Distance lists the converted movement speeds common to PCs for Microsized Characters whose size category includes one or more degrees of Fine.

Degrees of Fine and Wind Effects

Because of their small size, even the slightest breeze can send a Fine creature whose size includes one or more degrees tumbling over, recoiling backwards, or even sent uncontrollably spinning throughout the air like dust in the wind. As a result, Microsized Characters that find themselves reduced to such miniscule sizes must be vigilant in their caution regarding the outdoors and the danger it poses to their survival.

This section includes rules for determining the effects that the wind has on Microsized Characters whose size includes any number of degrees of Fine.

Checked or Blown Away: It takes significantly less forceful wind to halt a Microsized Character whose size category includes one or more degrees of Fine. Table 1-11: Microsized Wind Effects shadows the size categories that are unable to move forward or are at risk of being blown away by light or moderate wind. When such a creature is blown away by a light or moderate wind, it is knocked prone and blown away 1d4x10 inches (instead of feet) if it is on the ground or 2d6x10 inches (instead of feet) if flying, but the effects of being blown away are otherwise the same as listed in Chapter 13 of the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK.

Diminished Ranged Attacks/Siege Weapons: For the purpose of determining any penalties that a ranged attack or siege weapon with an intended wielder size of Fine¹ or smaller takes due to wind speed, increase the wind's severity by one wind speed category for Tiny weapons, plus one additional wind speed category for every two categories smaller than Tiny that the weapon is. For instance, a Fine ranged attack or siege weapon treats the wind force as being two wind speed categories stronger, while a Fine² ranged attack or siege weapon treats the wind speed categories stronger. At the GM's discretion, sufficient cover (such as doing battle under a canopy of grass) can diminish or outright negate the wind's force.

Falling Damage

One of the few benefits of being a Microsized Character is that they are capable of falling extraordinary distances compared to the length of their bodies and surviving relatively unscathed. Unlike most other kinds of attacks and hazards, falling damage due to a Microsized Character physically falling does not get

Tab	le 1-8:	Fine	Degr	ees	by	' Siz	e	Cat	ego	ry	
G •	a .			• •		- 1-	•	. 1	•	C	

Size Category	Max. Height	This is the size of
1st Degree (F ¹)	3 inches	a mouse.
2nd Degree (F ²)	1.5 inches	a common cockroach.
3rd Degree (F ³)	3/4 inches	a daisy's petal.
4th Degree (F ⁴)	3/8 inches	a common housefly.
5th Degree (F ⁵)	3/16 inches	a common ant.
6th Degree (F ⁶)	3/32 inches	an unfed tick.
+1 Degree	Multiply denon	ninator by 2.

Table 1-9: Fine Degree Grid Adjustments

	Square	Movement
Square Size	Dimensions	Multiplier
Fine ¹	3 in (1/4 ft.)	x20
Fine ²	1.5 in (1/8 ft.)	x40
Fine ³	3/4 in (1/16 ft.)	x80
Fine⁴	3/8 in (1/32 ft.)	x160
Fine ⁵	3/16 in (1/64 ft.)	x320
Fine ⁶	3/32 in (1/128 ft.)	x640
+1 Degree	Multiply denominator by 2.	x2

Table 1-10: Fine Degree Movement Distance

Number of Squares of Movement

Square Size	3	4	5	6
Fine ¹	9 in	12 in	15 in	18 in
Fine ²	4.5 in	6 in	7.5 in	9 in
Fine ³	2.25 in	3 in	3.75 in	4.5 in
Fine ⁴	1.12 in	1.5 in	1.88 in	2.25 in
Fine ⁵	0.56 in	0.75 in	0.94 in	1.12 in
Fine ⁶	0.28 in	0.38 in	0.47 in	0.56 in
+1 Degree	Divide by 2, rounded up.			

Table 1-11: Microsized Wind Effects

Wind Force	Checked Size	Blown Away Size
Light (0-10 mph)	Fine ³	Fine ⁴
Moderate (11-20 mph)	Fine ²	Fine ³

modified as a result of its new size. For instance, Kyr'shin, a Medium kitsune, takes the same amount of falling damage from falling 40 feet as a Medium character as he would should his size be reduced to Fine. Microsized Characters with any number of degrees of Fine in their size category can fall 10 additional feet per degree of Fine without taking damage.

While Microsized Characters are able to weather a physical fall with relative ease, falling objects are an extreme hazard to them. When determining the damage dealt to a Microsized Character by a falling object as well as the save DC to avoid the object, if any, treat the falling object as an attack made by an Ordinary-Sized Creature of the object's size. If the GM is using the scaling weapon damage rules (see page 20), falling damage dealt by the object counts as weapon damage for the purpose of determining the damage done by the object.

Ordhany-Sized Greatures

Part of the thrill of a microsized adventure is the idea that once mundane objects and creatures are now dangerous hazards in and of themselves. Objects placed on a table are now impossibly far from reach while climbing the stairs to reach the second story of a home is as daunting as climbing a mountain. But worse of all, ordinarily sized pests such as rats, spiders, and cockroaches are now as dangerous as any devil or daemon.

This section describes the process of taking an Ordinarily-Sized Character such as an NPC and modifying its statistics and abilities for use against a group of Microsized Characters.

Step 1: Apply Special Size Modifier

The first step in adjusting an Ordinary-Sized Creature to better suit the level of threat it now provides to a Microsized Character is to determine its special size modifier. An Ordinary-Sized Creature's special size modifier is determined based on the number of size categories smaller that the Microsized Creature has become, as noted in Table 2-1: Special Size Modifiers; in effect, an Ordinary-Sized Creature's special size modifier is relative to a Microsized Character's adjusted size. For example, if Kyr'shin, a Medium kitsune, is reduced to Small size and is forced into combat with an Ordinary-Sized badger, the badger's special size modifier is +1 because Kyr'shin is one size category smaller than normal. Should Kyr'shin become reduced to Fine size and be forced to fight the badger again, now the badger's special size modifier is +10 because Kyr'shin is four size categories smaller than normal. As a result, an Ordinary-Sized Creature's special size modifier is almost always going to be equal to the value of the special size modifier of its Microsized opponents, except an Ordinary-Sized Creature's modifier is a bonus whereas a Microsized Character's modifier is a penalty.

An Ordinary-Sized Creature applies its special size modifier on all attack rolls, damage rolls, and combat maneuver checks that it makes against Microsized Characters, as well as to its AC and CMD against attacks made by such opponents. Additionally, an Ordinary-Sized Creature gains other benefits from its special size modifier as described below.

Save DCs and Saves: An Ordinary-Sized Creature gains a bonus to the save DCs of its special abilities (including spellcasting) equal to half its special size modifier (minimum +0). In addition, an Ordinary-Sized Creature also gains a bonus on all saving throws made with its good save (such as a fighter's Fortitude, a Wizard's Will, or all of a dragon's saves) equal to half of its special size modifier (minimum +0) as well as a bonus on all saving throws made with its poor save (such as a fighter's Reflex and Will or a Wizard's Fortitude and Reflex) equal to one-quarter of its special size modifier (minimum +0). These values are listed on Table 2-2: Size Modifiers and Saves and are always rounded down.

If the Ordinary-Sized Creature is a multiclass character, it instead treats its two highest saving throw bonuses as its good saves and its lowest as its poor save for this purpose. If all its saves are equal, the GM decides which two saves are considered its good saves and which two are considered its poor saves for the purpose of this benefit.

Temporary Hit Points: An Ordinary-Sized Creature gains temporary hit points equal its special size modifier x the number of size categories smaller that the Microsized Characters have become. For example, if Kyr'shin, a Medium kitsune, is reduced to Small size, any Ordinary-Sized Creatures that he faces in combat gain 1 temporary hit point (special size modifier of 1 x a size category reduction of 1). Should Kyr'shin become reduced to Fine size, Ordinary-Sized Creatures that he faces in combat gain 40 temporary hit points (special size modifier of 10 x a size category reduction of 4). These temporary hit points are lost first when an Ordinary-Sized Creature takes damage from a Microsized source, are not reduced by damage dealt by other Ordinary-Sized Creatures, and replenish at the same rate that the Ordinary-Sized Creature regains hit points from resting as well as from any effect that heals hit point damage, functioning as if they were actual hit points rather than temporary hit points.

Temporary hit points gained as a result of being an Ordinary-Sized Creature stack with those gained from all other sources, but are tracked separately from other sources of temporary hit points, such as those gained from a *vampiric touch* spell. If an attack from a Microsized source deals less damage than you still have as temporary hit points from your special size modifier, it still reduces those temporary hit points but otherwise counts as a miss for the purpose of abilities that trigger on a hit or a miss, such as injury poison, a monk's Stunning Fist, and injury-based disease.

Step 2: Adjust CR

When adjusting the statistics of any creature via a uniform means such as a template, it is difficult to apply a general rule to a wide variety of creatures. Generally, when a party of Microsized Characters battles an Ordinary-Sized Creature, the creature's CR increases by an amount equal to half of its special size modifier (minimum +0). For creatures with fractional Hit Dice, this value is rounded up for special size modifiers that are less than +10. Table 2-3: CR Modifications by Special Size Modifier provides a general guideline for modifying a creature's CR as a result of it gaining the benefits of being an Ordinary-Sized Creature.

The values listed on Table 2-3 are not set in stone, however;

they are guidelines to help the GM decide how challenging an Ordinary-Sized opponent is for her Microsized PCs. As a general rule, Ordinary-Sized Creatures have fewer hit points and deal less damage than a typical creature of their adjusted CR, but their attack bonuses and Armor Class are often higher. These bonuses are included to account for the size bonus on attack rolls and Armor Class that Microsized Characters gain from having their size category reduced, and the final result is a creature that is more likely to hit and damage a Microsized Character and less likely to be struck in return. However, they typically have fewer special attacks and abilities and deal less damage than a typical creature of their CR normally would.

When determining if an Ordinary-Sized Creature is an appropriate challenge for a group of Microsized PCs, keep in mind that creatures with multiple attacks or with a naturally high AC benefit more from their special size modifier then creatures with a single natural attack or a moderate or low AC. For example, an Ordinary-Sized giant octopus has eight slam attacks and a bite attack, all of which benefit from the giant octopus's special size modifier on attack rolls. As a result, always compare the final statistics of an Ordinary-Sized creature with the average monster statistics found in the appendix of the Pathfinder Roleplaying Game Bestiary (or PATHFINDER ROLEPLAYING GAME BESTIARY 4, for creatures with a of CR 25 or higher) to ensure that your Ordinary-Sized Creature poses an appropriate challenge for your party. If an Ordinary-Sized Creature's statistics exceed that of a CR 30 creature, it is likely unbeatable for a group of Microsized PCs.

Ordinary-Sized Swarms

Adjusting a swarm to serve as an Ordinary-Sized opponent for a group of Microsized Characters follows the same general rules as those for other creatures, except with several adjustments as described below.

An Ordinary-Sized swarm adds half of its special size modifier to its Hit Dice for the purpose of determining the amount of damage that its swarm attack deals, rather than adding the bonus to the amount of damage done by its attacks.

Ordinary-Sized Pests

Not all Ordinary-Sized creatures are massive. Oftentimes a group of Microsized PCs must also content with mundane pests that were once too small to offer any real threat or opposition to them when they were Ordinary-Sized. As Microsized Characters, however, even the most ordinary rat becomes a deadly foe capable of inflicting lethal wounds upon an unprepared adventurer. Rather than create entirely new stat blocks for these dangerous pests, it is easier to take existing stat blocks that represent similar (albeit larger) creatures and modify them to using the rules presented to make them appropriate challenges for a group of Microsized PCs.

Step 1–Select a Base Creature: The first step in representing a mundane pest as an Ordinary-Sized Creature is to select an existing, appropriate stat block to represent the

Table 2-1: Special Size Modifiers (Ordinary)

Diminished	Ordinarily-Sized Creature's
Creature's New Size	Special Size Mod.
Same Size Category	+0
1 Category Smaller	+1
2 Categories Smaller	+3
3 Categories Smaller	+6
4 Categories Smaller	+10
5 Categories Smaller	+15
+1 Category	*

* As noted on Table 1-3, except you increase the Ordinary-Sized Creature's bonus rather than its penalty.

Table 2-2: Size Modifiers and Saves

Special Size Mod	Ability Save DC	Good Save Bonus	Poor Save Bonus
+1	+0	+0	+0
+3	+1	+1	+0
+6	+3	+3	+1
+10	+5	+5	+2
+15	+7	+7	+3
+21	+10	+10	+5
+28	+14	+14	+7
+36	+18	+18	+9

creature's abilities. Most types of common pests have a giant version of that creature that can modified for this purpose.

Below is a small list of giant animals and vermin, sorted by source, that work well as a base creature for the purpose of creating an Ordinary-Sized pest.

- PATHFINDER RPG BESTIARY: cave fisher, dire rat, fire beetle, giant ant, giant centipede, giant constrictor snake, giant crab, giant frilled lizard, giant frog, giant leech, giant mantis, giant scorpion, giant slug, giant spider, giant stag beetle, giant wasp, monitor lizard, poison frog, venomous snake.
- PATHFINDER RPG BESTLARY 2: albino cave solifugid, emperor cobra, gar, giant amoeba, giant anaconda, giant bee, giant black widow spider, giant cockroach, giant dragonfly, giant fly, giant gar, giant jellyfish, giant maggot, giant mosquito, giant solifugid, giant tarantula, giant tick, giant toad, glacier toad, goliath stag beetle, giant whiptail centipede, mobat, monstrous roach, slicer beetle, titan centipede.
- PATHFINDER RPG BESTLARY 3: archelon, baluchiterium, basilosaurus, deadfall scorpion, ghost scorpion, giant adult ant lion, giant ant lion, giant chameleon, giant crab spider, giant gecko, giant rot grub, giant sea anemone, megalania, ogre spider, shark-eating crab, shipwrecker crab.
- PATHFINDER RPG BESTIARY 4: giant emperor scorpion, giant flea, giant locus, giant seahorse, goliath spider, giant water strider, greensting scorpion, killer seahorse, mammoth flea, nymph water strider, scarlet spider.
- PATHFINDER RPG BESTIARY 5: blood caterpillar, great assassin bug, giant assassin bug, giant mantis shrimp, giant scarab,

Table 2-3: CR M	odification	ns by Spec	ial Size M	odifier				
Creature's	Ordinari	ly-Sized Cr	eature's Spe	ecial Size M	odifier			
Base CR	+1	+3	+6	+10	+15	+21	+28	+36
CR 1/2 or Less	CR + 1	CR + 2	CR + 3	CR + 5	CR + 7	CR + 10	CR + 14	CR + 18
CR 1 or Greater	CR + 0	CR + 1	CR + 3	CR + 5	CR + 7	CR + 10	CR + 14	CR + 18

giant termite, horn caterpillar, knight ant, megapon ant, spear sea urchin, trilobite.

Step 2-Adjust the Base Creature's Size: Once you have selected a stat block to use as the basis for your Ordinary-Sized pest, the next step is to determine the pest's size in relation to your Microsized PCs; most insectoid pests are six inches long or smaller and are Fine creatures as a result, though some like common bats and mice are Diminutive creatures while rats are typically Tiny.

Once you have determined the pest's size, adjust its size category as appropriate, and use its new size to determine its size modifiers on attack rolls, AC, CMB, and CMD, as well as on Fly, Intimidate, and Stealth skill checks and on Strength checks to break larger or smaller objects.

Finally, once you have adjusted the Ordinary Pest's size category, you must determine its special size modifier. Ordinary-Sized pests determine this modifier differently from other Ordinary-Sized Creatures. First, determine the number of size categories that the base creature was reduced in order to create the Ordinary-Sized pest, then you must determine the number of size categories that the Microsized Character was reduced from its original size.

If the Microsized Character has more size reductions, treat the pest as the Original-Sized Creature and subtract the pest's total number of size category reductions from the Microsized Character's total number of size category reductions, then use the remainder to determine the Microsized Character's effective size category reduction for the purpose of determining both creature's special size modifiers. For example, Kyr'shin is a Medium kitsune who has been reduced to Fine size. The GM determines that Kyr'shin encounters a lone Ordinary-Sized rat, so she uses the stat block for a dire rat from the PATHFINDER ROLEPLAYING GAME BESTLARY. She determines that the Ordinary-Sized rat should be a Tiny creature, so she reduces the dire rat's size category by one, changing it from a Small creature to a Tiny creature. Normally she would apply a special size modifier of -1 to her rat because its size was reduced by one size category, but since Kyr'shin is a Microsized PC whose size has been reduced from Medium to Fine for a total reduction of four size categories, she instead subtracts her rat's one size category from Kyr'shin's four. As a result, Kyr'shin has a special size modifier of -6 while the rat has a special size modifier of +6, as if Kyr'shin were three size categories smaller. This increases the rat's CR from CR 1/3 (which is typical of a dire rat) to CR 2.

If the Original-Sized pest has more reductions, treat the Microsized Character as the Original-Sized Creature and subtract the character's total number of size category

reductions from the Original-Sized pest's total number of size category reductions, then use the remainder to determine the Original-Sized pest's effective size category reduction for the purpose of determining both creature's special size modifiers. For example, Kyr'shin is a Medium kitsune who has been reduced to Fine size. The GM determines that Kyr'shin encounters a lone wasp, so she uses the stat block for a giant wasp from the PATHFINDER ROLEPLAYING GAME BESTIARY. She determines that the Ordinary-Sized wasp should be a Fine creature, so she reduces the giant wasp's size category by five, changing it from a Large creature to a Fine creature. Normally she would apply a special size modifier of -15 to her wasp because its size was reduced by five size categories, but since Kyr'shin is a Microsized PC whose size has been reduced from Medium to Fine for a total reduction of four size categories, she instead subtracts Kyr'shin's four size categories from her wasp's five. As a result, the wasp has a special size modifier of -1 while Kyr'shin has a special size modifier of +1, as if the wasp were one size category smaller. This reduces the wasp's CR from CR 3 (which is typical of a giant wasp) to CR 2.

Multiple Special Size Modifiers

For the purpose of determining an Ordinary-Sized Creature's special size modifier, the rules in this section assume that all Microsized Characters that are participating in combat have the same special size modifier, thereby ensuring that their Ordinary-Sized foe uses the same special size modifier against every Microsized Character in the combat. As a GM, ensuring that your Microsized PCs have been reduced by the same amount makes running encounters that feature Microsized Characters clashing with Ordinary-Sized foes smoother.

For those inevitable moments when your PCs make this impossible, however, use the following guidelines when determining how an Ordinary-Sized Creature interacts with Microsized Creatures with different special size-bonuses.

Special Size Modifier: When an Ordinary-Sized Creature is engaged in combat with multiple Microsized Characters, each with different special size modifiers, the creature tracks each special size modifier that it gains against each Microsized Character separately, applying each bonus exclusively against creatures of the appropriate size.

For example, if Kyr'shin, a Medium kitsune, is reduced to a Fine creature, and Danshi, who is also a Medium kitsune, is reduced to a Tiny creature, any Ordinary-Sized Creature they encounter has a special size bonus of +10 against attacks and effects created by Kyr'shin and +3 against attacks and effects created by Danshi.

Temporary Hit Points: When an Ordinary-Sized Creature is engaged in combat with multiple Microsized Characters, each with different special size modifiers, first determine the total number of temporary hit points that each Ordinary-Sized Creature would normally gain against attacks made by each Microsized foe, based upon its special size modifier it receives against that character. An Ordinary-Sized Creature uses the highest special size modifier from among its opponents to determine the number of temporary hit points that it receives against attacks made by Microsized Characters, but it also gains one temporary hit point threshold for every other special size modifier. When an Ordinary-Sized Creature loses enough temporary hit points to exceed such a threshold, creatures whose special size modifier is associated with that threshold ignore any remaining temporary hit points that the Ordinary-Sized Creature possesses due to its size, and damage from those creature's attacks is subtracted from the Ordinary-Sized Creature's hit points (or from other sources of temporary hit points) instead.

For example, if Kyr'shin, a Medium kitsune, is reduced to a Fine creature, and Danshi, who is also a Medium kitsune, is reduced to a Tiny creature, any Ordinary-Sized Creature they encounter gains 40 temporary hit points that apply against attacks made by Microsized Creatures because the creature's special size modifier against Kyr'shin is +10 and he was reduced 4 categories in size. However, because Danshi was only reduced 2 categories in size and has a special size modifier of -3 as opposed to Kyr'shin's -10, the Ordinary-Sized Creature also gains a temporary hit point threshold of 6. Should the Ordinary-Sized Creature lose 6 or more of its temporary hit points from its special size modifier, Danshi (and any allies he possesses with a special size modifier of -3 or higher) overcomes the creature's temporary hit point threshold, allowing subsequent damage that he deals to become subtracted from the Ordinary-Sized Creature's actual hit points (or other sources of temporary hit points it possesses). Kyr'shin's attacks, however, continue to subtract their damage from the Ordinary-Sized Creature's temporary hit points until they are fully depleted because effectively, he has not overcome his own threshold (the total amount of temporary hit points that the Ordinary-Sized Creature gained).

CR: Determining CR for an Ordinary-Sized Creature is challenging enough without having to worry about characters of different sizes altering the effectiveness of the creature's special size bonuses. As a general rule, when an Ordinary-Sized Creature is engaged in combat with multiple Microsized Characters, each with different special size modifiers, use the lowest of the Microsized Character's special size modifiers to determine the increase to CR that the creature gains. If the encounter proves too difficult, increase the encounter's CR by an additional +1.

For example, if Kyr'shin, a Medium kitsune, is reduced to a Fine creature, and Danshi, who is also a Medium kitsune, are reduced to Tiny creatures, any Ordinary-Sized Creature they encounter adds +2 to its CR, using Danshi's lower special size modifier of -3 to determine this increase. If the encounter proves too difficult as a CR + 2 encounter, further increase the encounter's CR to CR + 3.

E

Microsized Combet

A microsized setting is a dangerously savage one, and though many will try to flee from the threats they will face, almost inevitably a group of diminished PCs will be forced to confront other creatures in battle. While miniaturized, mundane threats become life-endangering struggles as they skirmish with rats and are vastly outclassed by common house pets, which lumber over them like elephants. Even a slobbering babe poses an incredible danger to the heroes of a microsized adventure, who can be stomped on, squashed, or even gnawed upon. Perhaps most frighteningly of all, those who perish in the microsized world risk complete disappearance from the larger world around them, their tales unsung and their corpses little more than specs amidst particles of dirt.

This section provides rules for adjusting combat, particularly the grid, to fit the scale of a microsized adventure. These rules typically alter how an existing rule functions for very large or very small creatures. When playing a microsized campaign, the rules presented here take precedence over those presented in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, though at the GM's discretion some rules may be applied to all combats, not just microsized ones.

Adjusting the Grid

In the *PATHFINDER ROLEPLATING GAME*, movement is based on the assumption that most player characters are Small or Medium characters that occupy a single space on the grid, called a square, that represents a 5-foot by 5-foot area. Regardless of size or speed, the movement and space of all creatures that participate in combat is tracked in 5-foot squares for no reason other than to maintain this grid. This grid system works when Small and Medium creatures are the focus of combat, but when the PCs are smaller than Small or Medium, it becomes necessary to redefine the amount of space that the grid represents in order to maintain combat balance and keep movement tactical for the PCs.

As a general rule, one square on the grid should always be equal to the space of a PC character; usually, this results in a grid with 5-foot squares for Medium and Small PCs, and the result is a Medium grid. Because Medium and Small creatures occupy the same amount of space on a grid, there is no difference between a Medium grid and a Small grid. Table 3-1: Grid Adjustments by Size notes the dimensions of a square on a grid sized for PCs that are larger or smaller than Medium. For instance, the squares on a Gargantuan grid are sized for Gargantuan creatures, meaning each square represents a 20foot space.

Adjusting the size of the combat grid requires several other crucial adjustments to other aspects of combat, namely movement, ranged weapon range increments, reach, and spell range. The following describes the process of making these additional changes.

Adjusting Movement: On a Medium-sized grid, movement is described in increments of 5 feet because squares on a Medium grid represent a 5-foot space. When a character becomes a Microsized Character, her movement speed is reduced to reflect her speed based upon her new stature.

To adjust the movement speed of a Microsized Creature, first determine the number of squares that it can move as an Ordinary-Sized creature by taking the creature's speed and dividing it by 5 feet. For most PCs, this is six squares for a Medium PC, who typically have a speed of 30 feet, or four squares for a Small PC, who typically have a speed of 20 feet. Then, take the number of squares of movement that the creature has and multiply it by its space to determine its new movement speed. For example, Kyr'shin, a Medium kitsune, normally has a movement speed of 30 feet, meaning that he can make up to six 5-foot squares of movement per move action. When diminished into a Fine creature, Kyr'shin can still make up to six squares of movement per move action, but instead of being six 5-foot squares, each square represents 1/2 foot of movement. As a result, Kyr'shin's movement speed as a Fine creature is reduced to 3 feet.

Table 3-2: Movement Distance lists the converted movement speeds for Microsized Characters with speeds common to PCs. It also can be used to determine the total distance needed to travel up to 6 squares on a grid that is larger or smaller than Medium.

Adjusting Ranged Attacks: When a character becomes a Microsized Character, the range of her weapons is reduced to reflect the reduced capabilities of both weapon and wielder.

To adjust the range of a ranged weapon wielded by a Microsized Creature, first determine the number of squares that the weapon possesses per range increment by dividing the weapon's range by 5 feet. Then, take the number of squares in one of the weapon's ranged increments and multiply it by the space of the weapon's intended wielder to determine the weapon's new range. For example, if Kyr'shin, a Medium kitsune, wields a longbow, his weapon normally has a range of 100 feet per range increment, meaning that each range increment consists of twenty 5-foot squares. When diminished into a Fine creature, Kyr'shin can still shoot foes up to twenty squares away with a Fine longbow, but instead of being twenty 5-foot squares, equal square represents 1/2 foot of movement. As a result, the range of Kyr'shin's longbow is reduced to 10 feet.

Table 3-3: Weapon Range Conversions lists the converted range for weapons wielded by Microsized Characters with ranges common to PC weapons. Multiplying the number of squares of range from Table 3-3 by the square dimensions of a Microsized Creature's space from Table 3-1 results in the total range of a range weapon for the size of the square used.

A ranged weapon wielded by a Microsized Creature has the same number of range increments as a ranged weapon wielded by an Ordinary-Sized Creature. For instance, both a Fine longbow and a Medium longbow can be fired up to ten range increments away.

Adjusting Reach: Regardless of whether she is a Microsized Character or an Ordinary-Sized Creature, a character's reach is based upon her size in relation to the size of the grid. A character can attack any creature and manipulate any unattended item or object within its reach, and it threatens all squares within its reach for the purpose of determining if it can make an attack of opportunity should an opponent perform an action that provokes such an attack. A character always has reach within its space, meaning she can always attack an opponent within her space, manipulate an object within her space, threatens an opponent within its space, or perform attacks of opportunity against creatures that provoke such attacks within her space.

A character whose space is equal in size to one square on the grid has a reach of 1 square. For example, a Medium creature acting on a Medium grid has a reach of one 5-foot square because the dimensions of one square on the grid are equal to her space.

A character whose space is smaller than one square on the grid has a reach of 0 squares. For example, a Tiny creature acting on a Medium grid has a reach of 0 because the dimensions of one square on the grid are larger than her space.

A character whose space is larger than one square on the grid has a base reach of 5 feet, plus 5 additional feet for every size category larger that her space is than the grid's. For example, a Gargantuan creature acting on a Medium grid has a reach of 20 feet because the dimensions of one square on the grid are three size categories smaller than her space.

A character wielding a reach weapon doubles her natural reach, or her reach as determined by the relationship between her size and the size of the grid. For example, a Huge creature wielding a reach weapon and acting on a Medium grid has a reach of 30 feet because the dimensions of one square on the grid are two size categories smaller than her space, and she is wielding a reach weapon that doubles her three squares of reach to 6 squares. A creature that is no more than one size category smaller than the grid's dimensions can wield a reach weapon to gain a reach of 1 square. Most reach weapons do not allow a character to attack opponents that are within her natural reach. For example, the aforementioned Huge creature with a reach weapon cannot attack foes within her space or 15 feet of it with its reach weapon.

Table 3-4: Reach Conversions lists the converted range for most creatures based on the size of their space compared to the dimensions of the grid. Some abilities and effects grant additional reach, such as the *long arm*^{ACG} spell or the Lunge

Table 3-1: Grid Adjustments By Size

	Square	Movement
Square Size	Dimensions	Multiplier
Fine	1/2 ft.	x10
Diminutive	1 ft.	x5
Tiny	2-1/2 ft.	x2
Small/Medium	5 ft.	x1
Large	10 ft.	x1/2
Huge	15 ft.	x1/3
Gargantuan	20 ft.	x1/4
Colossal	30 ft.	x1/6

Table 3-2: Movement Distance

	Number of Squares of Movement						
Square Size	3	4	5	6			
Fine	1 ft. 6 in	2 ft.	2 ft. 6 in	3 ft.			
Diminutive	3 ft.	4 ft.	5 ft.	6 ft.			
Tiny	7 ft. 6 in	10 ft.	12 ft. 6 in	15 ft.			
Small	15 ft.	20 ft.	25 ft	30 ft.			
Medium							
Large	30 ft.	40 ft.	50 ft.	60 ft.			
Huge	45 ft.	60 ft.	75 ft.	90 ft.			
Gargantuan	60 ft.	80 ft.	100 ft.	120 ft.			
Colossal	90 ft.	120 ft.	150 ft.	180 ft.			

Table 3-3: Weapon Range Conversions

Range (Medium Weapon)	Range
10 ft	2 squares
20 ft	4 squares
30 ft	6 squares
40 ft	8 squares
50 ft	10 squares
+10 ft	+2 squares of range

Table 3-4: Reach Conversions

Size of Creature's Space	Creature's Reach ¹
+1 Size Category	+1 square
3 Categories Larger than Grid	4 squares
2 Categories Larger than Grid	3 squares
1 Category Larger than Grid	2 squares
Same as Grid	1 square
Smaller than Grid	0 squares

This entry notes the reach of a creature that stands upright, such as a humanoid. Creatures that are larger than one space on the grid that don't walk upright (such as horses, wolves, or triceratops) typically have one less square of reach per size category larger then the grid they are, to a minimum of 1 square of reach. For example, horses are Large creatures with a reach of 1 square (5 feet on a Medium grid). Other creatures might have extra reach or less reach with some or all of their attacks, such as a dragon's extra square of reach with its bite attack.



feet, while some creatures simply have greater or lesser reach than is typical for creatures of their size, such as a dragon's additional reach with its bite attack. When such a creature becomes a Microsized Character, its reach is modified by 1 square for every 5 additional or fewer feat of reach that it gains from abilities and effects.

Adjusting Spells: When a character becomes a Microsized Character, the range and area of her spells are reduced to reflect the spellcaster's reduced size, as well as her capability to harness large quantities of magical power.

To adjust the range of a spell cast by a Microsized Character, first determine the number of squares of distance that the spell can reach by dividing the spell's range by 5 feet. Then, take the number of squares in the spell's range and multiply it by the space of the spell's caster to determine the spell's new range. For example, if Dyne, a Medium elf, casts *fireball* at caster level 7th, his spell normally has a range of 680 feet (400 feet + 40 ft../level), meaning that his spell has a range of 136 5-foot squares. When diminished into a Fine creature, Dyne can still target a space up to 136 squares away with his *fireball*, but instead of being 136 5-foot squares, each square represents 1/2 foot of movement. As a result, the range of Dyne's *fireball* is reduced to 68 feet.

Adjusting the area of a spell cast by a Microsized Character is exactly the same as adjusting the range of such a spell. The shape of a spell cast by a Microsized Character that targets an area is the same as a spell cast by an Ordinary-Sized Creature that targets an area. For instance, both a Fine *fireball* and a Medium *fireball* affect a 4-square radius spread; the Fine *fireball* simply affects a 2-foot area while the Medium *fireball* affects a 20-foot area on account of the spellcaster's size.

Adjusting Miscellaneous Effects: When a character becomes a Microsized Character, the range and area of all abilities and effects that the creature uses or possesses are reduced to reflect the character's reduced size.

To adjust the area or distance of any effect resulting from an effect used by a Microsized Character, first determine the number of squares of distance associated with the effect by dividing its range by 5 feet. Then, take the number of squares in the effect's range and multiply it by the space of the Microsized Creature to determine the effect's new range. This includes (but isn't limited to) auras such as a paladin's aura of courage or a dragon's frightful presence, supernatural abilities such as a bard's inspire competence, and extraordinary abilities such as a ranger's hunter's bond or a rogue's sneak attack.

Ordinary-Sized Creatures: When the size of the combat grid shifts to equal to the space of a Microsized Character, those characters retain the same number of squares of movement, range, and reach, instead altering the distances that those squares represent. The opposite holds true for an Ordinary-Sized Creature; as the grid changes, Ordinary-Sized Creatures retain the same distances for their movement

speed, reach, and attack and spell ranges, instead altering the number of squares needed to represent the distance.

To adjust the movement speed, weapon range, and spell range of an Ordinary-Sized Creature on a smaller grid, first determine the dimensions of one square on the combat grid as described above. Next, divide the dimensions of one square on the grid by the creature's movement speed, weapon range, and spell range to determine the total number of squares that the Ordinary-Sized Creature can affect on the smaller grid. For example, Danshi, a Medium kitsune, has a movement speed of 30 feet (six 5-foot squares), a range of 80 feet (16 5-foot squares) with his shortbow, and a range of 130 ft.. (26 5-foot squares) with his CL 3rd dancing lights spell-like ability. When acting on a Fine grid as an Ordinary-Sized Creature, Danshi still has a movement speed of 30 feet, a range of 80 feet with his shortbow, and a range of 130 feet with his dancing lights spell-like ability, but instead of representing his movement speed, weapon's range, and spell-like ability's range with 5-foot squares, each square represents 1/2 foot of space. As a result, the number of squares of movement that Danshi makes on a Fine grid increases to 60 squares, his shortbow's range increases to 160 squares, and the range of his dancing lights spell-like ability increases to 260 squares.

Table 3-1: Grid Adjustments by Size can be used to quickly determine an Ordinary-Sized Creature's movement speed on a larger or smaller grid. Multiply the number of squares of movement that the Ordinary Sized Creature can move on a Medium grid by the movement multiplier associated with the grid's current size to determine the total number of squares that the creature can move on the grid. For instance, if Danshi, a Medium kitsune with a base speed of 30 feet, is on a Large grid, he would multiply the number of squares he can move on a Medium grid (6 squares) by the movement multiplier on Table 3-1 associated with a Large grid (1/2) to determine the total number of squares he can move on a Large grid with a single move action (3 squares).

Adjusting Attacks of Opportunity

Sometimes a combatant in melee is so physically imposing that its sheer size makes it impossible for its smaller adversaries to take advantage of any lapses in its guard or defenses, even when it takes a particularly reckless action.

A creature cannot make attacks of opportunity against opponents that are five or more size categories smaller than it, as such creatures are far too minuscule for such creatures to read predictably. Likewise, a creature cannot make attacks of opportunity against opponents that are five or more size categories larger than it, as such creatures are far too large for such creatures to be truly threatened by such small adversaries.

The following special circumstances and conditions further describe the limits and restrictions placed upon creatures that attempt to make attacks of opportunity to take advantage of larger foes' recklessness and lapses in defense.

Kaiju and Attacks of Opportunity: A creature with

Tal	ble 3-5:	Spell	Range	Conversions
-				_

Spell Range	Range
25 ft + 5 ft/2 levels	5 squares + 1 square/2 levels
100 ft + 10 ft/level	20 squares + 2 squares/level
400 ft + 40 ft/level	80 squares + 8 squares/level

the kaiju subtype is considered one size category larger than its actual size when determining what creatures it can make attacks of opportunity against. This modification can make a kaiju larger than Colossal if it is already a Colossal creature.

Shared Space and Attacks of Opportunity: A creature can make attacks of opportunity against a creature if it is within its space regardless of its reach. For instance, a Fine creature acting on a Medium grid can make attacks of opportunity against a Medium or larger creature if it is within that creature's space.

Adjusting Cover

Any creature that occupies a space that is larger than 1 square on the grid can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Adjusting Flanking

When making a melee attack, a creature gains a +2 flanking bonus on its attack roll if its opponent is threatened by another enemy creature on its opposite border or corner. If a flanker takes up more than one 1 square on the grid, it gains the flanking bonus if any square it occupies counts for flanking. A creature cannot flank an opponent that is five or more size categories larger than it, as it cannot pose a significant threat to such a massive opponent. Likewise, a creature cannot flank an opponent that is five or more size categories smaller than it, as such a creature cannot accurately read the movements of such a miniscule creature.

Flanking and Reach: A creature with a reach of 0 squares does not threaten adjacent squares, so it cannot grant or gain a flanking bonus unless it occupies an enemy's space alongside another character with a reach of 0 feet. While inside the space of another creature, two flankers are always considered to have the most optimal positioning available to flank their opponent, if such a manner exists.

Kaiju and Flanking: A creature with the kaiju subtype cannot flank or be flanked by any creature that is four or more size categories smaller than it.

New Rules

The following new options and systems allow both Microsized Characters and Ordinary-Sized Characters to take advantage of the size of their opponents while on the battlefield.

Number of Size Categories Smaller than the Target Number of Size Categories Larger than the Target 8 7 6 5 4 3 2 1 0 ¹ 1 2 3 4 5 6 7 8 1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d 8d 1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d6 8d6 1d2 1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d6 8d6 1d2 1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d6 8d6 12d6 1d6 1d8 1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d6 8d6 12d6 1
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<u> 1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d6 8d6 12d</u> <u> 1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d6 8d6 12d</u>
1 1d2 1d3 1d4 1d6 1d8 2d6 3d6 4d6 6d6 8d6 12d6 16d
1 12 12 12 12 12 12 12 12 12 12 12 12 12
$$ $$ $$ $$ $$ $$ $$
1 1d2 1d3 1d4 1d6 2d4 2d6 3d6 4d6 6d6 8d6 12d6 16d6 20d
1 1d2 1d3 1d4 1d6 1d8 1d10 2d8 3d8 4d8 6d8 8d8 12d8 16d8 20d
— 1 1d2 1d3 1d4 1d6 1d8 1d10 1d12 3d6 4d6 6d6 8d6 12d6 16d6 20d6 24d
1 1d2 1d3 1d4 1d6 1d8 1d10 2d6 2d8 3d8 4d8 6d8 8d8 12d8 16d8 20d8 24d
1d2 1d3 1d4 1d6 1d8 1d10 2d6 2d8 2d10 4d8 6d8 8d8 12d8 16d8 20d8 24d8 28d

1 This column indicates the amount of damage done by a creature to another creature of the same size category. For PCs, this entry is typically what will be listed in the weapon's entry in the *PathFinder RolePlaying Game Core RuleBook* or *PathFinder RolePlaying Game Ultimate Equipment*.

Biting as an Unarmed Strike

A creature without a bite attack can attempt to bite an opponent in combat as a special type of unarmed strike; in order to bite as an unarmed strike, a creature must have at least one set of jaws.

As with a bite attack, a creature deals bludgeoning, piercing, and slashing damage when biting an opponent in place of an unarmed strike. The damage dealt by this unarmed strike is reduced by one step, as noted on Table 3-6. A creature can also bite an opponent as an unarmed strike in this manner when it succeeds on a grapple check.

Bite attacks made as an unarmed strike are still unarmed strikes for the purpose of all effects, and effects tied to bite attacks do not trigger when a creature bites an opponent as an unarmed strike. A creature with a bite attack cannot bite an opponent with its natural weapon and bite an opponent as an unarmed strike in the same round.

Scaling Weapon Damage

The smaller a creature is compared to its opponent, the less effective its attacks become, as even the most formidable weapons become scarcely able to scratch the flesh of the largest of creatures. Similarly, attacks unleashed by massive creatures devest ate smaller opponents, who are crushed beneath the girth of their mighty weapons.

Whenever a creature attacks an opponent, its weapon damage dice are based upon the size of the target of its attack. If the target of the attack is the same size as the weapon's intended wielder, the weapon's damage dice are equal to the value located under the "Dmg (M)" entry for that weapon, as noted in the equipment's entry in Chapter 6 of the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK or its entry in Chapter 1 of PATHFINDER ROLEPLAYING GAME ULTIMATE EQUIPMENT. For example, if Kyr'shin, a Medium kitsune, attacks Sasha, a Medium elf, with his Medium katana, he would refer to the katana's entry in *ULTIMATE EQUIPMENT* and use the Dmg (M) value for his weapon, 1d8, as his weapon's damage dice because he is the same size category as Sasha.

If the target of the attack is smaller than the size of the weapon's intended wielder, increase the size of the weapon's base damage, as shown in its Dmg (M) entry, by one step per difference in size category. For example, if Kyr'shin, a Medium kitsune, attacks a Tiny quasit with his Medium katana, he would refer to the katana entry in ULTIMATE EQUIPMENT and increase the Dmg (M) value for his weapon, 1d8, by two steps to 3d6 because he is two size categories larger than the quasit.

If the target of the attack is larger than the size of the weapon's intended wielder, decrease the size of the weapon's base damage, as shown in its Dmg (M) entry, by one step per difference in size category. For example, if Kyr'shin, a Medium kitsune, attacks a Huge tendriculos with his Medium katana, he would refer to the katana entry in *ULTIMATE EQUIPMENT* and decrease the Dmg (M) value for his weapon, 1d8, by two steps to 1d4 because he is two size categories smaller than the tendriculos.

Table 3-6: Weapon Damage by Size provides a list of common base damages and how they progress and regress based upon the size of the weapon's target versus the size of its intended wielder.

Determining Base Damage: When a creature's weapon doesn't possess an associated Dmg (M) entry (such as the case for the natural weapons of most creatures that are larger or smaller than Medium), use the following steps to determine the weapon's base damage.

First, determine the number of size categories larger or smaller than Medium that the creature is, then locate the weapon's damage dice for its size on Table 3-6 as listed under that size category. The creature's Dmg (M) entry will be listed

2

	Summing	Step Distance	e by size	e Category				
Creature's				Size of 1 Square of	on the Grid	1		
Size	Fine	Diminutive	Tiny	Small/Medium	Large	Huge	Gargantuan	Colossal
Fine	1	—	_		_	_	_	
Diminutive	2	1	—	—	_	_	_	
Tiny	5	2	1	—	_	_	_	
Small	10	5	2	1	_	_	_	
Medium								
Large	20	10	4	2	1	_	_	
Huge	30	15	6	3	1	1	_	
Gargantuan	40	20	8	4	2	1	1	
Colossal	60	30	12	6	3	2	1	1

Table 3-7: Shifting Step Distance by Size Category

under the column that notes how much damage a creature deals to a target of its size (the "0" column). If the weapon damage dice isn't listed on the Table, use the lower of the two ranges listed to determine the weapon's damage.

For example, the tarrasque is a Colossal creature with a bite attack that deals 4d8 points of damage. To determine the base weapon damage of the tarrasque's bite, the GM would reference the column noting the weapon damage of creatures 4 size categories larger than its size because a Colossal creature is 4 size categories larger than a Medium creature. 4d8 isn't listed on the Table, so 4d6 is used instead. Moving over four steps in the same column, we can see that the tarrasque's bite attack would have a base weapon damage of 1d6.

Ineffective Weapons: A weapon can be completely ineffective against opponents of significantly size. If a creature attacks an opponent that is larger than the size of the weapon's intended wielder and the difference in size is enough to reduce the weapon's damage dice to a negligible amount, as noted by a dash ("–") on Table 3-4, the attack deals no damage to the target; even bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses are prevented.

Size Changes and Weapon Damage: Spells and effects that increase a weapon's effective size also increase the size of the weapon's intended wielder for the purpose of determining how much damage the weapon deals to the target of its attacks, even if the weapon itself effectively remains the same. For instance, the *lead blades*^{APG} spell increases the target weapon's size for the purpose of dealing damage even though the weapon's physical properties are unaltered.

Spells: The damage dealt by spells and similar effects have no intended wielder, and therefore they don't increase based upon the size of the caster. Rather, the amount of damage dealt by a spell is determined by its caster level.

At the GM's discretion, spells that create weapon-like effects can deal scaling weapon damage based upon the weapon's size compared to the size of the weapon's target. A ray never deals scaling weapon damage despite being a valid choice for the Weapon Focus feat. If such a spell creates a weapon that a character wields as if it were a weapon, such as the *shadow weapon*^{UM} spell, the size of the weapon's intended wielder is always equal to its wielder's size. If the spell creates a weapon that doesn't need to be wielded, such as the *spiritual weapon* spell, it deals damage as described by the spell, regardless of the size of its caster.

Shifting Steps

Although most forms of movement require a conscious effort on the creature's behalf, quick reflexes combined with the throes of battle often allows characters to quickly shift their position on the battlefield slightly without exposing themselves to a counters trike. Just as the distance a creature can move increases and decreases based upon their size, a large creature can shift its position much further than a slow creature on account of its larger size and more threatening presence upon the battlefield.

During any round in which it performs no other kind of movement, a creature can move a distance up to its space without provoking an attack of opportunity. A creature cannot take more than one shifting step per round, and if a creature's space is equal to less than 1 square on the combat grid, it cannot take a shifting step. A creature can only take a shifting step if its movement isn't hampered by difficult terrain or darkness, and only with movement types that it possesses a movement speed for.

For example, Kyr'shin, a Medium kitsune, can move up to 5 feet when he makes a shifting step because his space is 5 feet. On a Medium grid, this distance is equivalent to 1 square of movement. On a Fine grid, this distance is equivalent to 10 squares of movement. On a Large grid, Kyr'shin cannot take a shifting step because his space is smaller than that of one square on the grid; he may only move into and out of Large squares by taking a move action to move.

Table 3-7: Shifting Step Distance by Size Category notes the number of squares that a creature of each size category can take on the combat grid based upon the grid's size. A dash ("–") indicates that a creature of the listed size is unable to take a shifting step on the combat grid.



Swallowing Creatures Alive

Creatures that are significantly larger than their adversaries find little trouble in making a quick meal of them, quickly forcing them into their mouths and swallowing them alive.

All creatures count as having the swallow whole universal monster ability against creatures that are five or more size categories smaller than them, determining the amount of hit point damage needed to cut free from the creature and the AC of the creature's interior as described by the universal monster special ability. A creature's interior gains 1/10th the amount of temporary hit points that the creature gains against opponents with a special size bonus, and such creatures deal 1d6 points of acid damage per 2 Hit Dice to swallowed foes.

New Combat Maneuvers

Very large and very small creatures can perform the following new combat maneuvers in order to gain an advantage against smaller or larger foes, respectively.

Crush Combat Maneuver

During combat, you can attempt to crush a creature that is three or more size categories smaller than you as a standard action. You must be sharing the creature's space in order to target it with a crush maneuver. If you do not have the Improved Crush feat, crushing an opponent provokes an attack of opportunity from the target of your maneuver. If your attempt is successful, the target takes damage as if you had successfully hit it with an unarmed strike, a bludgeoning weapon, or one of the following natural weapons: hoof, slam, tail slap, tentacle, or wing. Add 1-1/2 times your Strength modifier to this damage, plus your special size bonus (if any). Any damage reduction that the target possesses doesn't apply against a crush combat maneuver.

Avoiding a Crush Attempt: As an immediate action, you can attempt to avoid the damage dealt by a crush maneuver. You have a 25% chance to successfully avoid a crush combat maneuver. If you avoid the maneuver, you take no damage as if the attacker had missed due to concealment. Creatures that ignore miss chance due to concealment ignore this miss chance and abilities that affect a creature's miss chance due to concealment (such as Blind-Fight) affect this miss chance as well.

Nonlethal Crush Attempts: You can attempt to deal nonlethal damage with a crush attempt by taking a –4 penalty on your combat maneuver check.

Swarms and Crush Maneuvers: You can use a crush maneuver against any swarm that is composed of creatures that are three or more size categories smaller than you. A crush maneuver deals full damage to a swarm regardless of the size of its component creatures. A swarm cannot avoid a crush attack, although it has a 5% chance per point of base attack bonus to take half damage from the attempt instead.

Scale Combat Maneuver

During combat, you can attempt to climb up another creature's body as a standard action. You can only scale an opponent who is three or more size categories larger than you. If you do not have the Improved Scale feat, scaling an opponent provokes an attack of opportunity from the target of your maneuver regardless of its size category in relation to yours; namely, using this maneuver without the proper feat provokes an attack of opportunity from creatures that are five or more size categories larger than you.

If your scale attempt is successful, you climb up the target's body a number of squares up to half your speed or up to your full climb speed, if you possess a climb speed. Regardless of its actual height, a creature is considered to be a number of squares tall equal to its space. For instance, a Medium creature is one Medium square (5 ft..) tall, two Tiny squares tall, five Diminutive squares tall, and ten Fine squares tall, respectively. While scaling a creature, that creature is flat-footed against your attacks, and you can use this maneuver in order to get close enough to reach the creature's vital spots, allowing you to sneak attack the target if you possess that ability. Typically, climbing a minimum of half a creature's height in squares is enough to place you within range of your opponent's vital spots.

On subsequent rounds, if you do not let go of the creature that you are scaling, maintaining the maneuver is a move action. If your target doesn't try to knock you off its body, you gain a +5 circumstance bonus on scale attempts against that target on subsequent rounds. Maintaining the maneuver allows you to climb up or down the creature's body a number of squares equal to half your speed (or your full climb speed if you possess a climb speed) or remain at your current location. If you do not maintain the maneuver, you let go, causing you to take 1d6 points of falling damage per square that you had climbed on the creature as you plummet to the ground. A successful Acrobatics check can reduce this falling damage as described under the skill in Chapter 4 in *PATHFINDER ROLEPLAYING CORE RULEBOOK*.

If You Are Being Scaled: If you are being scaled, you can attempt to knock one or more creatures that are scaling you as a standard action. If shaking off multiple foes, make a combat maneuver check against each foe's CMD—if shaking off a single foe, you gain a +4 bonus to your combat maneuver check. This provokes an attack of opportunity from any opponent that you threaten that you are not actively attempting to shake off of your body.

If you succeed, you knock the target or targets off of your body, causing it to take falling damage as appropriate for the number of squares that it had scaled up on your body (1d6 per square, to a maximum of 20d6). Alternatively, you can immediately begin grappling one creature that scaled you. Being scaled doesn't impact your ability to perform any actions; you may act normally while being scaled.

Climbing and Scaling: A creature that is trained in the Climb skill can use its ranks in Climb as its base attack bonus when performing a scale maneuver. A creature with a climb speed gains a +8 racial bonus on scale combat maneuver

Microsized Rules in Ordinary Combats

Though the rules described in this section are designed for combats involving Microsized Characters, they can be easily adapted for use in a general game. This section notes the advantages of adapting each of the rules in this section for general use.

Adjusted Grid: Altering the size of the grid can be an effective means to make the party feel smaller and gain a disadvantage against larger opponents while saving space on a battle mat. For example, changing the grid to a Gargantuan grid for a combat against a Gargantuan dragon allows the GM to convey the massiveness of its lair while also giving the PCs many disadvantages in the combat, such as by removing their ability to take shifting steps.

Adjusted Flanking: Using this rules set outside of a Microsized Combat makes smaller creatures more dangerous, because it gives them a means to threaten and flank the PCs.

Biting as an Unarmed Strike: This rules set is fairly thematic, and gives PCs a flavorful way to attack their foes in desperate times without unbalancing the game or devaluing creatures that actually have a bite natural attack.

Scaling Weapon Damage: Adjusting the amount of damage that a weapon deals based upon the size of its target rather than the size of its wielder allows weapons wielded by very large or very small creatures to deal damage to creatures of the same size as themselves that is more in-line to what Medium creatures can do to one another while also making very large opponents more of a threat to PCs because it becomes more difficult to damage them.

Shifting Steps: Using the shifting steps rules set as a replacement for the 5-foot step rules set makes the quick shifts represented by a 5-foot step more believable for very small and very large creatures.

New Combat Maneuvers: The crush maneuver gives an excellent option for giving martial PCs a means to harm swarms and other very small adversaries, while the scale maneuver allows PCs to climb up opponents to hit hardto-reach places, allowing GMs to enforce such restrictions without robbing the players of their special abilities.

checks, but not to his CMD against scale combat maneuvers.

Helpless While Scaling: If you become helpless while scaling a creature, such as when you are paralyzed or fall asleep, you immediately let go of the creature you are scaling and fall. You cannot perform an Acrobatics check to reduce the falling damage that you take while helpless. A scaling creature receives a +4 bonus on saving throws against effects that would render him helpless or unable to hold onto a creature that he is scaling, including polymorph effects that interfere with or remove his ability to scale that creature.

Kaiju and Scale Maneuvers: A creature with the kaiju subtype can be scaled by Huge or smaller creatures (2 size categories smaller instead of 3) because of its massive size.

Emeil Guleivordul

When supplies are scarce, characters can improvise most common items such as armor, clothing, weapons, and tools. Improvised items are often less effective than their manufactured counterparts, but can offer an edge that a character needs to survive in a relentless environment, be it stranded in a deserted island or reduced to the size of a soldier ant.

This section includes general descriptions for the kinds of materials that improvised weapons, clothing, gear, tools, and weapons can be created from. It also includes general rules for using and crafting improvised items using the Craft rules. Additionally, the following general rules apply to nearly all improvised weapons, though the GM may determine otherwise for special instances.

Crafting Cost: Improvised items are scavenged from whatever objects are at hand, and thusly the raw materials to "craft" an improvised weapon don't have a gp value. A character can craft an improvised item from whatever is on hand, provided she has the approval of her GM. Failing a check to craft an improvised item by 5 or more still ruins the raw materials, however.

Ineffective Improvisations: Some items cannot be improvised, no matter how much work goes into them. This includes (but isn't limited to) items with complex mechanical parts, such as crossbows and firearms, items designed with a specific style or appearance, such as a noble's outfit, and items that create alchemical, magical, or mechanical effects, such as alchemist's fire.

Improvising Armor

Armor is among the most important pieces of equipment to improvise whenever it isn't available, as even the most basic forms of protection can literally be a lifesaver. Most professionally-made armor is sewn together from leather or smelted from iron or steel, but other, more abundant materials can serve as protection in a pinch.

Appropriate amounts of bone, chitin, and carapace make for effective armor and shields in a pinch, as can properly treated wood. Depending upon the materials at hand, these materials sometimes need to be fastened directly to the wearer's body, often using rope spun from animal hair, woven grass, or sufficient amounts of silk. Sometimes ordinary objects can be used as armor, such as using a metal thimble as a helmet or a trash can lid as a shield.

Using Improvised Armor: When you don a suit of improvised armor, choose the most similar kind of manufactured armor to use for the improvised armor's base statistics. Because improvised armor isn't designed for use as armor, its armor bonus to AC and its maximum Dexterity bonus are reduced by 2, its armor check penalty increases by 2, and its arcane spell failure chance increase by 15%.

Any character wearing a suit of improvised armor takes the armor's check penalty on all attack rolls and on Dexterityand Strength-based ability checks and skill checks. Finally, a suit of improvised armor has the fragile armor special feature, except it also gains the broken condition (or is destroyed if it already has the broken condition) when its wearer rolls a natural 1 on a saving throw.

Using Improvised Shields: When you wield an improvised shield, choose the most similar kind of manufactured shield to use for the improvised shield's base statistics. Because an improvised shield isn't designed for use as a shield, its shield bonus to AC is reduced by half (minimum 1), its armor check penalty increases by 2, and its arcane spell failure chance increases by 10%. If you are improvising a tower shield, also reduce its maximum Dexterity bonus by 2.

An improvised shield has the fragile armor special feature, except it also gains the broken condition (or is destroyed if it already has the broken condition) when its wearer rolls a natural 1 on a saving throw.

Crafting Improvised Armor and Shields: A character can attempt a DC 10 Craft (armor) check to attempt to craft a suit of improvised armor or an improvised shield. Doing so takes 10 minutes per point of armor bonus or shield bonus that armor or shields of that type normally armor possesses, and this check can be made untrained. When a character who is trained in Craft (armor) attempts to craft improvised armor, she reduces the number of minutes needed to create the armor by 1 minute for every 5 by which she beats the check's DC.

Improvising Clothing

Clothing is essential items for the comfort and survival of humanoid creatures. At its core, a proper set of clothing keeps its wearer comfortably protected from the elements, and even humanoid races that don't require clothing for this purpose often adopt it for social and cultural reasons, and as a result many humanoid creatures experience extreme emotional and mental discomfort when lacking clothing.

Clothing is typically spun from animal or plant fibers or sewn together from leather or hide, but grasses, leaves, and other plant products can be used to cover one's self in a pinch. Certain ordinary objects make effective, if crude, garments in a pinch, such as large leaves or oversized bits of cloth or sinew.

Using Improvised Clothing: The effectiveness of a set of improvised clothing depends mostly on the quality of materials that comprise it. If the materials are effective assets towards the clothing's function, the wearer receives the same bonuses as it would have gotten from a manufactured set of clothing. For instance, skinning a wolf and wrapping its fur coat around your body is just as effective as buying furs from a local marketplace.

Clothing whose materials aren't effective assets towards its primary function receive a reduced bonus; either half the normal bonus if the improvised material is somewhat effective, or no bonus if the improvised material is completely ineffective, as determined by the GM. For example, using lightweight leaves and grasses to improvise a hot weather outfit is somewhat effective, but not entirely effective as the plants will often stick to the wearer as a result of her sweat combined with the heat. As a result, the GM determines that the player only gains a +1 bonus on saves for wearing the improvised hot weather outfit instead of the full +2 benefit.

Crafting Improvised Clothing: A character can attempt a DC 10 Craft (cloth), Craft (clothing), or Craft (leather) check to attempt to craft a set of improvised clothing. These checks can be made untrained. If the character wishes to gain any benefits from the clothing (such as a bonus on saves or skill checks), then this Craft check functions exactly as if she were using the Craft skill trained to create manufactured clothing and takes the same amount of time, though she can still make the check untrained. A character can Craft the equivalent of a peasant outfit as improvised clothing with 1d4 hours of work.

Improvising Gear

After clothing, armor, and weapons, improvising various pieces of gear, such as simple tools and shelter, are among the most essential items that characters need for survival.

Gear and equipment can be constructed from virtually any material, as "gear" is an extremely broad term. Overall, effective materials need to be able to perform whatever functions that the gear is designed to perform while also holding strong against normal wear and tear. When determining what types of materials to use when improvising a piece of gear, consider the relative hardness of the manufactured material to the improvised material, but also consider if the material is within a character's means to alter or adjust, given her current situation. For example, bone makes an effective substitute for stone, metal, and even wood in simple types of gear because it is a hard material that can be altered and shaped through relatively simple means, such as carving or snapping.

Using Improvised Gear: The effectiveness of improvised gear depends mostly on the quality of materials that comprise it. If the materials are effective assets towards the gear's primary function, the wearer receives the same bonuses that it would have gotten from manufactured gear. For example, stuffing your ears with wild cotton is just as effective as buying earplugs.

Crafting Improvised Gear: Crafting improvised gear uses the same rules and Craft DCs as manufactured gear, except that the checks can be made untrained. At the GM's discretion, some improvised gear can be crafted using their gp value in place of their sp value, while others are so incredibly complex that they can't be improvised at all (such as alchemical items or firearms).

Improvising Weapons

Most humanoids lack ways to defend themselves from the beasts and monsters that prowl the world, making the acquisition of weapons one of the most important tasks for surviving in inhospitable locations.

Manufactured weapons come in many shapes and sizes, but most are made from metal, wood, or a combination of both. Stone is an effective substitute for metal in bludgeoning weapons and piercing weapons when sufficiently jagged, while sharpened bone provides an effective substitute for slashing weapons. Most weapons often need their parents to be fashioned together using rope, grasses, silk, or animal sinew. Sometimes ordinary objects can be used as armor, such as using a chair leg as a club.

Using Improvised Weapons: The rules for using improvised weapons appear in Chapter 6 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* in the weapons section.

Crafting Improvised Weapons: A character can attempt a DC 10 Craft (weapons) check to attempt to craft an improvised weapon. Doing so takes 1d4 x 10 minutes for a simple weapon, 1d4 hours for a martial weapon, or 2d6 hours for an exotic weapon, and this check can be made untrained. When a character who is trained in Craft (weapons) attempts to craft improvised

weapons, she reduces the time needed to create the weapon by 1 minute for every 5 by which she beats the check's DC for simple weapons, or 1 hour for every 5 by which she beats the check's DC for martial and exotic weapons. Weapons that possess complex parts, such as crossbows and firearms, cannot be improvised.

Microsized Adventures

The microsized adventure plot arc is the most basic setup for a microsized adventure: the PCs discover something that starts their adventure by greatly diminishing them in size, then they adventure in and explore the world from their new perspective, and must survive its many perils until they ultimately discover a means of returning to their original size. This section provides tips for Game Masters and players when adventuring in this sort of adventure structure.

Whether reduced to half their size, the size of a mouse, or the size of a flea, a microsized adventure relies primarily on the presentation of the adventuring environment as a strange but familiar place, a strange world where the mundane has suddenly become the fantastic, dramatically shifting the PCs' perceptions of the world. As used in *Microsized Adventures*, "microsized" can represent virtually any amount of significant reduction in size, but the most effective microsized adventures reduce the scale of the PCs's world enough that they become entirely unable to function in the world they once knew, or at least are severely hampered when attempting to do so.

A microsized adventure is a narrative device that focuses on permanent or indefinite size reduction as a plot point to motivate its characters. Microsized adventures are often survivalist in nature and are typically about the character's attempts to return to their normal size as the story's primary driving force. They are often an amalgamation of many different story arcs and tropes, and strive to highlight their character's reduced power and significance to the world as a result of their diminished stature. As a result, playing in a microsized adventure often means abandoning some of the heroic power fantasy that pervades the *PATHFINDER ROLEPLAYING GAME* in exchange for themes of powerless, helplessness, and insurmountable opposition in the face of a world with few safe havens and countless foes.

Although many microsized adventures have antagonists, the antagonist isn't always another character in the story. Instead, the antagonist of many a microsized adventure is often nature itself as the PCs contend with mundane animals, plants, and other natural hazards that have become significantly more dangerous as a result of the PCs' diminishment. Natural forces such as thunderstorms, thick grass, and deadly predators, as well as the character's growing feelings of helplessness and dread are just as often the primary antagonists of a microsized adventure as an actual character.

The following sections describe each major step of the microsized adventure plot device in detail, providing basic hooks and ideas surrounding each step of the story.

The Catalyst

All microsized adventures begin with a catalyst, an event or action that triggers the adventure by reducing the PCs in size. Oftentimes a microsized adventure occurs as a result of another plot or adventure that the PCs were investigating that puts them in the wrong place at the wrong time, such as a powerful sorcerer diminishing them with an ancient artifact for snooping around her lair or angry spirits shrinking the PCs as punishment for trespassing upon their sacred ground. Regardless of what the catalyst is, its introduction should be shrouded in mystery—if not what caused the PCs to diminish in size, then how it functioned or why the PCs don't seem to be returning to their normal sizes.

A successful catalyst to a microsized adventure is something that cannot be thwarted or avoided, something that ultimately leaves the PCs diminished in power as well as well as size. Little makes the PCs feel more helpless than a mystery they are unable to solve, and the extreme reductions of power that come from being reduced in size coupled with the lack of a means of returning to normal is often the perfect catalytic agent to spark a microsized adventure. Effectively emphasizing this powerlessness and building a sense of peril for the adventure requires the strategic employment of a normally trivial hazard or encounter whose difficulty is compounded by the PCs' reduction in size. Most PC parties need only a single encounter or hazard to drive home what they've lost and the peril they now face, and this is often effectively accomplished by describing how small details impact mundane aspects of their daily livelihood, slowly chipping away the resolve of both player and character with the direness of the current situation. Doing so properly sets the tone for the adventure while giving the PCs motivation to look to undo the situation that they now find themselves in.

The following are example catalysts that can be used to introduce a microsized adventure to groups of PCs, as well as considerations that GMs should make to help emphasize the danger that has befallen the group.

A Wizard Did It: A local wizard has accidentally reduced the size of her apprentice and her apprentice's friends to an estimated 1/512 of their proper size during a failed experiment. As her divinations lack the proper precision to locate the shrunken youths, the wizard enlists the PCs' help by shrinking them down to mount a search and rescue mission, regardless or whether or not the PCs want to help.

The Collector: A nostalgic resident of a local town watches with sorrow as his childhood home grows and changes from the home he once knew. After acquiring an artifact with the power to diminish anything in size, he embarks on a rampage to preserve as much of the town as he can by shrinking the town and its residents and taking them away to a private terrarium where he can ensure that nothing will ever change. Maddened by the artifact's power, he has few qualms about shrinking anything that stands in his way and adding it to the terrarium, be it a barrier, a newfangled structure, or a group of meddling PCs.

Cursed Treasure: Generations ago, a powerful arcanist locked away a cursed orb in his private vault; the orb shrunk any humanoids exposed to its power to the size of ants. Years later, her treacherous, treasure-seeking apprentice stole the orb, murdered the arcanist, and disappeared, never to return. In truth, the apprentice teleported away to a roadside retreat before succumbing to the orb's power himself. Unable to move or manipulate the orb with his diminished frame, the apprentice resigned himself to his fate and built a home within the walls and floorboards of the abandoned retreat.

Over several decades, many have wandered too close to the orb's inconspicuous resting place and met a similar feat. Now a thriving microsized metropolis has sprouted within the cottage's walls with the apprentice as its ruler. Unbeknownst to the PCs, who stop at the cottage to rest for an evening, they are about to become the city's newest residents.

My Life in a Bottle: After a kingdom's greatest champions were slain by a fey demigod, it was shrunk in size and bottled with ancient magic to forever serve as a trophy for the vindictive fey. Generations later, the bottled kingdom's nonrenewable resources have begun to dwindle, threatening the lives of the people imprisoned there. In response, a new generation of heroes, the PCs, are forced to venture forth from their prison by way of a magic ritual to try and discover a way to save their home. There's just one tiny problem although much larger thanks to their escape, a lifetime of exposure to fey magic has left each PC is scarcely larger than a mouse. In order to save their homeland, the PCs must purge themselves of the corruptive fey magic that haunts their very being so they can return to their proper size and confront the demigod at her seat of power once and for all.

Rivers Run Dry: When local water sources are devastated by a recent earthquake, one kingdom's court mage attempts a ritual to help ration and restore water to the kingdom's people. Rather than solve the water crisis, the mage's ritual diminished every person living in the kingdom to a mere six inches of height through error or intention. Without a sizeeffective labor force to irrigate the land or move the water, the kingdom is worse off than before, especially now that the court mage has crowned himself king by virtue of superior size and magic. Having begun to make impossible demands of the locals, the kingdom's future rests in the hands of the PCs, a group of travelers who just happened to be in town when the ritual was cast.

Toil and Trouble: In constant need of humanoid limbs and body parts to fuel their depraved rites, a coven of witches brews up a powerful draught that dramatically diminishes any humanoid who imbibes it, allowing them to herd and bottle the villagers for use in future rituals. After weeks of successfully preying on travelers and merchants, the coven has grown bold enough to attempt to fully stock their pantry by shrinking an entire town's worth of people all in a single night. Slowly but surely, the witches and their minions glide across town and

Antagonists of a Microsized Adventure

All adventures need something or someone to serve as opposition to the PCs' goals, and in a microsized adventure, that goal is usually to return to their original size. Use the following list to help you design antagonists for your microsized adventure.

Aspect of the PCs: Although uncommon, sometimes an aspect of one or more PCs is the antagonist of a microsized adventure. This typically occurs when the PCs are forced to wrestle with their own emotions, fears, and personalities as the primary obstacle to their returning to their true size. This typically occurs when magic effects shrink the PCs as a result of their feelings, emotions, or inner demons, such as a mystic terrace that shrinks the PCs as a response to their fears, insecurities, or emotional trauma.

Characters: Most microsized adventures that have a character or group of characters as the antagonist are going to have a villainous antagonist; someone that knowingly reduced the PCs for their own, often selfish reasons. Sometimes, however, the antagonist isn't villainous; a youth who accidentally shrank the PCs with a magic item and now refuses to return them to normal isn't necessary a villain, but she is an antagonist. These characters must often be defeated or persuaded to help the PCs as part of their goal to return to their normal size.

Forces: Sometimes the antagonist of a microsized adventure is a force or the societal norms and expectations of others rather than a physical being. For instance, a strange surge of wild magic that microsizes the PCs is the cause of their problem that creates countless obstacles for them, but it isn't an actual character in the adventure. In order to beat such a force, the PCs typically need to find a solution to their problem that reverses the effects of the microsizing force rather than simply defeat it.

trick the locals into drinking their brew, whether by spiking the water supply with draught or bewitching them into drinking the concoction themselves. The PCs, who happen to be in town on the night of the witches' attack, are exposed to the draught's magic and are reaped like the rest, brought back to the coven's "pasture" for safe keeping before they can be bottled and preserved for later. Though the villagers insist that assaulting the coven in the heart of its territory is insanity, the PCs have no other options other than to become a jarred delicacy upon a shelf in the coven's pantry.

The Adventure

Reduced significantly in size, the PCs are forced to embark on an adventure in order to find a way to restore themselves to their proper forms. Sometimes, depending upon the pacing of the microsized adventure, there is a significant lull between the catalyst and the actual adventure, as the PCs need time to orient themselves to their new place in the world and come to the slow conclusion that they're stuck unless they can find a way to do something about it. Many PCs, believing that they've been subjected to some sort of amplified version of *reduce person*, or a similar spell, simply try to wait out their condition or even remove it using exceptionally powerful magic. While mighty spells like *wish* or *miracle* are able to restore the PCs to their proper size, using such spells in this manner counts as an effect greater than those listed by *miracle* or *wish*, and as a result any lesser spell simply lacks the power to reverse such a condition. *Greater dispel magic, break enchantment, true form*, and even *antimagic field* do nothing to restore a microsized creature to its original form.

Once the PCs accept the truth of their condition, they must fight to survive in a world that is as hostile to them as the screaming planes of the Abyss or the listless dark of outer space—the microsized world. Though this statement may seem like an exaggeration, a good microsized adventure quickly emphasizes just how much the PCs take their proper size for granted. In a microsized adventure, objects normally optimized for everyday use become unusable monoliths while minute, previously unnoticed details and hazards are placed directly at the PC's eye level. This change in perspective makes a microsized adventure a strange and confusing place for most characters, an alien world in their own backyard, so to speak. This happens because microsized adventures thrive in situational ironytasks and foes that are normally an effortless challenge to the PCs are transformed into dangerous hazards, lethal threats, or insurmountable obstacles as a result of the PCs' change in size and perspective. As a literary tool, irony in the context of an adventure or campaign is the result of an incongruity between the PCs' expectations and reality, and since they aren't likely to have many preconceived expectations of a location that they are unfamiliar with, locations and adversaries that lack any sense of familiarity often make for poor choices in a microsized adventure. For example, exploring a microsized environment is exciting, as is exploring Hell. But together, being damned and microsized at the same time is excessive—since the PCs have likely never experienced Hell from their ordinary perspective, being microsized on Hell doesn't challenge their preconceived notions or expectations. Likewise, their lack of familiarity with how things are supposed to work and operate on Hell means that nothing is lost when the PCs are diminished while on Hell. As a result, the PCs end up being unable to fully experience either the microsized themes or the plane of Hell as an adventure setting.

In contrast, an ordinary, relatable setting such as a local park or a small cottage offer a strong sense of familiarity to the PCs, and this sense of familiarity creates a disconnect between their expectations (for example, that common pests offer no threat to seasoned adventurers) and their current reality (for example, that those same common pests are incredibly dangerous predators capable of swallowing them whole on account of their diminished size). This disconnect makes the mundane world seem more fantastic, and as a result the best challenges for PCs participating in a microsized adventure are the ones that would otherwise seem menial to the PCs if not for their diminished state. In a manner of speaking, good challenges for microsized characters would often seem humiliating were the PCs at their full size and strength.

When designing a microsized adventure or campaign, the environment of the game world is the most important consideration to make when attempting to portray the sensual irony that successful microsized adventures thrive in. The campaign's environment is generally split into two distinct aspects, its terrain and its denizens, both of which are detailed in depth below.

Designing the Terrain

When choosing the terrain that the PCs of a microsized adventure will explore, traits like the terrain's climate and biodiversity are less important than the PCs' familiarity with the terrain in question—the more familiar the PCs are with the terrain, the stronger their sense of irony will be when they find themselves diminished within it. Generally, microsized adventures take place in various types of outdoor terrain, firmly placing the PCs near the bottom of the food chain and creating the irony of powerful PCs being harried to near death by ordinary pests that are normally harmless to the PCs. That being said, microsized adventures can just as easily take advantage of the familiarity of an urban sprawl, which often rely on the irony of helpful structures and objects becoming completely inaccessible to the PCs.

Regardless of where your microsized adventure takes place, consider the terrain from the perspective of a creature that is the same size as your PCs when planning your terrain. What would that creature see, feel, or experience on a day to day basis? What other creatures contend for the terrain's resources, and when is that creature (and others) the most active? What sort of obstacles can hinder the PCs' progress, and what obstacles present themselves now that would have never occurred to the PCs at their ordinary size? Is the PCs' movement hindered as a result of their reduction in size, and what kinds of difficult or hazardous terrain is present to them? Making deliberate and constant use of terrain mechanics such as difficult terrain and hazards such as quicksand helps to reinforce the inherent danger in being a microsized character while emphasizing how much easier life was for the PCs when they were ordinary sized creatures.

Outdoor Terrain: When employing outdoor terrain in a microsized adventure, the best source of irony that you can tap is the various kinds of fauna and foliage that inhabit the terrain. Tapping into this irony requires extra care in describing otherwise mundane pests to make them look and act as dangerous as they now are to the PCs. Remember, as microsized creatures the PCs should no longer feel like they're the top of the food chain, and even if they can best these ordinary sized pests in battle, reminding them of just how horribly outnumbered they are can often be just as effective as simply out match them blow for blow with a single, powerful creature.

In addition to utilizing common pests to create irony, proper description of the foliage and other aspects of the terrain can also add to the feeling of situational irony that the PCs

23

experience as Microsized Characters. For instance, forcing the PCs to raft across a stream upon lily pads or hunker down for the night in a rabbit's burrow forces the PCs to confront their new size directly and creates ironic imagery. When designing the terrain for a microsized adventure, consider the density of foliage such as grass and shrubbery, and if those aren't present, consider other aspects of the terrain and how it would affect the PCs. For instance, if a group of PCs are diminished in size in the middle of a desert, how does the relative size of a grain of desert sand affect the PCs at their new size?

Outdoor terrain is also prone to rapid changes, especially on a small scale. A rainstorm can change a dry patch of earth into a lake of murky water as subterranean creatures begin to burrow up to save themselves from drowning. Likewise, a gentle breeze threatens to blow away diminished creatures that lack shelter or a physical means to stand against even gentle breezes. Even with the proper precautions, the wilds of one's backyard can vastly inhibit a creature's ability to move and act depending upon how small she's become.

Indoor Terrain: While indoor terrain often lacks the same amount of danger for a party of microsized PCs as outdoor terrain possesses, it more then makes up for this in the amount of situational irony that the PCs experience while trying to adventure in an ordinary sized house as a party of microsized characters. Every structure in a given building, from furniture to utensils to staircases, is designed for the use of a particular size of creature, and when creatures of that size become Microsized Characters, they find themselves completely unable to utilize comforts that they once took for granted. As a result, indoor terrain is at its most effective as a setting for a microsized adventure when the PCs are exploring a house or building that is sized for Medium-sized creatures, as exploring the dwelling of a creature that was radically larger or smaller than the PC's ordinary size will reduce their familiarity with the terrain, thereby reducing the amount of situational irony they experience upon becoming microsized creatures.

Whereas the challenges and unpredictable nature of the natural world present the greatest challenges for shrunken PCs adventuring in outdoor terrain, in indoor terrain the source of their challenges instead becomes the result of manufactured design. Indoors, most terrain is the result of the PCs no longer being the intended wielder or user of objects, structures, and furniture commonly found around a settlement or even within a single dwelling. As a result, traversing indoor terrain can be extremely difficult as a task as simple as climbing a set of stairs becomes equivalent to scaling a mountain. Furthermore, while food can be difficult to gather in an outdoor campaign, it is at least accessible and their size ensures that even the smallest fare will satisfy the PCs' needs. In an indoor campaign, food and supplies are scarce because most civilized folk prefer to store their supplies in places where rats and other pests have difficulty reaching, and depending upon their size those same precautions may very well hinder or flat-out prevent the PCs' attempts to supply themselves.

Universal Rules of Microsizing

Effects that alter a creature's size into a Microsized Character or a Macrosized Character follow the following rules unless decided otherwise by the GM.

Antimagic: All effects that transform creatures into Microsized Characters or Macrosized Characters are instantaneous effects that cannot be suppressed by an *antimagic field*.

Raise Dead: Death doesn't cause a Microsized Character or a Macrosized Character to return to its original size. Unless noted otherwise by the effect that changed the character's size, a Microsized Character or a Macrosized Character does not revert to its original size when it dies. If raised from the dead, a Microsized Character or a Macrosized Character remains at its new size. If the spell or effect creates a new body for the creature, such as with *reincarnate* or *true resurrection*, the GM decides whether the new body is scaled for the character's original size or its altered size. As a general rule, spells that create a new body for a creature should not be allowed to circumvent the size-altering elements of a microsized adventure.

Size-Altering Spells: Microsized Characters and Macrosized Characters can have their size further modified by spells such as *enlarge person* and *reduce person* as if their current size were their actual size. In effect, such spells stack with whatever effects resulted in the character's alteration into a Microsized Character or Macrosized Character. Such effects always alter the size of the creature's original form, rather than its current size. For instance, a Medium druid who uses wild shape to transform into a Huge tyrannosaurus, then has its size reduced by 4 size categories becomes a Tiny tyrannosaurus (four size categories smaller than Huge) who then becomes a Fine character (four size categories smaller than Medium) upon returning to her original shape.

Removal: It is exceptionally difficult to remove an effect that creates a Microsized Character or a Macrosized Character. Such effects cannot be dispelled by *dispel magic, break enchantment*, or similar effects, nor can they removed by effects that remove conditions, such as heal. *Wish* and *miracle* can reverse them, but using them to do so is considered a greater effect and may have unforeseen consequences. Typically, only effects that state that they can reverse such effects can do so.

While they might become too small to open doors or use stairs, plenty of new methods of traversing an indoor environment become available to Microsized Characters. Mouse holes, gaps between floorboards, and cracks in the walls offer convenient, if potentially hazardous, means of moving throughout indoor terrain. Spaces underneath furniture can also offer the PCs a respite from the vulnerability of scurrying about an indoor area, and sometimes can simply be crawled under, provided the distance between the bottom of the door and the ground are large enough for the PCs to pass under. Such facts are important to state in a microsized adventure, as something as familiar as a home becoming terrain to overcome lends itself to a feeling of being uncomfortably exposed within the confines of something as mundane as a common house.

Biological Terrain: A subgenre of the microsized adventure story is about adventuring within biological terrain, namely within the body of another creature. Shrinking this small requires plenty of additional considerations, such as how the PCs will breathe within their host, considering that most living creatures are 70% water or more. Compared to even outdoor terrain, however, biological terrain is by far the most dangerous environment that a group of PCs can find themselves, for their host's body will undoubtably see them as an infection to be terminated, offering them few opportunities for respite.

Biological terrain needs to feel alive in order to be effective, as it is the motions of life, rather than the appearance of the terrain itself, that instills feelings of wonder and dread into both PC and player alike. The terrain quivers and shifts with every move that the host makes, and nearly everything moves with purpose as the host's body performs its normal life functions. Much of what happens inside of another creature would mirror the most deadly environments in the world at large, from arteries that pump raging rivers of blood to a gastrointestinal tract that rips apart biological matter and unceremoniously disposes of the remains. Note that anything within the creature's body that is capable of independent locomotion is better handled as a creature rather than as part of the environment.

Choosing the Denizens

Once the terrain has been designed, next comes the task of choosing what sort of creatures will populate it. As with designing the adventure's terrain, opponents that inspire situational irony make the best foes in a microsized adventure. As a result, the most effective enemies are often pests that are harmless to ordinary sized creatures, but are ravenous monsters to a Microsized Character. That being said, populating a microsized adventure with other miniscule characters helps add a sense of mysticism and wonder to the PCs' adventures, which provides a welcome (albeit temporary) tension reduction from the danger and dread of having been microsized.

The types of foes that work best in a microsized adventure depends upon how small the PCs have become, as well as their ability to combat those creatures. Typically, these foes fall into two general categories: ordinary-sized opponents and microsized opponents.

Ordinarily-Sized Creatures: In order to keep up a sense of powerlessness and wonder, roughly four-fifths (80%) of the creatures encountered during a microsized adventure should be ordinarily sized, be they nowmassive dogs or dinosaurs, or tiny insects or rodents. Compared to a normal adventure, the PCs need to come face to face with a large number of adversaries who cannot be beat by brute force, or at least run the risk of becoming seriously hurt if they choose to. Fleeing should always be an option to the PCs in all but the most crucial of encounters, and occasionally using the opportunity to create a scene in which they are pursued in a sort of inverse chase scene goes a long way to building tension in the adventure.

Diminished Creatures: Oftentimes the powerful magic at play that transforms the PCs into Microsized Characters isn't limited to a single group of adventurers. Allowing the PCs to encounter and interact with NPCs that have met a similar fate can help relax the tension that they feel from having their size reduced, as an adventure that is constant tension is exhausting rather than fun. That being said, even such encounters should leave constant reminders of what has befallen the PCs, be it in the form of mundane objects adapted for use by extremely small characters or through the juxtaposition of things that should be very large, like dwellings, with reminders that they aren't as they should be.

The Solution

At some point during the microsized adventure, the PCs should discover a way to return to their proper size, and the adventure thusly moves into its final leggings, the solution. Often much more complicated then casting a simple spell, the PCs' journey home should be wrought with peril and challenges based upon their size alone. After all, a happy ending that is earned with blood and toil is more satisfying than one that is given away cheaply.

Sometimes research and investigative work is needed to learn how to reverse their situation, but other times it simply comes from being in the right place at the right time, or snooping around in forbidden places. Sometimes the PCs are forced to go on a lengthy quest, continuing their adventure, while other times their object is clear. Ultimately, the secret to a good solution is to play out the microsized adventure for as long as it remains intriguing both to the GMs and the players; an overly arduous solution is just as damning as one that is too easy. As befitting the *PATHEINDER ROLEPLATING GAME*, the finale of a microsized adventure should be marked with some sort of epic confrontation with the adventure's antagonist, whether it take the form of another character or the dangerous forces of the microsized world.

The following are example solutions that can be used to conclude a microsized adventure.

Against Goliath: The PCs must defeat an Ordinary-Sized Creature that holds the key to returning them to their proper size, a bout that promises to be one of the most difficult challenges they have ever faced.

Battle Royal: With the means to return to their normal size in sight, the PCs must engage old enemies, often fellow Microsized Characters, in a massive battle to ensure that old scores are settled once and for all.

Hoisted By Her Own Petard: Ultimately, the key to the PCs success lies in microsizing their antagonist so they can battle her on equal footing, creating a somewhat ironic end for an antagonist that lorded her size over the PCs.

Rush to Freedom: Whether as a result of their actions or simply the passage of a previously unknown amount of time,

the PCs begin rapidly returning to their proper size in a place that cannot support their girth, such as within a rat's tunnel or in the walls of a house. They must then make one final dash to a space large enough for them to survive the process.

Unexpected Stowaway: After returning to their true sizes, the PCs learn that something (or someone) managed to hitch a ride along with them, and now stands on equal footing or more with the newly-restored PCs.

Sample Microsized Adventure

The following sample microsized adventure outline is divided into the three major steps discussed in this section. Kyr'shin Yilenzo serves as the stand in for the PCs in the sample.

The Catalyst: After Winnisfraul Salzarson and her sisters usurped control of a jungle-dwelling coven from its blood hag mistress, Winnisfraul promised to lead the witches to greatness by providing them with an endless supply of humanoids for their spells and rituals. After poring over countless ancient texts for several days, she happened across a recipe for a brew that would allow her to shrink and bottle entire villages at a time so that they could be preserved and later utilized when needed. After several attempts, the witches managed to acquire the ritual's key ingredient, an artifact called the rod of reduction, and created several cauldrons of diminishing draught to begin their scheme.

The Adventure: The adventure takes place in several key areas-outside of Kyr'shin's home, inside Kyr'shin's home, out in the jungle, and in the witches' lair. One week before the next full moon, the witches strike, transforming Kyr'shin into a Microsized Character as he strolls around his home. While scrambling to get inside, Kyr'shin attracts the attention of a garden snake and narrowly manages to stay alive while withdrawing to his house, where Danshi, his ordinary sized squire, rescues him. Shortly after, however, the witches come for both of them, and diminish Danshi as well. Scarcely six inches tall, the pair barely manage to disappear into the jungle, where they spend the next three days creating improvised gear and fighting for survival against jungle predators including carnivorous insects, rats, and small dinosaurs. After deciding that only the witches would be able to change them back, Danshi and Kyr'shin manage to quietly trail a witch to the coven's lair, hidden deep in the jungle. There they find that the witches have abducted nearly everyone in town and are using magic to place them in temporal stasis by bottling them up in preserving fluids and storing them in their pantry. While snooping around, Danshi and Kyr'shin must outwit and defeat several of the coven's familiars, who are prowling for escaped microsized prisoners.

The Solution: While exploring the witches' coven, Kyr'shin and Danshi stumble upon the coven's former leader, who has been diminished and caged within a songbird's cage. Through interrogating her, Kyr'shin and Danshi learn of the *rod of reduction*, as well as its location in the heart of Winnisfraul's sanctum. If Kyr'shin and Danshi wish to return to their true size and save their home, they must place themselves on an even footing with the witches by raiding her sanctum and stealing the rod..

Macrosized Characters

Although quite literally the opposite of a microsized adventure, the rules for creating Microsized Characters and challenging them with Ordinary-Sized Creatures can be used inversely in order to create a macrosized character. As the name implies, a Macrosized Character is any creature that has had its size drastically enlarged by a powerful effect. Ordinary effects that alter a creature's size (such as *enlarge person* or *beast shape IV*) do not create Macrosized Characters—such a transformation is the result of powerful artifacts, esoteric rituals, or mighty beings, and as a result Microsized Characters are only created by effects that specifically cause creatures to become microsized.

The term "Macrosized Character" is used synonymously with "Macrosized Creature." This section describes the process of taking a character and increasing its size. Any character whose size is unchanged is an ordinary-sized character, and "Ordinary-Sized Character" is synonymous with "Ordinary-Sized Creature."

Step 1: Adjust Size Category

The first step in creating a Macrosized Character is adjusting its size category. A Macrosized Character uses its new size category to determine its size modifiers, as shown in Chapter 8 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. For convenience, these size modifiers have been reproduced on page 7 in Table 1-1: Size Modifiers. In addition, a Macrosized Character uses its new size category to determine any size bonuses or penalties it receives on Fly, Intimidate, and Stealth skill checks, as well as on Strength checks made to break objects that are larger or smaller than its current size. The size bonuses and penalties for these ability checks and skill checks are detailed in the Microsized Character section, under Step 1.

Growth and Insufficient Space: Unlike other effects that increase a creature's size, transforming a character into a Macrosized Character can harm it if insufficient room is available for the character's growth. An enclosure counts as having insufficient room for a Macrosized Character if its dimensions are such that the character could not squeeze into the enclosure at its new size. (A character can squeeze into any space that is smaller than one-half its normal space, or one-quarter its normal space if it has the compression special ability.) At the GM's discretion, other factors aside from the character's ability to squeeze into a space may cause a space to have insufficient room for a Microsized Character.

As soon as a Macrosized Character's size becomes large enough that there is insufficient room available to accommodate its size, it makes a Strength check to burst any enclosures that are restraining its space, such as cages, walls, floors, or ceilings. Making this Strength check does not require an action. If the check succeeds, such enclosures burst, destroying them. If the check fails, the Macrosized Character becomes pinned by the enclosures. While pinned, the Macrosized Character takes 2d6 points of damage for every size category larger than the enclosure's space that her current size is, and she is unable to breath (she must hold her breath or begin to suffocate as described in the suffocation section in Chapter 13 in the *PATHEINDER ROLEPLAYING GAME CORE RULEBOOK*). As a standard action, a Macrosized Character who is pinned by an enclosure due to an insufficient amount of space can make a Strength check to attempt to burst the enclosure, as described above. If a Macrosized Character continues to grow while pinned, it may make another Strength check to burst free from the enclosure without using an action (effectively allowing the character to try twice during that round to burst free). Regardless of whether or not she makes this check, the number of rounds that she can hold her breath for is reduced by 1d8 rounds. If she failed her Strength check to burst free from the enclosure, this is in addition to any rounds lost as a result of her failed check.

Step 2: Apply Special Size Modifiers

A Macrosized Character gains a special size modifier on attack rolls, damage rolls, and combat maneuver checks that it makes against Ordinary-Sized Creatures, as well as to its AC and CMD against attacks made by such opponents, as noted on Table 2-1: Special Size Modifiers on page 13, and in Step 1 under Ordinary-Sized Creatures on page 12. It also gains a bonus on saving throws against effects created by Ordinary-Sized Creatures and temporary hit points as described in those sections. For example, if Kyr'shin, a Medium kitsune, is enlarged into a Large creature, he gains a special size modifier of +1 and 1 temporary hit point against attacks made by Ordinary-Sized Creatures for being one size category larger than his ordinary size. If he is further enlarged into a Colossal creature, his special size modifier increases to +10 and he gains 40 temporary hit points against attacks made by Ordinary-Sized Creatures as he is now four size categories larger than his ordinary size. In effect, a Macrosized Character gains the same bonuses and penalties against an Ordinary-Sized Creature that an Ordinary-Sized Creature gains against a Microsized Creature, and vice versa. For example, Danshi, a Medium kitsune, would gain a special size modifier of -10 if he were to attack Kyr'shin after the latter had been enlarged into a Macrosized Character.

A Microsized Character treats a Macrosized Character as if it were an Ordinary-Sized Creature of its enhanced size, and vice versa. Increase the Macrosized Character's CR by an amount based upon its special size modifier, as indicated on Table 2-3: CR Modifications by Special Size Modifier (see page 14).

Step 3: Adjust Carrying Capacity

Macrosized Characters have an enhanced carrying capacity on account of their enlarged stature. In order to determine a Macrosized Character's carrying capacity, follow the rules for determining carrying capacity for very large and very small creatures, as described in the carrying capacity section of Chapter 7 in the *PATHEINDER ROLEPLAYING GAME CORE RULEBOOK*. Then, multiply the maximum weight that the Macrosized Character can carry at each threshold (light load, medium load, and heavy load) by the carrying capacity modifier for the Macrosized Character's new size category, as listed on Table 1-4: Carrying Capacity by Size on page 7. In addition, a Macrosized Character applies her special size modifier (see Step 2) to her Strength score when attempting to lift or drag an object that is smaller than she is.

Step 4: Adjust Equipment

If a character's equipment is enlarged along with it, use the rules and guidelines described on page 7 in Steps 4a under Microsized Characters.

If her equipment doesn't adjust to her new size, use the rules and guidelines described on page 8 in Step 4b under Microsized Characters.

Kaiju

Far larger than virtually any other creatures are the mighty kaiju, creatures of such massive size that they devastate entire cities in a single stride. While true kaiju are godlike in their power, the name, "kaiju" typically refers to any creature of immense proportions, as does "behemoth" or "titan" despite all three words being associated with a specific type of creature.

The Colossal size category represents the most titanic creatures ever to roam across the world. This size category includes all creatures that are 64 feet tall or larger, and while there may seem to be little difference between a creature that is 64 feet tall and one that is 120 feet tall to a Medium character, to Macrosized Characters the difference can be as profound as the difference between a human and a halfling is to a Medium character. When playing Macrosized Characters of such extremely large stature, it is helpful to create additional size categories in order to keep the game in perspective, as well as to prevent a colossal tortoise from gaining the same size bonuses and penalties as Cthulhu.

A Kaiju is any Colossal creature that is 120 feet tall or larger. Multiple degrees of Kaiju exist that allow for the differentiation of Kaiju of vastly different size. Degrees are noted by a superscript next to the Colossal size category, which denotes the number of size categories larger than Colossal that the creature or item is. For instance, a creature with a size category of Colossal¹ is one size category larger than Colossal, while a creature with a size category of Colossal⁶ is six size categories larger than Colossal. As with all Macrosized Characters, a character whose size category is any number of degrees larger than Colossal does not adjust its ability scores to suit its new size; instead, it simply treats each degree of Colossal it possesses as an additional size category larger than its original size for the

Table 4-1: Colossal Degrees by Size Category Size Category Min Height This is the size of

Size Category	Min. Height	This is the size of
1st Degree (C ¹)	128 feet	the Arc de Triomphe.
2nd Degree (C ²)	256 feet	the Statue of Liberty.
3rd Degree (C ³)	512 feet	the Spring Temple Buddha.
4th Degree (C^4)	1,024 feet	the Empire State Building.
5th Degree (C^5)	2,048 feet	the Canton Tower.
6th Degree (C ⁶)	4,096 feet	Mount Jarvis.
+1 Degree	Multiply by 2.	

Table 4-2: Colossal Degree Grid Adjustments

Square Size	Square Dimensions	Movement Multiplier	
Colossal ¹	40 ft	x1/8	
Colossal ²	50 ft	x1/10	
Colossal ³	60 ft	x1/12	
Colossal ⁴	80 ft	x/16	
Colossal ⁵	100 ft	x1/20	
Colossal ⁶	120 ft	x1/24	
+1 Degree	+20 ft	Increase denominator by 4.	

Table 4-3: Colossal Degree Movement Distance

Number of Squares of Movement

Square Size	3	4	5	6
Colossal ¹	120 ft	160 ft	200 ft	240 ft
Colossal ²	150 ft	200 ft	250 ft	300 ft
Colossal ³	180 ft	240 ft	300 ft	360 ft
Colossal⁴	240 ft	320 ft	400 ft	480 ft
Colossal ⁵	300 ft	400 ft	500 ft	600 ft
Colossal ⁶	360 ft	480 ft	600 ft	720 ft
+1 Degree	Add 20 ft per square of movement.			

purpose of determining its special size modifier. For instance, if Kyr'shin, a Medium kitsune, is enlarged in size until he becomes a Colossal⁴ creature, he gains a special size modifier of +36 for being eight size categories larger than his ordinary size.

Table 2-1 on page 13 lists the special size modifiers for Macrosized Characters that been enlarged in size by as much as 5 size categories, but there is effectively an infinite number of degrees of the Colossal size category. Table 4-1: Colossal Degrees by Size Category, lists the minimum height of each degree of Colossal and provides a common creature or object of each degree as an example for scale.

Tables 4-2 and 4-3 allow GMs using the rules for modifying the combat grid on page 16 to adjust the combat grid to be appropriate for Macrosized Characters that include one or more degrees of Colossal in their size category. Table 4-2: Colossal Degree Grid Adjustments lists the dimensions of one square on a combat grid of each degree of Colossal, as described above. This information can also be used to determine the space of a Macrosized Character of each degree of Colossal; for example, a Macrosized Character that has been enlarged to a Colossal³ creature has a space of 60 feet.



Furthermore, the movement multiplier on Table 4-2 can be used in conjunction with the adjusted movement rules on page 16 in order to determine the number of squares that an Ordinary-Sized Creature can move on a combat grid of the indicated size category. Table 4-3: Colossal Degree Movement Distance lists the converted movement speeds common to PCs for Macrosized Characters whose size category includes one or more degrees of Colossal.

Although often called Kaiju, a Macrosized Character whose size is one or more size categories larger than Colossal doesn't gain the kaiju subtype, as increasing in size doesn't grant the Macrosized Character any of the mystic powers and godlike abilities of true kaiju. However, a Macrosized Character whose size is one or more size categories larger than Colossal does gain a number of additional powers and special abilities as a result of her newfound size, which are detailed below and function like the kaiju abilities of the same name. At the GM's discretion, creatures with the kaiju subtype may use the modified versions of these rules instead of the version listed with the kaiju subtype in *PATHFINDER ROLEPLAYING GAME BESTIARY* 4.

Kaiju Abilities

All creatures whose size is one or more size categories larger than Colossal gain the following extraordinary abilities.

Hurl Foe (Ex): When a Kaiju creature damages a creature that is three or more size categories smaller than it with one of its natural attacks, an unarmed strike, or a melee weapon sized for a creature of the Kaiju's size (including improvised weapons

that meet this criteria), it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the Kaiju creature's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the Kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

Massive (Ex): Because Kaiju creatures are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a Kaiju creature's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. Any creature that is three or more size categories smaller than the Kaiju can move through any square that Kaiju occupies, or vice-versa. A Kaiju creature cannot make attacks of opportunity against foes that are five or more size categories smaller than it (unless such a foe is using the scale combat maneuver to climb it—see below), and it cannot be flanked by foes that are five or more size categories smaller than it. A Kaiju creature gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target.

Creatures that are two or more size categories smaller than a Kaiju can attempt to scale its body either by attempting a scale combat maneuver (see page 23) or by making a successful DC 30 Climb check. Unlike the normal rules about Kaiju creatures and attacks of opportunity, any creature that is 3 or more size categories smaller than a Kaiju who attempts to scale its body provokes an attack of opportunity from that Kaiju unless it has an ability that would otherwise prevent it from provoking, such as the Improved Scale feat (see page 45).

Terrain Attacks

A Macrosized Character's immense size allows her to create devastating weather and environmental effects with relative ease. Performing a terrain attack is a full-round action that provokes attacks of opportunity.

Gust (Ex): A Macrosized Character can attempt to topple smaller creatures simply by exhaling, clapping its hands, waving its arms around, or creating a similar displacement of air as a full-round action. Upon doing so, the creature creates an instantaneous blast of air in a cone-shaped gust with a range equal to the creature's space. Flying creatures within this area take a -4 penalty on Fly checks for 1 round, and characters flying airborne vehicles in this area take a -4 penalty on skill checks to drive their vehicle for 1 round.

Creatures that are two or more size categories smaller than the Macrosized Character are unable to move against the force of the wind for 1 round unless they succeed at a DC 15 Strength check.

Creatures that are three more size categories smaller than the Macrosized Character are knocked prone by the force of the wind unless they succeed on a Reflex save. The save DC is equal to 10 + the Macrosized Character's special size modifier against each affected creature.

Creatures that are four or more size categories smaller than the Macrosized Character are knocked prone and rolled 1d4 x 10 feet per size category of difference in size between the Macrosized Character and each affected character, taking 1d4 points of nonlethal damage per 10 feet. If an affected creature hits a solid structure (such as a wall) or is hit by another creature or object during this movement, the amount of nonlethal damage it takes is increased by 50%. This damage increase stacks for each surface the creature is blown into or each creature or object that hits the creature.

The force of the gust extinguishes candles, torches, and similar unprotected flames whose space is 1/8 of that of the Macrosized Character or less. In addition to these effects, a gust attack can do anything a sudden blast of wind would be expected to do. This gust counts as a strong wind force for a Large creature, increasing one step in severity for every size category larger than Large that the Macrosized Character is and decreasing one step in severity for every size category smaller than Large that the Macrosized Character is.

Tremor (Ex): A Macrosized Character can attempt to rupture the ground by stomping or slamming it with its body as a full-round action. Upon doing so, she creates an effect identical to an *earthquake* spell, except it only affects creatures, objects, structures, and terrain features that are 4 or more size categories smaller than it, and the radius spread created is measured in squares that are 4 size categories smaller than the Macrosized Character's space.

Macrosized Rules for Ordinary-Sized Creatures

Though the rules described in this section are designed to be utilized by Macrosized Characters, they can be easily adapted for used by an Ordinary-Sized Creature who interacts with Microsized Characters. This section notes the advantages of adapting each of the rules in the Macrosized Characters section for use with ordinary-sized characters.

Growth and Insufficient Space: The rules for what happens when there is insufficient room for a Macrosized Character to grow works just as effectively for Microsized Characters who are returning to their ordinary size. For instance, these rules could be used to simulate what happens when a Microsized Character begins reverting back into an ordinary sized character while exploring a badger's burrow or traveling through the walls of a decrepit house.

Kaiju Abilities: Although not actually Kaiju, ordinarysized characters may be able to throw characters that are three or more size categories smaller than it as described by the hurl foe ability. Likewise, the GM may choose to treat Ordinary-Sized Creatures as having the massive ability for the purpose of determining how they interact with Microsized Characters who attempt to flank, scale, or make attacks of opportunity against them.

Terrain Attacks: You don't have to be a Macrosized Character to use the environment and terrain to attack your foes—an Ordinary-Sized Creature is just as likely to exhale violently or rupture the ground to attack Microsized Characters as a Macrosized Character is to attack Ordinary-Sized Creatures.

Destroying Structures: Microsized Characters make settlements and buildings just as Ordinary-Sized Creatures do, and despite not being a Macrosized Character herself, an ordinary-sized character can destroy structures whose space is equal to or less than half of their own space as if they were Macrosized Characters.

Destroying Structures

A Macrosized Character can use its immense size to smash entire structures at once. A Macrosized Character can only attempt to smash an entire structure if it is large enough that its space consists of at least half of the structure's area; otherwise, the Macrosized Character must smash individual parts of the structure, such as its walls, ceilings, and floors. Both individual rooms and entire buildings and monuments can count as a structure—the Macrosized PC chooses whether to attack the entirety of the structure or an individual part of it each time she attacks.

A structure's hit points and hardness are determined using the most plentiful material in its construction (such as wood, iron, adamantine, etc.) and its hit points are determined per foot rather than per inch; for instance, adamantine normally has 40 hit points per inch of thickness, but against a Macrosized Character capable of smashing it, the structure has only 40 hit points per foot of thickness.

55


hereter Options

"Must you struggle?" Winnisfraul cooed as she casually forced Danshi into the jar of preservatives she had prepared especially for him. Not only would the mixture keep the boy nourished and healthy while in stasis, but it would ensure he remained young and pure. After all, a witch as skilled as Winnisfraul would always find use for a virgin's heart.

Meanwhile, Kyr'shin saw his chance. Scurrying up from his hiding place along the side of the cabinet, he latched onto the head of the witch's mystic rod and uttered the words of power he had heard her mockingly tell Danish before trying to bottle him up. The diamond sparkled, and almost immediately Kyr'shin felt his body begin to stretch. Instinctively, he rolled for cover and fell off the edge of the table, barely registering the witch's confusion as he sprang up, uttered the words of shrinking, and pointed the rod square at the witch's heart. Danshi smirked. "Checkmate."

Archetypes and Options

Archetypes modify a base class (in this case, the swashbuckler) by replacing its class features. When a player selects the swashbuckler class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class. For example, the daredevil archetype replaces the swashbuckler weapon training and swashbuckler weapon mastery class features of the standard swashbuckler class as well as the opportune parry and riposte deed, the swashbuckler initiative deed, and the targeted strike deed.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme. For example, the oppugnant duelist archetype's daring bravado deed still counts as the derring-do deed for any prerequisites that require that ability.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate feature. For example, a swashbuckler could not be both a daredevil and a dashing commander, because both archetypes replace the swashbuckler's finesse class feature with something else.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a swashbuckler's charmed life or swashbuckler weapon training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a swashbuckler's fourth use per day of her charmed life ability at 6th level, her number of charmed life uses per day doesn't jump from 3 to 5 at 10th level—it improves to four per day just as if she finally gained the increase from 6th level. This adjustment continues for every level in which her charmed life ability gains additional uses, until at 18th level she has six uses of charmed life per day instead of the seven uses per day of a standard swashbuckler.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements. For example, if a class feature says it replaces swashbuckler weapon training without mentioning a specific bonus, it replaces all of swashbuckler weapon training.

Barbarian Archetype

The following archetype is available to barbarian characters.

Frothing Pugilist (Archetype)

Caring little for conventional weaponry, a frothing pugilist grabs whatever is nearby and transforms it into a deadly weapon, throwing brutal force behind every attack.

Wield Anything: At 1st level, a frothing pugilist gains either Catch Off-Guard or Throw Anything as a bonus feat.

This ability replaces fast movement.

Careless Strike (Ex): Beginning at 3rd level, a frothing pugilist can strike with her improvised weapons with such force that they deal additional damage, but risk breaking from the considerable force of her attacks. Whenever a frothing pugilist attacks with an improvised weapon, she can grant all improvised weapons that she is wielding the fragile weapon property to add +1 to her weapon damage rolls with the weapon until the start of her next turn. She must use this ability before making her attack roll. If the weapon already has the fragile property, it is destroyed on a natural 1 or 2 instead of a natural 1.

At 6th level and every 3 levels thereafter, the bonus that she gains on weapon damage rolls with her improvised weapons increases by ± 1 , as does the attack roll result that will cause her weapons to break as per the fragile weapon feature. For instance, a 6th level frothing pugilist grants her improvised weapons a ± 2 bonus on damage rolls, but they break on an attack roll result of 2 or less.

This ability replaces trap sense.

Improvised Weapon Mastery: At 8th level, a frothing pugilist gains Improvised Weapon Mastery as a bonus feat.

This ability replaces the rage power gained at 8th level.

Barbarian Rage Powers

The following rage powers are available to barbarian characters (including the barbarian from *Pathfinder Roleplaying Game Pathfinder Unchained*), and can be selected by skald characters.

Raging Scaler (Ex): A barbarian adds her level as an enhancement bonus on all combat maneuver checks and Climb checks made as part of a scale combat maneuver.

Savage Crush (Ex): Once per round while raging, the barbarian can attempt a crush combat maneuver in place of a melee attack. The attempt does not provoke attacks of opportunity. If successful, the target must succeed at a Fortitude save or become dazed for 1 round (DC 10 + 1/2 the barbarian's level

+ the barbarian's Strength modifier). This power can only be used once per opponent per rage. A barbarian must be at least 6th level to select this rage power.

Small But Lethal (Ex): A barbarian can choose to take a -1 penalty to her AC to gain a +2 damage bonus on melee attacks and ranged attacks made with thrown weapons against creatures two or more size categories larger than her. When her base attack bonus reaches +4 and every 3 levels thereafter, the penalty increases by -1 and the damage bonus increases by 2. You can only choose to use this feat when you declare that you are making an attack action or a full-attack action with a melee weapon or a ranged weapon that belongs to the thrown fighter weapon group. The effects last until your next turn and do not stack with those of the Risky Striker^{ARG} feat.

Gunslinger Archetype

The following archetype is available to gunslinger characters.

Crack Shot Slinger (Archetype)

Favoring the swoosh of a thrown blade to the thunderous blast of a firearm, a crack shot slinger uses her grit to excel with thrown weapons.

Weapon and Armor Proficiency: A crack shot slinger is proficient with all simple weapons, martial weapons, and all weapons from the thrown fighter weapon group. This replaces the crack shot slinger's weapon proficiencies.

Throw Anything: At 1st level, a crack shot slinger gains Throw Anything as a bonus feat, and when using a sling or a similar weapon, she doesn't take the usual –1 penalty for hurling ordinary stones as ammunition.

This ability replaces gunsmithing.

Grit (Ex): A crack shot slinger regains grit when she scores a critical hit or deals a killing blow with any kind of weapon from the thrown fighter weapon group, rather than with firearms.

This ability alters the grit class feature.

Deeds (Ex): A crack shot slinger can perform the following deeds with a thrown weapon instead of a firearm: death's shot, bleeding wound, dead shot, gunslinger initiative startling shot, stunning shot, targeting, utility shot.

The crack shot slinger swaps the following deeds.

Deadeye Toss (Ex): At 1st level, a crack shot slinger can resolve an attack against touch AC instead of normal AC when making a ranged attack with a weapon from the thrown fighter weapon group within its first ranged increment. Performing this deed costs 1 grit point.

This deed replaces deadeye.

SubtleThrow (Ex): At 1st level, a crack-shot slinger can spend 1 grit point as part of a ranged attack with a thrown weapon to make it without provoking attacks of opportunity. At 6th level, as a swift action she can spend 1 grit point to make all of her ranged attacks with thrown weapons without provoking attacks of opportunity until the start of her next turn.

This deed replaces quick clear.

Accurate Toss (Ex): At 3rd level, as long as she has at least 1

grit point, a crack-shot slinger increases the range increment of her thrown weapons by 5 feet. She can spend 1 grit point when she makes a ranged attack with a thrown weapon to ignore all range increment penalties with that ranged attack.

This deed replaces pistol-whip.

Thrown Maneuver (Ex): At 7th level, as long as she has at least 1 grit point, a crack-shot slinger can perform the following combat maneuvers at range with a thrown weapon: dirty trick, disarm, and trip. Likewise, she can feint at range using a thrown weapon, causing the target to be denied its Dexterity bonus to AC against her next ranged attack with that weapon or her next melee attack if her attempt is successful. A crack shot slinger may only use this deed against opponents who are within her thrown weapon's first range increment. By spending 1 grit point, she can use this deed against any opponent within her thrown weapon's range, but she takes the weapon's range increment penalties on her combat maneuver check and on Bluff checks made to feint with the weapon.

This deed replaces expert loading.

Inexplicable Recovery (Ex): At 11th level, while the crack-shot slinger has at least 1 grit point she can pick up any weapon from the thrown fighter weapon group that she has thrown as a free action without provoking attacks of opportunity, so long as the weapon is within her reach. By spending 1 grit point when she makes an attack with a weapon from the thrown fighter weapon group, all thrown weapons that the crack shot slinger makes ranged attacks with instantly return to her hand after the ranged attack is resolved.

This deed replaces lightning reload.

Manythrow (Ex): At 11th level, when making a full-attack action weapons from the thrown fighter weapon group, the crack shot slinger can throw two weapons simultaneously with her first attack by spending 1 grit point. If the attack hits, both weapons hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses apply separately to each thrown weapon, such as the crack shot slinger's Strength bonus or her crack-shot training bonus. Damage reduction and resistances apply separately to each weapon.

This deed replaces expert loading.

Pinning Throw (Ex): At 15th level, the crack shot slinger can spend 1 grit point while making a ranged attack with a weapon from the thrown fighter weapon group to attempt to pin its target with the weapon. If the attack hits, it pins the target to a nearby object, to a wall, or to the ground, entangling and staggering the target. While pinned by the weapon, the target cannot move out of its space until it takes a standard action to free itself from the pinning weapon, except by means of teleportation.

This deed replaces menacing shot.

Crack Shot Training (Ex): Starting at 5th level, a crack shot slinger gains a +1 bonus on attack and damage rolls when making ranged attacks using weapons from the thrown fighter weapon group. Additionally, a crack-shot slinger increases the range increment of such weapons by 5 feet. The increase of



range increment stacks with that of the accurate toss deed. Every 4 levels thereafter, the bonus on attack and damage rolls increases by 1, and the range increment increases by 5 feet. This ability replaces gun training.

Investigator Archetype

The following archetype is available to investigator characters.

Monster Eidetic (Archetype)

Adept at not only identifying his monstrous enemies but also striking them where it hurts most, monster eidetics are monster hunters of renowned fame and ability.

Monster Study (Ex): At 2nd level, a monster eidetic adds half his level on all Knowledge checks made to identify the special abilities of monsters, as well as on all Heal skill checks he makes.

This ability replaces poison lore.

Eidetic Defense (Ex): At 2nd level, a monster eidetic who identifies the special abilities of a monster gains a +1 insight bonus to his AC and on all saving throws made against the creature's attacks and special abilities for a number of rounds equal to his Intelligence bonus (minimum 1). This bonus increases by +1 at 5th level and every three levels thereafter, to a maximum of +5 at 14th level.

This ability replaces poison resistance and poison immunity.

Pinpoint Vitals (Ex): Starting at 7th level, a monster eidetic can attack any target that he has studied with studied combat for extra damage with a single, devastating blow. The pinpoint eidetic gains the benefits of the Vital Strike feat, but only when attacking a creature that he has studied with studied combat. This ability counts as having the Vital Strike feat for purposes of meeting feat prerequisites, and the monster eidetic can use his level in place of his base attack bonus as a prerequisite for Improved Vital Strike and Greater Vital Strike. If he selects either of these feats, he can only use them to attack a creature that the monster eidetic has studied with studied combat.

This ability replaces the investigator talent gained at 7th level. Greater Eidetic Defense (Ex): At 17th level, when a

monster eidetic successfully identifies the special abilities of a monster, he applies his bonus from eidetic defense on his saving throws and to his AC against all of the creature's attacks and special abilities.

This ability replaces the investigator talent gained at 17th level.

Ninja Archetype

The following archetype is available to ninja characters.

Light Fist Master (Archetype)

Able to use her ki to transfigure her physical body, a light fist

master can reduce themselves and their possessions in size to improve her stealthiness without sacrificing her lethality.

Light Body (Ex): At 1st level, a light fist master gains Improved Unarmed Strike as a bonus feat. In addition, a light fist master can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

This ability replaces poison use.

Diminish Form (Sp): At 2nd level, a light fist master is able to use her ki to diminish her body, her equipment, and up to a light load's worth of gear in size as a standard action. This functions like the spell *reduce person*, using the light fist master's ninja level as the spell's caster level. A light fist master can benefit from this ability even if she isn't humanoid. Any item that leaves the light fist master's possession (including a projectile or thrown weapon) instantly returns to its normal size, as described by *reduce person*.

At 8th level, the light fist master's unarmed strikes, natural weapons, and manufactured weapons no longer deal less damage when her size is reduced by this ability—they deal damage based on her normal size rather than her current size. In addition, the light step master does not take a size penalty to her Strength while benefiting from the spell and calculates her CMB and CMD as if she were her normal size rather than her reduced size.

At 16th level, the light fist master can diminish her body, her equipment, and up to a light load's worth of gear by up to two size categories when using this ability, to a minimum size of Tiny. While two size categories smaller, her weight decreases by a factor of 16 and she gains a +4 size bonus to Dexterity. A Medium or Small light fist master whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet.

This ability replaces the ninja tricks gained at 2nd, 8th, and 16th levels.

Light Fist Mastery (Ex): At 10th level, a light fist master must select the unarmed combat mastery master trick as her ninja trick for that level.

This ability alters the ninja trick gained at 10th level.

Rogue Archetypes

The following archetypes are available to rogue characters.

Scaling Striker (Rogue)

A master of climbing mountains and men alike, a scaling striker recklessly scales even the most dangerous creatures in search of a weak point that she can exploit.

Cunning Climber (Ex): At 2nd level, a scaling striker gains Improved Scale as a bonus feat, ignoring its prerequisites. In addition, if her Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

This ability replaces the rogue talent earned at 2nd level. **Fast Climber (Ex)**: At 4th level, a scaling striker gains a climb speed equal to her base speed. She also gains the +8 racial bonus gained from possessing a climb speed. If she already possesses a climb speed, it increases by 5 feet. In addition, the scaling striker uses her ranks in Climb as her base attack bonus when determining her CMD against combat maneuver checks made to remove her from a creature that she is scaling.

This ability replaces uncanny dodge.

Scale Anyone (Ex): At 8th level, a scaling striker can use the scale maneuver to climb any creature that is two or more size categories larger than her. If she has the Greater Scale feat and this ability, she can use the scale maneuver to climb any creature that is one or more size categories larger than her instead.

This ability replaces improved uncanny dodge.

Scrapper (Archetype)

Favoring the element of surprise, a scrapper rogue uses whatever objects she can find laying around her as deadly instruments to ravage her foes.

Scrapper Improvisation: At 1st level, a scrapper gains either Catch Off-Guard or Throw Anything as a bonus feat.

This ability replaces trapfinding.

Scrapper's Surprise (Ex): At 3rd level, a scrapper can feint with any improvised melee weapon if she has Catch Off-Guard or any improvised ranged weapon if she has Throw Anything as a move action. If she feints with a ranged improvised weapon, the scrapper takes a penalty on her Bluff check equal to any range increment penalty that her weapon takes on its attack rolls against the target of her feint. If she has both feats or Improvised Weapon Mastery, she may feint with any improvised weapon, including ranged weapons as described above. If she has this ability and Improved Feint, she can feint with an improvised weapon as a swift action instead of a move action.

Additionally, a scrapper gains a +1 competence bonus on Bluff checks made to feint with an improvised weapon. This bonus increases by +1 at 6th level and every three levels thereafter.

This ability replaces trap sense.

Advanced Talents: A scrapper can select the trapfinding slayer talent as an advanced talent.

This ability alters advance talents.

Rogue Talents

The following rogue talents are available to rogue characters (including the rogue from *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*), and can be selected by investigators, slayers, and other characters capable of selecting rogue talents as described by those classes.

Combat Climber: A rogue that selects this talent gains Improved Scale as a bonus feat.

Fast Movement: A rogue that selects this talent gains a +10 foot bonus to her speed. This benefit only applies when she is wearing no armor or light armor and while not carrying a medium or heavy load. Apply this bonus before modifying the rogue's speed because of any load carried or armor worn. This bonus stacks with any other bonuses that the rogue gains to her land speed.

Improvised Weaponry: The rogue gains Catch Off-Guard, Improvised Weapon Mastery, or Throw Anything as a bonus feat. She must meet the feat's prerequisites. A rogue can select this talent twice.



Feats represent special tricks, techniques, and abilities that a character has picked up over the course of her life. Though most of the feats presented in this section are general and have no special rules governing them, some feats belong to a type or types of feats that share special rules. A feat's types appear in parentheses after the feat's name. This section features the following types of feats. Feats marked with an asterisk (*) are described in this section.

Combat Feats: Some classes can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Teamwork Feats: Teamwork feats grant significant bonuses, but they function only under specific circumstances. In most cases, these feats require an ally with the same feat to have a specific position on the battlefield. Teamwork feats provide their benefits only if the given conditions are met. Allies who are paralyzed, stunned, unconscious, or otherwise unable to act don't count for the purposes of these feats. Cavaliers, hunters, and inquisitors have special class abilities that allow them to use teamwork feats even if their allies don't have those feats.

Acrobatic Entry (Combat)

You can invade your opponent's space without repercussions.

Prerequisites: Dex 13; Acrobatic, Mobility, Nimble Moves, or Skill Focus (Acrobatics).

Benefit: When you attempt to enter the space of an opponent that is one or more size categories larger than your size category, you can attempt an Acrobatics check to avoid provoking an attack of opportunity from that opponent (DC equals 10 + the opponent's CMD). If your Acrobatics check fails, you enter the opponent's space and provoke an attack of opportunity from that opponent as normal.

Normal: Entering an opponent's space provokes an attack of opportunity.

Called Crush (Combat)

You can shatter your foe's body during a crush attempt.

Prerequisites: Int 13, Combat Expertise, Improved Called Shot^{uc}, Improved Scale*, Climb 1 rank or base attack bonus +4, Stealth 4 rank.

Benefit: Whenever you attempt a crush combat maneuver against an opponent, you may choose one location on the target's body that can be targeted by a called shot (such as head, ear, eye, and so on). You take a penalty on your combat maneuver check equal to the chosen location's attack roll penalty (see Table: Called Shot Locations in Chapter 5 of *PATHEINDER ROLEPLATING GAME ULTIMATE COMBAT*). If your check succeeds, your target takes damage from your crush attempt as normal, as well as the effects of a called shot to the chosen location. If your crush attempt's combat maneuver check result was a natural 20, the target takes the effects of a critical called shot instead. If your crush attempt's combat maneuver check was a natural 20 and you dealt 50 hit points of damage or more to the target with your check, the target takes the effects of a debilitating blow instead.

Cleaving Crush (Combat)

You can crush two opponents with a single blow.

Prerequisites: Str 13, Cleave, Improved Crush*, Power Attack, base attack bonus +4.

Benefit: As a standard action, you can make a crush maneuver check against a foe within your space. If you hit, you deal damage normally and can make an additional crush maneuver check (using your full combat maneuver bonus) against a different foe that is also within your space. The two targets do not need to be adjacent to one another. You can only make one additional crush attempt per round with this feat. When you use this feat, you take a –2 penalty to your AC and CMD until your next turn.

Crush Dodger (Combat)

You are trained in the art of avoiding crushing attacks.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you attempt to avoid a crush combat maneuver, you have a 50% to avoid the crush maneuver.

Normal: You have a 25% chance to avoid a crush combat maneuver.

Crushing Attack (Combat)

You can leverage your size against smaller creatures, giving your blows extra strength at the expense of accuracy.

Prerequisites: Str 13, Improved Crush*, Power Attack.

Benefit: When you use Power Attack to attack a foe that is one or more size categories smaller than your size, you can take an additional –1 penalty on melee attack rolls and combat maneuver checks, and you gain an additional +2 bonus on melee damage rolls. Modify this damage appropriately based on the type of weapon you are using, as normal for Power Attack.

The benefit of the Crushing Attack feat doesn't stack with those of the Reckless Rage^{ACG} feat, nor any other ability that increases the penalty and bonuses of the Power Attack feat.

Devastating Crush (Combat)

You deal extra damage with your crush attempts.

Prerequisites: Str 13, Improved Crush*, Power Attack, Vital Strike, base attack bonus +6.

Benefit: When you attempt a crush maneuver and succeed, you can roll your weapon damage dice for the crush maneuver

twice if you possess the Vital Strike feat, three times if you possess the Improved Vital Strike feat, or four times if you possess the Greater Vital Strike feat. In addition, you may apply the benefits of any feats or class features that you possess that apply when you use Vital Strike, Improved Vital Strike, or Greater Vital Strike to your crush maneuver (such as the Devastating Strike^{uc} feat).

Expert Scaling (Combat)

You can scale a foe slowly to prevent it from knocking you off. **Prerequisites**: Combat Expertise, Improved Scale*, Climb 1 rank or base attack bonus +4, Stealth 4 rank.

Benefit: While scaling a foe, you can take a -1 penalty on attack rolls and combat maneuver checks in order to gain a +1 dodge bonus to your AC and CMD until the start of your next turn. This bonus increases to +2 against attempts to knock you off of the creature that you are scaling. When your base attack bonus reaches +4 and every 4 points thereafter, increase this dodge bonus by +1 (or +2 against attempts to knock you off of the creature that you are scaling).

Grab On (Combat)

You can use your foe's momentum to help you scale up their body, allowing you to strike at a more favorable location.

Prerequisites: Combat Expertise, Improved Scale*, base attack bonus +4 or Climb 4 ranks, Int 13.

Benefit: Whenever you hit a creature with a melee attack as part of an attack action, you can attempt a scale maneuver against the struck creature as a free action. You take a -5 penalty on this combat maneuver check. If you succeed, you begin scaling the creature and move up it a number of squares based upon your combat maneuver result.

Grappling Crush (Combat)

You can crush small foes that you successfully grapple.

Prerequisites: Str 13, Improved Crush*, Improved Grapple, Improved Unarmed Strike.

Benefit: Whenever you succeed on a grapple check against an opponent that is three or more size categories smaller than your size category and choose to deal your unarmed strike damage to the grappled opponent, you can apply the benefits of your class abilities and feats to your damage roll that normally apply to the damage of a successful crush combat maneuver, such as the Called Crush* or Devastating Crush* feats.

Greater Cleaving Crush (Combat)

You can direct the momentum of your crushing attacks into multiple foes, crushing many with a single attack.

Prerequisites: Str 13, Cleave, Greater Crush†, Improved Crush† Power Attack, base attack bonus +6.

Benefit: When you use Cleaving Crush, you can continue to make additional crush maneuver checks (using your full combat maneuver bonus) against different foes that are within your space. You cannot attack an individual foe more than once during this action.

Greater Crush (Combat)

You are able to effortlessly flatten smaller foes.

Prerequisites: Str 13, Improved Crush*, Power Attack, base attack bonus +6.

Benefit: You receive a +2 bonus on checks made to crush a foe. This stacks with the bonus granted by Improved Crush. In addition, you can make a crush attempt against any creature that is two or more size categories smaller than you.

Greater Scale (Combat)

Climbing up larger foes is second nature to you.

Prerequisites: Int 13, Combat Expertise, Improved Scale*, base attack bonus +6 or Climb 6 ranks.

Benefit: You receive a +2 bonus on checks made to scale a foe. This stacks with the bonus granted by Improved Scale. Once you have begun to scale a creature, you can choose to maintain the maneuver as a swift action instead of a move action. Doing so doesn't allow you to scale up or down the creature that you are scaling, but it does allow you to take a full-round action (including a full attack) while maintaining your current position. In addition, you can make a scale attempt against any creature that is two or more size categories larger than you.

Gut Render (Combat)

You are more dangerous to your foes when swallowed.

Prerequisites: Int 13, Combat Expertise, Combat Reflexes. **Benefit**: Whenever you have been swallowed whole by an opponent, the grappled condition doesn't restrict the number of hands that you can use to perform actions. Additionally, you can attempt to cut your way free from the creature with any melee slashing or piercing weapon.

Normal: Grappled creatures can take no actions that require two hands to perform. A creature that has been swallowed whole can attempt to cut its way free using any light piercing or slashing weapon.

Handless Grapple (Combat)

You can hold your foes in place with another appendage, such as your feet or your prehensile tail.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +6.

Benefit: Whenever start or maintain a grapple, you can choose to attempt to hold your foe in place without using your hands. If you choose to hold your opponent in place, you take a –20 penalty on your CMB check to make and maintain the grapple, but you do not gain the grappled condition yourself if your check is successful.

Holding an opponent in place does not deal any extra damage to that opponent unless you possess the constrict special attack. If you do not constrict, each successful grapple check you make during successful rounds automatically deals the damage indicated for the appendage that you are using to established the hold (for most humanoids, this is unarmed strike damage). Otherwise, you deal constriction damage as well as indicated by your constrict ability.

Normal: You gain the grappled condition whenever you successfully start or maintain a grapple.

Improved Crush (Combat)

You are skilled at stomping smaller foes into dust.

Prerequisites: Str 13, Power Attack, base attack bonus +1. Benefit:You do not provoke an attack of opportunity when performing a crush combat maneuver. In addition, you receive a +2 bonus on checks made to crush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to crush you. Targets of your crush attempt may not choose to avoid you unless your target's base attack bonus is four or more greater than yours.

Normal: You provoke an attack of opportunity when performing a crush combat maneuver.

Improved Crush Dodger (Combat)

You are a master at dodging the crushing attacks of large creatures.

Prerequisites: Dex 13, Crush Dodger, Defensive Combat Training, character level 6th.

Benefit: Whenever you attempt to avoid a crush combat maneuver, you have an 80% chance to avoid the maneuver.

Improved Scale (Combat)

You are skilled at climbing up larger foes.

Prerequisites: Int 13, Combat Expertise, Climb 1 rank or base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a scale combat maneuver. In addition, you receive a +2 bonus on checks made to scale a foes. You also receive a +2 bonus to your Combat Maneuver Defense whenever a foe tries to scale you.

Normal: You provoke an attack of opportunity when performing a scale combat maneuver.

Improvised Armor Mastery

(Combat)

You are skilled at wearing piecemeal armor effectively.

Benefit: While wearing a suit of improvised armor, the armor check penalty for that armor applies only to Dexterityand Strength-based skill checks if you are also proficient with the armor type that corresponds to the improvised suit's base statistics. In addition, any improvised suit of armor that you wear doesn't take the usual penalties for being improvised; its armor bonus and maximum Dexterity bonus, armor check penalty, and arcane spell failure chance remain unchanged. Finally, when you roll a natural 1 on a saving throw or are hit by an attack roll with a result of a natural 20 while wearing improvised armor your armor may make a Fortitude save using your bonuses to prevent it from gaining the broken condition (DC equals the attack roll's result or the failed saving throw's DC).

Improvised Gunsmithing

You can improvise bullets and firearms from common materials when resources are scarce.

Prerequisites: Gunsmithing^{UC}, Craft (alchemy) or Craft (weapons) 5 ranks.

Benefit: You can create and restore improvised firearms (but not actual firearms), craft improvised bullets, and mix improvised black powder when raw materials are scarce. Unlike an actual firearm, you need to make a successful Craft (alchemy) or Craft (weapons) check to create improvised firearms and ammunition or to restore improvised firearms; the DC to create improvised firearms or ammunition or to restore an improvised firearm is noted below.

Crafting Improvised Firearms (DC 20): You can craft any early firearm as an improvised firearm for a cost in raw materials equal to 1/20th the price of the firearm. You cannot craft

advanced firearms as improvised firearms. Crafting a firearm in this way takes 1 hour for every 100 gp in the improvised firearm's normal price (minimum 1 hour). An improvised firearm's damage is reduced by two steps (such as from 1d12 for a musket to 1d6), its critical damage multiplier is reduced by x1 (such as from x4 to x3) and its misfire chance is increased by 2.

Crafting Ammunition (DC 20): You can craft improvised bullets, pellets, and black powder for a cost in raw materials equal to 1% of the price. You cannot improvise alchemical cartridges. Improvised bullets, pellets, and black powder can be fired by firearms as well as improvised firearms, but using improvised ammunition increases the firearm's misfire chance by 1. Using improvised ammunition or black powder in a nonimprovised firearm also reduces the firearm's damage by one step and reduces its critical damage multiplier by x1 (such as from x4 to x3).

Restoring a Broken Improvised Firearm (DC 20): Each day, with an hour's worth of work, you can use this feat to repair a single improvised firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Improvised Shield Mastery (Combat)

You can use almost anything as an effective shield.

Prerequisites: Shield Proficiency.

Benefit: While wielding an improvised shield, the shield doesn't take the usual penalties for being improvised; its grants its full shield bonus to your AC and its arcane spell failure chance remains unchanged. Likewise, you can make improvised shield bash attacks with the shield without penalty, dealing damage as a shield of the improvised shield's type would.

Ki Crush

Your disciplined control over your body allows you to crush large foes.

Prerequisites: Str 13, Improved Crush*, Power Attack, base attack bonus +3.

Benefit: You can attempt a crush combat maneuver against any opponent that is two or more size categories smaller than your size category.

Normal: You can only attempt a crush combat maneuver against opponents that are three or more size categories smaller than you.

Special: A monk may gain Ki Crush as a bonus feat at 10th level. A monk with this feat can attempt a crush maneuver against creatures that are larger than two or more size categories smaller than him by spending 1 ki point per size category difference.

Pinning Crush (Combat)

After crushing a foe, you twist your hold into a grapple. **Prerequisites**: Str 13, Improved Crush*, Improved Grapple, Improved Unarmed Strike, Power Attack. **Benefit:** After dealing damage to a foe with a crush maneuver, you can attempt to grapple your target as a free action.

Rapid Scale (Combat)

You crush your opponents with spiritual strength.

Prerequisites: Int 13, Combat Expertise, Greater Scale*, Improved Scale*, base attack bonus +6 or Climb 6 ranks.

Benefits: You can use the scale combat maneuver to climb a foe as a move action. When doing so, you take a - 5 penalty on your scale attempt.

Subtle Scaling (Combat)

You can scale large creatures without attracting their notice.

Prerequisites: Int 13, Combat Expertise, Improve Scale*, base attack bonus +1.

Benefit: While you are scaling a creature that is four or more size categories larger than you, your target loses its size bonus on combat maneuver checks made to remove you from its body. A creature with the ability to pinpoint your location (such as with blindsense) does not lose its size bonus on CMB checks made to remove you from its body.

Tandem Crush (Combat, Teamwork)

You and your allies can work together to stomp enemies flat.

Benefit: Whenever you attempt a crush combat maneuver against an enemy threatened by an ally with this feat, you roll twice and take the better result on both your combat maneuver check as well as your damage roll against the target of your crush maneuver.

Team Scaling (Combat, Teamwork)

You and your allies work together to scale massive creatures.

Prerequisites: Int 13, Combat Expertise, Improved Scale*, Climb 1 rank or base attack bonus +1.

Benefit: While you and an ally with this feat are scaling the same creature using the scale maneuver, you receive a +4 circumstance bonus to your CMD against combat maneuver checks made to remove you from the creature's body. If your ally with this feat falls while climbing the scaled creature, you can attempt to catch him as an immediate action by making a DC 25 Acrobatics check or a Reflex saving throw—if your ally fell because the creature you are scaling removed it from its body with a successful combat maneuver check, the DC is instead equal to the creature's CMD. You must have one hand free in order to catch a falling ally.

Quick Crush (Combat)

You crush your foes without sacrificing your offense.

Prerequisites: Str 13, Improved Crush*, Power Attack, base attack bonus +6.

Benefits: You can attempt to crush your opponent in place of a melee attack. If you can make multiple melee attacks during a round, you can replace multiple melee attacks with multiple crush attempts.

Magis liens and Arillads

The magic needed to diminish a creature is highly advanced, and as a result only the most powerful effects can truly (and permanently) transform an ordinarily-sized creature into a Microsized Character. More often then not, diminishment occurs as the direct result of artifacts of unfathomable power, balefully cursed items, and intelligent items with their own agendas for diminishing the PCs in size. These items often serve as the catalyst for a microsized adventure, and as a result they typically aren't suited for ordinary-sized campaigns.

Artifacts

Artifacts are rare and powerful relics that cannot be created by mortals, or for whom the secrets of forging them has been lost to the ages. These items are as rare and precious as they are powerful, and all have the potential to single-handedly determine the flow of the PCs' adventures.

Minor Artifacts

Not necessarily unique items, minor artifacts are magic items that cannot be created by common mortal means.

ROD OF REDUCTION

Slot None; Aura strong (transmutation); CL 17th; Weight 2 lbs.

DESCRIPTION

This black, featureless scepter is mounted with a pale blue diamond and is perfectly smooth to the touch. When a command word is spoken, a blue ray springs forth from the diamond, striking one creature or object within 30 feet. Any target struck by this ray is instantly reduced in size by up to four size categories unless it succeeds on a Fortitude save.

If the target is a creature, the target becomes a Microsized Creature and all weapons, armor, and gear that it is wearing or carrying is likewise reduced in size. You can attempt a special called shot with this ray by taking a -10 penalty on your attack roll. The attack resolves against the target's AC instead of its touch AC. If the called shot hits the target, you can reduce the creature's size by up to four size categories without affecting any of its gear or equipment. You can instead target one piece of gear or equipment that it is wielding or carrying with your called shot, affecting only that item on a successful hit.

If the target is a building, an unattended object, or a vehicle, the target and any objects within it or that comprise it are likewise reduced in size. Just like when targeting a creature with the *rod*, can attempt a special called shot with this ray by taking a -10 penalty on your attack roll. The attack resolves against the target's AC instead of its touch AC. If the called shot hits the target, you can reduce the size of one specific part or component of the target without affecting any other part or component.

A second command word causes an orange ray to spring forth from the rod of reduction, causing any target that has been diminished in size by that specific *rod of reduction* to return to its ordinary size. This use of a *rod of reduction* still requires a successful ranged attack roll, but it is a harmless effect.

DESTRUCTION

Destroying a *rod of reduction* is deceptively easy—one need only to remove a series of eight pistons that keep the rod's diamond affixed to the scepter. This pistons are impossibly small and magically sealed to the rod, however, and can only be removed by a Microsized Creature who has reduced her size by four or more size categories using the *rod of reduction* that she seeks to destroy.

SPHERE OF DIMINISHMENT Slot None; Aura strong (transmutation); CL 18th; Weight 1 lb..

DESCRIPTION

The *sphere of diminishment* is an orb of flawless, blue-stained glass that contains an endlessly shifting cloud of azure smoke that orbits an internal globe that is roughly the same size as a human eye. The *sphere of diminishment* is protected by a constant *misdirection* effect, making it detect as though it were a decorative orb made of mundane glass.

When a creature stands within 100 feet of the *sphere of* diminishment for 30 consecutive minutes, its size is instantly reduced by a predetermined number of size categories. This adjustment is an instantaneous effect that can be undone if a creature touches the *sphere* and speaks a command word, affecting only that creature. A second command word allows a creature to set or remove parameters from the *sphere of* diminishment, altering the nature of the creatures affected by the *sphere's* size reducing effects and the number of size categories that affected creatures have their size reduced by. The *sphere of* diminishment can reduce the size of affected creatures by up to 9 size categories. Alternatively, it can be configured to increase the size of affected creatures by up to 9 size categories. This cannot cause a creature to become larger than its natural size.

When configuring the *sphere of diminishment*, up to three specific, identifiable physical traits can be selected to mark creatures that the effects of the *sphere* either affects or ignores (configuring creature's choice). Such traits include type, subtype, age, gender, or hair color. For example, if the *sphere* is configured to affect "humanoids" and ignore "red hair," the sphere will only diminish humanoid creatures but its effects will ignore humanoids with red hair. The *sphere* can be configured to affect or ignore all living creatures, nonliving creatures, sentient creatures (Intelligence 3 or higher), or nonsentient creatures (Intelligence 2 or lower), but doing so counts as two physical traits instead of one. Social



or voluntary criteria (such as alignment, religion, nationality, or class) cannot be used to select affected creatures, but the presence (or absence) of mythic tiers can. Specific mythic paths count as a voluntary criteria for this purpose. If no traits are chosen, the *sphere* affects all creatures within its area.

If a *sphere of diminishment* is destroyed, all creatures diminished by its effects slowly return to their normal size, increasing in size at a rate of one size category per 3 rounds. This occurs even if an affected creature is on a different plane of existence when the *sphere* that diminished it is destroyed.

DESTRUCTION

Each *sphere of diminishment* houses an extraplanar stronghold within its smoky interior—the internal globe that can be seen from the outside. In order to access this stronghold, a Microsized Creature whose size has been reduced by that specific *sphere of diminishment* must speak a third command word that shrinks her to an impossibly small size and transports her into that *sphere's* internal stronghold. Hidden within this stronghold is a glossary of all of the *sphere's* command words, as well as the *sphere's* power source. If the source of the *sphere's* power is destroyed from within, its magic is suppressed for 24 hours. During this time, the *sphere* is destroyed. Otherwise, its power supply repairs itself after 24 hours and its effects resume.

Major Artifacts

The greatest of all artifacts are unique items, coveted by the most powerful beings in existence and capable of altering the course of entire worlds. Only one of each major artifact exists, and even the least of them is capable of altering the balance of a campaign. Major artifacts are not easily destroyed, and each has only a single, specific means of destruction, noted at the end of its description.

CORNUCOPIA OF MOUSE AND MASTODON

Slot None; Aura strong (transmutation); CL 20th; Weight 5 lbs.

DESCRIPTION

A cornucopia of mouse and mastodon is little more than a hollowed goat's horn that has been engraved with images of a scampering mouse and a prehistoric elephant like creature known as a mastodon. Each day, a cornucopia of mouse and mastodon produces two objects—a teak box shaped like a mastodon engraved with the words "eat me" and a glass bottle labeled with a scampering mouse whose tail spells "drink me." The box contains 24 cakes shaped like mastodons, while the bottle is filled with 24 ounces of tonic that transforms into grape brandy, vodka, wine, or juice when imbibed, based upon the age and maturity of the drinker. These objects are typically sized appropriately for a Medium creature, although the cornucopia is capable of producing them at larger sizes (up to Kaiju) or smaller size (up to Fine⁵). When consumed, these items instantly alter the size of the creature who consumed them. The effects that each confection has on its consumer are noted below.

Mastodon Cakes: When consumed, these 1-ounce cakes cause the eater to grow in size. If the entire cake is eaten as a fullround action, the eater becomes a Macrosized Character as its size increases by 1d8 size categories. Alternatively, a creature can nibble on the cake as a full-round action, eating only onefifth of the cake and increasing in size by only one size category. Multiple consumptions of these cakes stack their effects, but a creature cannot become larger than 6 size categories larger than Colossal (see page 32) from eating mastodon cakes.

Mouse Tonic: When imbibed, this 1-ounce bottle of magic tonic causes the drinker to shrink in size. If the entire tonic is consumed as a full-round action, the imbiber becomes a Microsized Character as its size decreases by 1d8 size categories. Alternatively, a creature can sip the tonic as a full-round action, drinking only one-fifth of the tonic and decreasing in size by only one size category. Multiple consumptions of these tonics stack their effects, but a creature cannot become smaller than 6 size categories smaller than Fine (see page 10) from drinking mouse tonic.

Any confection created by a *cornucopia of mouse and mastodon* instantly resizes to suit the creature holding it, and a single confection provides nourishment sufficient to satisfy the eater for 24 hours. Mastodon cake and mouse tonic do not affect the size of nonliving creatures, and there is only a 20% chance that any boxes of mastodon cake or bottles of mouse tonic created by the *cornucopia* are capable of affecting the equipment and gear that their eater is wearing or carrying. Mastodon cakes that increase the size of a wearer's equipment and gear are coated in a sugary glaze, while mouse tonic that decreases the size of the wearer's equipment and gear is produced in bottles that have a tasteful ribbon wrapped around the bottle's neck.

Any confection created by a *cornucopia of mouse and mastodon* lasts for 24 hours, though alterations caused by them are instantaneous and persist indefinitely.

DESTRUCTION

A cornucopia of mastodon and mouse is destroyed if the largest sentient creature ever to exist consumes enough mouse draught to have its size reduced to 6 size categories smaller than Fine at the same time as the smallest sentient creature ever to exist consumes enough mastodon draught to have its size increased to Kaiju.

Cursed Items

Cursed items are any magic items with some sort of potentially negative impact on the user. Cursed items are almost never made intentionally. Instead, they are the result of rushed work, inexperienced crafters, or a lack of proper components. While many of these items still function, they either do not work as intended or come with serious, often debilitating drawbacks for their user.

For more information regarding cursed items, refer to

Chapter 6 in Pathfinder Roleplaying Game Ultimate Equipment.

ARMOR OF THE TINY TITAN

Slot Armor; Aura strong (transmutation); CL 15th; Weight Varies.

DESCRIPTION

This armor is similar in appearance to a suit of +1 titanic^{UE} armor of a specific kind of light, medium, or heavy armor. However, when the armor is commanded to increase the wearer's size, it instead transforms the wearer into a Microsized Creature, reducing its size by four size categories. The wearer's weapons, gear, and equipment (including the armor of the tiny titan) are unaffected by this change in size and instead fall to the ground in the wearer's space.

INTENDED MAGIC ITEM

+1 titanic^{UE} armor, juggernaut's pauldrons^{UE}

GAUNTLETS OF THE **M**ICRONITE

Slot Hands; Aura moderate (transmutation); CL 8th; Weight 5 lbs.

DESCRIPTION

These rough leather gloves appear similar in all respects to a set of giant fist gloves. When activated, however, the gauntlets of the micronite shrink the wearer's hands 4 size categories in size, causing the wearer to gain a special size modifier of -10as if it were a Microsized Character. The wearer's special size modifier only applies on damage rolls made with unarmed strikes, natural weapons, and manufactured weapons that require the use of her hands, as well as on all skill checks that require her to use her hands. Furthermore, she counts as a creature of a size 4 size categories smaller then her actual size for the purpose of determining the size of items that she can hold, carry, and wear on her hands, including (but not limited to) weapons, shields, nonmagical gloves and rings, potions, rods, staves, and wands. Once worn, a set of gauntlets of the micronite cannot be removed unless the wearer or the item is targeted by a remove curse spell or similar magic.

Each day that the *gloves* remain worn, there is a 25% chance that their magic spreads to the rest of the wearer's body. If this occurs, the target's entire body shrinks in size by 4 size categories, instantly transforming it into a Microsized Creature. Any gear and equipment that the target was wearing or carrying do not shrink with her with the sole exception of the *gauntlets of the micronite*. Removing the gloves instantly restores the wearer to her proper size.

INTENDED MAGIC ITEM

giant fist gloves^{UE}

Intelligent Items

Among the most miraculous of magic items are those that possess an intelligence of their own, which often step beyond the realm of mere tools to true allies. Magically imbued with sentience, these items think and feel the same way characters do and warrant being treated like NPCs. Intelligent items have extra abilities and

4E

sometimes extraordinary powers and special purposes.

For more information regarding cursed items, refer to Chapter 6 in *Pathfinder Roleplaying Game Ultimate Equipment*.

MICRO CAP

Price 38,618 gp; Aura strong (transmutation); CL 18th; Weight Varies.

Alignment neutral; Senses 120 ft..

Intelligence 16; Wisdom 16; Charisma 14; Ego 20 Language Common, Sylvan

DESCRIPTION

Once a mortal sorcerer of mythic power that was sealed away in the form of a soft conical cap with a mouse motif, the *Micro Cap* is willful and has a sarcastic personality as well as a penchant for providing its wearer with plenty of "tough love." It claims to be a member of an unheard of race of miniaturized humanoids called "micronites" and seeks help in defending these tiny people from all manner of epic catastrophes.

Despite its appearance, the *Micro Cap* has auditory, olfactory, and visual senses akin to a human with a ± 24 on Perception checks. It also possesses 1 skill rank in every Knowledge skill, and acts as though it had the bardic knowledge class feature for a total bonus of ± 13 on Knowledge skill checks. Also, it can read and speak any language, as if using *tongues*. The *Micro Cap* also has limited animation, allowing it to move its "head," make limited gestures, and talk. It cannot attack or leave its square without assistance (usually in the form of being worn). It can also adjust its size as a full-round action, allowing it adjust its size and shape to fit virtually any wearer.

The *Micro Cap's* true power, however, is the ability to diminish its wearer in size. Once per day, the *Micro Cap* can transform its wearer into a Microsized Creature, reducing its size by 5 size categories. Alternatively, it can return a Microsized Creature to its normal size. The wearer can attempt a Will save (DC equals the *Micro Cap's* Ego) to negate this effect. If the *Micro Cap's* attempts to diminish it, and the *Micro Cap* can choose to diminish its wearer while leaving one or more pieces of the wearer's gear or equipment undiminished.

When adjusting its wearer's size, a *Micro Cap* can include or exclude any items or equipment that its wearer is wearing or carrying at its leisure, including itself. If the wearer is standing upon an alter or within a fairy ring with an aura of strong transmutation magic (CL 15th or higher), the *Micro Cap* can use this ability without expending any uses of it, even if it has none remaining.

DESCRIPTION

Requirements Craft Wondrous Item, the creator must provide a living micronite who has been polymorphed into the shape of a cap using *polymorph any object* or a similar spell (a micronite so transformed who is then crafted into a *Micro Cap* can only be restored to its true form by a powerful use of a *miracle* or *wish* spell that has been cast by a 20th level spellcaster or greater), *limited wish*, *polymorph any object*, *reduce person*, *trap the soul*; **Cost** 19,309 gp.

PC Ownership of Microsized Artifacts

Artifacts, cursed items, and intelligent items are often the centerpieces of campaigns, granting the PCs (or their enemies) fantastic powers that are otherwise beyond the scope of mortals. This makes artifacts the perfect candidates for being catalysts or solutions for microsized adventures.

But that said, what happens to the artifact after the adventure is over is just as important as its role during the adventure. Many of the artifacts, cursed items, and intelligent items described here have the ability to transform creatures into Macrosized Characters or Microsized Characters, which is extremely powerful effect to casually hand over to the PCs. If the PCs have an item that can transform enemies into Microsized Characters at their leisure (such as the *rod of reduction*) or allies into Macrosized Characters (such as the cornucopia of mouse and mastodon), then they are literally being handed an object that allows them to reduce the CR of encounters that they face at their leisure, either as a result of making their foes significantly weaker or themselves significantly more powerful. As a result, after these items have played their part in the adventure, it is important to dispose of them in a way that feels fair and satisfying to the PCs. Consider using one of the following solutions to either curb the power of these items or gracefully remove them from the campaign to prevent them from being used to provide too much power to the PCs.

Disappeared: Items with enough power to transform Ordinary-Sized creatures into Microsized Characters or Macrosized Characters are incredibly dangerous-often the PCs experience the chaos that such items can sow firsthand during the course of their adventures, and responsible characters will often seek to lock the item away where it can cause no further harm. In the situation where the PCs wish to employ the item as a weapon themselves, an effective solution is often to have the item disappear without explanation. Doing so prevents the PCs from using the artifact to disrupt the campaign, while also leaving potential leads for the PCs to follow to their next adventure. After all, what sort of character would be powerful enough to effortlessly steal such an item from the PCs, and to what aim was the item taken? Such questions can help inspire and motivate the PCs to continue their adventures without making them feel as though they've been cheated by the GM-especially if the payoff for the loss is narratively rewarding to them.

Waning Power: Artifacts are mysterious in nature, and the magics that fuel them have been lost to time. As a result, it is entirely possible for an artifact's power to simply be unreliable its magic prone to activating or vanishing at a whim. Unlike the previous method, which takes the artifact from the PCs custody entirely, reducing the item's power (for instance, changing a *rod of reduction* so that its effects function as *reduce person* instead of transforming the target into a Microsized Character) allows the PCs to keep the item and gives GMs the opportunity to repower the item if needed for the sake of the campaign.

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