

Companions of the FIRMAMENT



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PDF Edition

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This game is dedicated to my parents who's bemused toleration of all things geeky over several decades helped fostered my imagination and let me explore strange new worlds.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.



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INTRODUCTION

It's time to take the skies. The desire to fly is part of the human condition. Going back thousands of years through stories, myths and legend humanity has described this wondrous moment when someone is transported through the air on a magical journey to their destiny. Physiologically we are bound to the earth and look with envy on birds who soar in the heavens. The opposite of nightmares that leaves us awake and troubled in the middle of the night are dreams of flying that leave us refreshed and prepared for a new day.

I have been playing role playing games for over 30 years now and in that time have collected a library of wonderful memories of exploration, mystery and adventure. Many of those highlights included the moment that one of my characters was finally able to achieve the ability to fly by some magical means. Suddenly as a player I felt a sense of freedom and empowerment that, both in-game and metaphorically out-of-game, elevated the play.

As I have tinkered with game design over the years one idea has continued to nag at me has been, "If we have this innate desire and

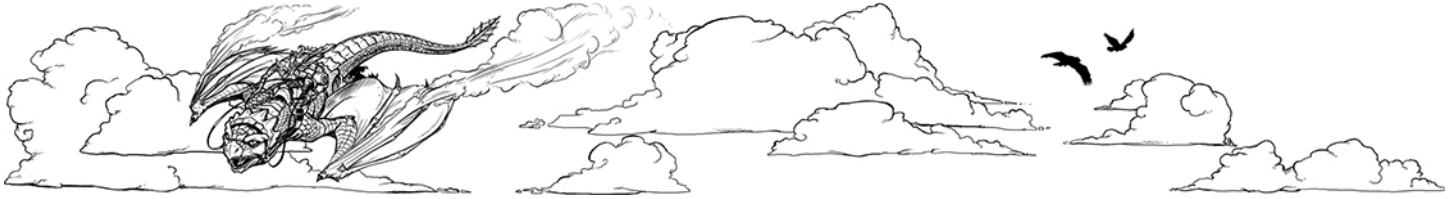
dream to fly, and we have devoted our hobby to playing games of pretend, then why don't we just pretend to fly more often?"

Companions of the Firmament is an attempt to address that by building off of the *Pathfinder Roleplaying Game*. The existing system certainly allows for flying, however the mechanical and thematic infrastructure can create hurdles and challenges to using flying more often.

This book is my attempt at creating a resource for flying that I would want to use as a game master. I am inspired by a wide range of books, television and movies that show us worlds where flight is not only common, but personal. In our modern world we take flight for granted, but only as an impersonal and industrialized experience. Lets step away from that and create a place where characters can launch themselves into the air and choose their own adventure.

Neil Carr





NAVIGATING THIS BOOK

The design approach to this book is emerging from both old school play and contemporary design concerns. Old school play held a view of roleplaying game rules primarily as guidelines to draw upon and inform play, rather than dictate outcomes. Today there is much more of a focus on balance, tight math, and that even the rules can supersede the GM.

Seeing the value in both perspectives the book breaks down rule components into small chunks so that it is easy to pick what is relevant for the needs of your own game. To help you with your choices are explanations of design terminology and categories:

Terminology

The System: The history of the game we play is long, going back many decades and through several editions. *Companions of the Firmament* is meant to be compatible with the *Pathfinder Roleplaying Game*, but this itself is derived from the third edition of the world's most popular roleplaying game. The way the rules have been formulated from the third edition, and then revised afterwords shapes how the material in this book was designed. When the "system" is invoked it primarily points to the *Pathfinder Roleplaying Game*, but it all has in mind the many layers of legacy that come before it.

RAW: This stands for rules-as-written which is generally used when pointing out the exact wording of rules. In contrast you have RAI (rules-as-intended) where the rules are used as guidelines and one is expected to keep within the "spirit" of the rules, which usually means using common sense. You might see RAW being used from time to time on internet forums as a shorthand for the exacting legalese of the rules text. It is important to point out because the current system was written in such a way so that it could function somewhat like software code. Mechanical terms are defined and standardized to create "keywords" so that the myriad of fantastical effects in the game can be combined together in different ways without having to re-explain what the effects are each time they come up.

How RAWish any particular table of players treat the rules depends on their own taste. Some groups might be very RAWish, treating the rules as much as possible as software code, somewhat like if/then commands. Others might be on the other end of the spectrum, just using the rules as guidelines and letting interpretation drive how conflicts are resolved. Most players are probably somewhere in between, letting the rules dictate in many instances, but ignoring them when the "software code" creates results that are not seen as rewarding.

Sometimes in this book the RAW will get pointed out, not because the rules should be used that way, but so that you can make your own decision on how the rules should be treated.

Playstyles

Just like how everyone wants to eat, we all also want to have fun. But just like eating, what one person finds as fun might be the opposite for another person. Broccoli might have a rather neutral taste to one person, but the next finds it incredibly bitter and difficult to swallow. On game night one person might show up wanting to treat the game more like a sports competition, eager to face a challenge and overcome it. Another person at the table instead could be interested in exploring the emotional reactions of their character when faced with morally complicated situations. Someone else could show up wanting a power fantasy where their character walks through encounters like they are a god. Yet another player could show up just because they like hanging out with their friends and just want a good time.

People are complicated, to the point where one individual might even want contradictory things from their play. To try and help this mixture *Companions of the Firmament* will sometimes provide guidelines on how to treat some rules to fit certain tastes. It is beyond the scope of this book to catalog all of the different playstyles, instead it focuses on three flavors that specifically deal with flying.

Simulation: The simulation playstyle has a desire to emphasize "realism." The quotes have to be stressed because no one is suggesting that we use trigonometry and calculus to correctly model gravity, flight paths and other factors that would realistically impact adventuring in the sky. Instead it just means that there is a sentiment by the players to want a sufficient sense of modeling reality that feels real, to them, in that moment. This is an aesthetic preference, and not a logical or rational exercise.

Hybrid: The hybrid playstyle generally refers to how the RAW treats the situation. It is a mixture of simulation with other play considerations, such as balance, abstract simplicity, or fantastical license. Whether it achieves it or not, its aim is to find a goldilocks zone between fantasy, reality and balanced play.

Cinematic: The cinematic playstyle is far more interested in achieving cool effects, pacing and moments that feel more like an action movie than what a simulation or hybrid style aims for. This can sometimes be referred to as the "rule of cool" where fussy details like the laws of physics are handwaved to make sure that a character can perform a heroic act because at that moment it would really awesome to see that happen.

Feel free to mix up these playstyles when considering rules. Perhaps you want a cinematic treatment of encumbrance, but a simulation treatment of falling, or vice versa. Think of these guidelines as a handy set of dials or equalizer sliders to adjust to get the kind of play you and your table want with a flying campaign.





1 RAW FLYING

Table 1-1: The Quickest Race, Class and Feat Flying Options

Approach	Level	Size	Method
Druid Class	1	S	Small race + Dire Bat, Pteranodon, or Roc
Race	1	M	Strix
Inquisitor Class	4	S	Animal Domain + Small race + Dire Bat, Pteranodon, or Roc
Ranger Class	4	S	Small race + Dire Bat, Pteranodon, or Roc
Cleric Class	4	S	Animal Domain + Small race + Dire Bat, Pteranodon, or Roc
Magus Class	5	S/M	Hexcrafter archetype + flight hex
Witch Class	5	S/M	Flight Hex (some aerial effects before level 5)
Summoner Class	5	S/M	Eidolon with Flight and Mount evolutions. Medium characters also need the Large evolution.
Wizard Class	5	S/M	Fly Spell
Monk Class	6	S/M	Qinggong Monk Archetype (Gaseous Form)
Alchemist Class	6	S/M	Wings Discovery
Sorcerer Class	6	S/M	Fly Spell
Oracle Class	7	S/M	Wind Mystery (Wings of Air or Gaseous Form Revelations)
Bard Class	7	S/M	Gaseous Form Spell
Paladin Class	8	S/M	Sacred Servant Archetype (lesser planar ally)
General Feat	8	S/M	Leadership Feat + Pegasus Cohort
Racial Feat	10	M	Aasimar race + angelic blood and angelic wings feats

FLYING WITH THE EXISTING SYSTEM

There are a wide range of ways that the existing system will get you into the air. To help game masters and players be able to plan how they want a campaign or character to focus on flying in this section we'll look at the quickest ways that you can get into the air through different core options of the game.

Race Options

Why not just pick a race that will let you fly? You now can thanks to the *Pathfinder Roleplaying Game: Advanced Race Guide*. Game masters and players can customize their very own hawk men, fallen angelic orders ready to colonize the world, or immortal hypnotic floating plant people. The capacity to fly in the race creation rules are considered an advanced ability and so are assumed to be slightly above in power level compared to the core races. While there is no precise method of measuring out the cost benefit of flight it is

possible to create races that fall within other core race parameters and thus minimize power imbalances.

The *Pathfinder Roleplaying Game: Advanced Race Guide* does provide some other options for flying based off of race. Kobolds and Tengu both offer racial options for gliding wings, and the Sylph has a wing cloak that does something similar as a piece of equipment. Gliding isn't quite the same as flying, as you always have to be heading downward, but you do have control over the direction you are heading in, unlike the spell *levitation*.

The Aasimar have an option where a character can sprout wings from the shoulders. The drawbacks are that it requires two feat slots and can only be selected at 10th level, at a point in most campaigns where flying is likely an expected element for anyone in the party.





Only one race is given full blown flight immediately. These are the Strix, nocturnal humanoids with wings. Unfortunately the race is designed more as an NPC race as they have a racial hatred to humans. They are in a sense orcs with wings. That kind of background tension can clip the wings of the Strix as a playable character race. Of course, all of that tension can be hand waved away, but not every GM or player will find that satisfying.

When it comes to race, you have a system available now to customize flying races to your hearts content. However this might not be the answer for many people, who just want a more conventional fantasy game with traditional tropes, or simply wish to avoid the negotiating and potential power gaming that can come from designing races from scratch.

Class Options

There are many class options that will let a character fly. We'll break these down in the order that they appear.

Druid: If the game master has declared "core only!" in terms of what will be available for the campaign then you are in luck! Right in the *Pathfinder Roleplaying Game Core Rulebook*, along with the *Pathfinder Roleplaying Game Bestiary* are all the ingredients you need to be flying high in the sky on day one of the campaign. You do have to hope that the game master doesn't cast your hopes into a pit by denying the use of the animal companions out of the *Pathfinder Roleplaying Game Bestiary*. If you leap over that one barrier you'll find a fully RAW method of flying immediately.

Pick the roc, dire bat or pterosaur as your animal companion. The roc is the best of the three for a variety of reasons. Next, pick either halfling or gnome as your race as you will need to be small in order to ride the medium sized animal. Unfortunately the character is going to need to be nearly naked and have very little gear to get aloft at this level. The animal companion is going to be straining to get lift with its low strength. Nonetheless you will get off the ground and be cruising the skies, and you won't be breaking character in your nearly naked outfit as you are after all a granola treehugger.

One last note to make on the druid is that at 4th level wild shape kicks off. Here you'll be able to transform into a small or medium animal, and that includes things like birds. The druid not only wins the race for flight in general, by getting at assisted flight with a mount at 1st level, but the class also gives you the first taste of personal flight at 4th level.

Cleric, Inquisitor, Ranger: All three of these classes can do the same thing the Druid can do, however they have to wait until 4th level. The Cleric and Inquisitor pick the Animal Domain to get access to animal companions, while the Ranger automatically gets one at 4th level. The drawback with all three of these classes is that the animal companion is three levels behind the Druid's animal companion progression. If you go this route you will have to be extra careful in the skies because your companion will have very few hit points, but the encounters you'll be facing will be around CR 4, 5, or 6. Don't fly high!

One fix is to select the *Boon Companion feat* with your 5th level feat

slot. This essentially "patches" the character so that your animal companion now is scaled to the character's level. More hit points, more strength, and moving more quickly to larger sizes if you don't want to play a small sized character.

Summoner: At 5th level the Summoner can pull from outside the material plane a creature that can fly and be mounted. It can even be done for medium sized characters. When building your eidolon just pick the Flight and Mount evolutions and if the character is medium sized then also purchase the rather pricey large size evolution. Depending on the size of the character, perhaps with a bit of massaging with the extra evolution feat, or waiting for higher levels, the eidolon's maneuverability can be increased to the rather valuable perfect category. You'll then have your weird flapping creature that you can jump on and zoom about with otherworldly delight.



Witch: The Witch has an interesting progression with personal flight. At 1st level you can take the flight hex and gain immediate aerial benefits in the form of *feather fall* at-will. There is also a bonus to swim checks. At 3rd level the witch gets to levitate once per day, and then finally at 5th level can fly as the spell for a number of minutes per day equal to witch levels. So for low level play the character is getting some small doses with being in the air. It won't compare to what the Druid can do, but does have a lot of built in security with the at-will *feather fall*.

Wizard: We finally get to the master of magic who has to wait till 5th level to gain personal flight through the *fly* spell. The spell gets rolled into the large book of spells the wizard has been accumulating through these levels. There is one particular specialization for the class where the wizard can focus on flying through the air elemental arcane school found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*. Similar to the witch's flight hex, it gives feather fall, levitate and fly to the wizard. Overall it is more potent than what the witch provides as each of those spells can be used at-will, however the progression is stretched out over ten levels, rather than the witch's five levels.

The real advantage for the wizard is a focus on inexpensive scroll use. Instead of needing to keep the spell memorized, the wizard is in a much better position to have a scroll or three tucked away in case ready for when it is needed. This more economical approach to flight has the other great advantage in that it is easier to have the





fly spell cast on other party members. While the witch can also do this, the wizard will likely make it more affordable to get the whole party in the air if needed.

Magus: The magus from the *Pathfinder Roleplaying Game: Ultimate Magic* is so focused on fancy dual weapon fighting with blade and spells that the *fly* spell does not appear for the class until 7th level. However thanks to the witch class, the *hexcrafter* magus archetype can get you into the air at 5th level. The hexcrafter just selects the witch's flight hex and gain all of the same benefits a witch gets from the power. If you are interested in flitting about the battlefield with sword in hand with a decent amount of competence in melee combat then this is the quickest path to this concept.

Alchemist: The alchemist's first taste of flight appears at 6th level when the *wings* discovery can be selected out of the *Pathfinder Roleplaying Game: Ultimate Magic* book. The alchemist sprouts some wings (your choice of bird, bat or bug) and you get to use them for a number of minutes a day equal to the alchemist's level.

Monk: The monk is known to be a very mobile class, however flying has not been an area that has received much attention, despite the large amount of material in pop culture built around the themes of martial artists flitting about in the air. The quickest way that you can gain access to this with official material is in *Pathfinder Roleplaying Game: Ultimate Magic* with the Qinggong archetype. At 6th level it is possible to be able to spend ki to use the *gaseous form* spell and gain some flight through that.

There is a feat for monks called *cloud step* in the *Pathfinder Roleplaying Game: Advanced Player's Guide* which gives a limited version of the *air walk* spell, but this can only be selected at 12th level, long after most classes will find flying to have become an assumed aspect of their character. *Companions of the Firmament* provides a specific fix to that large gap later in this book.

Sorcerer: As with the wizard, the main way that the sorcerer gets access to personal flight is through the *fly* spell, which is available at 6th level due to the difference in how the sorcerer casts spells compared to the wizard.

There are a number of bloodlines that you can select for your sorcerer that will eventually lead to sprouting wings and being able to fly without casting a spell. However these happen at higher levels, such as celestial at 9th level, and djinni and draconic at 15th level. While celestial isn't too far off from the access that some classes get flying, the later bloodlines wait far too long to give at-will flying to the class.

Bard: As a spellcaster the bard is not very well suited for the skies. It takes 3rd level spells, such as *gaseous form* and *summon monster III*, which the bard gains at 7th level, to be able to cast something which will get the character airborne. Perhaps using a charming personality on a magic beast would speed things up before 7th level?

Oracle: At level seven you can play an Oracle out of the Advanced Player's Guide and be able to fly rather effortlessly. Just take the Wind Mystery and then select either the *Wings of Air* or *Gaseous*

Form revelations and your character will be flying without any fuss. The Wings of Air revelation in particular is fairly potent as you begin with good maneuverability and the duration is long enough to deal with any tactical situations that might arise. The drawback is that you are playing catchup with the Wizard who has been flying for a couple of levels now with her spells.

Paladin: While the image of a paladin aloft a winged creature like a pegasus or griffon is something that floats about in popular culture, within the system itself there is no direct track to that through the class itself. At 8th level if you take the Sacred Servant archetype out of the *Pathfinder Roleplaying Game: Advanced Player's Guide* then the Paladin can use lesser planar ally to ask a nice creature if she could get a lift. There is also the *empyrean knight* archetype, out of *Pathfinder Roleplaying Game: Ultimate Combat* which at 12th level gives wings to the paladin's mount.

Within the RAW itself there is a little wiggle room for a player to kneel before the game master and beg them to be able to use a flying animal companion, such as the roc, as the paladin's divinely bonded mount, however it is just a very small amount of wiggle room.

The Leadership Feat Option

The leadership feat is a bit infamous in the system. For one slot you can get a whole second character. For some it will be a nice bit of flavoring, for others it is a power gamer's dream come true. What is sometimes overlooked though is the use of the leadership feat for the use of getting a monstrous cohort to use as a mount. It is still very much a bargain for one feat slot, but having a large magical beast to ride around is far more tame than having a spare wizard continuously standing next to the player character.

If a player has avoided dumping the charisma score for her character, and hasn't created a nefarious reputation in the campaign then at 8th level it is possible to attract a pegasus cohort to serve as a mount. Go up further levels and other creatures like griffons or kirin might end up happily carrying the character wherever is needed in the game.

In terms of the RAW, this is the one way that classes like barbarians, fighters, and rogues are able to get themselves into the air with a flying mount. Because these classes tend to become overshadowed by spellcasters as the levels go higher, the rather inexpensive price on one feat slot for a magical mount can actually help adjust the scales a bit with these classes.

Cultural Backdrop Options

In the *Pathfinder Roleplaying Game: Advanced Race Guide* the Drow have a Dire Riding Bat as a mundane animal in their society, much like a horse but with lots of clicking sounds, hanging upside down in caves, and replacing the smell of dung with ammonia everywhere you go. Both the Dire Bat and the Heavy Horse have a Challenge Rating of 2, and their statistics are fairly close to one another, so having a Dire Riding Bat as an everyday beast of burden in your fantasy world is another way to inject flying into your





campaign where a lot of interesting questions about society, culture and even economics can be reshaped to take flight into account. This book will flesh out these considerations in later chapters.

Magic Item Options

Another easy way to let players fly in a campaign is to just let them find a magic item that gets them in the air. This is particularly important for the martial classes (barbarian, fighter, rogue, monk) who do not normally have spellcasting access.

The economics of magic items is an element that is unique to each campaign. For one table it might be easy to hand players a large carpet of flying right at 1st level and the party will happily use it as their main method of transportation for the rest of the campaign. Another group of players might fly it to the nearest large city and try and cash it in for market value so they can then buy a slew of cheaper magic items from ye olde magic shoppe. How the fantasy world is envisioned, how accessible magic items are within it, and the attitudes of the players will shape how magic items are used in a campaign.

Because of this variance, we'll just use the wealth by level guidelines found in the *Pathfinder Roleplaying Game Core Rulebook* to get a general idea of when the system assumes these magic items will appear on average.

With the table below it is worth highlighting that the first true method of flight that is not consumable is the Ebony Fly Figurine of Wondrous Power. Costing 10,000gp it is assumed this would not appear in a character's backpack until around 9th level, and is only really useful to a small character. You have to move to 10th level, when the Winged Boots are reasonably expected to appear that consistent personal flight is possible for any character size or class.

Table 1-2: Wealth By Level Flying Magic Item Options

Item	Cost	Level
Scroll of Flying	375 gp	3
Floating Feather Token	450 gp	3
Potion of Flying	750 gp	4
Ointment of Flying	2,250 gp	6
Boots of Levitation	7,500 gp	8
Ebony Fly Figurine of Wondrous Power	10,000 gp	9
Winged Boots	16,000 gp	10
Wand of Flying	11,250 gp	11
Broom of Flying	17,000 gp	11
Carpet of Flying, Small	20,000 gp	11
Celestial Armor	22,400 gp	12
Carpet of Flying, Medium	35,000 gp	13
Winged Shield	17,257 gp	14
Cauldron of Flying	40,000 gp	14
Wings of Flying	54,000 gp	15
Carpet of Flying, Large	60,000 gp	15





2 MOUNTS



The great eagle settled onto a stout tree branch a good thirty feet above field below. Curiously it tilted its head and spoke, "I have wandered these skies for seasons beyond count and never have I gazed upon your liking. Your face and bearing speak of the enemy, but you are girded in the fashion of an elf?"

The half-troll looked up, and mournfully wailed "Elf friend! Elf need help, badly. Take me to elf?"

The fierce eyes of the great eagle stared long at the figure below.

The half-troll stared back at those terrible eyes with a plaintive brow and mouth agape. Finally the eagle blinked.

"We do not normally interfere in the world below, but you are unlike anything that has been or will be again in this world. Yes, I shall bear you to your friend."

And so the half-troll Tiny Slim was born aloft to bring aid at a desperate moment. As the great eagle struggled to find purchase with the wind, Tiny Slim bellowed "ELF FRIEND!"





WHAT DOES IT MEAN TO BE MOUNTED?

In the current system there are several advantages that are given to a character that is mounted on a creature:

- The character shares the space of the mount without penalty. Normally two creatures are not meant to occupy the same space unless there is a huge difference in their size, or in very special circumstances are considered squeezed together and both suffer penalties.
- The character gains the benefits of the mount's movement while also having their own full complement of options for actions. The character essentially gains free movement while also being able to perform other complex actions.
- In certain circumstances the character can gain a +1 bonus to attack while mounted compared to creatures smaller than the mount.
- The character also gains the ability to make ride checks, which unlocks several different options and benefits.
- The character can take mounted feats which likewise provides benefits that otherwise are not available when the character is not mounted.

While not explicitly stated in the system, being mounted could be looked upon as a condition, just as grappled or exhausted are conditions. It affects both the rider and the creature being ridden and confers special rules on both of them.

Thematically what is going on?

The system assumes that the creature being ridden accepts its role as a mount. There are times when a handle animal check might be needed to control animals that need to be pushed to perform actions that they are not trained to do, but that does not directly impact the issue of being mounted. From a thematic viewpoint both the mount and the rider and making an effort to act as one unit. Both the mount and rider are exerting effort, such as small shifts in movement, to ensure that the rider stays on the mount and the mount itself stays stable.

ENCUMBRANCE AND MOUNTS

There is one subtle difference in the rules between mounts that are on foot and those that carry a rider in the air. A land-based mount has no restrictions on its encumbrance. It can carry one or more characters, wear barding, along with gear up to its heavy load limit.

However mounts that are carrying a rider in the air are limited to only a light load. This detail is subtle because it has to be pieced together from two different sections of the rules.

Looking in the *Pathfinder Roleplaying Game Core Rule Book*:

Under Mounts and Related Gear: "Flying mounts can't fly in medium or heavy barding."

Under Carrying Capacity: "A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor."

Thus, if a creature is *currently acting as an aerial mount* it can not fly unless it is only carrying a light load. A creature can fly with up to a heavy load, but not when it is acting as a mount. Thematically this is a bit inconsistent and seems to be a mixture of modeling the challenges of flight with balancing the game.

Where The Rules Are Silent

Several important questions are not addressed in the rules over aerial encumbrance.

What if the flying is magical and not mechanical? While most creatures gain a fly speed through wings or other mechanical means that assume something similar to real world aerodynamics, some creatures gain flight from some reality bending magical means. In this case the issues of how much lift is generated by the creature is not directly connected to the strength and shape of the creature, instead how potent the magic is to defy gravity.

How do you calculate encumbrance for quadruped fliers?

Quadrupeds gain extra carrying capacity over bipeds due to being able to distribute weight over a greater area when standing on the ground. What happens when this creature flies through the sky?

The pegasus is a good example of this distinction. It makes perfect sense that it acts just like any other horse when walking on the ground as it is a quadruped. When it goes into the sky however it depends on its wings and so any support is in a sense much more like a biped, and in reality even less than what a biped could normally support. Common sense might make that distinction, but the RAW itself, which is often treated more like software code, would say that the even in the sky the pegasus has enhanced encumbrance due to having four legs.

Encumbrance and Play Style

People have different aesthetic tastes in how play is resolved. Encumbrance is a classic element of play that is often handwaved by both GMs and players because keeping track of weight can require a level of bookkeeping that is not desirable. Others however want the restriction to help drive the drama of adventure. Here are some guidelines on how to handle encumbrance based off of style of play.

A ground mount can reasonably carry a rider one size smaller plus gear (saddle and 2 small saddlebags and 2 large saddlebags) without any penalties aside from regular encumbrance penalties for medium and heavy loads.

A mount that is flying can reasonably carry a rider one size smaller plus gear as long as the weight remains a light load.





Table 2-1: Aerial Encumbrance Playstyle Guidelines

Simulation	Hybrid	Cinematic
Only light loads if movement is natural, such as wings. If the fly speed comes from magic (not wings or other forms of muscle propulsion) then up to a heavy load.	Up to a light load.	Up to heavy load, or whatever is deemed reasonable by the table.

Encumbrance and Mount Form

With the wide range of shapes mounts can come in there are some nuances between the traits of these creatures. Each section of the book that details creatures to be used as mounts has a table with the following elements:

Ground Encumbrance: Flying mounts come in a variety of shapes, some of which are naturally quadrupeds (griffons and pegasi) and so benefit from an increase in carrying capacity. Other mounts are naturally bipedal (giant eagles) and so calculate carrying capacity without modification.

Flying Encumbrance: When a creature takes to the air their lift capacity is normally different from how they distribute their weight on the ground. Because of this most creatures are bipedal in their carrying capacity, however a few flying creatures have wing structures that do allow for increased lift, equivalent to being quadrupeds for the purposes of carrying capacity.

Ground Suitable Mount: Not all mounts have a form which is suited to carrying a rider while on the ground. If this is the case then the creature is considered an *ill-suitable mount* when a character rides it while on the ground.

Carry: A mount almost always involves riding on top of the creature and so it is generally assumed that whatever load is contained there. However with an aerial mount it can be plausible

for a creature to carry a load both on top and below. Think of a giant eagle, which could have a saddle on its back with a rider, but its natural way of carrying objects would be with its talons. Likewise, some creatures have very limited ways to carry anything without some type of saddle or harness. Without special gear a pegasus would only be able to hold items in its mouth. This section details how the creature can hold items on its own. If the location is the mouth then up to a light load can be carried. If the entry is legs or another descriptor then up to a heavy load can be carried by the creature during flight.

Size of Mounts and Riders

The existing system does not have a specific rule on the relative size of a rider to a mount, but what is implied is that a rider should be one size smaller than the mount.

More nuance can be made, breaking out how many of a particular size creature can ride a given sized mount without causing squeezing to occur for the creatures. For easy conversion the number of creatures doubles for each size category smaller. Thus a large mount could carry 1 medium and 2 small, or 1 small and 6 tiny creatures, and so on.

A mount can carry a creature the same size as itself however both the rider and mount suffer being squeezed and the mount becomes an ill-suitable mount.

Table 2-3 details playstyle approaches that can shape play.

“Look out!” the mage yelled as the second giant stumbled and then collapsed on the ground. The smell of the arcane lingered in the air as the smoking giant groaned its death throes.

The paladin stood resolute before the crumpled figures with his sword at the ready in case the giants found new life in their bodies. Beyond the vast dark portal shook, it's frame alight with glowing elemental runes. The ancient temple had been corrupted and after a bitter fight in the deeps the party had ensured this mountain atop the temple would collapse upon it and seal the evil below.

Escape was in sight, an exit high on the mountain face illuminated the huge chamber. The daylight which gave hope to everyone suddenly vanished. Everyone turned to see the bright exit eclipsed by a staggeringly large winged silhouette. As the massive wings spread outward it drew the air all around the party like a wind, and it felt as if even their breath was escaping their gasps. The storm giants, already terribly large, felt inconsequential compared to this beast that bore them aloft.

The dwarf muttered, “Must we choose our doom? Either to be entombed, or find the least escape in the belly of that beast? My axe says it would better if the world was without this bird.”

“Aye, a bird indeed! The axe has sung enough today, it is time for a new song.” And with that the ranger leapt down into the shadow's gloom, filling the air with a trilling sound which pierced the clamor of the mountain's anger. The dark form's bearing froze. Its head cocked and then sounded as if a hundred crows cawed with excited curiosity.







“Disgrace! Father mountain, embrace us now and forever! I refuse to ride this fell beast into the sky and far from the comfort of the stone and soil!” the dwarf bellowed as he thrashed in his bindings. This was met with the elf leaning back further on the rope as she tied him to the Roc’s saddle. “Silence dwarf! Your voice drowns out even the thunder of this landslide. You complain as if you were served vinegar at the inn.”

The monk effortlessly climbed up the Roc’s harness to get onto the saddle. The only sign of concern was a raised eyebrow as he shifted out of the way of a boulder as it plunged from the ceiling. Leaning back he saw the paladin continuing to guard the dark portal. “We must go, now!”

The others helped the elf contain the dwarf, taking glances far below at the ranger who nuzzled the fierce bird’s beak and warbled messages of the open sky, fertile plains and freedom.

Table 2-2: Mount and Rider Sizes

Mount\Rider	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Fine	1 ^s	—	—	—	—	—	—	—	—
Diminutive	2	1 ^s	—	—	—	—	—	—	—
Tiny	4	2	1 ^s	—	—	—	—	—	—
Small	8	4	2	1 ^s	—	—	—	—	—
Medium	16	8	4	2	1 ^s	—	—	—	—
Large	32	16	8	4	2	1 ^s	—	—	—
Huge	64	32	16	8	4	2	1 ^s	—	—
Gargantuan	128	64	32	16	8	4	2	1 ^s	—
Colossal	256	128	64	32	16	8	4	2	1 ^s

^s Both the mount and the rider are squeezed (-4 penalty on attack rolls and a -4 penalty to AC.) and the mount is considered ill-suitable (-5 to Ride checks and Fly checks).

Table 2-3: Mount and Rider Size Playstyle Guidelines

Simulation	Hybrid	Cinematic
Use table 2-2 to determine the number of riders and how this affects being mounted.	Mount must be one size larger than the rider in order to avoid penalties.	Whatever is deemed dramatically appropriate for the table. Use of the ill-suitable mount condition can give some sense of challenge in extreme situations.

SKILLS

There are a handful of skills that are pertinent for mounts, Handle Animal, Fly, and Ride. For your convenience, these three skills are reprinted in full in the appendix of this book.

HANDLE ANIMAL

Companions of the Firmament details many animals that can be used as flying mounts and the Handle Animal skill is very important for working with one of these mounts. While the system gives space for unusual and flying mounts it is written towards the assumption that riding a mount normally involves animals with an Intelligence of 2 or less. It is often overlooked, but Handle Animal can be used for creature types other than animal with an intelligence of 1 or 2, however the DC is increased

by 5 when this is the case. One exception to consider to this rule would be with Lesser Chimera detailed later in this book. They are derived from animals and while they are a magical beast type they function as an animal.

Cost of Training

The existing system does not have a consistent method for characters to simply pay for training animals for a trick or general purpose. Several animals have an option to either buy a non-trained versus combat-trained creature with wildly different costs. A universal formula to use as a guideline would be 15 gp per trick, plus 50 gp if it is a flying creature.





FLY

The Fly skill is central to flying mounts. A key principal to follow is that the creature that is actually doing the flying should be the basis for Fly checks, rather than the rider although both the rider and mount can also benefit from having player characters also invest in the Fly skill. For both rider and mount however, the requirements for taking the Fly skill is either having a natural means of flight, or a reliable means of flight. Having a flying mount, or some other common access for a flying campaign should be considered a reliable means for player characters to put ranks into the Fly skill.

Aid Another

One important use for non-naturally flying characters to take the Fly skill is that an aid-another roll can be made to help assist the mount in complicated aerial maneuvers.

Non-Flyer Maneuverability

Creatures without a natural fly speed have by default an average maneuverability, however this will be modified by the maneuverability of the source of their flight, such as from a magic item, vehicle, or creature that they are mounted on.

RIDE

The Ride skill is central to using a mount and has a real impact on combat outcomes for the rider and mount. Examining the text of the skill reveals several parts that assume the use of a ground based mount rather than flying based mount.

Cover: When entering into a more realized three dimensional space with flight more nuance is required for this option. Taking cover on a flying mount typically would mean laying flat while on top the mount and avoiding attacks from below. To gain cover from a different angle requires getting unstrapped from the saddle if using a flying saddle.

Leap: Leaps only normally make sense with ground mounts, however unusual aerial maneuvers may be desired while in flight. Use the DC 15 Ride check to direct these maneuvers and if the check fails then have the flying mount make a Fly check to avoid appropriate consequences, such as losing altitude, collisions and the like.

Soft Fall: If the mount is flying and the rider falls then the character should make an acrobatics check to potentially lessen the damage from a fall.

Control Mount in Battle: The RAW is unnecessarily restrictive

Table 2-4: Intelligent Mount Playstyle Guidelines

Simulation	Hybrid	Cinematic
Use the Diplomacy skill to resolve actions between the rider and the mount.	When a complicated or abstract task is being asked of the mount, have it make an Intelligence check with a 10 DC.	The player has full control over the mount and roleplays out how they act.

here. Any creature that is either combat trained or has a 3 or more Intelligence does not need a Ride check to be controlled.

Bareback Riding

Bareback riding gives a -5 penalty to Ride checks. They also have greater consequences for those on flying mounts. Whenever a flying mount is required to make a DC 20 or more Fly check then someone riding bareback must make a DC 20 Ride check or fall off the mount.

Ill-suited Mount Condition

Tucked away in the introduction of the Ride skill is the idea of the ill-suited mount. If the creature is ill-suited as a mount then the rider suffers a -5 penalty to Ride checks.

Because flying is much more vulnerable to situation than moving along the ground it is worth expanding this idea into its own condition. If a mount is considered ill-suited then the rider suffers a -5 penalty to Ride checks and the mount suffers a -5 penalty to Fly checks. As a condition it can be applied temporarily, be relative to the flying mount and particular creatures, or be a permanent condition based on the form of the creature.

INTELLIGENT MOUNTS

Intelligent mounts are not well covered in the system. Having an Intelligence of 3 or more dramatically alters the relationship between rider and mount, particularly if the mount is not animal type. With a 3 or more Intelligence a creature can take skill points and feats in anything they qualify for and if Linguistics is chosen can even understand (though not necessarily speak) a language. Generally the mount simply becomes another character that the player controls and the only limitations placed on the creature's actions are governed by expectations of roleplaying at the table.

According to the RAW, via a FAQ update of the existing system, *animals* which gain an Intelligence of 3 or more still have to make Handle Animal checks, however no guidelines are really presented for how the increased Intelligence impacts these checks. A simple approach would be to give a +2 bonus for each point of Intelligence above 2 for Handle Animal checks, and the GM setting the DC for the check depending on how complicated the task being pushed on the animal is. If the animal has taken Linguistics and understands the language of the rider then add an additional +2 bonus to the roll.

What happens when the mount is not an animal and has a 3 or more intelligence? The rules are silent on how to handle this and the resolution has much more to do with the playstyle preferences of the table.





3 CLASSES

This chapter is devoted to three classes that have been specifically designed with flight in mind. In a world where flight is common there would be particular professions that would emerge that are experts in taking to the skies and forming the backbone to social institutions built around flight.

The cavalier class focuses on individuals that are not merely mounted fighters, but are members of orders devoted to ideals and causes. In societies where flight is common its impact on the fabric of life can be immense, and so archetypes of the cavalier serve well to illustrate not only the serious role martial ability in the skies, but also the deep relationship and trust needed between a flying mount and rider. Included are two variations on a flying cavalier concept, the magical beast rider and the more specific wyrm rider.

The sky pilgrim concept is more concerned with how society views air, flight and the sky at a mystical level. Where the cavalier archetype views the relationship between rider and mount on a mundane level, the sky pilgrim monk variant looks at how individuals can gain an elemental relationship with air itself. Either as an individual or as part of a larger ascetic order, the sky pilgrim personifies the ideals of personal flight.

CLASS BALANCE

How do the classes presented in this chapter compare to classes in the existing system? Balance has long been a concern within the current and legacy system for a number of reasons and so a GM ought to consider whether third party material should be included in their campaign.

Before designing these classes analysis was conducted to compare how the classes in the existing system compare to one another. It is clear from that analysis that there are already existing power imbalances, largely due to spellcasting increasingly becoming more potent as a character rises in levels. The greater the number and strength of spells a character has at their disposal the more likely that character has a solution or can adapt to challenges faced in the game. Thus a gap exists between spellcasters and martial characters. In addition, those classes that have a pet of some kind as part of their class abilities also gains a significant boost compared to classes that do not. Having an additional creature to control, often with little consequence to it dying, gives more flexibility to the class.

From this context, here are some notes on each of the new classes:

The Cavalier Archetypes: The wyrm rider and magical beast rider are both informed by the design of the summoner class. Much like the summoner class is built around the eidolon creature, so the wyrm rider and magical beast rider are classes specifically focused on the mount as being central to the class. Generally the abilities that these mounts get through talent selection line up with when the eidolon has access to similar abilities. These mounts are more powerful than standard cavalier mounts due to the talents they gain, however the hit dice are designed so that the hit point totals over 20 levels lines up closely with those of a regular animal companion mount. The greater potency of these mounts, along with their ability to fly are compensated with a loss of abilities for the rider, who loses several class features in the trade.

Over twenty levels these archetypes are slightly stronger than the standard cavalier class, however both the cavalier and these archetypes will be outperformed by the summoner and eidolon due to the summoner being a spellcaster and the eidolon having more flexibility and options than either of these archetype mounts.

The Sky Pilgrim: The sky pilgrim takes the existing monk class and pushes many boundaries. It replaces the central class feature of flurry of blows and replaces it with a much more supernatural set of abilities in the form of air shaping. The core monk class is peculiar compared to most other classes, having a progression that does not fit easy categorization compared to spellcasters and martial classes. There are long discussions on various internet forums about the performance and viability of the monk class. One way of looking at the class is to see it as an "advanced" class in that in order to get the best performance out of the class it requires a lot of player skill. Due to this many people share the view that the monk class is generally underpowered, particularly when compared to full spellcaster classes such as the druid, cleric or wizard. This opens up more design space to create alternate variations of the monk that will not surpass the existing classes in power scale. The sky pilgrim is designed to fit the themes of the class first and is not intended to be constrained by the original monk class in power level. It is built specifically with the intent of having flying being a major feature of a campaign. Thus, it could be considered more powerful than the standard monk, but remaining in line with the abilities and flexibility of other classes.





MAGICAL BEAST RIDER ARCHETYPE [CAVALIER]



There are a plethora of magical beasts in the world and some societies, groups or individuals have created relationships with these creatures. The magical beast rider is a cavalier archetype that allows the character to form a bond with a magical beast, using it as a mount and companion on adventures.

CLASS FEATURES

Armor Proficiency: A magical beast rider is proficient with light and medium armor, and with shields (with the exception of tower shields).

Magical Beast Challenge (Ex): The magical beast rider and magical beast companion have learned to work together to focus on an opponent. Once per day, a magical beast rider can challenge a foe to combat. As a swift action, the magical beast rider chooses one target within sight to challenge.

The magical beast rider and the magical beast companion gain a bonus to melee damage, CMB, and DCs of supernatural and spell-like abilities against the target of the challenge. This bonus is equal to the hit dice of the magical beast companion. The magical beast rider can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much concentration. The magical beast companion and magical beast rider take a –2 penalty to their Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each challenge also includes another effect which is listed in the section describing the magical beast rider's order.

Magical Beast Companion Challenge replaces the challenge ability.





Magical Beast Companion (Ex):At 1st level, a magical beast rider forms a bond with a strong, loyal magical beast. The magical beast rider must be at least one size category smaller than the magical beast for it to be used as a mount.

The magical beast rider does not take an armor check penalty on Ride checks while riding his mount.

A magical beast may carry during flight an item or creature weighing up to the magical beast's heavy load if it possesses talons. Creatures carried in this manner are considered squeezed.

A magical beast can not fly if it is wearing medium or heavy barding. A magical beast does not begin with light armor proficiency.

A magical beast's Hit Dice, abilities, skills, and other features advance as the magical beast rider advances in level. A magical beast rider's bond with his mount is strong, with the pair learning to anticipate each others moods and actions. Should a magical beast rider's magical beast die, the magical beast rider may find another magical beast to serve him after 1 week of mourning and paying 100gp per character level.

Magical beast companions know common and possibly other languages but can not speak.

Magical beast companions will be of the same alignment as the magical beast rider.

Magical beasts are neither animal companions or eidolons and class levels that provide these creatures do not stack with magical beast levels.

A magical beast companion replaces the standard cavalier's mount, tactician, expert trainer, greater tactician, and master tactician abilities.

Magical Beast Companion

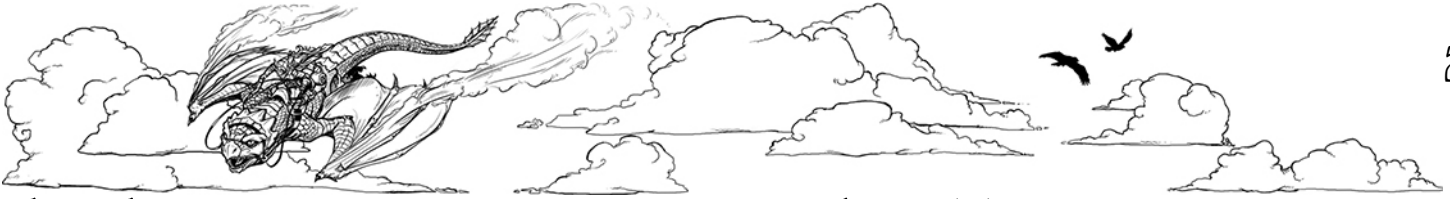
Magical beasts come in a bewildering array of forms and temperaments. Many of these creatures are vicious monsters that are incompatible with any civilization; however some of these exotic creatures are drawn to humanoid societies, creating powerful bonds with individuals and become bound up in aiding in larger endeavors.

A magical beast's abilities are determined by the magical beast rider's level and by the racial traits of the specific magical beast. *Table 1-1: Magical Beast Base Statistics* determines many of the base statistics of the magical beast. The base form for the magical beast is defined by the starting statistics of the specific race of magical beast. Magical beasts are type *magical beast* for the purpose of determining which spells and effects affect them.

Table 3-1: Magical Beast Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skills	Armor	Str/Dex/Int	Special
1	1	+1	+2	+2	+0	2	1	0/0/1	Low-Light Vision, Darkvision, Arcane Talent
2	2	+2	+3	+3	+0	4	1	0/0/1	Arcane Talent
3	3	+3	+3	+3	+1	6	2	1/1/2	Arcane Talent
4	3	+3	+4	+4	+1	6	2	1/1/2	Ability Score Increase
5	4	+4	+4	+4	+1	8	3	1/1/3	Arcane Talent
6	5	+5	+4	+4	+1	10	3	2/2/3	Devotion
7	5	+5	+4	+4	+1	10	4	2/2/4	Arcane Talent
8	6	+6	+5	+5	+2	12	4	2/2/4	
9	7	+7	+5	+5	+2	14	5	3/3/5	Ability Score Increase, Arcane Talent
10	7	+7	+5	+5	+2	14	5	3/3/5	
11	8	+8	+6	+6	+2	16	6	3/3/6	Arcane Talent
12	8	+8	+6	+6	+2	16	6	4/4/6	
13	9	+9	+6	+6	+3	18	7	4/4/7	Arcane Talent
14	10	+10	+7	+7	+3	20	7	4/4/7	Ability Score Increase, Multiattack
15	10	+10	+7	+7	+3	20	8	5/5/8	Arcane Talent
16	11	+11	+7	+7	+3	22	8	5/5/8	
17	11	+11	+7	+7	+3	22	9	5/5/9	Arcane Talent
18	12	+12	+8	+8	+4	24	9	6/6/9	
19	12	+12	+8	+8	+4	24	10	6/6/10	Arcane Talent
20	13	+13	+8	+8	+4	26	10	6/6/10	Ability Score Increase





Class Level

This is the character's magical beast rider level.

HD

This is the total number of ten-sided (d10) Hit Dice the magical beast possesses, each of which gains a Constitution modifier, as normal. Much of the potency of magical beast is driven from the number of hit dice the creature possesses.

BAB

This is the magical beast's base attack bonus. Magical beasts do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort, Ref, and Will

These are the magical beast's base saving throw bonuses. A magical beast companion has good Fortitude and Reflex saves.

Skills

This lists magical beast's total skill ranks. A magical beast cannot have more ranks in a skill than it has Hit Dice. The following skills are class skills for a magical beast:

Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Dex).

Magical beast skill points are not affected by a negative Intelligence modifier, but positive modifiers adds a number of skill points equal to the modifier for every HD the creature possesses.

Armor

This number noted here is the magical beast's natural armor bonus. A magical beast may wear barding but does not begin proficient in any form of armor. A barded magical beast can only carry up to a medium load. A magical beast is considered a quadruped for the purposes of encumbrance.

Str/Dex/Int

Add these values to the magical beast's Strength, Dexterity, and Intelligence scores in that order.

Special

This includes a number of abilities gained by the magical beast as it increase in power. Each of these bonuses is described below.

Darkvision (Ex)

The magical beast has darkvision out to a range of 60 feet.

Low-Light Vision (Ex)

The magical beast has low-light vision.

Ability Score Increase (Ex)

The magical beast adds +1 to one of its ability scores.

Devotion (Ex)

The magical beast gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack

The magical beast gains Multiattack as a bonus feat.

Magical Beast Arcane Talents

Magical Beasts either naturally came about in the world during an earlier arcane era, or were created through accident or experimentation from spellcasters. Regardless they are infused with varying degrees of magic in their essence. When a magical beast becomes a companion to a player character the mysterious magical fates of the world tend to coalesce further within the magical beast, as their destiny becomes entwined with a potential hero or villain. Because of this new arcane talents can emerge in the magical beast.

Ability Increase (Ex): The magical beast grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the magical beasts's ability scores by +1. This talent can be selected more than once. It can only be applied to an individual ability score a number of times equal to the magical beast's current HD.

Arcane Endurance (Ex): The magical beast is fortified with magical energy to endure extreme environments. The magical beast acts as if it had a constant *endure elements* spell cast on it.

Arcane Speech (Ex): The magical beast gains the ability to speak in any language that it knows.

Bonus Feat: The magical beast make select any feat that it meets the prerequisites for. Due to the anatomy of most magical beasts, weapon proficiencies or shield proficiencies can not be selected.

Civilized (Ex): The magical beast becomes accustomed to civilized culture. Pick four skills, these skills are now considered class skills for the magical beast.

Damage Reduction (Ex): The magical beast gains DR/magic equal to its HD.

Effortless Grace (Su): The magical beast gains effortless supernatural grace to their movement. The magical beast acts as if it has the spell *freedom of movement* constantly active on it.





Empathic Bond (Su): The character has an empathic link with the magical beast to a 10 mile distance. The character can communicate empathically with the magical beast, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared.

Enchanted Attacks (Su): The magical beast's attacks are infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the magical beast is 10th level or higher, all of its weapons are treated as the alignment of the magical beast for the purpose of overcoming damage reduction.

Endless Resolve (Ex): The magical patterns that bind the fate of all things together are revealed to the magical beast. The magical beast is immune to all fear based effects.

Gifted Flier (Ex): The magical beast displays incredible skill maneuvering in the air. The magical beast's flying maneuverability increases by one step.

Greater Magic Fang (Ex): The arcane power of the magical beast's natural attacks reaches its maximum potency, functioning as if a permanent *greater magic fang* spell were cast on them. The enchantment bonus grants a +1 bonus for every four HD to all of the magical beast's natural attacks. The magical beast must possess the magic fang arcane talent to take this talent.

Greater Magic Horn (Su): The magical horn's power increases. The magical beast may as a free action illuminate the horn as if the light spell was cast on it. As a move action the magical beast can touch an adjacent dying creature with the horn and stabilize it as the spell. The magical beast may heal a number of hit points per day equal to its HD by using a standard action and touching the creature with the horn. The magical beast also becomes immune to charm, compulsion, poison effects.

Hidden Revealed (Su): The unseen world becomes more clear to the magical beast. The magical beast can see invisible things as if it had a constant *see invisibility* spell cast on it. The magical beast must have the keen senses talent to select this.

Improved Damage (Ex): One of the magical beast's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This talent can be selected more than once. Its effects do not stack. Each time a magical beast selects this talent, it applies to a different natural attack.

Keen Senses (Ex): The magical beast's senses become sharper in the gloom. The magical beast's darkvision and low-light vision double in range.

Magic Fang (Ex): The arcane power of the magical beast's natural attacks continues to grow, functioning as if a permanent *magic fang* spell were cast on them, gaining a +1 enchantment bonus to attack and damage rolls. The magical beast must possess the enchanted attacks arcane talent to take this talent.

Magic Horn (Ex): The arcane power within the magical beast becomes physically manifested. The magical beast grows a single horn from its head. The creature gains a gore attack of 1d4 for medium sized creatures, or 1d6 for large size creatures. This attack is considered magical for the purposes of damage reduction. The magical beast now understands sylvan. Only creatures that do not already possess a gore attack may select this talent.

Piercing Cry (Su): The magical beast can unleash a devastating roar or screech once a minute as a standard action. The effect is a 60-foot cone sonic attack. All creatures in the area of effect must make a fortitude save with a DC equal to 10 + HD of the magical beast. Those that fail the save are shaken for one round and deafened for one minute.

Piercing Stare (Su): The arcane veils can be penetrated by the magical beast. Up to three times per day as a swift action, the magical beast can gain the effects of true seeing (as the spell) for 1 round. The magical beast must have the hidden revealed talent to select this.

Pounce (Ex): The magical beast becomes adept at stalking an opponent and using all of its natural weapons to devastating effect, gaining the pounce special ability. The creature must have more than one natural attack to take this talent.

Powerful Wings (Ex): The magical beast has developed powerful wings that allow it generate more lift when flying as a mount. The magical beast can carry up to a medium load while acting as a mount, rather than just a light load. This talent may be taken a second time and the mount load limit increases to a heavy load.

Rake (Ex): The magical beast has mastered using its claws, gaining the rake special ability with a pair of claw or talon natural attacks. The magical beast must possess the pounce talent to take this talent.

Speak with Animals (Su): The magical beast can converse with animals at will as if it had the *speak with animals* spell cast on it.

Spell Resistance (Ex): The magical beast is interwoven into the arcane patterns of the world, gaining spell resistance equal to 5 + HD of the creature.

Telepathic Bond (Su): The arcane link between the character and magical beast grows deeper. The character has a telepathic link with the magical beast out to a distance of up to 1 mile. The character cannot see through the magical beast's senses, but the two of them can communicate telepathically in a language the character knows. For instance, if the magical beast was in a distant room it could relay the activities occurring in that room. The magical beast must possess the empathic bond arcane talent to take this talent.

Tongues (Su): The underlying magical connections to all language are made clear. The magical beast acts as if the spell tongues is constantly in effect, allowing it to speak to any intelligent creature. The magical beast must possess the arcane speech talent and be at least 8 HD to take this talent.





Table 3-2: Magical Beast Talents Summary

Arcane Talent	Prerequisites/Scale Limitations
Ability Increase (Ex)	+1 to specific ability score per HD
Arcane Endurance (Ex)	
Arcane Speech (Ex)	
Tongues (Su)	8 HD
Bonus Feat	Must meet prerequisites of feat
Civilized (Ex)	3 HD
Damage Reduction (Ex)	+1 per HD
Effortless Grace (Su)	8 HD
Empathic Bond (Su)	
Telepathic Bond (Su)	Empathic Bond, 5HD
Enchanted Attacks (Su)	
Magic Fang (Ex)	Enchanted Attacks
Greater Magic Fang (Ex)	Magic Fang
Magic Horn (Ex)	Enchanted Attacks
Greater Magic Horn (Su)	Magic Horn
Endless Resolve (Ex)	
Gifted Flier (Ex)	
Improved Damage (Ex)	
Keen Senses (Ex)	
Hidden Revealed (Su)	Keen Senses
Piercing Stare (Su)	Hidden Revealed
Spell Resistance (Ex)	7 HD
Piercing Cry (Su)	5 HD
Pounce (Ex)	
Rake (Ex)	Pounce, 4 HD
Powerful Wings (Ex)	
Speak with Animals (Su)	

Table 3-3: Magical Beast Companions

Animal	Ground Encumbrance	Flying Encumbrance	Aerial Trip CMD	Ground Suitable Mount?	Large Size Reach	Carry
Bixie	quadruped	biped	+0	yes	—	mouth
Criosphinx	quadruped	biped	+0	yes	long	mouth
Dragonne	quadruped	biped	+0	yes	long	mouth
Giant Eagle	biped	biped	+0	no	tall	Mouth, legs
Giant Mobat	quadruped	biped	+0	no	long	Mouth, legs
Giant Owl	biped	biped	+0	no	—	Mouth, legs
Griffon	quadruped	biped	+0	yes	long	Mouth, legs
Hainu	quadruped	biped	+0	yes	—	Mouth
Hippogriff	quadruped	biped	+0	yes	long	Mouth, legs
Pegasus	quadruped	biped	+0	yes	long	mouth
Peryton	quadruped	biped	+0	yes	—	mouth, legs
Spider Eater	quadruped	biped	+0	yes	long	Mouth, pincers, legs





MAGICAL BEAST DESCRIPTIONS

Each magical beast companion has a different starting size, speed, attacks, ability scores, and special qualities. All attacks are made using the creature's full base attack bonus unless otherwise noted. Magical beast attacks add the magical beast's Strength modifier to the damage roll, unless it is its only attack, in which case it adds $1\frac{1}{2}$ its Strength modifier. Some have special qualities, such as scent.

As the character gains levels, magical beast companion improves as well, usually at 4th or 7th level, in addition to the standard bonuses noted on Table: Magical Beast Companion Base Statistics. Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

Starting Statistics

Bixie

Starting Statistics: **Size** medium, **Speed** 40 ft., fly 40 ft. (average), **AC** +2 natural armor, **Attack** bite (1d6), 2 claws (1d4), **Ability Scores** Str 12, Dex 17, Con 11, Int 6, Wis 12, Cha 10, **Special Qualities** scent, **CMD** trip +4, **Languages** common

4th-Level Advancement

Ability Scores Dex +2, Con +2, **Special Qualities** bonus arcane talent

Criosphinx

Starting Statistics: **Size** medium, **Speed** 30 ft., fly 60 ft. (poor), **AC** +2 natural armor, **Attack** 2 claws (1d6), gore (1d4), **Ability Scores** Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 11, **CMD** trip +4, **Languages** common, sphinx

7th-Level Advancement

Size large (long), **AC** +4 natural armor, **Attack** 2 claws (1d8), gore (1d6), **Ability Scores** Str +4, Dex -2, Con +2, Int +1, Wis +1, Cha +1

Dragonne

Starting Statistics: **Size** medium, **Speed** 30 ft., fly 60 ft. (poor), **AC** +4 natural armor, **Attack** bite (1d6), 2 claws (1d6), **Ability Scores** Str 13, Dex 12, Con 11, Int 6, Wis 12, Cha 12, **Special Qualities** scent, **CMD** trip +4 **Languages** common, draconic

7th-Level Advancement

Size large (long), **Speed** +10 ft. on foot, **AC** +6 natural armor, **Ability Scores** Str +4, Dex -2, Con +4, Cha +4

Giant Eagle

Starting Statistics: **Size** medium, **Speed** 10 ft., fly 80 ft. (average), **AC** +2 natural armor, **Attack** 2 talons (1d6), bite (1d4), **Ability Scores** Str 12, Dex 18, Con 11, Int 6, Wis 15, Cha 12, **Languages** common, auran

7th-Level Advancement

Size large (tall), **AC** +2 natural armor, **Attack** 2 talons (1d8), bite (1d6), **Ability Scores** Str +8, Dex -2, Con +4





Giant Mobat

Starting Statistics: **Size** medium, **Speed** 20 ft., fly 40 ft. (average), **AC** +3 natural armor, **Attack** bite (1d8), **Ability Scores** Str 11, Dex 19, Con 10, Int 6, Wis 13, Cha 6, **Special Qualities** blindsense **Languages** common, uncommon

4th-Level Advancement

Size large (long), **Attack** bite (1d10) **Ability Scores** Str +4, Dex -2, Con +4

Giant Owl

Starting Statistics: **Size** medium, **Speed** 10 ft., fly 60 ft. (average), **AC** +2 natural armor, **Attack** 2 talons (1d6), **Ability Scores** Str 11, Dex 18, Con 11, Int 6, Wis 17, Cha 9 **Special Qualities** +4 racial bonus to stealth, **Languages** common, sylvan

4th-Level Advancement

Size medium, **Attack** bite (1d6), **Ability Scores** Str +2, Con +2, **Special Qualities** +4 racial bonus to stealth

Griffon

Starting Statistics: **Size** medium **Speed** 30 ft., fly 80 ft. (average) **AC** +2 natural armor, **Attack** bite (1d6), 2 talons (1d6) **Ability Scores** Str 12, Dex 13, Con 11, Int 5, Wis 13, Cha 8, **Special Qualities** scent, CMD trip +4, **Languages** common

7th-Level Advancement

Size large (long), **Attack** bite (1d8), 2 talons (1d8), **Ability Scores** Str +8, Dex -2, Con +4

Hainu

Starting Statistics: **Size** medium, **Speed** 40 ft., fly 40 ft. (average) **AC** +2 natural armor, **Attack** bite (1d6), **Ability Scores** Str 12, Dex 16, Con 13, Int 4, Wis 12, Cha 10, **Special Qualities** scent, CMD trip +4, **Languages** common

4th-Level Advancement

Size medium, **Ability Scores** Str +2, Dex +2, Con +2, Wis +2, Cha +2, **Special Qualities** bonus arcane talent

Hippogriff

Starting Statistics: **Size** medium, **Speed** 40 ft., fly 50 ft. (average), **AC** +2 natural armor, **Attack** bite (1d6), 2 claws (1d4), **Ability Scores** Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 9, **Special Qualities** scent, CMD trip +4 **Languages** common

4th-Level Advancement

Size large (long), **Attack** bite (1d8), 2 claws (1d6), **Ability Scores** Str +4, Dex -2, Con +4





Pegasus

Starting Statistics: **Size** large (long), **Speed** 50 ft., fly 100 ft. (average), **AC** +2 natural armor, **Attack** bite (1d4), 2 hooves (1d4), **Ability Scores** Str 15, Dex 12, Con 10, Int 10, Wis 13, Cha 13, **Special Qualities** scent, **CMD** trip +4, **Languages** common

7th-Level Advancement

Size large (long), **Speed** 60 ft., fly 120 ft. (average), **Attack** bite (1d6), 2 hooves (1d6), **Ability Scores** Str +4, Dex -2, Con +4

Peryton

Starting Statistics: **Size** medium, **Speed** 30 ft., fly 60 ft. (poor), **AC** +2 natural armor, **Attack** gore (1d6), 2 hooves (1d4), **Ability Scores** Str 11, Dex 16, Con 13, Int 11, Wis 14, Cha 12, **Special Attacks** gore critical hit on 18-20, **Languages** common

7th-Level Advancement

Size medium, **AC** +2 natural armor, **Attack** gore (1d8), **Ability Scores** Str +2, Dex +2, Con +2, Cha +4, **Special Attacks** shadow mark

Shadow Mark (Su)

As a free action, a peryton can make a ranged touch **Attack** by flying over a humanoid target—the maximum range of this **Attack** is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +2 morale bonus on **Attack** rolls and damage rolls made against that target, and every time the peryton hits that target with an **Attack**, the creature must make a Will save with a DC equal to 10 + HD or become frightened for 1 round. This is a mind-affecting fear effect.



Spider Eater

Starting Statistics: **Size** medium, **Speed** 30 ft., fly 60 ft. (average), **AC** +5 natural armor, **Attack** bite (1d6), 2 pincers (1d4), sting (1d4 plus poison) **Ability Scores** Str 12, Dex 12, Con 12, Int 3, Wis 12, Cha 10, **Special Attacks** poison (frequency 1 round [6], effect 1 Dex damage, cure 1 save, Con-based DC), **Special Qualities** scent, **CMD** trip +6, **Languages** common, aklo

7th-Level Advancement

Size large (long), **AC** +3 natural armor, **Attack** bite (1d8), 2 pincers (1d6), sting (1d6 plus poison), **Ability Scores** Str +8, Dex -2, Con





SKY PILGRIM [MONK ALTERNATIVE CLASS]

Among the many practitioners in the world who meditate to reach hidden insights into mind and body, the sky pilgrims focus on their own breath. Concentrating on the endless flow of air in and out of their bodies they have discovered hidden secrets to the nature of air. Rather than honing their bodies to become weapons of war, sky pilgrims have learned to connect their inner being with the air around them, extending themselves outward and upward into the sky.

Role: Sky pilgrims almost effortless ability to fly allows them to wander the world and inevitably discover the dangers that exist both in civilization and in far remote regions. Sky pilgrims are precariously balanced between need to have intense focus so as to shape the air around them, but also to let go and allow the fluidity of the air guide them. The sky pilgrim will often float over an area attempting to control the flow of events with carefully shaped pockets of air, aiding her allies and confounding her foes.

Note: The sky pilgrim is an alternate class for the monk core class. Alternate classes are standalone classes whose basic ideas are very close to established base classes, yet whose required alterations would be too expansive for an archetype. An alternate class operates exactly as a base class, save that a character who takes a level in an alternate class can never take a level in its associated class—a sky pilgrim cannot also be a monk, and vice versa.

Alignment: Any lawful

Hit Die: d8

Starting Wealth: 1d6 × 10 gp (average 35 gp) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The sky pilgrim's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency: Sky pilgrims are proficient with simple weapons. Sky pilgrims are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a sky pilgrim loses her AC bonus, flight, and air shaping abilities.

AC Bonus (Ex): When unarmored and unencumbered, the sky pilgrim adds her Wisdom bonus (if any) to her AC and her CMD.

In addition, a sky pilgrim gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four sky pilgrim levels thereafter, up to a maximum of +5 at 20th level.

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





Table 3-4: Sky Pilgrim

Level	Base Attack Bonus	Fort	Ref	Will	Special	AC Bonus	Flight
1	+0	+2	+2	+2	Shaped Winds (light), fly (clumsy), vortex, glider, ki pool	+0	Feather Fall
2	+1	+3	+3	+3	Evasion, secret of air	+0	
3	+2	+3	+3	+3	Shaped winds (moderate), shaped maneuver, vortex +1 die	+0	Glide
4	+3	+4	+4	+4	Fly (poor), secret of air	+1	
5	+3	+4	+4	+4	Shaped Winds (strong), shaped maneuver, vortex +2 dice	+1	50 ft.
6	+4	+5	+5	+5	Secret of air	+1	60 ft.
7	+5	+5	+5	+5	Shaped Winds (severe), fly (average), shaped maneuver, vortex +3 dice	+1	70 ft.
8	+6/+1	+6	+6	+6	Improved Evasion, secret of air	+2	80 ft.
9	+6/+1	+6	+6	+6	Shaped Winds (windstorm), shaped maneuver, vortex +4 dice	+2	90 ft.
10	+7/+2	+7	+7	+7	Fly (good), secret of air, deepest secret of air	+2	100 ft.
11	+8/+3	+7	+7	+7	Shaped Maneuver, vortex +5 dice	+2	110 ft.
12	+9/+4	+8	+8	+8	Secret of air	+3	120 ft.
13	+9/+4	+8	+8	+8	Fly (perfect), shaped maneuver, vortex +6 dice	+3	130 ft.
14	+10/+5	+9	+9	+9	Secret of Air	+3	140 ft.
15	+11/+6/+1	+9	+9	+9	Shaped winds (hurricane), shaped maneuver, vortex +7 dice	+3	150 ft.
16	+12/+7/+2	+10	+10	+10	Secret of air	+4	160 ft.
17	+12/+7/+2	+10	+10	+10	Shaped maneuver, vortex +8 dice	+4	170 ft.
18	+13/+8/+3	+11	+11	+11	Secret of air	+4	180 ft.
19	+14/+9/+4	+11	+11	+11	Shaped maneuver, vortex +9 dice	+4	190 ft.
20	+15/+10/+5	+12	+12	+12	Air Master, shaped winds (tornado)	+5	200 ft.

Ki Pool (Su): At 1st level, a sky pilgrim gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in the sky pilgrim's ki pool is equal to 1/2 her sky pilgrim level + her Wisdom modifier. As long as she has at least 1 point in her ki pool she can perform an air shaping.

By spending 1 point from her ki pool, a sky pilgrim gains a +2 insight bonus to hit on her next vortex attack. In addition, she can spend 1 point to increase all of her speeds by 20 feet for 1 round. Finally, a sky pilgrim can spend 1 point from her ki pool to give herself a +4 dodge bonus on AC for 1 round. A sky pilgrim can gain additional powers that consume points from her ki pool by selecting certain secrets. Spending ki points to activate an ability is a swift action.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the sky pilgrim possesses levels in another class that grants points to a ki pool, sky pilgrim levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The sky pilgrim can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

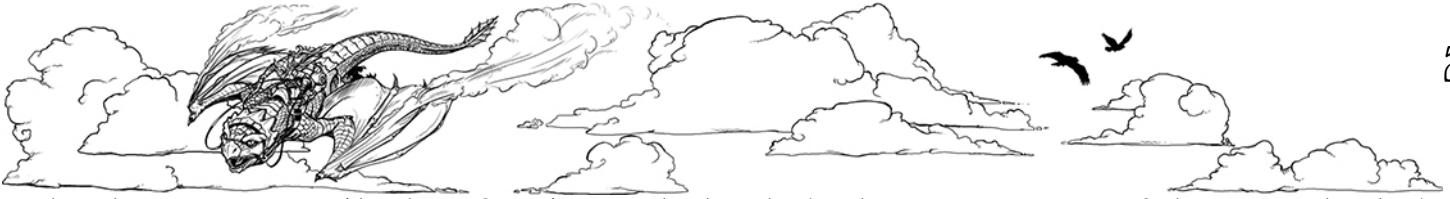
Fly Skill (Ex): The insights gained from training to be a sky pilgrim grants the Fly skill as a class skill and ranks can immediately be spent on the skill at 1st level. The Fly skill is integral to air shaping and so the sky pilgrim uses Wisdom for the skill rather than Dexterity. Because the skill to fly comes from mystical insights, the flying maneuverability is tied not to the sky pilgrim's fly speed but to their training in the Fly skill and this modifier is used whenever the Fly skill is used by the sky pilgrim. At 1st level the sky pilgrim begins with clumsy maneuverability. Every three levels after first the fly maneuverability increases by one step, reaching perfect at 13th level.

AIR SHAPING

The sky pilgrim is able to tap into the natural energies of the air around her and shape them to affect her, other creatures, objects or the environment. Air shapings are a supernatural ability and include the following abilities: flight, shaped maneuvers, shaped winds, secrets of air and vortexes.

Unless otherwise noted, air shaping effects are created within an aura centered on the sky pilgrim which has a radius of 5 feet for every level of sky pilgrim. An air shaping ends immediately if the sky pilgrim is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking the appropriate action to maintain it each round.





Each air shaping requires a suitable volume of air to be manipulated for it to work. Air shaping can not be done in a vacuum.

Flight (Su): The sky pilgrim progressively learns how to shape the air around her body so that she can fly through the air. At 1st level the sky pilgrim can use feather fall, as the spell, at will on herself. At 3rd level as a move action she can glide whenever falling from a height, moving 5 feet laterally for every 20 feet she falls. If the sky pilgrim already possess the ability glide from some other means (such as a racial trait) then the lateral distance traveled while gliding doubles.

At 5th level she gains a fly speed of 50 feet. She may only carry at most her light load when flying. She gains an additional 10 feet of fly speed for each level thereafter. The air pilgrim can maintain her flight as a free action with a duration of 1 hour per level + her Wisdom modifier.

Shaped Winds (Su): Starting at 1st level the sky pilgrim can alter wind force in the area surrounding her. As a standard action the sky pilgrim can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist as long as it is maintained. Maintaining a shaped wind requires a standard action each round.

Table3-5: Shaped Winds

Level	Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons	Checked Size	Blown Away/Break Test Size	Profession (sailor) penalty	Fly Penalty	Perception Penalty (sound)
1	Light	0–10 mph	—/—	—	—	—	—	—
3	Moderate	11–20 mph	—/—	—	—	—	—	—
5	Strong	21–30 mph	–2/—	Tiny	—	–2	–2	—
7	Severe	31–50 mph	–4/—	Small	Tiny	–4	–4	–4
9	Windstorm	51–74 mph	Impossible/–4	Medium	Small	–8	–8	–8
15	Hurricane	75–174 mph	Impossible/–8	Large	Medium	–12	–12	Impossible
20	Tornado	175–300 mph	Impossible/Impossible	Huge	Large	Impossible	–16	Impossible

Siege Weapons: The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a Strength check (if on the ground) or Fly skill check if airborne.

Blown Away/Break Test Size: Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a Fly skill check. Objects, parts of structures and vehicles of this size or smaller may have a break test done on them by the sky pilgrim. To break or burst an item using air shaping make a wisdom check versus the break DC of the object.

Light Wind (1st level): A gentle breeze, grants affected subjects a +2 bonus on saves against very hot conditions, severe heat, breath

The sky pilgrim may create an "eye" of calm air centered on the sky pilgrim in the area if she desires, and she may choose to limit the area to any cylindrical area less than the full range of the air shaping aura.

Wind Direction: You may choose one of four basic wind patterns to function over the shaping's area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Force: The strength of the wind depends on the sky pilgrim's level. You can increase or decrease wind strength up to the force your level allows. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. The table below gives details on the wind force.

weapons, and saves against cloud vapors and gases (such as *cloudkill*, *stinking cloud*, and inhaled poisons). This benefit continues with greater wind forces.

Moderate Wind (3rd Level): A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles. Optimal speed for sailing ships and gliders.

Strong Wind (5th Level): Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Perception checks. Sailing ships begin to have problems staying in control. Profession (sailor) checks have a –2 penalty.

Severe Wind (7th Level): In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a –4 penalty. Sailing ships control





problems worsen. Profession (sailor) checks have a -4 penalty. The sky pilgrim must spend 1 ki point to create this level of wind force for 1 hour per level.

Windstorm (9th Level): Powerful enough to bring down branches and sometimes whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind. Sailing ships control grow severe. Profession (sailor) checks have a -8 penalty. The sky pilgrim must spend 1 ki point to create this level of wind force for 10 minutes per level.

Hurricane-Force Wind (15th Level): All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees. Only the most expert sailors have any hope of keeping the ship in control. Profession (sailor) checks have a -12 penalty. The sky pilgrim must spend 1 ki point to create this level of wind force for 1 minute per level.

Tornado (20th Level): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are sound-based Perception checks. Instead of being blown away, characters in the area of effect who come in contact with the actual funnel cloud are picked up and whirled around for one round, taking 6d8 points of damage, before being violently expelled 2d6 x10 feet in a random direction and taking 4d6 falling damage. A tornado uproots trees, destroys buildings, and causes similar forms of major destruction. The sky pilgrim must spend 2 ki points to create this level of wind force for 1 round per level.

Vortex (Su): At 1st level the sky pilgrim can shape air into a stable vortex with a vacuum at its center. As an attack action this vortex can be thrown as a ranged attack. The range of the vortex is that of the sky pilgrim's air shaping ability and has no range increment. A vortex is considered a weapon and can be selected using feats such as Point-Blank Shot and Weapon Focus.

A vortex can be made with one hand (1d4 damage) or with two hands (1d6 damage). Hands have to be free and not holding anything to be used to create a vortex. On a successful hit, a vortex inflicts bludgeoning damage + additional damage equal to the sky pilgrim's Wisdom modifier. Before an attack is made the sky pilgrim can choose to inflict non-lethal damage instead. The damage of a vortex increases by one die (either 1d4 or 1d6) at every odd-numbered sky pilgrim level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike).

The sky pilgrim can learn to modify her vortexes through secrets (see the Secrets ability) as she levels up. Those secrets that modify vortexes that are marked with an asterisk (*) do not stack. A vortex

only lasts the round it was created and dissipates harmlessly if it is not used or does not hit its target.

Glider (Su): The sky pilgrim begins with a glider that is one size larger than her. By using air shaping she can provide enough lift to fly the glider with her current maneuverability (see the Fly Skill ability). The glider has a fly speed of 40 feet and is capable of carrying the sky pilgrim and her light load. One hand is required to use the glider and the sky pilgrim must spend at least one move action each turn to remain aloft. Once in the air the sky pilgrim may opt to not use air shaping to maintain the flight and instead use natural air currents to stay aloft. See the vehicles rules on gliders for more information on natural gliding.

When a sky pilgrim learns how to fly without the use of the glider it can still be used to augment her flight. When used with the sky pilgrim's fly speed it increases the speed by 20 feet.

Unlike a regular fixed wing glider, the sky pilgrim's glider can be folded and wrapped up into what looks like a six to eight foot pole with cloth wrapped around it. It takes a standard action to fold or unfold the glider. When folded up it can be used by the sky pilgrim as if it were a quarterstaff. With sufficient wood, metal and canvas a sky pilgrim can repair or replace her glider with a DC 20 Fly check over the course of one day of working on the glider. The glider has a hardness of 5 and 10 hit points.

Shaped Maneuver (Su): At 3rd level the sky pilgrim can shape the air to perform combat maneuvers. Using a standard action a sky pilgrim makes a Fly check in place of a combat maneuver check and compares the fly check to the opponent's combat maneuver defense to see if the combat maneuver succeeds. Further, the sky pilgrim's combat maneuver defense rating may either be calculated normally or equal to 10 + the sky pilgrim's Fly Skill bonus.

By spending 1 ki point the sky pilgrim can augment the shaped maneuver, targeted on one creature at range up to the sky pilgrim's air shaping aura radius if the sky pilgrim has line of sight. If the sky pilgrim is not threatened by the target creature when a ranged shaped maneuver is performed then the attempt does not provoke an attack of opportunity.

At 3rd level and every two levels thereafter, a sky pilgrim may select one combat maneuver to use as a shaped maneuver from the following list:

Bull Rush, Dirty Trick, Drag

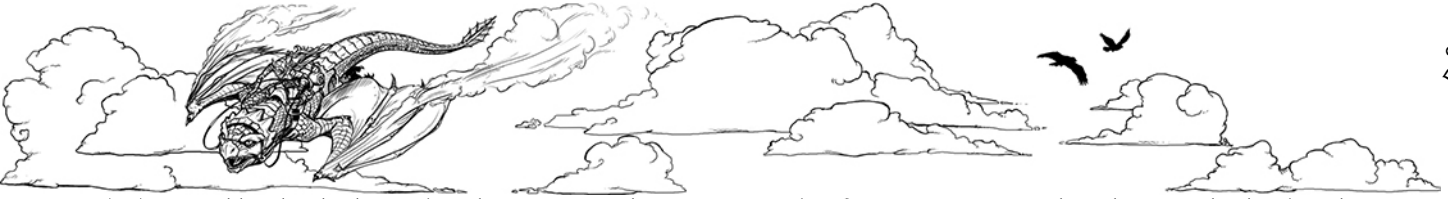
At 7th level, the following combat maneuvers are added to the list:

Grapple, Reposition, Trip

At 11th level, the following combat maneuvers are added to the list:

Disarm, Steal, Sunder





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

Secrets of Air

At 2nd level, and then again every 2 levels thereafter (up to 18th level), a sky pilgrim uncovers secrets of the nature of air. Unless otherwise noted, a sky pilgrim cannot select an individual secret more than once. Some secrets can only be made if the sky pilgrim has met certain prerequisites first, such as uncovering other secrets. Secrets that modify the vortex damage that are marked with an asterisk (*). Only one such secret can be applied to an individual vortex. The range of all secrets equals the air shaping of the sky pilgrim unless otherwise noted. When a secret mimics a spell use the sky pilgrim's level as the caster level for the spell. The DC of any saving throw called for by a secret is equal to 10 + 1/2 the sky pilgrim's level + the sky pilgrim's Wisdom modifier.

Air Aide (Ex): The sky pilgrim has learned to react to the peril of her allies. If a medium or smaller free-falling object or creature falls while in range of the sky pilgrim's air shaping aura, as an immediate action a sky pilgrim can grant that creature the benefits of *feather fall* spell. At 10th level the size of the creature or object that may be affected increases to large size.

Air Aura (Su): The sky pilgrim learns how to extend the reach of her air shaping. Add 20 feet to the radius of the air shaping aura. The sky pilgrim must be 4th level or higher to select this secret.

Air Hand (Su): With bursts of air you can move one unattended object weighing up to 5 pounds anywhere within the area of your air shaping. You can propel the object outside of your air shaping area in any direction up to double the distance of your air shaping range.

Air Helm (Su): The sky pilgrim learns the secret of condensing and controlling air for her breathing. At will the sky pilgrim can create an air bubble around her head as if casting the *air bubble* spell, with a duration of 1 minute per sky pilgrim level. The sky pilgrim must have access to fresh air to form the bubble and thus can not be created while already underwater or other airless environments. By spending 1 ki point she may grant the same effect to a creature in range of her air shaping aura.

Air Shift (Su): The sky pilgrim learns the secret to fluidly move with the air, creating points of higher and lower pressure around the body to effortlessly shift position in ways not normally possible. If a sky pilgrim performs a 5-foot step she may immediately make one additional 5-foot step. The sky pilgrim must be 8th level or higher to select this secret.

Air Stance (Ex): The sky pilgrim has learned how to perform shaped maneuvers even in close quarters without fear of reprisal. The sky pilgrim can perform shaped maneuvers without provoking

attacks of opportunity even when threatened. The sky pilgrim must be 6th level or higher to select this secret.

Air Within (Ex): The sky pilgrim learns the secret to tap into her pure inner energy. As a free action a sky pilgrim can take 1 point of Constitution damage to gain 1 ki point.

Bat Sight (Su): The sky pilgrim has learned the secret of how to shape and vibrate the air to see even in darkness. The sky pilgrim can spend 1 ki point to benefit from the *echolocation* spell. The sky pilgrim must be 8th level or higher to select this secret.

Boom Vortex* (Su): When the sky pilgrim creates a vortex, he can choose to have it inflict sonic damage. Concussive vortexes deal one die step less than a regular vortex, thus a one handed force vortex causes 1d3 sonic damage, while a two-handed vortex does 1d4 sonic damage, plus an additional die of damage for every odd-numbered level. Creatures that take a direct hit from a concussive vortex are deafened for 1 minute unless they succeed a Fortitude save. The sky pilgrim must be 6th level or higher to select this secret.

Cone Vortex (Su): The sky pilgrim learns the secret of creating a vortex that erupts as a cone. When making a vortex attack, the sky pilgrim can choose to use a cone area instead of a ranged attack. The length of the cone is equal to the air shaping radius. All creatures in the cone take the sky pilgrim's current minimum vortex damage, thus if the damage should be 3d6 + 3 then the minimum damage would be 6. Affected creatures can make a Reflex save for half damage. The sky pilgrim must be 4th level or higher to select this secret.

Defensive Shaping (Ex): The sky pilgrim becomes adept at launching vortex attacks even at very close range. As part of an attack, the sky pilgrim can make an Acrobatics check versus an opponent's CMD to avoid provoking an attack of opportunity when using a vortex ranged attack while threatened. The sky pilgrim must be 6th level or higher to select this secret.

Dual Vortex* (Ex): The sky pilgrim learns the secret of forming a vortex in each hand at the same time. The sky pilgrim can now form a vortex in each hand separately and make ranged attacks with both as a full attack. The sky pilgrim must be 8th level or higher to select this secret.

Expanse of Air (Ex): The sky pilgrim is able to use her secret knowledge of air to use it subtle yet powerful ways. Pick a Dexterity or Wisdom based skill. The sky pilgrim can make a fly check for that skill if she spends 1 ki point. At 10th level the sky pilgrim can use this secret without spending a ki point. This secret can be selected more than once, each time selecting a new skill.

Explosive Vortex (Su): The sky pilgrim learns the secret of creating explosive turbulence. When a vortex attack hits its target it causes splash damage in all adjacent squares equal to the vortex's minimum damage (so if the vortex would deal 2d6+4 points of bludgeoning damage on a direct hit, its splash damage would be 6 points of bludgeoning damage). Those caught in the splash damage can attempt a Reflex save for half damage.





Feather Step (Su): The sky pilgrim has learned how to shape air when moving along the ground to briefly lift the body high enough to avoid difficult terrain. The sky pilgrim ignores difficult terrain, and can even take 5-foot steps in difficult terrain. By spending 1 ki point the sky pilgrim can grant another willing creature the benefits of the spell for 1 round while within air shaping range.

Force Vortex* (Su): When the sky pilgrim creates a vortex, he can choose to have it inflict force damage. Force vortices deal one die step less than a regular vortex, thus a one handed force vortex causes 1d3 force damage, while a two-handed vortex does 1d4 force damage, plus an additional die of damage for every odd-numbered level. Creatures that take a direct hit from a force vortex are knocked prone unless they succeed on a Reflex save. The sky pilgrim must be 8th level or higher to select this secret.

Frost Vortex* (Su): When the sky pilgrim creates a vortex, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost vortex are staggered on their next turn unless they succeed on a Fortitude save.

Seeking Vortex (Su): The sky pilgrim learns the secret of dispersing a vortex so that it can easily hit targets. By spending 1 ki point all vortex ranged attacks for 1 minute become a ranged touch attack. The sky pilgrim must be 4th level or higher to select this secret.

Lance Vortex (Su): The sky pilgrim learns the secret of creating a vortex that streaks along a path. When making a vortex attack, the sky pilgrim can choose to use a line area instead of a ranged attack. The length of the line is equal to the air shaping radius. All creatures in the line take the sky pilgrim's current minimum vortex damage, thus if the damage should be 3d6 + 3 then the minimum damage would be 6. Affected creatures can make a Reflex save for half damage. The sky pilgrim must be 4th level or higher to select this secret.

Screen of Debris (Su): The sky pilgrim has learned the secret of creating a cover for herself and allies using the environment around her. If the environment within the sky pilgrim's air shaping aura contains sufficient small loose material, such as dust, dirt, leaves, or other fine or smaller objects then the sky pilgrim can cause them to swirl about so as to block visibility. The effect acts like the *obscuring mist* spell, but with an area centered on the sky pilgrim and fills her aura. The duration lasts as long as it is maintained with a standard action by the sky pilgrim, plus one round.

Shock Vortex* (Su): When the sky pilgrim creates a vortex, she can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock vortex are dazzled for 1d4 rounds.

Sonic Boom (Su): The sky pilgrim learns the secret to create a vacuum from the turbulence behind her as she moves quickly. When the sky pilgrim uses the run action (either while on the ground or flying) she can choose to create a sonic boom in her wake. Along the entire path of her run movement, and extending out 5 feet around the path all creatures affected take sonic damage equal to the minimum damage of her current vortex attack and must make fortitude save or be deafened for 1 minute. The sky

pilgrim may ignore a number of attacks of opportunity equal to her Wisdom score while performing a sonic boom. At 10th level the damage increases to the sky pilgrim's current two-handed vortex attack. The sky pilgrim must be 4th level or higher to select this secret.

Stunning Vortex* (Ex): The sky pilgrim learns to adeptly target a vortex to stun an opponent. Using this ability must be declared before the attack is made and 1 ki point must be spent. If the attack successfully hits the target must make a Fortitude saving throw or be stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

True Voice (Su): The sky pilgrim has mastered the secrets of her voice. She gains *whispering wind*, *vocal alteration* and *forced quiet* spells as supernatural abilities. The range of these spells uses the sky pilgrim's level as caster level, rather than the range of the air shaping. The sky pilgrim may use each of these spells twice per day.

Uncanny Dodge (Ex): The sky pilgrim gains the ability to use the air around her to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A sky pilgrim with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her.

If a sky pilgrim already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Wave Vortex (Su): The sky pilgrim learns the secret of creating a vortex burst. When making a vortex attack, the sky pilgrim can choose to use a burst area centered on the sky pilgrim instead of a ranged attack. The area of the burst is equal to the air shaping aura. All creatures in the burst take the sky pilgrim's current minimum vortex damage, thus if the damage should be 3d6 + 3 then the minimum damage would be 6. Affected creatures can make a Reflex save for half damage. The sky pilgrim must be 4th level or higher to select this secret.

Wind Wall (Su): The sky pilgrim has learned the secret of creating a dense wall of air at her command. By spending 1 ki point the sky pilgrim can create a wall of wind as the *wind wall* spell.

Improved Evasion (Ex): At 8th level, a sky pilgrim's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless sky pilgrim does not gain the benefit of improved evasion.

Deepest Secrets of Air

At 10th level the sky pilgrim's training and insight deepen, allowing her to uncover the greatest mysteries of air. The following secrets





are added to the list of options that a sky pilgrim may select when selecting a secrets of air.

Cloud Crafting (Su): The sky pilgrim learns the secret to control clouds that are within line of sight of sky pilgrim. By spending 1 ki point the sky pilgrim can move or reshape a volume of natural clouds equal to one square 1 mile of volume per level. The cloud can be moved a speed of up to 10 mph (or 90 squares in a round). Clouds can only be controlled in this way in light or moderate winds. If a cloud is moved so that creatures enter it treat it as fog, obscuring all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

The cloud can also be reshaped by making a craft (sculptures) check. Use the craft DC values for simple to superior items to determine the DC required to create the cloud sculpture. If written language is desired then simple items would be a letter, typical items would be a word, high-quality items would be a short sentence, and complex items would be a long sentence. It takes one minute to perform this crafting. A sculpted cloud will disperse into a regular cloud after 10 minutes in light wind, or 1 minute in moderate winds.

Secret of Breath (Su): The sky pilgrim has learned the secret of how to take the breath from a living creature. The sky pilgrim can spend 2 ki points to suck the air out of a creature that breathes as per the spell *suffocation*.

Secret of the Flock (Su): The sky pilgrim can lift willing medium or smaller creatures off the ground and travel with her within range of her air shaping. Each creature gains the same fly speed and maneuverability as the sky pilgrim. A ki point must be spent to use this secret and will last 10 minutes per level of the sky pilgrim.

Secret of Lift (Su): The sky pilgrim masters her ability to weave air around her body for flight. She no longer suffers any encumbrance limitations or penalties when using her air shaping flight ability.

Secret of Pressure (Ex): The sky pilgrim learns how to manipulate the air with enough force to affect bigger creatures. Pick a shaped

maneuver that the sky pilgrim already knows. If the combat maneuver being emulated by the shaped maneuver has a size restriction increase size limit by one size category for the combat maneuver. This secret can be taken multiple times, each time a different shaped maneuver can be selected.

Secret of Space (Ex): The sky pilgrim has attuned her senses and intuition to the volume of air surrounding her, causing her reaction to danger to become nearly instantaneous. The sky pilgrim may now use the bonus for her fly skill as her initiative bonus.

Secrets of the Storm (Ex): The sky pilgrim has learned the secrets of overcoming sound and electricity. The sky pilgrim is immune to sonic and electricity energy.

Secret of Sound (Su): The sky pilgrim has learned to outrun even sound itself. The sky pilgrim can spend 2 ki points to use the run action while flying to increase her speed to surpass the sound barrier itself. For the run action she has a fly speed of 6700 and travels 1.25 miles. She is immune to attacks of opportunity while performing this run move. Apply the effects of the sonic boom secret along the path of the run. The sky pilgrim must have the sonic boom secret to select this deepest secret.

Secrets of the Vault (Ex): The sky pilgrim's air mastery allows her to take 10 on Fly and Perception skill checks even when distracted.

Secret of the Voice (Su): The sky pilgrim learns the final secret to her voice. The sky pilgrim can spend 2 ki points to create a devastating shout as the *greater shout* spell. The sky pilgrim must be 16th level or higher to select this secret.

Air Master (Ex)

At 20th level the sky pilgrim masters her connection to air. She may select three secrets of air. Further, when making a roll with the Fly Skill, roll two dice and keep the higher value.



**Table 3-6: Secrets of Air Summary**

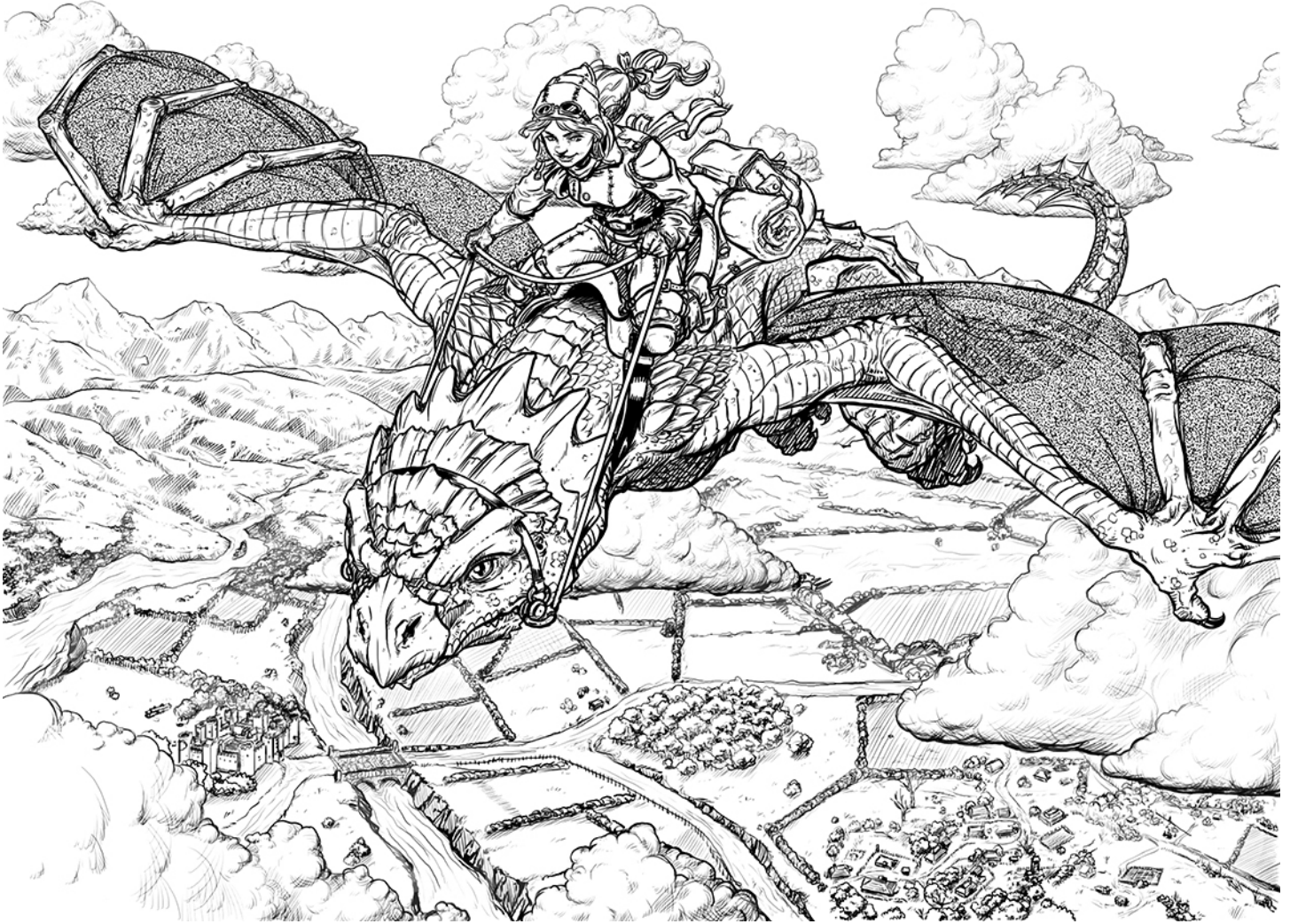
Secret	Benefit	Prerequisites	Ki Points
Air Aide	Feather fall on someone else		
Air Aura	Range of air shaping increases	4 th Level	
Air Hand	Mage Hand-like power at will		
Air Helm	Air bubble spell		(1)
Air Shift	Additional 5-foot step	8 th Level	
Air Stance	Does not provoke with shaped maneuver at all	6 th Level	
Air Within	Take damage to get more ki		
Bat Sight	Echolocation spell	8 th Level	1
Boom Vortex*	Vortex is imbued with sonic energy	6 th Level	
Cone Vortex	Cone blast	4 th Level	
Defensive Shaping	Does not provoke with vortex	6 th Level	
Dual Vortex*	Each hand can make its own vortex	8 th Level	
Expanse of Air	Use Fly for any Dex or Wisdom based skill		1
Explosive Vortex	Make vortex attack splash damage		
Feather Step	Feather step spell		(1)
Force Vortex*	Vortex is imbued with force energy	8 th Level	
Frost Vortex*	Vortex is imbued with cold energy		
Grasping Vortex	Make vortex attack ranged touch	4 th Level	1
Lance Vortex	Line blast (splash damage from vortex)	4 th Level	
Screen of Debris	Visual screen (like obscuring mist)		
Shock Vortex*	Vortex is imbued with electricity energy		
Sonic Boom	Use the run action to create a sonic boom	4 th Level	
Stunning Vortex*	Stunning vortex		1
True Voice	Whispering wind spell, vocal alteration spell, forced quiet spell		
Uncanny Dodge	Uncanny dodge		
Wave Vortex	Wave blast	4 th Level	
Wind Wall	Wind wall spell		1

Table 3-7: Deepest Secrets of Air Summary

Deepest Secret	Benefit	Prerequisites	Ki Points
Cloud Crafting	Move and shape clouds		1
Secret of Breath	Suffocation spell		1
Secret of Lift	No encumbrance penalties on fly		
Secret of Pressure	Can affect larger size creature with maneuver		1
Secret of Space	Use fly check modifier for initiate modifier	Uncanny Dodge	
Secret if Sound	Use the run action to travel past the sound barrier	Sonic Boom	2
Secret of the Flock	Mass fly		1
Secret of the Voice	Shout, Greater	16 th Level	2
Secrets of the Sky	Immunity to sonic, electricity		
Secrets of the Vault	Take 10 on fly and perception skill		



WYRM RIDER (CAVALIER ARCHETYPE)



*Wyrm*s are domesticated dragons that have been bred to live and work with humanoids. The Wurm Rider is a Cavalier that has been given the privilege to form a close relationship with a wyrm so that they can combine their formidable skills and act as one to pursue the ideals of the Cavalier's order.

Armor Proficiency: A wyrm rider is proficient with light and medium armor, and with shields (with the exception of tower shields).

Wyrm Challenge (Ex): The wyrm rider and wyrm have learned to work together to focus on an opponent. Once per day, a wyrm rider can challenge a foe to combat. As a swift action, the wyrm rider chooses one target within sight to challenge. The wyrm rider and the wyrm gain a bonus to melee damage, CMB, and DCs of supernatural and spell-like abilities against the target of the challenge. This bonus is equal to the hit dice of the wyrm. The wyrm rider can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a

maximum of seven times per day at 19th level. Challenging a foe requires much concentration. The wyrm and wyrm rider take a –2 penalty to their Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each challenge also includes another effect which is listed in the section describing the wyrm rider's order.

Wyrm Challenge replaces the challenge ability.

Wyrm (Ex): At 1st level, a wyrm rider forms a bond with a strong, loyal wyrm. The wyrm rider must be one size category smaller than the wyrm for it to be used as a mount. Medium sized wyrm riders must wait for the wyrm to mature to large size before riding it as a mount.

The wyrm rider does not take an armor check penalty on Ride checks while riding his mount. A wyrm can not fly if it is wearing medium or heavy barding. A wyrm does not begin with light armor proficiency.





Table 3-8: Wyrms Base Form Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skills	Armor	Str/Dex/Con/Int	Special
1	1	+1	+3	+3	+3	2	5	0/0/0/0	Low-Light Vision, Darkvision, Draconic Talent
2	1	+1	+3	+3	+3	3	5	0/0/0/1	Draconic Talent
3	2	+2	+3	+3	+3	3	7	1/1/0/2	Draconic Talent
4	2	+2	+4	+4	+4	4	7	1/1/0/2	Ability Score Increase,
5	2	+2	+4	+4	+4	5	7	1/1/0/3	Draconic Talent
6	3	+3	+5	+5	+5	6	9	2/2/0/3	Devotion
7	3	+3	+5	+5	+5	6	12	10/0/4/4	Draconic Talent, Large
8	4	+4	+5	+5	+5	7	12	10/0/4/4	
9	4	+4	+6	+6	+6	8	14	11/1/4/4	Ability Score Increase, Draconic Talent
10	5	+5	+6	+6	+6	9	14	11/1/4/4	
11	5	+5	+6	+6	+6	9	14	11/1/4/4	Draconic Talent
12	6	+6	+7	+7	+7	10	16	12/2/4/4	
13	6	+6	+7	+7	+7	11	16	12/2/4/4	Draconic Talent
14	7	+7	+8	+8	+8	12	16	12/2/4/4	Ability Score Increase, Multiattack
15	7	+7	+8	+8	+8	12	18	13/3/4/4	Draconic Talent
16	8	+8	+8	+8	+8	13	18	13/3/4/4	
17	8	+8	+9	+9	+9	14	18	13/3/4/4	Draconic Talent
18	9	+9	+9	+9	+9	15	20	14/4/4/4	
19	9	+9	+9	+9	+9	15	20	14/4/4/4	Draconic Talent
20	10	+10	+10	+10	+10	16	20	14/4/4/4	Ability Score Increase

A wyrm may carry during flight an item or creature weighing up to the wyrm's heavy load with its fore legs. Creatures carried in this manner are considered squeezed.

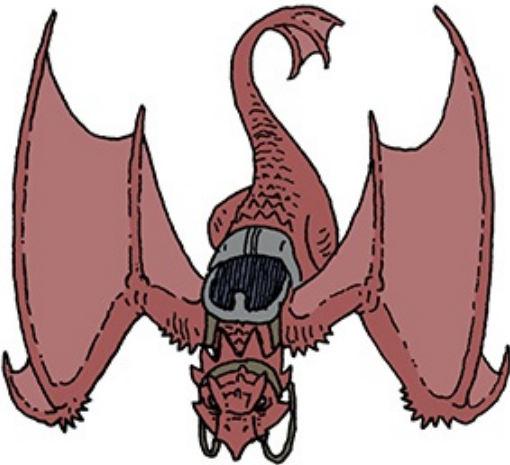
Unlike a true dragon, a wyrm's Hit Dice, abilities, skills, and other features advance as the wyrm rider advances in level. A wyrm rider's bond with his mount is strong, with the pair learning to anticipate each others moods and moves. Should a wyrm rider's wyrm die, the wyrm rider may find another wyrm to serve him after 1 week of mourning and paying 100gp per character level.

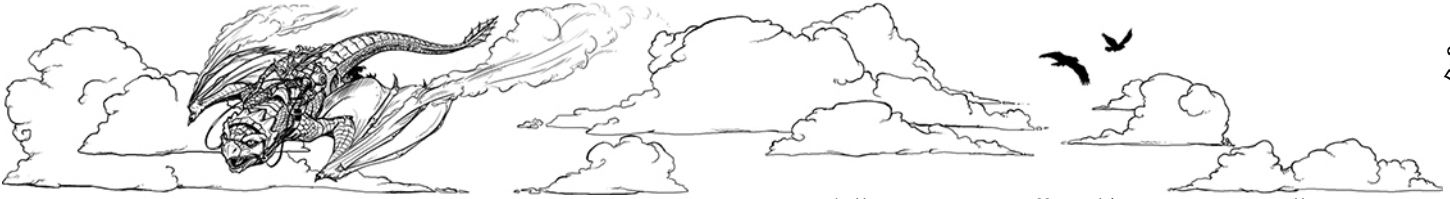
Wyrms are neither animal companions or eidolons and class levels that provide these creatures do not stack with wyrm levels.

Wyrm replaces the standard cavalier's mount, tactician, expert trainer, greater tactician, and master tactician abilities.

WYRM

Wyrms are a form of domesticated dragon. They have been bred to live, work and interact with humanoids. Where true dragons are a wild blend of freedom and magic, who would never consider to consent to being a mount for the peoples of the world, wyrms are quite comfortable with the idea and become deeply bonded to those who they carry.





Wyrm Base Form

Wyrm come in a wide range of colors, patterns and shapes. Because of their domestication, wyrms generally smaller, more short lived, and docile to humanoids they trust. They are also much less intelligent than true dragons. As a wyrm matures it does surpass animal intelligence and can understand the language of their wyrm rider, a few have been known to converse with their riders. In general they are very concrete thinkers, only dabbling in the abstract on an unconscious level when their ancestral arcane heritage emerges from within.

The body of the typical wyrm is somewhat different to a true dragon. Reptilian-like with four limbs, the front two who's digits form the wings and when on the ground are used to walk on all fours. The neck of a wyrm is often shorter than true dragons, however some breeds of wyrms do have the elongated serpentine necks of their ancestors. A tail balances out the body.

Starting Statistics: **Size** Medium; **Speed** 20 ft., fly 80 ft. (poor); **Attack** 2 claws (1d4), bite (1d6); **Ability Scores** Str 13, Dex 17, Con 10, Int 3, Wis 11, Cha 13; **Languages** the wyrm rider's main language (understood but not spoken).

A wyrm's abilities are determined by the wyrm rider's level and by the choices made through selecting draconic talents. *Table 1-1: Wyrm Base Statistics* determines many of the base statistics of the wyrm. The wyrm possesses a base form that the table's statistics build off of. Wyrms are type *dragon* for the purpose of determining which spells and effects affect them.

Class Level

This is the character's wyrm rider level.

HD

This is the total number of 12-sided (d12) Hit Dice the wyrm possesses, each of which gains a Constitution modifier, as normal.

BAB

This is the wyrm's base attack bonus. Wyrms do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort, Ref, and Will

These are the wyrm's base saving throw bonuses. A wyrm has good Fortitude and Reflex and Will saves.

Skills

This lists wyrm's total skill ranks. A wyrm cannot have more ranks in a skill than it has Hit Dice. The following skills are class skills for a wyrm:

Bluff (Cha), Climb (Str), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Dex).

Wyrm skill points are not affected by a negative Intelligence modifier, but a positive modifier would add +1 skill point per HD.

Armor

This number noted here is the wyrm's natural armor bonus. A wyrm may wear barding but does not begin proficient in any form of armor. A wyrm wearing medium or heavy barding has a speed of 15 feet on the ground, and a fly speed of 55 feet. A barded wyrm can only carry up to a medium load. A wyrm is considered a quadruped for the purposes of encumbrance.

Str/Dex/Con/Int

Add these values to the wyrm's Strength, Dexterity, Constitution and Intelligence scores in that order. At 7th level the wyrm loses 2 points of Dexterity, as noted by the 0 in that entry, see the *Large* entry for more details.

Special

This includes a number of abilities gained by the wyrm as it increase in power. Each of these bonuses is described below.

Darkvision (Ex): The wyrm has darkvision out of a range of 60 feet.

Low-Light Vision (Ex): The wyrm has low-light vision.

Ability Score Increase (Ex): The wyrm adds +1 to one of its ability scores.

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

Multiattack: The wyrm gains Multiattack as a bonus feat.

Large : At 7th level the wyrm grows to large size. The wyrm's natural attacks increase their damage die, the 2 claws increase to 1d6, and the bite increases to 1d8. The wyrm is considered large (long) for purposes of reach, save where modified by Draconic Talents. The wyrm gains +3 natural armor, and ability scores are adjusted by the following: Strength +8, Dexterity -2, Constitution +4. These values are already reflected in the wyrm table.

DRACONIC TALENTS

The wyrm is a diminished form of true dragons. Due to their domestication, wyrms do not manifest all of the features of their pure blooded ancestors, instead only certain traits emerge as the wyrm develops.

Starting at 1st level, a wyrm gains one Draconic talent. It gains an additional Draconic talent at 2nd, 4th, 7th, 10th, 13th, 16th, 19th, and 20th levels. Unless otherwise specified in the talent, a wyrm cannot select an individual talent more than once.





A few of the talents grant the wyrm additional natural attacks. Natural attacks listed as secondary are made using the wyrm's base attack bonus – 5 and add $1/2$ the wyrm's Strength modifier on damage rolls (if positive).

Ability Increase (Ex): The wyrm grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the wyrm's ability scores by +1. This talent can be selected more than once. It can only be applied to an individual ability score a number of times equal to the wyrm's current HD.

Arcane Memories: The wyrm gains +1 skill point per HD it possesses. The wyrm gains an additional +1 skill point whenever it gains a HD. Further, Appraise and all Knowledge skills become class skills.

Blindsight (Ex): The wyrm's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the wyrm to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the wyrm. Visibility still affects the wyrm's movement and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. The wyrm must possess the *Improved Darkvision* talent to take this talent. The wyrm must be at least 9th level before selecting this talent.

Bonus Feat: The wyrm make select any feat that it meets the prerequisites for. Due to the anatomy of the wyrm, weapon proficiencies or shield proficiencies can not be selected.

Breath Weapon, Lesser (Su): The wyrm learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either acid, cold, electricity, or fire. The wyrm can breathe a 15-foot cone (or 30-foot line) that deals 1d4 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to $10 + 1/2$ the wyrm's HD + the wyrm's Constitution modifier. The wyrm can use this ability one time per day per HD.

Breath Weapon (Su): The wyrm's breath weapon becomes more potent. The wyrm can breathe a 20-foot cone (or 40-foot line). The damage from the breath weapon increases to 1d6 points per HD it possesses. The wyrm must possess the *Lesser Breath Weapon* talent to take this talent. The wyrm must be at least 7th level to take this talent.

Breath Weapon, Greater (Su): The wyrm's breath weapon fully matures. The wyrm can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage per HD it possesses. The DC to save against the breath weapon is equal to $10 +$ the wyrm's HD + the wyrm's Constitution modifier. The wyrm must possess the *Breath Weapon* talent to take this talent. The wyrm must be at least 9th level to take this talent.

Damage Reduction (Ex): The wyrm gains damage reduction equal to the wyrm's HD, to a maximum of DR 2/-. This feat may be taken multiple times. Each time it is taken increase the maximum HD rating by 2.

Draconic Magic (Sp): The wyrm learns to cast a minor spell as a spell-like ability. Select one spell from the wyrm's chosen heritage:

Chromatic Heritage: disguise self, endure elements, entangle, flare burst*, obscuring mist
Metallic Heritage: bless, endure elements, feather fall, grease, touch of the sea*
Primal Heritage: burning hands, chill touch, color spray, hydraulic push*, obscuring mist

This spell can be cast twice per day as a spell-like ability. The caster level for this talent is equal to the wyrm's Hit Dice. The save DC for this spell is $10 + 1/2$ the wym's HD + the wyrm's Charisma modifier. This talent can be selected more than once. Each time the wyrm selects this talent, it applies to a new spell. The wyrm must possess the *Wyrmling Magic* talent to take this talent.

Dragon Blood (Ex): The ancient blood of dragons runs strong in this wyrm. The wyrm is immune to sleep and paralysis.

Dragon Form (Ex): The wyrm's body takes on a closer appearance to a true dragon. It has six limbs, with four legs in addition to a set of wings emerging from the shoulder area. The wyrm's land speed increases to 40 feet.

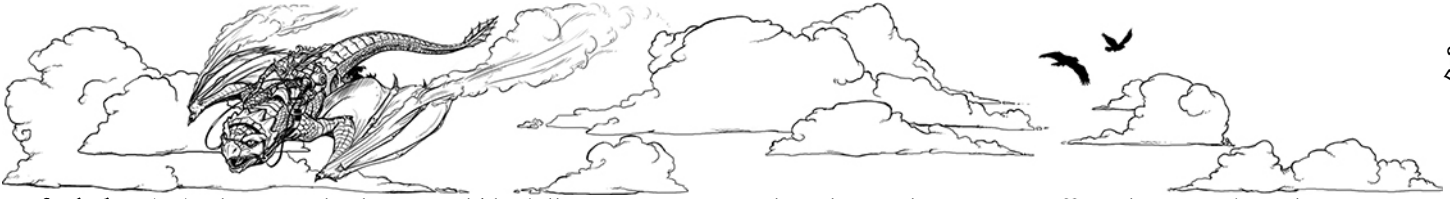
Dragon Tongue (Ex): The wyrm has the capacity for verbal speech and is fluent in the main language of the rider. With an intelligence score of 6 or below the wyrm's speech will use short and simple sentences, and what they are willing to talk about will be concrete and focus on basic emotions and needs.

Enchanted Attacks (Su): The wyrm is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the wyrm is 10th level or higher, all of its weapons are treated as the alignment of the wyrm for the purpose of overcoming damage reduction.

Frightful Presence, Greater (Ex): The wyrm presence becomes more fearsome. The wyrm can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the wyrm must make a Will save or become shaken for 2d4 rounds. The DC of this save is equal to $10 +$ the wyrm's HD + the wyrm's Charisma modifier. If the wyrm has at least 2 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the wyrm are immune to this effect. The wyrm must be at least 11th level before selecting this talent and must possess the *Frightful Presence, Lesser* talent.

Frightful Presence, lesser (Ex): The wyrm becomes unsettling to its foes, gaining the frightful presence ability. The wyrm can activate this ability as part of an offensive action, such as a charge or attack. The target of the attack must make a Will save or become shaken for 2d4 rounds. The DC of this save is equal to $10 + 1/2$ the wyrm's HD + the wyrm's Charisma modifier. Foes with more HD than the wyrm are immune to this effect. The wyrm must be at least 7th level before selecting this talent. The wyrm must either have the *Enchanted Attacks* talent to take this talent.





Gifted Flier (Ex): The wyrm displays incredible skill maneuvering in the air. The wyrm's flying maneuverability increases from poor to average.

Great Wurm Magic (Sp): The wyrms learn to cast a powerful spell as a spell-like ability. Select one spell from the wyrms' chosen heritage:

Chromatic Heritage: beast shape I, draconic reservoir*, invisibility sphere, plant growth, sleet storm
Metallic Heritage: create food and water, daylight, heroism, shifting sands*, slow
Primal Heritage: displacement, fireball, gaseous form*, water breathing, vampiric touch

This spell can be cast once per day as a spell-like ability. The caster level for this talent is equal to the wyrms' Hit Dice. The save DC for this spell is 10 + the wyrms' HD + the wyrms' Charisma modifier. This talent can be selected more than once. Each time the wyrms select this talent, it applies to a new spell. The wyrms must possess the *Wurm Magic* talent to take this talent.

Immunity (Ex): The wyrms become extremely resilient to one energy type, gaining immunity to that type. Pick one energy type: acid, cold, electricity, fire, or sonic. The wyrms gain immunity to that energy type. The wyrms must possess the *Resistance* talent of the same energy type to take this talent.

Improved Damage (Ex): One of the wyrms' natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This talent can be selected more than once. Its effects do not stack. Each time an wyrms selects this talent, it applies to a different natural attack.

Improved Darkvision: The wyrms increase its darkvision to 120'.

Improved Natural Armor (Ex): The wyrms' hide grows thicker, giving it a +2 bonus to its natural armor. This talent can be taken once for every three hit dice the wyrms possesses.

Powerful Tail: The wyrms can use its tail to bash nearby foes, granting it a tail slap attack. A tail slap is a secondary attack that deals 1d6 points of damage (1d8 if Large) plus 1-1/2 times the dragons' Strength bonus (this is an exception to the normal secondary attack rules). The wyrms must be at least 4th level to select this talent.

Resistance (Ex): The wyrms takes on a resiliency to one particular energy type. Pick one energy type (acid, cold, electricity, fire, or sonic). The wyrms gain resist 5 against that energy type. This resistance increases by 5 for every 5 levels the wyrms rider possesses, to a maximum of 15 at 10th level. This talent can be

selected more than once. Its effects do not stack. Each time an wyrms selects this talent, it applies to a different energy type.

Serpentine Neck: The wyrms' reach with its bite attack increases by 5 feet.

Strong Wings: The wyrms learn to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large). The wyrms must be at least 9th level to select this talent.

Wurm Magic (Sp): The wyrms learn to cast a major spell as a spell-like ability. Select one spell from the wyrms' chosen heritage:

Chromatic Heritage: darkness, tree shape, ice shape**, minor image, pyrotechnics,
Metallic Heritage: aid, alter self, fog cloud, gust of wind, hideous laughter
Primal Heritage: darkness, fog cloud, glitterdust, scorching ray, slipstream*

This spell can be cast twice per day as a spell-like ability. The caster level for this talent is equal to the wyrms' Hit Dice. The save DC for this spell is 10 + 1/2 the wyrms' HD + the wyrms' Charisma modifier. This talent can be selected more than once. Each time the wyrms selects this talent, it applies to a new spell. The wyrms must possess the *Draconic Magic* talent to take this talent.

Wyrmling Magic (Sp): The wyrms manifests some of its arcane heritage from the dragons and learns to cast a basic spell as a spell-like ability. Select one heritage, once chosen only magic selection from this or further talents may come from that heritage. Then select one spell from the list:

Chromatic Heritage: acid splash, detect magic, flare, ghost sound, ray of frost, touch of fatigue.
Metallic Heritage: dancing lights, detect magic, light, lullaby, prestidigitation, stabilize
Primal Heritage: bleed, create water, detect magic, know direction, resistance, spark*

This spell can be cast three times per day as a spell-like ability. The caster level for this talent is equal to the wyrms' Hit Dice. The save DC for this spell is 10 + the wyrms' Charisma modifier. The wyrms also gains Spellcraft as a class skill. This talent can be selected more than once. Each time the wyrms selects this talent, it applies to a new spell.

* these spells can be found in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*

** Ice shape uses the rules for the spell *stone shape*, but with ice as the material.





Table 3-9: Wyrms Talents

Draconic Talent	Prerequisites/Scale Limitations
Ability Increase	+1 to specific ability score per HD
Arcane Memories	+1 skill point per HD
Bonus Feat	Must meet prerequisites of feat
Breath Weapon, Lesser	
Breath Weapon	7 th level, Lesser Breath Weapon
Breath Weapon, Greater	9 th level, Breath Weapon
Damage Reduction	DR can not exceed HD
Dragon Blood	
Dragon Form	
Dragon Tongue	
Enchanted Attacks	
Frightful Presence, lesser	7 th level, Enchanted Attacks
Frightful Presence, Greater	11 th level, Lesser Frightful Presence
Gifted Flier	
Improved Damage	
Improved Darkvision	
Blindsense	9 th level, Improved Darkvision
Improved Natural Armor	+2 NA per three HD
Powerful Tail	4 th level
Resistance	
Immunity	Resistance
Serpentine Neck	
Strong Wings	9 th level
Wyrmling Magic	
Draconic Magic	Wyrmling Magic
Wyrms Magic	7 th level, Draconic Magic
Great Wyrms Magic	10 th level,

Table 3-10: Additional Wyrms Statistics

Creature	Ground Encumbrance	Flying Encumbrance	Aerial Trip CMD	Ground Suitable Mount?	Large Size Reach	Carry?
Wyrms	quadruped	biped	+0	yes	long	mouth, legs





4 FLYING COMPANIONS

Companions of the Firmament is about personal flight, meaning the capacity to fly on a scale that focuses on individual characters or at most the party. Companions is a meaningful component of the title because one of the most basic ways of taking to the skies is to ride a mount that can fly. Humanity has built an intimate and powerful relationship with the horse as both a mode of transport and a companion to venture out into wilderness. Whether the wind swept steppes of central Asia thousands of years ago when the first horses were tamed, or exploring the Americas over these last several hundred years, the rider and her mount has been an iconic feature of exploration and adventure. This chapter details many different options that will give PCs and NPCs the ability to soar through the heavens to face challenges.

Flying Animal Companions: The baseline of “companions” in the system are of course animal companions. While there are a handful of flying animal companions in the published rules, nature provides many more sources of inspiration.

Dragon Cohorts: So you want to ride a dragon? Nothing surprising there as it is one of those staple apex moments in a fantasy setting. While the existing system provides a way with the leadership feat and cohort rules, it does not do a very good job of taking into account the large catalog of published dragons. Dragon Cohorts provides more granularity to match the right dragon with character level and theme. It also provides a crucial mechanical patch so that once you are riding atop your dragon it suddenly does not get shot out from underneath you, turned to stone, or become dominated and swing its head around to breathe all over you.

Faithful Companions: The existing system tends to silo supernatural abilities into only certain classes, with the idea that magic items and the leadership feat can make up some of the difference. When it comes to companions and mounts this is very pronounced, between the classes that have more options and those that do not. Faithful companions are a way to include a wider range of options so that any class can have a devoted companion on adventures. It gives just enough of a statistical boost to make one of these companions viable to join in the adventure and even carry the character, but does not overstep and cause problems with how the range of classes are supposed to function as a party.

The system also allows the gamemaster to be able to quickly create NPCs that need just enough extra support to make their ideas viable mechanically. Do you need squads of nameless enemies

harassing the adventuring party? Combine the *missile mook* rules in Chapter 7 with these *faithful companion* rules and you are ready to go without worry about skewing the CR value of an encounter.

Half-fey: The *Pathfinder® Roleplaying Game: Advanced Race Guide™* provides a system for creating new races for your campaign. Among the options is to create races that can fly naturally. The half-fey is an attempt at creating a flying race that fits within the general ethos of other core races. Both elves and gnomes are thematically tied to the fey in their ancestry and so this is a good place to look for inspiration for people who fly and have existing societies. There is also precedent with half-races with half-elves and half-orcs. These people come from the union of an elf or orc, and a human. Thematically it is a challenge to envision humans and many types of fey mating due to the drastic size differences. Humans are medium sized and most flying fey are tiny or smaller in size. Thus halflings, who are in many ways smaller versions of humans makes for a better fit, as it were.

Bixie and Hainu: Some of our closest companions in real life are cats and dogs. The system as it exists have never detailed these animals in a winged format, instead focusing on griffons or pegasi as the most reliable mounts for characters. It seemed appropriate for a book on companions to expand the options so that our favorite personal pets would be a viable option for players to use. Research turned up the Bixie (from China) and the Hainu (from Japan) as mythological creatures that meshed with modern day companions. Liberties have been taken with the mythological sources so that these creatures would better fit with the idea of being player character companions. These magical beasts can be selected by the magical beast rider cavalier archetype.

Lesser Chimera: This template allows a GM to quickly create a wide range of animals into flying creatures to fit their campaign needs. Would a flying camel, lama, or hell freezing pig make fit with your imagination? What about flying whales plying the skies, filtering off of clouds of bugs high in the atmosphere? This template gives the granularity needed to make anything from flying toads to flying dinosaurs.

Flying Constructs: The existing construct rules are technically dense and require going into the guts of the system to create a new construct. These streamlined rules help establish a baseline for the purposes of a flying campaign so that GMs or players can quickly move from prep into play.





FLYING ANIMAL COMPANIONS

The following animal companions are a compilation both existing flying companions within the system, along with many new flying animal companions. The new flying companion designs are built around the roc, an existing flying animal companion, as a measure for balance issues. All of these animal companions follow the same rules as detailed in the druid class in the *Pathfinder® Roleplaying Game Core Rulebook™*, and can be added to the options available to a druid, inquisitor, or cleric with the animal domain selected.

Cavalier and Ranger Access

A nuance with the existing system is that the ranger and cavalier classes have only a small subset of animal companions available to their class by RAW. A GM has discretion to add to the list of available animal companions and there are some archetypes available for these classes to expand the list. However this author's analysis of the power balance between classes does not support the existing system's restrictions for these two classes.

Table 4-1: Flying Animal Companions

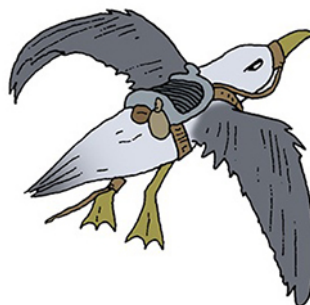
Animal	Ground Encumbrance	Flying Encumbrance	Aerial Trip CMD	Ground Suitable Mount?	Large Size Reach	Carry?
Albatross, Giant*	biped	biped	+0	yes	long	mouth
Archeopteryx, Giant*	biped	biped	+0	yes	tall	mouth, legs
Bat, Dire	quadruped	biped	+0	no	long	mouth
Bee, Giant*	quadruped	biped	+0	yes	long	legs
Beetle, Giant	quadruped	biped	+0	yes	N/A	legs
Butterfly, Giant*	quadruped	quadruped	+4	yes	long	legs
Crane, Giant*	biped	biped	+0	yes	tall	mouth
Dimorphodon	quadruped	biped	+0	no	N/A	mouth
Dragonfly, Giant*	quadruped	quadruped	+4	yes	long	legs
Eagle, Giant*	biped	biped	+0	no	long	mouth, legs
Firefly, Giant*	quadruped	biped	+0	yes	long	legs
Mantis, Giant	quadruped	quadruped	+4	yes	tall	mandibles, legs
Mosquito, Giant*	quadruped	biped	+0	yes	long	legs
Owl, Giant*	biped	biped	+0	no	long	mouth, legs
Pteranodon	quadruped	biped	+0	no	long	mouth
Quetzalcoatlus	quadruped	biped	+0	yes	tall	mouth
Roc	biped	biped	+0	no	long	mouth, legs
Secretarybird, Giant*	biped	biped	+0	yes	tall	mouth, legs
Vulture, Giant	biped	biped	+0	no	long	mouth, legs
Wasp, Giant	quadruped	biped	+0	yes	long	legs
Waterbug, Giant*	quadruped	biped	+0	yes	long	mandibles, legs

* animal companions introduced in *Companions of the Firmament*

Albatross, Giant

Starting Statistics: Size Medium; Speed 20 ft., fly 60 ft. (poor), swim 20 ft.; AC +5 natural armor; **Attack** bite (1d6); **Ability Scores** Str 13, Dex 15, Con 11, Int 2, Wis 12, Cha 9; **Special Qualities** low-light vision.

7th-level Advancement: Size Large (long); AC +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4





Archeopteryx, Giant

Starting Statistics: Size Medium; **Speed** 30 ft., fly 50 ft. (poor); **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 16, Con 11, Int 2, Wis 12, Cha 12; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Large (long) **AC** +1 natural armor; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +4.

Bat, Dire

Starting Statistics: Size Medium; **Speed** 20 ft., fly 40 ft. (good); **Attack** bite (1d6); **Ability Scores** Str 9, Dex 17, Con 9, Int 2, Wis 14, Cha 6; **Special Qualities** blindsense 40 ft.

7th-level Advancement: Size Large; **AC** +3 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4.



Bee, Giant

Starting Statistics: Size Medium; **Speed** 20 ft., fly 60 ft. (good); **AC** +1 natural armor; **Attack** sting (1d6 plus poison); **Ability Scores** Str 10, Dex 20, Con 9, Int -, Wis 12, Cha 9; **Special Attacks** poison (frequency 1 round [6], effect 1 Con damage, cure 1 save, Con-based DC) **Special Qualities** Darkvision 60 ft. **CMD** trip +8.

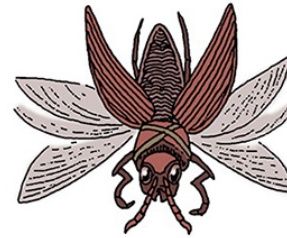
7th-level Advancement: Size Large (long); **AC** +2 natural armor; **Attack** sting (1d8 plus poison); **Ability Scores** Str +8, Dex -2, Con +4.



Beetle, Giant

Starting Statistics: Size Small; **Speed** 20 ft., fly 20 ft. (poor); **AC** +6 natural armor; **Attack** bite (1d6); **Ability Scores** Str 13, Dex 12, Con 13, Int -, Wis 11, Cha 4; **Special Qualities** darkvision; **CMD** trip +8.

4th-Level Advancement: Size Medium; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** trample (1d4).



Butterfly, Giant

Starting Statistics: Size Medium; **Speed** 10 ft., fly 30 ft. (good); **AC** +1 natural armor; **Attack** wing (1d4); **Ability Scores** Str 9, Dex 19, Con 12, Int -, Wis 9, Cha 14; **Special Qualities** Darkvision 60 ft.; **CMD** trip +8.

Extra Lift (Ex)

Giant Butterflies gain extra lift when flying due to their large wings. For the purposes of encumbrance when flying, double the strength of the butterfly.

4th-Level Advancement: Size Large (long); **AC** +1 natural armor; **Attack** wing (1d6); **Ability Scores** Str +4, Dex -2, Con +4.





Crane, Giant

Starting Statistics: **Size** Medium; **Speed** 30 ft., fly 60 ft. (average); **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 11, Dex 18, Con 10, Int 2, Wis 15, Cha 12; **Special Qualities** low-light vision

7th-level Advancement: **Size** Large (tall); **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +8, Dex -2, Con +4.



Dimorphodon

Starting Statistics: **Size** Small; **AC** +1 natural armor; **Speed** 10 ft., fly 30 ft. (average); **Attack** bite (1d4); **Ability Scores** Str 10, Dex 19, Con 10, Int 2, Wis 13, Cha 12; **Special Qualities** low-light vision, scent.

7th-level Advancement: **Size** Medium; **Attack** bite (1d6); **Ability Scores** Str 14, Dex 17, Con 12; **Special Attack** poison (Bite—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.)



Dragonfly, Giant

Starting Statistics: **Size** Medium; **Speed** 10 ft., fly 80 ft. (perfect); **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 9, Dex 21, Con 8, Int —, Wis 12, Cha 9; **Special Qualities** Darkvision CMD trip +8

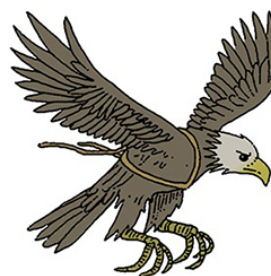
7th-level Advancement: **Size** Large (long); **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str +8, Dex -2, Con +4



Eagle, Giant

Starting Statistics: **Size** Medium; **Speed** 10 ft., fly 80 ft. (average); **AC** +3 natural armor; **Attack** 2 talons (1d4), bite (1d4); **Ability Scores** Str 11, Dex 18, Con 10, Int 2, Wis 15, Cha 12; **Special Qualities** low-light vision

7th-level Advancement: **Size** Large (long); **AC** +2 natural armor; **Attack** 2 talons (1d6), bite (1d6); **Ability Scores** Str +8, Dex -2, Con +4.



Firefly, Giant

Starting Statistics: **Size** Medium; **Speed** 20 ft., fly 40 ft. (good); **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 18, Con 11, Int —, Wis 10, Cha 12; **Special Qualities** Darkvision 60 ft.

Natural Light (Ex)

Giant fireflies can emit normal light from their bodies at a 20-foot radius (medium **Size**) or 60-foot radius (large **Size**). This light lasts for one minute.

4th-Level Advancement: **Size** Large (long); **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +4.





Mantis, Giant

Starting Statistics: Size Medium; **Speed** 30 ft., climb 30 ft., fly 40 ft. (average); **AC** +3 natural armor; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str 10, Dex 15, Con 10, Int —, Wis 12, Cha 7; **Special Attacks** lunge; **Special Qualities** darkvision; **CMD** trip +8.

7th-level Advancement: Size Large; **AC** +2 natural armor; **Attack** 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** mandibles (1d6 secondary attack against a grabbed target), sudden strike (may take a full attack in the surprise round).



Mosquito, Giant

Starting Statistics: Size Medium; **Speed** 10 ft., fly 60 ft. (good); **AC** +1 natural armor; **Attack** bite (1d4 plus bleed and grab); **Ability Scores** Str 10, Dex 20, Con 9, Int —, Wis 13, Cha 6; **Special Qualities** Darkvision 60 ft., scent, blood drain (bleed 1d4 while attached) **CMD** trip +8.

7th-level Advancement: Size Large (long); **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +4, Special blood drain (bleed 1d6 while attached).



Owl, Giant

Starting Statistics: Size Medium; **Speed** 10 ft., fly 60 ft. (average); **AC** +4 natural armor; **Attack** 2 talons (1d6); **Ability Scores** Str 12, Dex 15, Con 10, Int 2, Wis 17, Cha 9; **Special Qualities** low-light vision

Stealthy (Ex)

Giant Owls gain +4 racial bonus to stealth checks.

7th-level Advancement: Size Large (long); **AC** +2 natural armor; **Attack** 2 talons (1d8); **Ability Scores** Str +8, Dex -2, Con +4



Pteranodon

Starting Statistics: Size Medium; **Speed** 10 ft., fly 50 ft. (clumsy); **Attack** bite (1d8); **Ability Scores** Str 8, Dex 21, Con 10, Int 2, Wis 14, Cha 12; **Special Qualities** low-light vision, scent.

7th-level Advancement: Size Large; **AC** +2 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4.



Quetzalcoatlus

Starting Statistics: Size Medium; **AC** +2 natural armor; **Speed** 30 ft., fly 50 ft. (clumsy); **Attack** bite (1d8); **Ability Scores** Str 9, Dex 21, Con 10, Int 2, Wis 14, Cha 12; **Special Qualities** low-light vision, scent.

9th-Level Advancement: Size Large; **AC** +3 natural armor; **Attack** bite (2d6/x3), 2 wings (1d4); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** razor-sharp beak.

Razor-Sharp Beak (Ex)

A quetzalcoatlus's razor-sharp beak has a critical modifier of x3.





Roc

Starting Statistics: Size Medium; AC +5 natural armor; Speed 20 ft., fly 80 ft. (average); **Attack** 2 talons (1d4), bite (1d6); **Ability Scores** Str 12, Dex 19, Con 9, Int 2, Wis 13, Cha 11; **Special Qualities** low-light vision.

7th-level Advancement: Size Large; AC +3 natural armor; **Attack** 2 talons (1d6 plus grab), bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4.



Secretarybird, Giant

Starting Statistics: Size Medium; Speed 30 ft., fly 80 (poor); AC +2 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 11, Dex 16, Con 10, Int 2, Wis 12, Cha 12; **Special Qualities** low-light vision

4th-Level Advancement: Size Large (tall); AC +1 natural armor; **Attack** 2 claws (1d6); **Ability Scores** Str +4, Dex -2, Con +4.



Vulture, Giant

Starting Statistics: Size Medium; AC +2 natural armor; Speed 10 ft., fly 50 ft. (average); **Attack** bite (1d8); **Ability Scores** Str 12, Dex 15, Con 14, Int 2, Wis 15, Cha 7; **Special Qualities** low-light vision, +4 on saves vs. disease.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4.



Wasp, Giant

Starting Statistics: Size Medium; Speed 20 ft., fly 60 ft. (good); AC +2 natural armor; **Attack** sting (1d6 plus poison); **Ability Scores** Str 10, Dex 14, Con 11, Int —, Wis 13, Cha 4; **Special Attacks** poison (frequency 1 round [6], effect 1 Dex damage, cure 1 save, Con-based DC); **Special Qualities** darkvision; CMD trip +8.

7th-level Advancement: Size Large; AC +2 natural armor; **Attack** sting (1d8 plus poison); **Ability Scores** Str +8, Dex -2, Con +4.



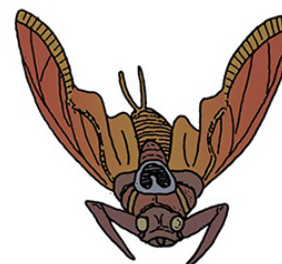
Waterbug, Giant

Starting Statistics: Size Medium; Speed 20 ft., fly 20 ft. (clumsy), swim 20 ft.; AC +5 natural armor; **Attack** 2 claws (1d4), bite (1d6 plus 1d4 acid); **Ability Scores** Str 14, Dex 13, Con 12, Int —, Wis 11, Cha 2; **Special Qualities** Darkvision

Hold Breath (Ex)

A Giant Water Bug can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

7th-level Advancement: Size Large (long); AC +2 natural armor; **Attack** 2 claws (1d6), bite (1d8 plus 1d6 acid) **Ability Scores** Str +8, Dex -2, Con +4.





DRAGON COHORTS

Monster Cohorts are an effective way of quickly introducing a fantastical mount to a player character through the use of the leadership feat. Instead of getting an NPC character with the leadership feat, the player character gains a creature that becomes a loyal companion.

For monsters a level rating is assigned to the creature to determine when different monsters should be available for player characters using the leadership feat. Dragons are included in the *Pathfinder Roleplaying Game Bestiary* cohort section, however only a single entry is given for them. This single entry suggests a young dragon with a +8 modifier added to the CR to arrive at the final level rating to use with the leadership feat.

While it makes sense to use a single line entry to summarize dragons in the core rules, due to the large number of dragon variations, *Companions of the Firmament* breaks out this single

entry to detail all 20 different forms of dragon that now exist within the official published material. The dragon forms include the chromatic, metallic, primal and imperial dragons.

The rules below break apart that one cohort entry to take into account when it would be appropriate to have either a medium sized dragon (for small player characters) or a large size dragon (for medium player characters) across all twenty different forms of dragons that are currently in the system. Because the original dragon cohort formula only took into account young dragons, the formula is adjusted to take into account very young, young, and young adult dragons.

In addition, the formula used to get the appropriate leadership level to gain a dragon cohort has a problem in how the dragon scales with player characters. A patch is provided to fix this problem so that the dragon cohort performs as expected within the system.

Table 4-2: Dragon Cohorts

Dragon	Medium Size Age	Medium Level	Medium Advancement	Large Size Age	Large Level	Large Advancement
Black Chromatic	Young	15	F	Young Adult	(19)	F/S
Blue Chromatic	Very Young	13	F	Young	17	F/S
Green Chromatic	Very Young	12	F	Young	(18)	F/S
Red Chromatic	Very Young	14	F	Young	(18)	F/S
White Chromatic	Young	14	F	Young Adult	(18)	F
Brass Metallic	Young	15	F/S	Young Adult	(19)	F/S
Bronze Metallic	Very Young	13	F	Young	17	F/S
Copper Metallic	Young	16	F/S	Young Adult	(20)	F/S
Gold Metallic	Very Young	15	F	Young	(19)	F/S
Silver Metallic	Very Young	14	F	Young	18	F/S
Brine Primal	Young	15	F/S	Young Adult	(19)	F/S
Cloud Primal	Very Young	13	F	Young	17	F/S
Crystal Primal	Young	14	F	Young Adult	(18)	F
Magma Primal	Young	16	F/S	Young Adult	20	F
Umbral Primal	Very Young	14	F	Young	(18)	F/S
Forest Imperial	Very Young	14	F	Young	(18)	F/S
Sea Imperial	Very Young	12	F	Young	16	F/S
Sky Imperial	Very Young	13	F	Young	17	F/S
Sovereign Imperial	Very Young	15	F	Young	(19)	F/S
Underworld Imperial	Young	13	F	Young Adult	(19)	F/S

Dragon: There are currently twenty forms of dragons in the system. The chromatic and metallic are found in the *Pathfinder Roleplaying Game Bestiary*, the primal dragons are found in the *Pathfinder Roleplaying Game Bestiary 2*, and the imperial dragons

are found in the *Pathfinder Roleplaying Game Bestiary 3*.

Medium Size Age: Dragons get bigger at different rates, starting at a base size of either tiny or small. Dragons reach medium size at





either the very young or young age. Medium size is an appropriate mount for small player characters.

Medium Level: This is the cohort level used in the leadership feat to determine if and when a character can attract this form and age of dragon. See the leadership feat for more details.

Large Size Age: Dragons get bigger at different rates, starting at a base size of either tiny or small. Dragons reach large size at either the young or young adult age. Large size is an appropriate mount for medium player characters.

Large Level: This is the cohort level used in the leadership feat to determine if and when a character can attract this form and age of dragon. Some dragons that are large size go beyond what the leadership feat takes into account. Thus by RAW they are unavailable, however their calculated levels have been included in parenthesis for those game masters who are interested in tinkering with the leadership feat table and pushing the level threshold higher in their own campaign. See the leadership feat for more details.

Advancement: For those who are interested in a more simulated feel to a dragon's innate magical abilities emerging at an appropriate time in their developmental stages, the advancement columns provide guidelines on the kind of class levels they can advance in through the leadership feat rules. For those dragons that are still too young to have natural spellcasting abilities they can only gain levels in fighter (F). For those dragons whose natural spellcasting abilities have emerged at a particular age bracket, the player can select either fighter or sorcerer levels (F/S) for advancement.

Dragon cohorts typically never grow into a new developmental age category within a campaign. Dragons have very long lives and most campaigns will not span the length of time for this maturing process to occur. If however such a time span does happen within a campaign, consider shifting the age bracket up so that the dragon cohort moves from medium size to large size and using the level

and advancement ratings to fit with the power scales of the player characters.

THE DRAGON COHORT PATCH

Dragons are powerful monsters and this is reflected in the high levels a character needs in order to have any hope of attracting one as a cohort. When dragons were designed for the current era of the system they were given additional abilities beyond what most monsters at a given challenge rating have. Since dragons were included in the title of the original system, it only made sense that they be seen as the apex monsters to encounter in a campaign. Thus it is justifiable that the original formula for a dragon cohort was (young age CR) + 8, as even at this age a creature is packed with many different abilities that a player character can draw upon. The problem is that while the high modifier takes into account those extra abilities, it does not compensate for the amount of hit points and saving throw bonuses that a typical creature would have at higher levels. Without this being addressed the player is going to find their dragon cohort vulnerable to being knocked out or dead very quickly in high level combats.

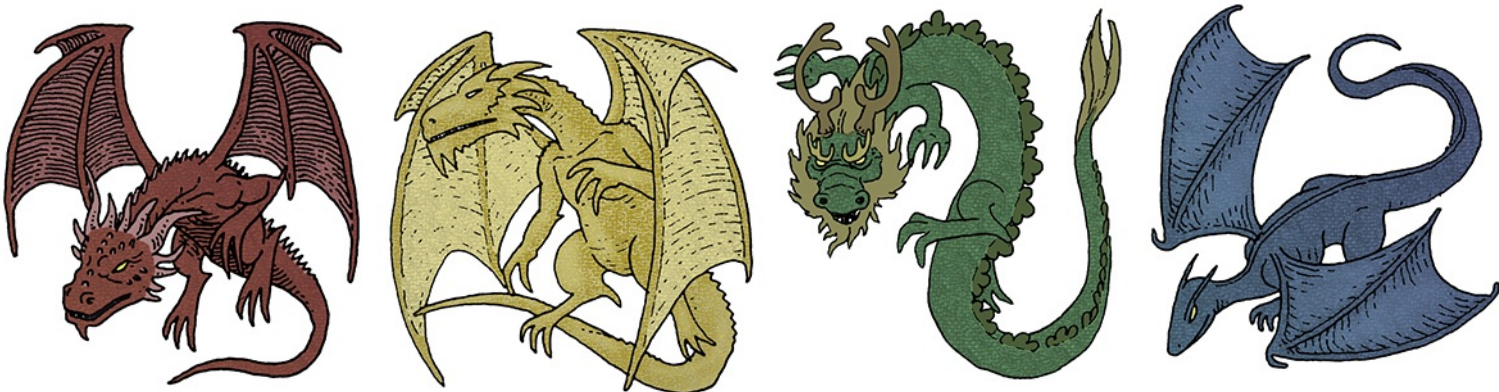
To get a sense of the disparity, an animal companion has roughly 63% the hit points of the Druid. In contrast if you use the original dragon cohort formula a dragon will only have on average 45% of the hit points of a fighter. To get these ratios closer in line with each other adjust a dragon cohort as follows:

- Medium Sized Dragons gain +25 hit points and +1 to all saving throws
- Large Sized Dragons gain +15 hit points and +2 to all saving throws

This patch should allow a cohort dragon to have a reasonable expectation of survival in combats scaled to what is expected at higher levels. This patch is a permanent unnamed bonus so long as the dragon is a cohort for a player and stacks with any other advancement that may follow for the dragon.

Table 4-3: Dragon Cohort Additional Statistics

Creature	Ground Encumbrance	Flying Encumbrance	Aerial Trip CMD	Ground Suitable Mount?	Large Size Reach	Carry?
Dragon	quadruped	quadruped	+0	yes	varies	mouth, legs





FAITHFUL COMPANIONS

In many stories it is not just the protagonist who steps onto a path of adventure, but also their trusty steed or loyal pet that accompanies them through peril and onto their larger destiny. Faithful companions represent creatures whose devotion and steadfast courage aid heroes on their journeys. It is through the implacable faith, destinies tied to the player characters, and sometimes pure luck which helps these creatures weather the challenges they will face.

Faithful companions use the basic stat block of the specific creature, such as the horse or falcon. The creatures then receive several bonuses that are tied to the character level of the creatures' owners. Rather than advancing like a character, a trusty mount gets specific bonuses that only change when the owner's level changes. These bonuses are tied to defensive statistics of the creature along with physical skill performance but do not add to the offensive capabilities of the creature. There are two forms of faithful companions, trusty mounts and loyal pets.

Trusty Mounts: These creatures' primary role is to carry the character through adventures. While they may get thrown into the thick of a fight, they are there to bear the character through the challenge but are not meant to truly become a combatant themselves.

Loyal Pets: These small creatures journey with their owner and may find small ways to help their master on adventures, such as fetching items, scouting or warning of danger, or simply causing a distraction. As with trusty mounts, their role is not to contribute in any strong sense to the offensive power of the character, but being a faithful companion there is a good chance that they will survive

through the campaign to assist their owners' future adventures.

SPECIFICS

Restrictions: Characters that possess levels with an animal companion, or eidolon class feature may not own a faithful companion. Characters that possess levels with a familiar can not own a loyal pet.

Alignment: A faithful companion must have neutral as part of its alignment.

Number: A character can only have one faithful companion at a time. The bonuses of the faithful companion remain in effect as long as the creature remains in the service of the character who owns these creatures. Once this bond of service is broken only the most extraordinary circumstances would see the faithful companion rejoining the owner.

Type: A faithful companion can be animal, magical beast, vermin type, or a pseudodragon.

CR: The challenge rating of the base faithful companion must equal or lower than the character level of the owner.

Size: Trusty mounts must be at least one size larger than the owner, up to large size. The trusty mount must be deemed as a suitable mount. Loyal pets must be size small or smaller.

Intelligence: Trusty mounts can have a maximum Intelligence score of 7. Loyal pets can have a maximum Intelligence score of 10.

Table 4-4: Examples of Faithful Companions

Level	Trusty Mount Examples	Loyal Pet Examples
1	Dimorphodon, Giant Bee	Bat, Clawbat, Darkmantle, Eagle, Fire Beetle, Flying Squirrel, Giant Botfly, Great Horned Owl, Hawk, Owl, Raven, Rhamphorhynchus, Stirge, Thrush, Vulture
2	Dire Bat, Hippogriff	
3	Belostomatid, Giant Eagle, Giant Wasp, Pegasus, Pteranodon	Cockatrice
4	Giant Dragonfly, Giant Stag Beetle, Giant Vulture, Griffon, Slicer Beetle	
5	Giant Queen Bee, Spider Eater	
6	Giant Mosquito, Skrik Nettle	
7	Dragonne, Quetzalcoatlus	
8	Baku	
9	Roc	





BENEFITS

Faithful companions and owners receive several bonuses. All of these benefits are considered morale bonuses and remain in effect even if the character or faithful companion is unconscious.

The owner gains a +2 bonus to Ride checks when used with the trusty mount and a +2 bonus to Handle Animal checks with any faithful companion with an Intelligence of 2 or below.

The faithful companion gains the following bonuses:

- +3 temporary hit points per character level of the owner. Temporary hit points are treated as regular hit points for the purposes of healing.
- Bonuses to all saving throws, armor class, CMD and skills based on strength or dexterity equal to half the character level of the owner.
- All trusty mounts begin with the riding general purpose, as detailed in the Handle Animal skill, if it does not already possess combat training. Loyal pets begin with a general purpose as chosen by the owner.
- For the purposes of Handle Animal checks with the owner, vermin are considered to have an intelligence of 1 and can be trained with tricks or a general purpose.



Table 4-5: Faithful Companion Total Bonuses at Character Level

Level	HP	Fort	Ref	Will	AC	CMD	Skills
1	+3	+1	+1	+1	+1	+1	+1
2	+6	+1	+1	+1	+1	+1	+1
3	+9	+1	+1	+1	+1	+1	+1
4	+12	+2	+2	+2	+2	+2	+2
5	+15	+2	+2	+2	+2	+2	+2
6	+18	+3	+3	+3	+3	+3	+3
7	+21	+3	+3	+3	+3	+3	+3
8	+24	+4	+4	+4	+4	+4	+4
9	+27	+4	+4	+4	+4	+4	+4
10	+30	+5	+5	+5	+5	+5	+5
11	+33	+5	+5	+5	+5	+5	+5
12	+36	+6	+6	+6	+6	+6	+6
13	+39	+6	+6	+6	+6	+6	+6
14	+42	+7	+7	+7	+7	+7	+7
15	+45	+7	+7	+7	+7	+7	+7
16	+48	+8	+8	+8	+8	+8	+8
17	+51	+8	+8	+8	+8	+8	+8
18	+54	+9	+9	+9	+9	+9	+9
19	+57	+9	+9	+9	+9	+9	+9
20	+60	+10	+10	+10	+10	+10	+1





GAINING A FAITHFUL COMPANION

Faithful companions represent a special relationship between the character and the creature that is borne out of trust, devotion, and the narrative demands from storytelling. How a character gains this companion varies depending on the type of campaign that is being run and how both the GM and players want to play out this connection. Here are some suggestions:

Rescue

A classic trope is that the character creates a sense of trust with the creature because the character played a vital role in rescuing the creature from harm or death, either in combat or in finding the creature and healing it back to health. This could likewise be done in the opposite fashion, where the creature intervenes to help out the character, and in so doing creates a bond between the two of them.

Raising the Creature

Whether the character and the creature grow up together, or the character nurses the creature into maturity, this can establish a credible bond between the two. Most humanoids will have a much longer developmental period in their lives between being born and maturity. This happens because the complex social structures that humanoids enjoy allow for very slow development so that societies can develop. However animals, vermin and presumably magical creatures will tend to mature much more quickly because for the most part they live much less complicated social lives, living either on their own or in small families or packs within the wild. In order to survive they must mature at a greatly increased rate compared to humanoids.

Due to this it is perfectly reasonable for a relatively short period of time to elapse for a character to raise a creature to become a loyal companion. Magical beasts, being magical, can potentially have a very rapid maturing process if it makes sense for the campaign world. Vermin likewise could be justified as having a very quick bonding period when they transform from a gestating stage to a mature stage. Animals would likely have the longest period among faithful companions, but this would be at most a few years compared to humanoids which would take a dozen or more years. Even a few years could be compressed down into a much shorter length of time to fit the needs of the campaign.

Purchasing the Creature

While the idea that purchasing loyalty might not fit the general idea of the faithful companion, anyone who has adopted a pet will know that animals at least can become intensely faithful regardless of money passing hands. This idea fits well with animals, and can be justified with vermin if the vermin come in some way trained or there is a shorting bonding process that the merchant performs when the sale is conducted.

Magical beasts can have higher intelligences and this can complicate the issue of purchasing them to become loyal. Are these sentient creatures slaves? Do they look at themselves as slaves, or are they culturally and developmentally happy to have an owner? Is there perhaps a magical ritual that can be performed to create a bond? These kinds of nuanced questions ultimately have to be answered by the campaign world, or simply glossed over depending on the tastes of the participants.

As a creature increases in its challenge rating it gains better stats, more offensive power and perhaps special abilities and this would impact their cost in a marketplace. Use the following guidelines to determine the cost of the creature:

Base cost: CR x CR x 100

Type: Animal (+0 gp), Vermin +(CR x 50 gp), Magical Beast +(CR x 200 gp), or pseudodragon +200 gp.

AVAILABILITY

The flavor of a campaign can have a huge impact on what creatures are available to be faithful companions. A game set in a low fantasy setting reminiscent of medieval Europe would offer very low odds in finding a magical beast for sale; whereas a campaign that assumes every village and town is permeated with magic and resembles a kind of magical industrial revolution would likely supply the characters with thriving markets filled with exotic magical beasts for sale. Here are some broad guidelines on the general availability of the different types of magical companions. A percentile is given that can either be used as a roll for availability, or simply guideline for the GM. A suggested time scale for the roll would be seasonal to annual. In parenthesis is the minimum sized settlement to for that type of creature to be found in. Details on settlements can be found in the *Pathfinder Roleplaying Game: GameMastery Guide*.

Table 4-6: Availability of Faithful Companions

Creature	Low Fantasy	Mid Fantasy	High Fantasy
Animal Type	01-85% (village)	01-50% (hamlet)	01-40% (thorp)
Vermin Type	86-95% (small city)	51-80% (large town)	41-70% (small city)
Magical Beast	96-99% (large city)	81-95% (small city)	71-89% (large town)
Pseudodragon	100% (metropolis)	96-100% (large city)	90-100% (small city)





FAITHFUL COMPANION FEATS

Characters that have a faithful companion can spend character feats to enhance the bond and performance with the creature. If the creature should die or leave the service of the character then these feats may be retrained or retained and applied to a new faithful companion.

Like the Wind

Prerequisites: Owner of faithful companion

Benefit: Increase all of the faithful companion's movement rates by 10 feet.

Talented Companion

Prerequisites: Owner of faithful companion, character level 5

Benefit: The faithful companion receives two bonus feats that it qualifies for. This feat may be chosen more than once.

Intense Bond

Prerequisites: Owner of faithful companion

Benefit: The faithful companion always has a sense of the general direction of its owner. It can make DC 10 Survival checks to track the owner as long as the owner and mount are on the same plane of existence.

Bright Companion

Prerequisites: Owner of faithful companion with animal type

Benefit: The faithful companion adds one to its Intelligence. It can understand a language the owner speaks, though it can not speak itself. It can understand what is being said to it as long as the directions are no more than a three word sentences, such as "Go get help!"

True Hearted

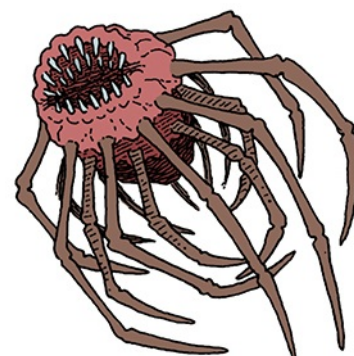
Prerequisites: Owner of faithful companion

Benefit: When a faithful companion needs to make a saving throw, roll two dice and take the higher result.

As One

Prerequisites: Owner of trusty mount

Benefit: When the character makes handle animal or ride checks with their trusty mount, instead of receiving a +2 bonus, the owner gains a bonus equal to half their character level.





HALF-FEY

From time to time a cheerful, curious and brave halfling will wander into the wilderness, going well beyond the bounds marking the mortal domains and entering into the realm of the fey. The fey, endlessly capricious, will in their strangeness sometimes find this imperturbable and fantastically lucky halfling fascinating. Love will bloom and as if in a dream a special child will be born. The halfling will almost always live thereafter in the land of the fey, but the child will quickly grow and by its sixth year be bounding out of the realm of the fey to see the world.

Half-fey know they only have a short time within the world. Their mortal bodies can only contain the supernatural blood flowing through them for so long before they are consumed by this potent life energy. Like a butterfly that suddenly realizes it only has a single season to live, half-fey eagerly cast themselves out to experience as much of life as possible, and through their deeds and friendships live on afterward in memory and song.

Physical Description: Half-fey are generally smaller than their halfling parent and larger than their fey parent. While their halfling cousins will have calloused feet from walking barefoot their whole lives, half-fey fly so often that they will wear slippers or shoes when cold weather sets in.

While some half-fey may have a more earth toned coloring from their halfling parentage, more often their skin shimmers with a golden or silvery hue, and their hair is bright blond or even a gleaming white. Their pointed ears are more exaggerated, sometimes that of elves, but can go beyond that and be quite pronounced depending on the individual. Their eyes are always brightly colored such as blue, green or even yellow.

Their wings are of course what always attracts the most attention within humanoid societies. While there are variations on the form of their wings, they always appear insect-like. Most typically though they are similar to butterfly wings. Each half-fey has a unique pattern with rich dazzling patterns that surpass anything mortals normally achieve in style or fashion.

Half-fey normally wear clothing that is relatively simple and comfortable in design, though they often wish to wear bright colors and complicated patterns.

Society: Half-fey are rare and so have to either find a place in established societies or continue to move through the world and adapt. For some half-fey they will be content to live within the bounds of the strange sylvan communities, while others have mixed success within halfling societies. Halfling societies tend to be small, and while friendly can also find the strangeness of half-fey intimidating to experience on a day to day level. In these cases the half-fey often adapt by heading out in the world and only visiting occasionally and in those brief times enjoy rich experiences reconnecting with family and friends.

Relations: The gregarious nature of most halflings matched with the otherworldly vitality of the fey make half-fey a whirlwind of sociability. Their drive for intense experiences can sometimes overwhelm others as they pose personal questions or disregard social conventions. Some elves and gnomes, who claim ancestry from the fey, can show disregard or hostility to half-fey as they either due to a distaste at the lack of mercurial subtly of the fey traits, or sometimes simply out of a feeling of envy.

Alignment and Religion: Half-fey seek out intense and deep experiences that bond them with others and the world. Most half-fey are chaotic good in nature, wishing well and seeking engaging moments but unconcerned with laws and traditions which hold people back. Some however take hold of the eon old mysteries of nature and align themselves to sometimes inscrutable laws and the beings that foster growth and prosperity. Holding the world in check in their short stay in this world.

Adventurers: With a voracious desire to experience life and all it has to offer half-fey are naturally suited to the life of an adventurer. Knowing they have such a short time to live frees them from worry about convention and risks and so will eagerly explore, meet others and find ways to make an impact on the world.

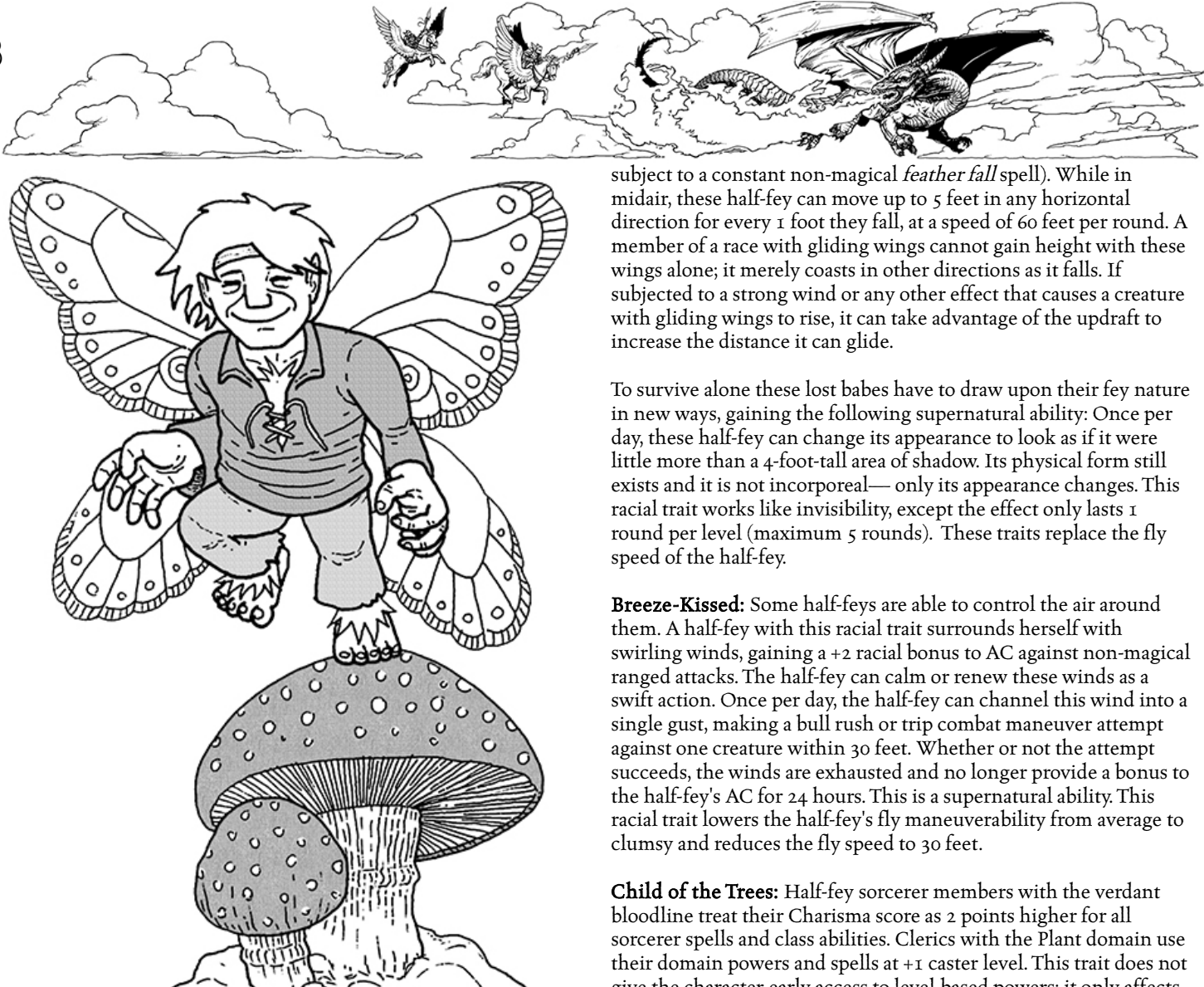
Female Names: Alva, Breena, Ellette, Faylinn, Naida, Nyx, Odila, Rosa, Tana, Zanna

Male Names: Alfi, Bunty, Eitri, Fee, Gamelyn, Jinx, Kellen, Maui, Oren, Sindri

STANDARD RACIAL TRAITS

- **Ability Score Racial Traits:** Half-fey are nimble and strong-willed, but their small stature makes them weaker than other races. They gain +2 Dexterity, +2 Charisma, and -2 Strength.
- **Type:** Half-fey are humanoid (halfling) type.
- **Size:** Half-fey are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- **Base Speed:** Half-fey have a base speed of 20 feet on land. They also have a fly speed of 50 feet (average).
- **Half-fey Luck:** Half-fey receive a +1 racial bonus on all saving throws.
- **Low-Light Vision:** Half-fey can see twice as far as humans in conditions of dim light.
- **Languages:** Half-fey begin play speaking Common and Sylvan. Half-fey with high Intelligence scores can choose from the following: Auran, Boggard, Elven, Gnome, Goblin, Halfling, and Treant.





ALTERNATE RACIAL TRAITS

The offspring of halflings and fey tend to be unique events and can vary on how much one parentage's traits dominate more than another. The following alternate racial traits may be selected in place of one or more of the standard racial traits above. All of these alternative racial traits also change the type of the half-fey from humanoid type to fey type. Consult your GM before selecting any of these new options.

Changeling: This half-fey is born with vestigial wings that do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly checks. In addition the half-fey can also change her shape as a supernatural ability. She can assume the appearance of a Small or Medium humanoid as the alter self spell, save that it does not adjust its ability scores. This trait replaces the fly speed of the half-fey.

Lost Babe of the Woods: Sometimes a half-fey is born deep within woods and then orphaned. Without any guidance they have to find their own way in the world. While born with wings there is no parent to nurture their flight, creating weaker wings which only support gliding. These half-fey take no damage from falling (as if

subject to a constant non-magical *feather fall* spell). While in midair, these half-fey can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A member of a race with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

To survive alone these lost babes have to draw upon their fey nature in new ways, gaining the following supernatural ability: Once per day, these half-fey can change its appearance to look as if it were little more than a 4-foot-tall area of shadow. Its physical form still exists and it is not incorporeal—only its appearance changes. This racial trait works like invisibility, except the effect only lasts 1 round per level (maximum 5 rounds). These traits replace the fly speed of the half-fey.

Breeze-Kissed: Some half-feys are able to control the air around them. A half-fey with this racial trait surrounds herself with swirling winds, gaining a +2 racial bonus to AC against non-magical ranged attacks. The half-fey can calm or renew these winds as a swift action. Once per day, the half-fey can channel this wind into a single gust, making a bull rush or trip combat maneuver attempt against one creature within 30 feet. Whether or not the attempt succeeds, the winds are exhausted and no longer provide a bonus to the half-fey's AC for 24 hours. This is a supernatural ability. This racial trait lowers the half-fey's fly maneuverability from average to clumsy and reduces the fly speed to 30 feet.

Child of the Trees: Half-fey sorcerer members with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Clerics with the Plant domain use their domain powers and spells at +1 caster level. This trait does not give the character early access to level-based powers; it only affects powers that they could already use without this trait. This racial trait lowers the half-fey's fly maneuverability from average to poor and reduces the fly speed to 40 feet.

Near-pixie: This half-fey clearly had a parent that is a pixie and in the mixture of traits clearly shows more of the pixie parent than the halfling parent. This half-fey gains DR 5/cold iron. In addition as a spell-like ability she may cast invisibility 3/day using her character level as caster level.

FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Bard:** Choose one bardic performance; treat the bard as +1/2 level higher when determining the effects of that performance.
- **Druid:** Add a +1/2 bonus on Knowledge (nature) checks relating to fey and plants.
- **Magus:** The magus gains 1/4 of a new magus arcana.





- **Paladin:** The paladin gains 1/4 DR/cold iron.
- **Ranger:** Add +1/2 bonus to fly skill checks. Once a whole number is reached increase fly maneuverability by one step.
- **Rogue:** Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.
- **Sorcerer:** Add +1/4 to the sorcerer's caster level when casting spells with the glamor subschool.

Table 4-7: Random Half-fey Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	2 ft. 4 in.	+2d4 in.	25 lbs.	+2d4 lbs.
Female	2 ft. 0 in.	+2d4 in.	20 lbs.	+2d4 lbs.

Table 4-8: Random Half-fey Starting Ages

Adulthood	Barbarians, Oracles, Rogues, and Sorcerers	Bards, Cavaliers, Fighters, Gunslingers, Paladins, Rangers, Summoners, and Witches	Alchemists, Clerics, Druids, Inquisitors, Magi, Monks, and Wizards
6 years	+1d4 years	+1d6 years	+3d4 years

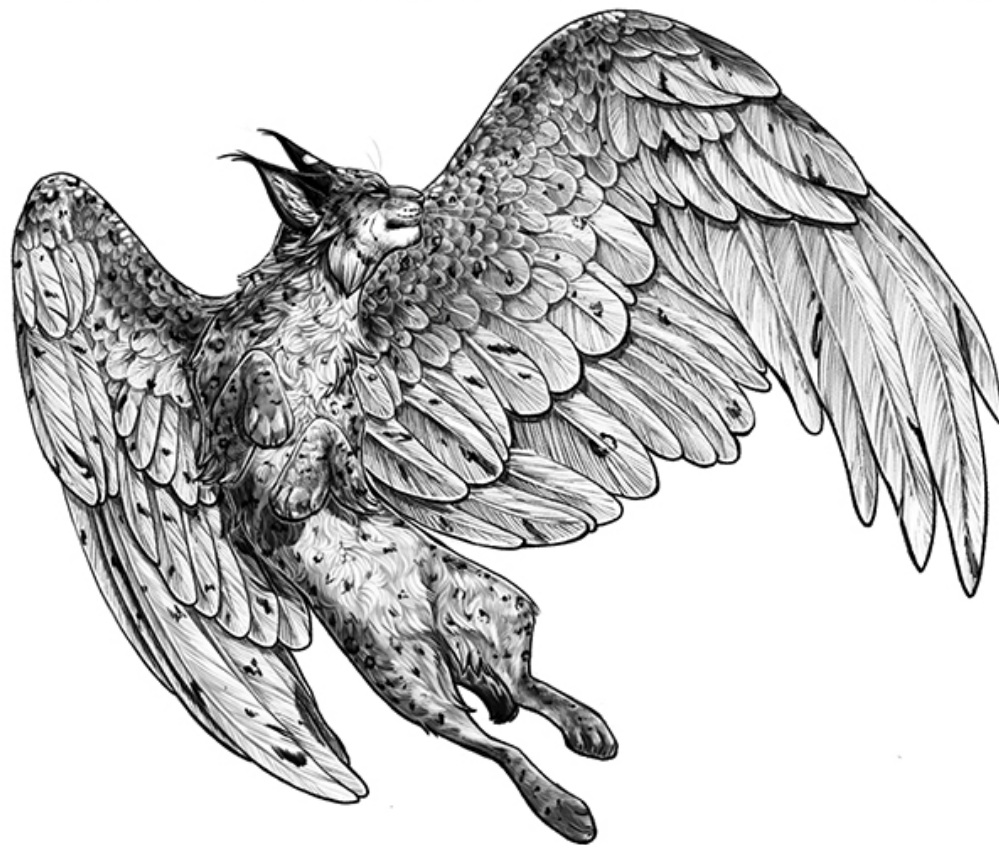
Table 4-9: Aging Effects

Middle Age	Old –1 to Str, Dex, and Con +1 to Int, Wis, and Cha	Venerable –2 to Str, Dex, and Con +1 to Int, Wis, and Cha	Maximum Age –3 to Str, Dex, and Con +1 to Int, Wis, and Cha
20 years	30 years	35 years	35 + 2d6 years

Table 4-10: Half-Fey Race Creation Breakdown

Race Factor	Half-fey	Changeling	Lost Babe	Breeze-Kissed	Child of the Trees	Near-Pixie
Power Level	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced
Type	0	2	2	2	2	2
Size	0	0	0	0	0	0
Speed	-1	-1	-1	-1	-1	-1
Ability Scores	0	0	0	0	0	0
Languages	0	0	0	0	0	0
Flight 30 (clumsy)	4	0	0	4	4	4
Flight 40 (poor)	2	0	0	0	2	2
Flight 50 (average)	2	0	0	0	0	2
Low-Light Vision	1	0	0	0	0	0
Lucky, Lesser	2	2	2	2	2	2
Change Shape	0	6	0	0	0	0
Gliding Wings	0	0	3	0	0	0
Vestigial Wings	0	2	0	0	0	0
Breeze-Kissed	0	0	0	4	0	0
Dissolution's Child	0	0	5	0	0	0
Fertile Soil	0	0	0	0	2	0
Fey DR	0	0	0	0	0	3
Spell-Like Ability	0	0	0	0	0	6
Total	10	11	11	11	11	20





BIXIE

This lynx-like creature has a wide set of feathered wings and eyes that can sometimes glimmer with a bluish glow.

Bixie CR 2

XP 600

N Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 15 (2d10+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee 2 claw +4 (1d3+2 plus grab), bite +4 (1d4+2)

Special Attacks pounce

Spell-Like Abilities (CL 2nd; concentration +2)

Constant – See Invisibility

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +2, Fly +6, Perception +8, Stealth +10; **Racial**

Modifiers +4 Stealth +4 perception

ECOLOGY

Environment cold forests, hills, mountains and plains

Organization solitary, pair or den (1–2 adults plus 1–6 cubs)

Treasure none

Language common (cannot speak)

Bixie are quiet creatures that typically roam the colder areas of the world, perched high on mountain sides or gliding over the trees. As adults they can be mercurial, keeping their distance and observing unless threatened or on the hunt. They do find civilized peoples and settlements fascinating, showing a great deal of curiosity and stealthily exploring settlements or following caravans.

The latent curiosity and magical nature of bixies allow them to see the unseen. Invisible things are always visible to bixies. Knowing that the object or creature, as they perceive a slight glow from the invisibility, bixies will often come in closer to investigate this strange nature and catch a smell to understand the nature of the invisible thing.

Bixies that are willing make excellent companions and mounts for smaller races. As companions they seem to be fascinated by their humanoid rider, perpetually observing and giving off a bemused affection for their humanoid friend. Bixies can also be raised from cubs to be loyal, if sometimes remote, companions to a humanoid. As cubs they are diminutive size and every four months after birth they grow one size category, until they mature after a year as medium sized creatures





HAINU

Brimming with confidence, this fantastical dog possesses a broad and agile set of feathered wings and long bushy tail.

Hainu CR 2

XP 600

NG Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 15 (2d10+4)

Fort +5, **Ref** +5, **Will** +1

Immune fear

OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee bite +4 (1d6+3)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 4, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Fly)

Skills Acrobatics +2, Fly +9, Perception +5, Survival +1

Languages All (cannot speak)

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none

With bright eyes, a loud bark and a confident movements the hainu are creatures that embody both a sense of freedom and loyalty. Hainu are friendly creatures that are happy to engage with any creatures that will pounce and play with them either in the sky or on the ground. Hainu value their freedom and will be found darting about in the sky exploring and looking for food. They approach almost everything they do with a sense of play, showing no hint of fear regardless of the situation. Even being chased down by something that could eat them they treat the situation as play or a serious competition.

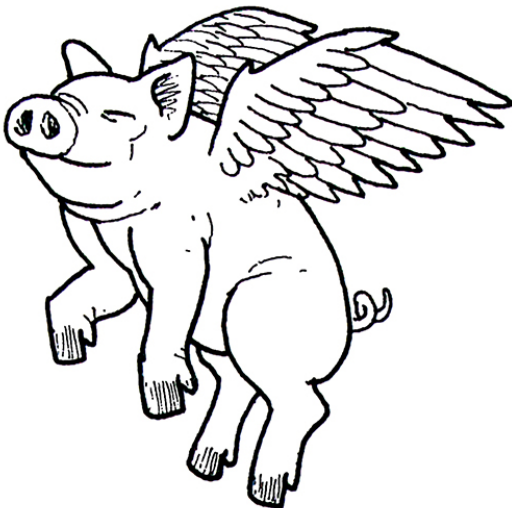
Hainu also are eager to create bonds with other intelligent creatures and will become fiercely loyal to those they befriend. Instinctively they understand any language that they hear though they themselves can not speak, however they will bark, howl and physically display their understanding as best they can.

Hainu make excellent mounts for those they like, enjoying the teamwork and shared effort with the rider as if it were a game. Wild hainu may end up meeting and choosing someone to bond with, but hainu can also be raised from pups to have lifelong bonds with whoever had raised them. When a hainu is born in a litter it is diminutive in size and will grow a size category roughly every four months until it has matured at medium size after a year.





LESSER CHIMERA [TEMPLATE]



The arcane arts allow the very form of a being to be manipulated in all manner of ways. Over the long centuries those with knowledge and talent have made attempts to create new creatures, often by trying to combine the features and abilities of different creatures. The outcome of these experiments are known as lesser chimera.

It is suspected that many of the fantastical creatures that can be encountered in the world were originally one of these arcane experiments that either were let free or escaped their creators. Among the many variations of lesser chimera are a more benign and stable combination of a land animal and a bird. These lesser chimera take on the form of the animal in all respects, save for a pair of wings that allow it to take flight.

Lesser Chimera can be created by applying a template to creatures of the animal type.

CR: Applying this template may adjust the CR of the creature depending on the size, maneuverability selected and fly speed. Select the fly maneuverability and add the value appropriate to the size of the creature. If the fly speed is above 60 feet then an additional CR adjustment might occur, see table 4-11.

Type: The lesser chimera template can only be applied to creatures of the animal type. Once applied the creature changes to the magical beast type.

Speed: The creature gains a fly speed that is equal to its land speed or swim speed, whichever is higher.

Table 4-11: Lesser Chimera Challenge Rating

Size	Clumsy	Poor	Average	Good	Perfect	Speed 70+	Speed 120+
Fine	-	-	-	-	1	0	+1
Diminutive	-	-	-	1	1	0	+1
Tiny	-	-	-	1	2	+1	+2
Small	1	1	1	1	2	+1	+2
Medium	1	1	1	2	2	+1	+2
Large	1	1	1	2	3	+1	+2
Huge	1	2	2	2	3	+1	+2
Gargantuan	2	2	2	3	3	+1	+2
Colossal	2	2	3	3	3	+1	+2





FLYING CONSTRUCTS

Constructs are a flying option open to arcane spellcasters, or any character willing to pay for one that is already constructed. The rules for creating constructs are spread out over different books in the *Pathfinder Roleplaying Game*. The core rules are found in the *Pathfinder® Roleplaying Game Bestiary™* and expanded upon in *Pathfinder® Roleplaying Game: Ultimate Magic™*. It should not be a surprise at this point for the reader that while the existing system allows for flying constructs, it assumes ground based activities and combat overall.

The tables below present a streamlined approach to creating flying constructs that fit within the focus of personal flight, creating constructs that are designed to serve as a mount for typical characters. Table 3-11: Flying Construct Base Statistics details all of the core details of the construct of medium or large size.

Constructs receive construction points (CP) to spend to customize the construct. Medium constructs have 1 CP and large constructs have 2 CP. Table 3-12 details what these points can be spent on and the benefits received. No more than 2 points can be spent on any specific feature. Table 3-13 details flaws that can be gained to give additional CP for the construct. No more than 3 points worth of flaws can be gained for a construct.

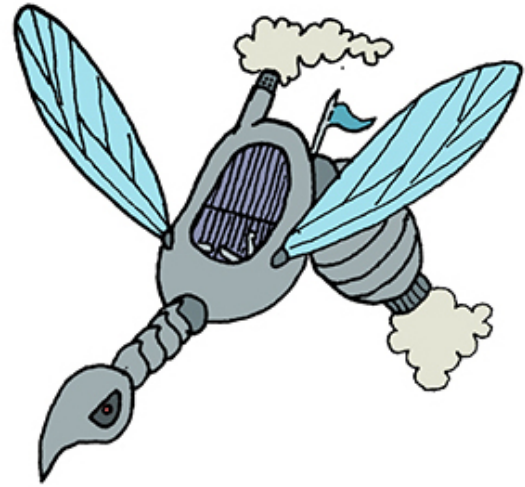


Table 4-12: Flying Construct Base Statistics

Size	CP	CR	Ground Speed	Fly Speed	Maneuverability	Ground Encumbrance	Flying Encumbrance	Carry	Price
Medium	1	3	20	40	poor	quadruped	quadruped	legs	4,500 gp
Large	2	5	20	40	clumsy	quadruped	quadruped	legs	12,500 gp
Size	HD	AC	Hardness	BAB	Attack	CMB	CMD	Reach	Fly Skill
Medium	3d10+20	20 (+5 NA, +5 Dex)	5	+3	Slam 1d6+4	+7	22	Standard	+3
Large	4d10+30	20 (+8 NA, +3 Dex, -1 size)	5	+4	Slam 1d8+6	+10	22	Long	-3
Size	Str	Dex	Con	Int	Wis	Cha	Fort	Ref	Will
Medium	18	20	-(10)	-	11	1	+1	+6	+1
Large	22	16	-(10)	-	11	1	+1	+4	+1

Table 4-13: Flying Construct Construction Point Options

Spend	Str	Dex	Hardness	Fly Speed	Maneuverability	Natural Armor	Fly Skill	Reach	Feats
1 CP each	+1	+2	+3	+20	+1 step	+2	+3	+5 ft.	1 feat
2 CP each	+3	+4	+5	+40	+2 steps	+4	-	-	2 feats

Table 4-14: Flying Construct Flaws

Gain	Str	Dex	Hit Points	Natural Armor	Hardness	Ground Speed	Attack	Ground Encumbrance	Flying Encumbrance
1 CP each	-2	-2	-5	-2	-5	-10	-1 die step	biped	biped
2 CP each	-	-	-	-4	-	-	-2 die steps	-	-





5 EQUIPMENT

Flying through the skies has special considerations for a character. What kind of protection does a character have to help survive falls from great heights? How much weight can be carried by the mount? How best can one take advantage of flight? This chapter details equipment that focuses on the needs of flying. How easy it is to find items detailed here depends on the kind of campaign being run by the GM and the context of where the players find themselves in the world.

The items detailed in this chapter are a mixture of new and existing items drawn from the system that are pertinent to a flying campaign. Those items with a '*' in the tables are introduced in *Companions of the Firmament* for the first time.

WEAPONS

RE-IMAGINED EXOTIC WEAPONS

Not all exotic weapons are created equal. The developers of the system have been frank that weapons put into the exotic type fall into two broad categories. The first are weapons that have a clear mechanical advantage over equivalent weapons of the same type. An example would be the bastard sword, which provides not only flexibility for the user but also increases the damage die. The other

category of weapons fit into what the word “exotic” evokes, which is a culturally unusual weapon. This second category allows for the revaluation of several weapons which could be moved into the simple and martial types.

In a world where flying is more commonplace it is plausible to find a greater diversity of ranged weapons for both offense and defense. Here are several exotic ranged weapons that have been re-categorized and priced to reflect their more common use:

Table 5-1: Simple Ranged Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Boomerang	3 gp	1d4	1d6	×2	30 ft.	3 lbs.	B	see text
Crossbow, hand	25 gp	1d3	1d4	19–20/×2	30 ft.	2 lbs.	P	—
Net	20 gp	—	—	—	10 ft.	6 lbs.	—	see text

Table 5-2: Martial Ranged Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bola	5 gp	1d3	1d4	×2	10 ft.	2 lbs.	B	nonlethal, trip
Crossbow, double	200 gp	1d6	1d8	19–20/×2	80 ft.	18 lbs.	P	—
Crossbow, launching	75 gp	—	—	—	30 ft.	8 lbs.	—	see text
Crossbow, repeating hand	50 gp	1d3	1d4	19–20/×2	30 ft.	2 lbs.	P	—
Crossbow, repeating heavy	100 gp	1d8	1d10	19–20/×2	120 ft.	12 lbs.	P	—
Crossbow, repeating light	70 gp	1d6	1d8	19–20/×2	80 ft.	6 lbs.	P	—
Lasso	1 sp	—	—	—	5 ft.	5 lbs.	—	see text
Sling glove	5 gp	1d3	1d4	×2	50 ft.	2 lbs.	B	—
Snag net	30 gp	—	—	—	10 ft.	10 lbs.	P	trip, see text





Bola: A bola is a pair of weights, connected by a thin rope or cord. You can use a bolas to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a bolas.

Boomerang: The boomerang is primarily a hunting tool, but it is not uncommon for these versatile thrown weapons to be carried into battle. A boomerang is made of wood and is flat, with a long haft, a pronounced forward curve, and a sharp backward bend at the head. A thrown boomerang does not fly in a returning path; returning boomerangs are solely recreational.

Double Crossbow: This heavy weapon fires a pair of iron-tipped bolts with a single squeeze of the trigger. Make one attack roll. If the attack hits, the target takes damage from both bolts. Critical hits, sneak attack damage, and other precision-based damage only apply to the first bolt. Due to its size and weight, you take a -4 penalty on your attack roll if you're proficient with it, or -8 if you're not. Loading one bolt is a standard action; the Rapid Reload feat reduces this to a move action. Crossbow Mastery allows you to reload both bolts as a single move action.

Hand Crossbow: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Lasso: This thrown weapon is a length of rope with a simple open knot on one end that allows you entangle a foe like you would using a net. The DC to cast a spell while entangled with a lasso is $10 +$ the spell level being cast. An entangled creature can slip free with a successful DC 15 Escape Artist check as a full-round action. The lasso has 2 hit points and AC 10 , and requires a DC 23 Strength check to break it. On a successful hit, the lasso tightens; to use it again you must spend a standard action sliding the knot to enlarge the loop.

Launching Crossbow: This stubby-looking crossbow is designed to launch specialized ammunition. It can launch splash weapons as projectiles rather than thrown weapons. It can also fire bulky ammunition such as bola bolts, harpoon bolts and net bolts. Loading a launching crossbow is a full-round action that provokes attacks of opportunities and is treated as a heavy crossbow for the purposes of feats and class abilities.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If

you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of $15 +$ the spell's level or be unable to cast the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

Repeating heavy crossbow: The repeating heavy crossbow holds 5 repeating crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Repeating hand crossbow: This weapon functions identically to a repeating heavy crossbow, except its damage, critical, and range values are equivalent to those of a hand crossbow instead.

Repeating light crossbow: This weapon functions identically to a repeating heavy crossbow, except that its damage, critical, and range values are equivalent to those of a light crossbow instead of a heavy crossbow. Its significantly lighter construction and pull make it both more portable and more useful to those who rely on stealth or speed.

Sling Glove: This curved, scooped-shaped, 2-foot-long wicker basket attaches to your wrist, allowing you to throw fist-sized stones at great speed merely by whipping your arm forward. Loading a sling glove is a free action that does not provoke an attack of opportunity so long as you have a free hand. You take -4 penalty when throwing a stone at an adjacent target and cannot use the weapon to attack creatures in your space.

Snag Net: This short, wide net is covered in barbed loops and slipknots. It works like a typical net, except it has the trip weapon special feature. If you entangle an opponent and hold the trailing rope, on your turn in place of a melee attack you may make a combat maneuver check to trip against that opponent; if you succeed, you may trip your opponent or deal 1 point of piercing damage to it. The concentration DC to cast while entangled in a snag net is $17 +$ the spell's level. The Escape Artist DC to escape a snag net is 22.





Table 5-3: Special Ammunition

Ammunition	Cost	Weight
Bola bolt*	2 gp	2 lbs.
Blunt Bolts (10)*	2 gp	1 lbs.
Fire arrow*	1 gp	—
Fire bolt*	1 gp	—
Flight bolts (10)*	2 gp	1 lb.
Harpoon bolt*	2 gp	10 lbs.
Net bolt*	10 gp	6 lbs.
Smoke bolt*	10 gp	—
Whistling bolts (10)*	2 gp	1 lb.

Bola Bolt: This bolt is a wrapped up bola that when fired from a launching crossbow unfolds itself and then functions like a standard bola.

Blunt Bolts: These bolts have rounded wooden tips. Blunt bolts deal bludgeoning damage rather than piercing damage. A crossbow can use a blunt bolt to deal nonlethal damage (at the normal –4 attack penalty for using a lethal weapon to deal nonlethal damage).

Fire Arrow: This arrow has a bulky tip covered in cloth wrapping that has been soaked in flammable resin. Lighting a fire arrow is a swift action and requires a source of fire. Once lit it will burn for 1 minute and cause any flammable substances to catch fire. If used in an attack it deals damage as if one size category smaller, but add 1 point of fire damage. It gives off light equivalent to a torch.

Fire Bolt: This bolt functions like a fire arrow but is used with a crossbow.

Flight Bolts: These bolts have light shafts and special fletchings to give them greater range. A flight bolts range increment is 30 feet greater with heavy crossbows, 20 feet greater with light crossbows, 10 feet greater with hand crossbows. Flight bolts deal damage as if one size category smaller.

Harpoon Bolt: A harpoon bolt is a larger bolt designed to be fired by a launching crossbow. It has a barbed tip which is attached to a 50

foot (hemp) or 100 foot (silk) rope. If fired within the range of the rope, on a successful critical hit you can attempt a combat maneuver check to grapple your opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the creature using a harpoon bolt, you can only move or damage the creature on your turn. You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. The grappled and grappler have to stay within the length of the rope until the grapple is broken or the rope snaps with a DC 23 break check.

Net Bolt: This bolt is a wrapped up net that when fired from a launching crossbow unfolds itself and then functions like a standard net.

Smoke Bolt: This bolt is actually a specially-shaped smokestick that can be fired from a crossbow. A smoke bolt trails smoke as it flies, and creates a 5-foot cube of smoke where it strikes. It otherwise functions like a normal bolt in terms of damage, range, and so on.

Whistling Bolts: These bolts come with specially designed grooves and fletching that cause them to emit a loud keening sound. The sound is audible within 500 feet of the flight path. They are sold in quantities of 10.

BARDING

The existing system is explicit that only light armor can be used for flying mounts. It is assumed that this restriction is thematic based because there is no restriction on flying creatures carrying a medium or heavy encumbrance. On a thematic level it could be looked up on as flying requires specific needs for freedom of movement, along with enough open access to aerodynamic surface.

In general what makes light armor light is not the material, but rather the coverage of material on the body. Light barding would

protect key vulnerable parts of the body, such as the chest, neck and abdomen of the creature. Limbs might be given minimal protection and wings would be left uncovered.

While light barding reduces the options and amount of protection that a mount can have there are still many affordable types of armor and special materials that can help a mount stay alive in combat. Table 4-4 details 16 different types of light armor that have been calculated for both medium and large sized mounts.



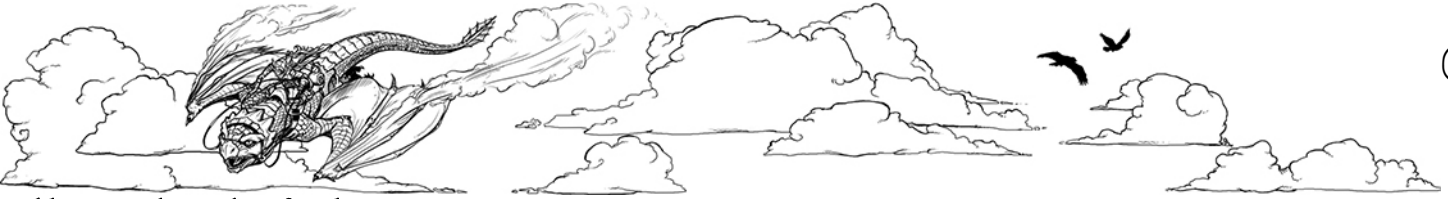


Table 5-4: Light Barding for Flying Mounts

Barding (creature size)	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Weight	Hardness	Special
Padded (medium)	10 gp	+1	+8	0	10 lbs.	0	
Padded (large)	20 gp	+1	+8	0	20 lbs.	0	
Griffon Mane Padded (medium)	210 gp	+1	+8	0	10 lbs.	1	+2 Fly check
Griffon Mane Padded (large)	220 gp	+1	+8	0	20 lbs.	1	+2 Fly check
Quilted Cloth (medium)	200 gp	+1	+8	0	15 lbs.	0	DR 3/- vs. missiles
Quilted Cloth (large)	400 gp	+1	+8	0	30 lbs.	0	DR 3/- vs. missiles
Griffon Mane Quilted Cloth (medium)	400 gp	+1	+8	0	15 lbs.	1	DR 3/- vs. missiles, +2 Fly check
Griffon Mane Quilted Cloth (large)	600 gp	+1	+8	0	30 lbs.	1	DR 3/- vs. missiles, +2 Fly check
Leather (medium)	20 gp	+2	+6	0	15 lbs.	2	
Leather (large)	40 gp	+2	+6	0	30 lbs.	2	
Darkleaf Cloth Leather (medium)	770 gp	+2	+8	0	7.5 lbs.	10	
Darkleaf Cloth Leather (large)	790 gp	+2	+8	0	15 lbs.	10	
Eel Hide Leather (medium)	1,220 gp	+2	+7	0	15 lbs.	2	electricity resistance 2
Eel Hide Leather (large)	1,240 gp	+2	+7	0	30 lbs.	2	electricity resistance 2
Studded Leather (medium)	50 gp	+3	+5	-1	20 lbs.	2	
Studded Leather (large)	100 gp	+3	+5	-1	40 lbs.	2	
Darkleaf Cloth Studded Leather (medium)	800 gp	+3	+7	0	10 lbs.	10	
Darkleaf Cloth Studded Leather (large)	850 gp	+3	+7	0	20 lbs.	10	
Eel Hide Studded Leather (medium)	1,250 gp	+3	+6	0	20 lbs.	2	electricity resistance 2
Eel Hide Studded Leather (large)	1,300 gp	+3	+6	0	40 lbs.	2	electricity resistance 2
Wooden (medium)	40 gp	+3	+3	-1	25 lbs.	5	
Wooden (large)	80 gp	+3	+3	-1	50 lbs.	5	
Darkwood Wooden (medium)	290 gp	+3	+3	0	12.5 lbs.	5	
Darkwood Wooden (large)	580 gp	+3	+3	0	25 lbs.	5	
Chain Shirt (medium)	200 gp	+4	+4	-2	25 lbs.	10	
Chain Shirt (large)	400 gp	+4	+4	-2	50 lbs.	10	
Mithral Chain Shirt (medium)	1,200 gp	+4	+6	0	12.5 lbs.	15	
Mithral Chain Shirt (large)	1,400 gp	+4	+6	0	25 lbs.	15	
Adamantine Chain Shirt (medium)	5,200 gp	+4	+4	-1	25 lbs.	20	DR 1/-
Adamantine Chain Shirt (large)	5,400 gp	+4	+4	-1	50 lbs.	20	DR 1/-
Mithral Breastplate (medium)	4,400 gp	+6	+5	-1	15 lbs.	15	
Mithral Breastplate (large)	4,800 gp	+6	+5	-1	30 lbs.	15	

Special Materials and Unusual Barding

Adamantine: Mined from rocks that fell from the heavens, this ultrahard metal adds to the quality of a weapon or suit of armor. Armor made from adamantite grants its wearer damage reduction of 1/— if it's light armor, 2/— if it's medium armor, and 3/— if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given. The armor check penalty of

adamantine armor is lessened by 1 compared to ordinary armor of its type. Cost +5,000 gp for light armor.

Darkleaf Cloth: Darkleaf cloth is a special form of flexible material made by weaving together leaves and thin strips of bark from darkwood trees, then treating the resulting fabric with special alchemical processes. The resulting material is tough as cured hide





but much lighter, making it an excellent material from which to create armor. Spell failure chances for armors made from darkleaf cloth decrease by 10% (to a minimum of 5%), maximum Dexterity bonuses increase by 2, and armor check penalties decrease by 3 (to a minimum of 0).

An item made from darkleaf cloth weighs half as much as the same item made from normal cured leather, furs, or hides. Items not primarily constructed of leather, fur, or hide are not meaningfully affected by being partially made of darkleaf cloth. As such padded, leather, studded leather, and hide armor can be made out of darkleaf cloth (although other types of armor made of leather or hide might be possible). Because darkleaf cloth remains flexible, it cannot be used to construct rigid items such as shields or metal armors. Armors fashioned from darkleaf cloth are always masterwork items as well; the masterwork cost is included in the prices given below. Cost +500 gp for clothing, +750 for light armor.

Eel Hide: This supple material offers as much protection as leather, but is more flexible and resistant to electricity. Leather, hide, or studded leather armor can be produced with eel hide. The armor check penalty of such armor is reduced by 1 (to a minimum of 0) and the maximum Dexterity bonus of the armor is increased by 1. Additionally, wearing eel hide grants the wearer electricity resistance 2. Armor crafted from eel hide is always considered masterwork, and the masterwork costs are included in the listed prices. Eel hide has the same hit points and hardness as leather. Cost +1,200 gp for light armor.

Griffon Mane: This rough-spun cloth, ranging in color from golden-brown to brown-black, is woven from the mane of leonine magical beasts, primarily griffons but also chimeras and manticores, and is exceptionally strong and light. Wearing a cloak, robe, clothing outfit, or padded or quilted armor made from griffon mane grants a +2 competence bonus on Fly checks. If an item made of griffon mane is magically given the ability to fly, the cost to add that

specific magical property is reduced by 10%, though this does not reduce the cost of any other abilities the item has. Griffon mane has twice the number of hit points of normal cloth and hardness 1. Cost: +200 gp for light armor.

Mithral: Mithral is a very rare silvery, glistening metal that is lighter than steel but just as hard. When worked like steel, it becomes a wonderful material from which to create armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral breastplate must be proficient in wearing medium armor to avoid adding the armor's check penalty to all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0). An item made from mithral weighs half as much as the same item made from other metals. Cost +1,000 gp for light armor, +4,000 gp for medium armor.

Quilted Cloth Barding: This enhanced form of padded armor has internal layers specifically designed to trap arrows, bolts, darts, shuriken, thrown daggers, and other small ranged piercing weapons. When these kinds of weapons strike you, they tend to become snagged in these layers and fail to harm you. You gain DR 3/— against attacks of this kind (small piercing weapons). The special layers of the armor have no effect on other kinds of weapons.

Wooden Barding: This suit of leather armor has plates of fire-treated wood sewn over vital areas. Though not as effective as metal armor, it offers better protection than leather alone. Unlike metal armor, the wood is slightly buoyant. The armor check penalty for swimming in this armor is 0.

GOODS AND SERVICES

Table 5-5: Adventuring Gear

Item	Cost	Weight
Astrolabe	1,000 gp	6 lbs.
Compass	10 gp	0.5 gp
Horn, Signal	1 gp	2 lbs.
Kite, small*	1 sp	—
Kite, medium*	1 gp	0.5 lb.
Kite, large*	10 gp	1 lb.
Long Horn*	100 gp	15 lbs.
Long Horn, Telescopic*	300 gp	10 lbs.
Map, area	50 gp	2 lbs.

Item	Cost	Weight
Mirror	10 gp	0.5 gp
Sextant	500 gp	2 lbs.
Silk Rope (50 ft.)	10 gp	5 lbs.
Spider's Silk Rope (50 ft.)	100 gp	4 lbs.
Spyglass	1,000 gp	1 lb.
Spyglass, long*	1,200 gp	50 lbs.
Star Charts	200 gp	0.5 lb.
Weapon Cord	1 sp	—
Whistle, Signal	8 sp	—





Astrolabe: This device consists of a flat disc upon which two other discs are mounted. The mounted discs can rotate on a central axis, allowing them to spin and move as days pass. The bottom disc represents the latitude of the user; an astrolabe is useless if the user is outside the preset latitude. The upper disc represents the sky, and is filled with astronomical features. Anyone can be shown how to use an astrolabe at night to determine the date and time (which takes 1 minute). When using an astrolabe, you can make a Survival check using your Intelligence modifier instead of your Wisdom modifier to avoid becoming lost. When used with star charts the bonus increases to +4.

Compass: An ordinary compass that points to the magnetic north pole grants you a +2 circumstance bonus on Survival checks made to avoid becoming lost. You can also use it to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground. When used with an area map the bonus increases to +4.

Horn, signal: Sounding a horn requires a DC 10 Perform (wind instruments) check and can convey concepts such as "Attack!", "Help!", "Advance!", "Retreat!", "Fire!", and "Alarm!" The report of a signal horn can be clearly heard (Perception DC 0) up to a half-mile distant. For each quarter-mile beyond, Perception checks to hear the horn suffer a -1 penalty.

Kite: Kites are made from paper or cloth and a light wooden frame. They come with a spool of string 200 feet long. Kites can be flown in moderate through severe winds. A kite provides enough lift to carry a creature or object three size categories smaller than the kite. With the skill Performance (kite) complex maneuvers can be conducted with a kite.

Long Horn: These copper horns are used for religious ceremonies and for communication. These horns are 12 feet in length. As a full round action sounding a horn requires a DC 10 Perform (wind instruments) check. Simple concepts can be conveyed by the horn if the listener understands the pattern being played. The report of a signal horn can be clearly heard (Perception DC 0) up to 2 miles distant. For each half-mile beyond, Perception checks to hear the horn suffer a -1 penalty.

Long Horn, Telescopic: These long horns function exactly like a standard long horn, however this type can be collapsed to 3 feet from its fully extended length of 10 feet. The base distance that this horn can be heard from is 1 mile. See the long horn entry for more details.

Map (Area): A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground. When used with a compass the bonus increases to +4.

Mirror: This hand-held mirror is about a foot across. Unlike many higher-quality glass mirrors, this one is made out of polished steel and sturdy enough that you can drop it without risk of breakage.

Sextant: A sextant is used to determine your latitude. Using a

sextant with an astrolabe gives you a +4 circumstance bonus on Survival checks made to prevent getting lost. If star charts are also used then the bonus increases to +6.

Spyglass: Objects viewed through a spyglass are magnified to twice their size. When used at a tactical distance characters take a -1 penalty on Perception skill checks per 20 feet of distance to the target, if the target is visible. When used at a strategic distance using a spyglass gives the user a +2 circumstance bonus to the Perception check.

Spyglass, Long: This is a much larger version of the standard spyglass. It comes with a robust tripod to support the six foot length of the spyglass itself. Using a long spyglass gives the user a +5 circumstance bonus for Perception checks at strategic range.

Star Charts: Anyone referencing one of these charts on a clear night can attempt a DC 20 Knowledge (geography) check to determine her approximate location and the month. In addition, these charts grant a +2 circumstance bonus on Survival checks made to avoid getting lost at night with a clear sky.

Weapon Cord: Weapon cords are 2-foot-long leather straps that attach your weapon to your wrist. If you drop your weapon or are disarmed, you can recover it as a swift action, and it never moves any further away from you than an adjacent square. However, you cannot switch to a different weapon without first untying the cord (a full-round action) or cutting it (a move action or an attack, hardness 0, 0 hp). Unlike a locked gauntlet, you can still use a hand with a weapon cord, though a dangling weapon may interfere with finer actions.

Whistle, Signal: With a DC 5 Perform (wind instruments) check you can use a whistle to signal the same sorts of situations as signal horns. A whistle's piercing report can be clearly heard (Perception DC 0) up to a quarter-mile away. For each quarter-mile beyond, Perception checks to hear a whistle suffer a -2 penalty.

Table 5-6: Special Substances and Items

Item	Cost	Weight
Bomb Launcher	10 gp	0.5 lb.
Ioun Torch	75 gp	—
Moonrod	10 gp	1 lb.
Smokestick	20 gp	0.5 lb.
Smokestick, slow burning*	30 gp	0.5 lb.
Sunrod	2 gp	1 lb.
Tanglefoot Bag	50 p	4 lbs.
Torch, everburning	110 gp	1 lb.

Bomb Launcher: These odd looking, egg-shaped contraptions have cleverly placed fins that improve splash weapon accuracy. These special containers make splash weapons more accurate when thrown long distances. Using a bomb launcher when throwing a splash weapon increases the bomb's range increment by 10 feet. Bomb launchers are destroyed when used.





Ioun Torch: This item is merely a burned out, dull gray ioun stone with a continual flame spell cast upon it. It retains the ability to float and orbit, and allows the bearer to carry light and still have his hands free. It may be in any crystalline shape common to ioun stones (ellipsoid, prism, sphere, and so on).

Moonrod: This 1-foot-long, silver-tipped tin rod glows dimly when struck as a standard action. It sheds dim light in a 30-foot radius. However, the light given off by a moonrod is particularly easily to perceive for creatures with low-light vision. For such creatures, a moonrod increases the light level by one step (to a maximum of normal) for a 60-foot radius. It glows for 6 hours, after which the silver tip is burned out and worthless.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. The smoke fills a 10-foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute.

Smokestick, slow burning: Similar to a regular smokestick, however it takes a complete minute for the stick to be consumed, and the smoke takes 10 minutes to dissipate.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck as a standard action. It sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A sunrod does not increase the light level in normal light or bright light. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the

alchemical goo immediately.

Torch, Everburning: This otherwise normal torch has a continual flame spell cast on it. This causes it to shed light like an ordinary torch, but it does not emit heat or deal fire damage if used as a weapon.

Table 5-7: Tools and Skill Kits

Item	Cost	Weight
Flyer Kit, common*	100 gp	16 lbs.
Flyer Kit, deluxe*	500 gp	30 lbs.
Map Making Kit	10 gp	2 lbs.
Navigator Kit*	1,600 gp	9 lbs.
Signal Kite Kit	5 gp	—

Common Flyer Kit: This kit gives a rider the essentials for flying in the sky. The kit comes with aerial goggles, compass, flying saddlebags, riding flying saddle, and mirror.

Deluxe Flyer Kit: The deluxe flying kit includes the common flyer kit, but replaces the flying riding saddle with a military flying saddle. In addition it includes

Map Maker's Kit: This small kit contains a simple slate with a grid carved into its surface and a number of different colored pieces of chalk. Anyone using this kit to draw a map as they travel receives a +2 circumstance bonus on Survival skill checks to avoid becoming lost.

Navigator Kit: This kit contains tools to help navigate. The kit contains an astrolabe, compass, sextant, and star charts.

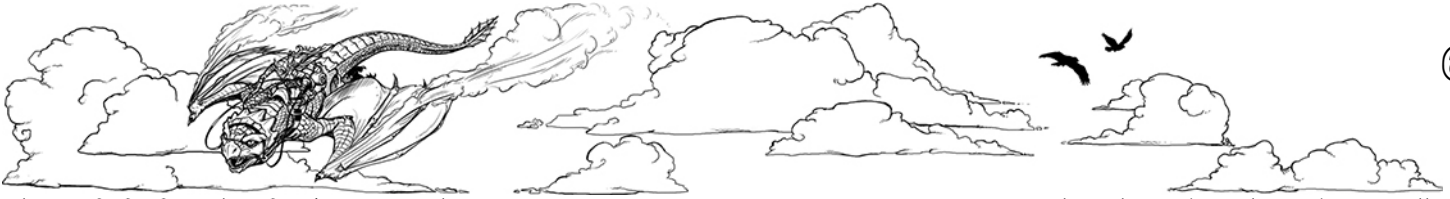
Signal Kite Kit: Built from paper glued to light wood frames, these kits come in various shades and patterns to send signal messages. An extensive code of signals can display complex messages visible at great distances. A signal kite kit includes six small colored kites that can be hooked together in different patterns to facilitate complex messages. The kit also includes a spool and 300 feet of twine. Sending or interpreting a signal kite's message functions as described in the Bluff skill, but the sender and anyone trying to understand the message must also know the code.

Table 5-8: Clothing

Item	Cost	Weight
Cold-Weather Outfit, Silk*	300 gp	3 lbs.
Goggles, Aerial*	5 gp	—

Cold-Weather Outfit, Silk: This cold-weather outfit is designed to keep bulk and weight down to a minimum, using several layers of silks and careful tailoring to keep the user warm in cold environments. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. As this outfit does not cost 10 gp or less, player characters can not choose





this outfit for free when first beginning play.

Goggles, Aerial: These goggles help wearer see clearly even in inclement weather. When there is precipitation such as rain or snow the wearer only suffers a -2 to visual Perception checks rather than the standard -4 penalty.

Table 5-9: Animal-Related Gear

Item	Cost	Weight
Caparisons*	100 gp	5 lbs.
Falconry Gauntlet	10 gp	1 lb.
Feed (per day)	5 cp	10 lbs.
Feed, Meat (per day)*	5 sp	10 lbs.
Bridle, aerial*	20 gp	3 lbs.
Harness, bomb*	30 gp	5 lbs.
Harness, lift*	50 gp	5 lbs.
Harness, tow*	10 gp	3 lbs.
Saddle, flying (military)*	120 gp	15 lbs.
Saddle, flying (pack)*	30 gp	8 lbs.
Saddle, flying (riding)*	60 gp	12 lbs.
Saddle, flying (suspended)*	60 gp	10 lbs.
Saddlebags, flying*	20 gp	3 lbs.
Turn-Out Blanket*	20 gp	3 lbs.
Webbing, flying*	20 gp	2 lbs.

Caparisons: These decorative full body outfits are tailored specifically to the mounts dimensions.

Falconry Gauntlet: This gauntlet, made from layers of thick leather, is worn on a falconer's off hand to give a falcon a place to stand before and after the hunt. The gauntlet also has a tassel and a ring to attach to a falcon's tether.

Feed, Meat: Food for carnivores, such as griffons, is more expensive than the grain feed for grazing creatures. Medium sized creatures eat 10 pounds a day, while large creatures need to eat 20 pounds per day.

Bridle, aerial: This specialized gear must be tailored to a specific type of flying animal. An aerial bridle provides a +2 bonus on Handle Animal checks made with an animal wearing it.

Harness, bomb: This harness is designed to assist in dropping objects as an attack. The harness has anchor straps and a net to hold an object or set of objects that weight up to the light load of the flying mount and one size smaller than the mount. The payload can be released either by the creature (if it has an Intelligence of 3 or more) or by a quick release from the rider. Dropping an object

on a creature requires a ranged touch attack. Such attacks generally have a range increment of 40 feet. If the attack is successful, the target can make a DC 15 Reflex save to halve the damage if it is not flatfooted. This harness can be worn with a saddle.

Harness, lift: This harness is designed to fit a flying creature and attach to a line with a cargo net at the end. The creature flies and suspends the cargo 10 feet below it. Because of how the load is distributed it reduced the Fly check penalty by 2 when carrying medium and heavy loads. This harness can be worn with a saddle.

Harness, tow: This harness is designed to be attached to a tow line to pull along a vehicle such as a glider. This can be worn with a saddle.

Saddle, flying (military): If you are knocked unconscious while strapped into a military flying saddle, you will remain in the saddle. It takes a move action to strap in or out of the flying saddle.

Saddle, flying (pack): A specially designed series of bags and harnesses that will hold as much gear as the creature can carry.

Saddle, flying (riding): If you are knocked unconscious while strapped into a riding flying saddle, you will remain in the saddle. It takes a full round action to strap in or out of the flying saddle.

Saddle, flying (suspended): Designed for increased speed and maneuverability, a suspended saddle holds a single rider below the flying mount in a stretched out horizontal position. When using this saddle the flying mount ignores the weight of the rider (though not any of the rider's gear) however the rider takes a -2 to AC and Reflex saves.

Saddlebags, flying: Flying saddlebags weigh 3 lbs and hold up to 2 cubic ft. or 15 lbs. of gear.

Webbing, flying: Instead of a heavier saddle, a mount can wear webbing to give enough hand and footholds to help a rider stay on a flying mount, but at increased risk of falling. If you are knocked unconscious while strapped into a flying webbing, you have a 50% chance to stay in the webbing. It takes a move action to strap in or out of the webbing.

Turn-Out Blanket: This outfit is specially tailored to a mount for protection from the elements. It is designed to not interfere with the mounts movements. This outfit grants a +2 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Table 5-10: Transport

Item	Cost
Aeronautic Balloon	40,000 gp
Air Barge	1000 gp
Alchemical Air Skiff	80,000 gp
Glider	500 gp





6 MAGIC ITEMS

While airlines today are making great efforts to reduce the experience of flight to be mechanical and mundane, on an intuitive level the ability to fly is still magical to us. It is only appropriate that a major theme of liberating our characters from the earth is through magical gear. This chapter introduces new magic items related to flying, but also helps players and GMs equip their mounts and NPCs with gear for a flying campaign.

CREATURE BODY SLOTS

As character gains levels it is natural for many players to want to give gear to their mount or pet to help the creature on adventures. The body slot rules are used in the system to provide some balance to how much gear can be worn by a character at any one time to keep the benefits of items to a reasonable level. One challenge is that most magic items assume a humanoid body form. Mounts and pets can come in a much wider range of body configurations. Rather than try and map body part to body part, instead here is a table equivalent gear that ought to fit most creatures.

Table 6-1: Body Slot Equivalent Gear for Non-Humanoids

Character Body Slot	Mount/Pet Equivalent Gear
Armor	Barding
Belt	Saddle, Girdle, Extended Harness
Body	Caparisons, Saddle Blanket, Turn-out Blanket
Chest	Harness, Decorative Peytral
Eyes	Blinders, Goggles
Feet	Horseshoes, Rear leg bracers, wrappings
Hands	—
Head	Bridle, Cap, Champron (helmet)
Headband	Headdress, Mane Braids
Neck	Collar
Rings	Nose rings, earrings, tail rings
Shoulders	Mantle
Shield	—
Wrists	Foreleg bracers, wrappings
Slotless	Trinket hung from collar, saddle bags, Ioun stones, etc.

The above table assumes that these creatures do not normally use manufactured weapons, tools or manipulate items in their natural state. Thus the Hand and Shield slots are ignored.

A wide array of magic items suitable for creatures can be made that are the equivalent standard magic items for humanoids.

Table 6-2: Example Magic Item Equivalents

Standard Magic Item	Non-Humanoid Remake
Magic Weapon	(Bracers of Mighty Claws)
Magic Armor	Magic Barding
Ring of Protection	Tail Ring of Protection
Cloak of Resistance	Mantle of Resistance
Amulet of Natural Armor	Collar of Natural Armor
Ability Score Boosting Item (belt or headband)	Harness of Physical Prowness or Headdress of Mental Prowness

Enchanting Natural Weapons

One area the system is not friendly with companion creatures has to do with enchanting their natural attacks. While a character has a weapon slot that gives them a magic sword to use, with other creatures the only option is the Amulet of Mighty Fists. This amulet problematic as it takes up a slot that normally is used for other benefits, such as the Amulet of Natural Armor.

The fix is to use bracers as a way to enhance non-humanoid natural weapons. Use the rules and costs for making a magic weapon however no benefit can be gained from using special materials and raise the cost for each +1 enhancement bonus by 500 gp due to the fact that the bracers can not be disarmed.





NEW MAGIC ITEMS

BAT CLOAK

Aura faint transmutation; **CL** 3rd
Slot shoulders; **Price** 2,400 gp; **Weight** 1 lb.

Description

This leathery cloak will expand immediately when the character falls more than 5 feet, spreading itself out into a shape similar to bat wings. The character gains the benefits of the *feather fall* spell.

In addition, one time a day the character gains the benefits of the *glide* spell when falling with the cloak, moving up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round.

Construction Requirements

Craft Wondrous Item, *feather fall*, *glide*; **Cost** 1,200 gp

BRACERS OF THROWING, LESSER

Aura faint transmutation; **CL** 5th;
Slot wrists; **Price** 2,000 gp; **Weight** 1 lb.

Description

These iron bracers are adorned with an etching of a meteor descending from the heavens. As a swift action the wearer of these bracers increases the number of range increments of a weapon designed to be thrown from 5 increments to 10 increments. This ability may be done 3 times per day.

Construction Requirements

Craft Magic Arms and Armor, Craft Wondrous Item, magic stone;
Cost 1,000 gp

BRACERS OF THROWING, GREATER

Aura faint transmutation; **CL** 5th;
Slot wrists; **Price** 10,000 gp; **Weight** 1 lb.

Description

As with the lesser bracers of throwing, the ability for these bracers has no daily limit.

Construction Requirements

Craft Magic Arms and Armor, Craft Wondrous Item, magic stone;
Cost 5,000 gp

BROOMS OF FLYING

Aura moderate transmutation; **CL** 9th
Slot —; **Price** varies; **Weight** 3 lbs.

Description

A broom of flying is a mode of personal transport that performs similarly to the *overland flight* spell, however several different variations have been created to serve specific needs and costs. The duration of use depends on the broom but is broken up into either 1 minute or 1 hour increments.

All brooms of flying can carry up to 200 pounds and fly at full speed, or carry up to 400 pounds and fly at reduced speed.

Some of the more expensive brooms can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It flies to its owner from as far away as 300 yards when she speaks the command word using the broom's highest speed.

Construction Requirements

Craft Wondrous Item, *scrying*; **Cost** 28,000 gp

Table 6-3: Expanded List of Brooms of Flying

Broom	Speeds	Maneuverability	Duration	Purchase Cost	Travel Alone	Creation Cost
Pilot	60/40	Clumsy	10 minutes	4,000 gp	No	2,000 gp
Cyclone	60/40	Poor	10 minutes	8,800 gp	No	4,400 gp
Sky Merchant	40/30	Clumsy	9 hours	9,000 gp	No	4,500 gp
Dogfighter	60/40	Average	10 minutes	10,400 gp	No	5,200 gp
Dodger	60/40	Good	10 minutes	12,000 gp	No	6,000 gp
Navigator	40/30	Poor	9 hours	13,800 gp	Yes	6,900 gp
Outrider	40/30	Average	9 hours	15,400 gp	Yes	7,700 gp
Aeronaut	40/30	Good	9 hours	17,000 gp	Yes	8,500 gp
Legend	60/40	Perfect	10 minutes	18,400 gp	Yes	9,200 gp
Aerialist	40/30	Perfect	9 hours	23,400 gp	Yes	11,700 gp





FAITHFUL COMPANION'S RING

Aura faint divination; **CL** 7th

Slot ring, neck; **Price** 19,000 gp (ring), 1,000 gp (collar); **Weight** —

Description

This is always made as a set of one ring for a humanoid and a collar for a mount or pet. With the ring worn and the collar put on a willing creature the two beings form a connection with each other. At will both know the general direction and distance from each other as long as both are on the same plane of existence. Both also know if the other is conscious, unconscious, dying or dead.

The ring wearer can mentally send a message summoning the creature to come to the ring wearer, or convey any other message that can be done through the handle animal skill even if the creature is not an animal.

Construction Requirements

Craft Wondrous Item, Forge Ring *companion mind link, status*; **Cost** 8,500 gp (ring), 500 gp (collar)

HORIZON GLASS

Aura faint divination; **CL** 10th

Slot —; **Price** 56,000 gp; **Weight** 30 lbs.

Description

This intricate spyglass which is attached to a tripod allows a user who looks through it to visually see anything within the user's line of sight as if it viewing the scene from 30 feet away. The user needs to point the spyglass at a specific location that is within line of sight and then make a viewing. The user can only visually see what she could normally see if she were standing in the location with her senses and may not use any other scrying spells through the horizon glass.

Construction Requirements

Craft Wondrous Item, *scrying*; **Cost** 28,000 gp

SPEECH COLLAR

Aura faint divination; **CL** 5th; **Weight** 1 lb.

Slot neck (mount); **Price** 15,000 gp; **Weight** 1 lb.

Description

This collar is made to be worn by a mount or a pet. When worn the creature can speak and understand the language of any other intelligent creature, just as if the spell *tongues* had been cast on the creature.

The creature's capacity for communication is still determined by its intelligence. The lower the intelligence the more focus will be on

emotions and instincts and less on concepts.

Construction Requirements

Craft Wondrous Item, *tongues*; **Cost** 7,500 gp

STICKY SADDLE

Aura faint transmutation; **CL** 3rd;

Slot belt (mount); **Price** 8,000 gp; **Weight** 20 lbs.

Description

This lightweight saddle for a mount allows a rider and one passenger to be held firmly in place once they seat themselves on the saddle. Regardless of the saddle's orientation or condition of the riders, they will not accidentally fall or be dismounted from the saddle. A DC 25 Strength check can successfully pull a rider from the saddle. To release oneself from the saddle requires a swift action.

Construction Requirements

Craft Wondrous Item, *spider climb*; **Cost** 4,000 gp

WHISPERING HELMS, LESSER

Aura faint transmutation; **CL** 3rd

Slot head; **Price** 4,000 gp for pair; **Weight** 3 lbs. Each

Description

These helms for humanoids are always made in pairs and has over the ears a raised swirling pattern that leads to a small hole. Once per day wearing a helm and using the command word allows the user to send a message to the other helm similar to using the *whispering wind* spell. The message can be no longer than 25 words, travels at a speed of 1 mile per 10 minutes and has a range of 3 miles. If the other helm is within range to receive the message then only the wearer of the helm will hear the message sent. If the other helm is outside of the range of the message, the message will dissipate once it has reached its range limit.

Construction Requirements

Craft Wondrous Item, *whispering wind*; **Cost** 2,000 gp

WHISPERING HELMS, GREATER

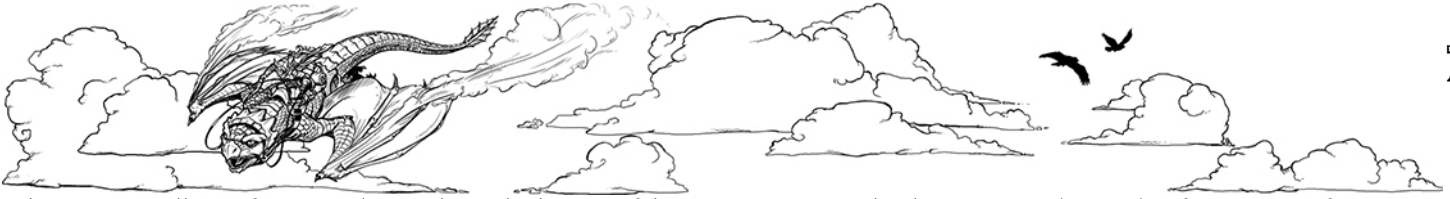
Aura moderate transmutation; **CL** 7th

Slot head; **Price** 20,000 gp for pair; **Weight** 3 lbs. Each

Description

This pair of helms function like the lesser whispering helms, however there is no range limit, including on other planes of existence, and the time it takes to send a message is instantaneous.





The message still manifests as a whisper that only the user of the other helm can hear.

Each helm grants one use per day which allows for the sender to send a message and the receiver to return a reply within the next minute.

Construction Requirements

Craft Wondrous Item, *whispering wind, sending*; **Cost** 10,000 gp

THUNNORAD (MAJOR ARTIFACT)

Slot none; **Aura** overwhelming conjuration, evocation and necromancy; **CL** 25th; **Weight** 500 lbs.

Description: Looking like an oversized chariot this conveyance is made from wood, iron and inlaid with intricate angular patterns that evoke lightning. Standing along either side of yoke at the front of the chariot are two medium sized ethereal goat-like creatures. They seem to be invisibly harnessed to the chariot as the yoke hovers between the two goats. A set of ethereal reins extend from collars on the goats and hangs from a stud from the riding platform. Inside the riding platform is a narrow woven basket that holds three medium sized javelins.

The riding platform is slightly oversized and spacious for a typical medium sized creature. It can comfortably fit four medium sized creatures, six if all of the creatures are squeezed. The goats and chariot are considered a huge sized entity.

History: The Thunnorad, or “Thunder Ride” was Thor’s chariot and used frequently in the age in which the thunder god interacted in the world. Pulling the chariot were his two goats Tannggrisnir and Tanngnjóstr. However something happened long ago and the god of thunder no longer appears in the world and his chariot and goats are now cut off from the god, forlorn within the world, searching for their master. The goats spirits are bound to the chariot now and can not be harmed in any fashion, but they still seek their master and so wander the world. Neutral good in temperament, they aid and ally themselves from time to time with other wanderers as they seek a way back to their master.

Abilities: The chariot can be driven along the ground just as any other normal chariot, with the ghostly goats taking commands as any typical animal. It has a land speed of 60 feet. If the driver hustles the goats they will suddenly spring into the air and have a fly speed of 120 feet with good maneuverability. It can carry up to 1,500 lbs.

If a javelin is removed from the basket it begins to crackle with electricity. If thrown it functions as a javelin of lightning. Each dawn the full compliment of three javelins will be found resting in the basket.

If the chariot is used in an overrun combat maneuver the goats enthusiasm is matched with that of the driver. Use the driver’s CMB and add 2 + the driver’s character level as a bonus to the combat maneuver roll. In addition there is no size limit with the

overrun and it does not provoke attacks of opportunity from opponents. Opponents can not choose to ignore the overrun and the attempt can affect multiple creatures in the overrun path, and each passenger in the chariot can make one melee attack against a target during the overrun.

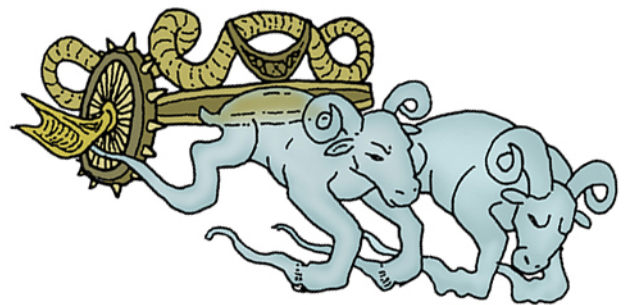
If the driver of the chariot knows the command words then the chariot can “ride the thunder” and move great distances instantaneously, with the chariot and all of its occupants being transformed momentarily into a bolt of lightning that flashes to its new destination. The area of departure emits a powerful clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (DC 15 Fort negates). Travel is treated as if the driver cast the *teleport* spell, with their character level acting as their caster level. If the driver has an affinity with electricity then treat the travel as *greater teleport*. Arrival at the location involves a flash of lightning and clap of thunder as with departure, however only those within 30 feet have to save to avoid being stunned.

Characters have an affinity with electricity if they have a class feature directly related to electricity or if they have a spell prepared to involves electrical energy. Spells cast within Thunnorad with evocation [electricity] have their ranged doubled automatically as if the enlarged metamagic feat had been applied to the spell.

While riding in the chariot occupants are immune to electrical energy.

Tannggrisnir and Tanngnjóstr are neutral good and do not directly interact with others. They understand any spoken language (do not speak) and may act on request from those they deem worthy. They have no physical ability scores but have an Intelligence 10, Wisdom 14, and Charisma 12. Their spirits are bound to the chariot and they can not be affected by any mundane or supernatural effects beyond the precise way in which the Thunnorad can be destroyed.

Destruction: The thunder ride is destroyed if the goats that drive the chariot are resurrected and then have their bones broken apart and marrow consumed by a fire giant. If the bones are not consumed within a day of being broken apart then they vanish and the ghostly figures of the goats will appear again harnessed to the Thunder Ride. If the bones are consumed in time then the chariot itself explodes in a cascade of lightning causing 20d6 electricity damage to everything within 100 feet of the chariot with no save.





TRAVELING VARDO (MINOR ARTIFACT)

Slot none; **Aura** overwhelming conjuration; **CL** 23rd; **Weight** 1500 lbs.

Description: This wooden covered wagon is covered in elaborate and colorful decorations and carvings. The themes of the artwork have to do with the stars, sun and moon along with animals and plants such as flowers, vines, birds, lions, horses and even magical beasts such as griffons. Quite often the main color is red and using gold leaf to highlight carvings, but many other colors will also be blended into the rich spread of detail through the use of stone and glass. Small birds usually nest in the roof's overhang and can be seen coming and going often from their roosts.

There is no driver's seat, harness or yoke connected to the wagon. Instead each end of the 10 foot long vehicle is a small porch covered by the overhanging roof. A small stove pipe emerges out of the roof and always has a small amount of fragrant gray smoke coming out of it. There are windows with colorful exterior shutters on all four sides of the wagon.

Peering into a door the interior looks to be an inviting and cozy space, though incredibly cluttered with shelves, cabinets and small table space covered in innumerable jars, boxes and other random items. A small stove, table and chairs are present, and the floor has rugs laid down. The windows have curtains and anywhere the walls are not covered with shelving or cabinets have something hung on the wall, much of it dealing with astrological symbolism.

Abilities: A traveling vardo moves under its own power by following the commands of its occupants either inside the cabin or on one of the porches. It will roll along on its wheels if there is a road present, going up to a speed of 60. It can also lift off the ground and fly with a speed of 60 and poor maneuverability. When it lifts into the air the wheels fold under and out of sight and out comes four webbed feet which move as if they are swimming through the air. It will follow the last direction given to it for movement. If this is unclear then the passenger with the higher Charisma will be listened to.

The interior of the traveling vardo has a subtle extra-dimensional quality to it. From the outside it looks like only four people at most could comfortably be inside the wagon, but despite the clutter and cramped space up to eight medium sized creatures will find themselves comfortable inside the cabin, sleeping and resting with ease. There are always piles of items present, but as long as no more than eight people are inside it elicits a cozy sense of contentment from the space. If a ninth person attempts to come in then everyone inside is squeezed. A 10 person finds that the clutter is overwhelming and can not seem to get their body inside.

The huge array of clutter in the vardo is actually composed of every possible non-unique mundane, alchemical and herbal item in existence which is small size or less. Fresh fruit can be found, along with pickled foods, water, drinks and dried meats. The small stove always has warm coals and embers burning from within that needs no extra fuel.

A character that wishes to find a specific item will find it within 1d10 minutes of searching around in the clutter. As long as the item is used or consumed within 100 feet of the vardo then all is well. If however the item is taken beyond those 100 feet then the person who took the item from the vardo will hopelessly search in vain for any subsequent item desired in the vardo without success until the item or an equivalent replacement is returned and placed inside. Attempts to empty the vardo yield only old empty jars, boxes and other useless bric-à-brac.

The temperature inside the vardo is always moderate, swinging from 50 to 70 degrees depending on the conditions outside the wagon. Cool when hot outside and cozy when cold outside.

Destruction: The only way to destroy a traveling vardo is that it must be immersed in water above its chimney and allow the water to flow down and extinguish the fire in the stove. If this is done then the vardo and all of its contents will immediately turn to dust. Any occupants will suddenly find themselves in a cloud of silt underwater.





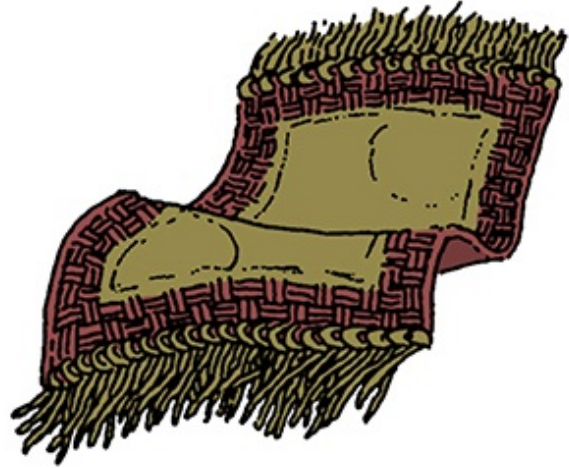
AERIAL RELATED MAGIC ITEMS

The following list can be used to help GMs and players find magic items that are directly related to flying adventures and encounters. Whether it is to build an interesting encounter around particular abilities and effects, or find inspiration for a character, this list helps to quickly build around the theme of aerial adventuring. Items with an “*” by them are detailed in this book. All other items are detailed in the *Pathfinder® Roleplaying Game: Ultimate Equipment™*

NPC VS. PC LEVEL

To make selection easier the cost of each item is compared to the system's wealth by level rules to give a quick general target for when it is appropriate to have a particular item in use in the game. NPCs have a different wealth scale compared to PCs as seen in the below tables. Heroic NPCs mean characters with the ability score spread of 15, 14, 13, 12, 10, 8 and have some core class levels. PCs are characters that use conventional attribute score methods of generation, such as rolling 4d6 drop the lowest, or using the *high fantasy* or above point buy method, along with only having core class levels.

Wands have two prices and level breakdowns. The first price is for a wand with a full 50 charges. The second value represents a wand with only 5 charges, just enough for an NPC to use in a typical encounter.



Magic Armor and Shields

Item	Price	NPC Level	PC Level
Arrow Catching Shield (+1 Bonus)	4000 gp	10	6
Arrow Deflection Shield (+2 Bonus)	9000 gp	13	9
Celestial Shield	13,170 gp	15	10
Tempest Shield	15,170 gp	15	10
Winged Shield	17,257 gp	16	11
Celestial armor	22,400 gp	17	12

Magic Weapons

Item	Price	NPC Level	PC Level
Tracer Bullet	100 gp	3	2
Sleep Arrow	132 gp	4	2
Dustburst Bullet	196 gp	4	3
Tangle Bolt	226 gp	4	3
Screaming Bolt	267 gp	4	3
Alchemist Bullet	330 gp	5	3
Hushing Arrow	547 gp	7	4
Hushing Arrow, greater	1,047 gp	10	5

Magic Weapons continued

Item	Price	NPC Level	PC Level
Javelin of Lightning	1,500 gp	12	5
Searing Arrow	1,516 gp	13	6
Sizzling Arrow	1,516 gp	13	6
Burrowing Bullet, lesser	1,722 gp	13	6
Slaying Arrow	2,282 gp	13	6
Burrowing Bullet, greater	3,447 gp	16	8
Hurricane Quarterstaff	7,840 gp	12	8
Distance Weapon (+1 Bonus)	8,000 gp	12	8
Returning Weapon (+1 Bonus)	8,000 gp	12	8
Frostbite Sling	9,380 gp	14	9
Anchoring Weapon (+2 Bonus)	18,000 gp	16	11
Endless Ammunition (+2 Bonus)	18,000 gp	16	11
Firedrake pistol	20,300 gp	17	11
Oathbow	25,600 gp	18	12
Lightning Bow (intelligent)	54,300 gp	20	15
Dwarven Thrower	60,312 gp	-	16
Pistol of the Infinite Sky	73,300 gp	-	16



**Rings**

Item	Price	NPC Level	PC Level
Ring of Feather Falling	2,200 gp	10	5
Faithful Companion's Ring*	20,000 gp	17	11
Ring of Shooting Stars	50,000 gp	-	15
Ring of Telekinesis	75,000 gp	-	16
Ring of Djinni Calling	125,000 gp	-	18
Ring of Elemental Command	200,000 gp	-	20

Rods

Item	Price	NPC Level	PC Level
Immovable Rod	5,000 gp	12	7
Grounding Rod	12,000 gp	16	10
Rod of Thunder and Lightning	33,000 gp	19	13

Staves

Item	Price	NPC Level	PC Level
Staff of Frost	41,400	19	14
Staff of Heaven and Earth	54,000	20	15
Dragon Staff	81,000	-	17
Staff of Evocation	82,000	-	17
Staff of Weather	84,066	-	17

Wondrous Items (Minor)

Item	Price	NPC Level	PC Level
Feather Token, Fan	200 gp	4	3
Elixir of Vision	250 gp	4	3
Feather Token, Bird	300 gp	4	3
Arrow Magnet	600 gp	7	4
Muleback Cords	1,000 gp	8	4
Elixir of Fire Breath	1,100 gp	10	5
Elixir of Dragon Breath	1,400 gp	10	5
Amulet of Bullet Protection +1	1,500 gp	9	4
Brooch of Shielding	1,500 gp	9	4
Necklace of Fireballs Type I	1,650 gp	13	6
Efficient Quiver	1,800 gp	9	5
Bracers of Throwing, lesser*	2,000 gp	9	5
Handy Haversack	2,000 gp	9	5
Horn of Fog	2,000 gp	9	5
Heavyload Belt	2,000 gp	9	5
Flying Ointment	2,250 gp	13	6
Elemental Gem of Air	2,250 gp	13	7
Bat Cloak*	2,400 gp	10	5
Bag of Holding Type I	2,500 gp	10	5
Eyes of the Eagle	2,500 gp	10	5
Necklace of Fireballs Type II	2,700 gp	14	7
Bead of Force	3,000 gp	15	7
Equestrian Belt	3,200 gp	11	6
Necklace of Fireballs Type III	3,350 gp	16	7
Lenses of Detection	3,500 gp	11	6
Dust of Weighty Burdens	3,600 gp	16	8
Figurines of Wondrous Power, Raven	3,800 gp	11	6
Broom of Flying (Pilot)*	4,000 gp	11	6
Far Reaching Sight	4,000 gp	11	6
Bracers of Falcon's Aim	4,000 gp	11	6
Gloves of Arrow Snaring	4,000 gp	11	6
Eyes of the Owl	4,000 gp	11	6
Whispering Helms, lesser*	4,000 gp	11	6
Wind-Caller Compass	4,400 gp	12	7
Slippers of Cloud Walking	4,400 gp	12	7
Headband of Aerial Agility +2	4,500 gp	12	7
Bag of Holding Type II	5,000 gp	12	7

Wondrous Items (Minor) continued

Item	Price	NPC Level	PC Level
School of Eyes	5,000 gp	12	9
Polymorphic Pouch	5,000 gp	12	7
Bracelet of Archery, Lesser	5,000 gp	12	7
Amulet of Mighty Fists +1	5,000 gp	12	7
Eversmoking Bottle	5,400 gp	13	7
Stormlure	5,400 gp	13	7
Necklace of Fireballs Type IV	5,400 gp	17	9
Wind Fan	5,500 gp	13	7
Necklace of Fireballs Type V	5,850 gp	17	9
Pipes of Haunting	6,000 gp	13	8
Amulet of Bullet Protection +2	6,000 gp	13	8
Eyes of Keen Sight	6,000 gp	13	8
Eagle Cape	7,000 gp	13	8
Bottle of Air	7,250 gp	14	8
Bag of Holding Type III	7,400 gp	14	8

Wondrous Items (Medium)

Item	Price	NPC Level	PC Level
Shadow Falconer's Glove	8,000 gp	14	8
Sticky Saddle*	8,000 gp	14	8
Necklace of Fireballs Type VI	8,100 gp	19	10
Necklace of Fireballs Type VII	8,700 gp	19	10
Broom of Flying (Cyclone)*	8,800 gp	14	9
Broom of Flying (Sky Merchant)*	9,000 gp	14	9
Necklace of Adaption	9,000 gp	14	9
Figurines of Wondrous Power, Owl	9,100 gp	15	9
Bag of Holding Type IV	10,000 gp	15	9
Bracers of Throwing, greater*	10,000 gp	15	9
Ioun Stone, Dark Blue Rhomboid	10,000 gp	15	9
Figurines of Wondrous Power, Fly	10,000 gp	15	9
Figurines of Wondrous Power, Griffon	10,000 gp	15	9
Collar of the True Champion	10,000 gp	15	9
Broom of Flying (Dogfighter)*	10,400 gp	15	9
Broom of Flying (Dodger)*	12,000 gp	16	10
Pipes of Pain	12,000 gp	16	10
Horsemaster's Saddle	12,000 gp	16	10
Goggles of Night	12,000 gp	16	10
Blind Man's Fold	12,000 gp	16	10
Amulet of Bullet Protection +3	13,500 gp	16	10
Broom of Flying (Navigator)*	13,800 gp	16	10
Arrowmaster's Bracers	13,900 gp	16	10
Belt of Mighty Hurling, Lesser	14,000 gp	16	10
Arachnid Goggles	15,000 gp	16	10
Speech Collar*	15,000 gp	16	10
Broom of Flying (Outrider)*	15,400 gp	16	10
Comfort's Cloak	15,600 gp	16	11
Winged Boots	16,000 gp	16	11
Brooch of Amber Sparks	16,800 gp	17	11
Broom of Flying (Aeronaut)*	17,000 gp	17	11
Ioun Stone, Iridescent Spindle	18,000 gp	17	11
Broom of Flying (Legend)*	17,000 gp	17	11
Vambraces of the Genie, Djinni	18,900 gp	17	11
Horn of Blasting, Lesser	20,000 gp	17	11
Carpet of Flying, Small	20,000 gp	17	11
Dragonfoe Amulet	20,000 gp	17	11
Amulet of Mighty Fists +2	20,000 gp	17	11
Darklands Goggles	20,000 gp	17	11
Whispering Helms, greater*	20,000 gp	17	11
Rope of Entanglement	21,000 gp	18	12
Broom of Flying (Aerialist)*	23,400 gp	18	12





Wondrous Items (Medium)

Item	Price	NPC Level	PC Level
Amulet of Bullet Protection +4	24,000 gp	18	12
Bracelet of Archery, Greater	25,000 gp	18	12
Iron Bands of Binding	26,000 gp	18	12
Cube of Frost Resistance	27,000 gp	18	12
Helm of Telepathy	27,000 gp	18	12
Horseshoes of Mist	27,000 gp	18	12

Wondrous Items (Major)

Item	Price	NPC Level	PC Level
Figurines of Wondrous Power, Steed	28,500 gp	19	13
Racing Broom of Flying	30,000 gp	19	13
Drums of Panic	30,000 gp	19	13
Carpet of Flying, Medium	35,000 gp	19	13
Stormlord's Helm	35,000 gp	19	13
Helm of Brilliance, Lesser	36,000 gp	20	14
Amulet of Bullet Protection +5	37,000 gp	20	14
Cauldron of Flying	40,000 gp	20	14
Headband of Aerial Agility +4	42,000 gp	20	14
Belt of Mighty Hurling, Greater	42,000 gp	20	14
Drums of Haste	45,000 gp	-	14
Amulet of Mighty Fists +3	45,000 gp	-	14
Orb of Storms	48,000 gp	-	15
Wings of Flying	54,000 gp	-	15
Horizon Glass*	56,000 gp	-	15
Carpet of Flying, Large	60,000 gp	-	15
Horn of Blasting, Greater	70,000 gp	-	16
Wings of Gargoyle	72,000 gp	-	16
Wyvern Cloak	78,600 gp	-	16
Amulet of Mighty Fists +4	80,000 gp	-	17
Headband of Aerial Agility +6	81,000 gp	-	17
Censer of Conjuring Air Elementals	90,000 gp	-	17
Eyes of the Dragon	110,000 gp	-	18
Amulet of Mighty Fists +5	125,000 gp	-	18
Helm of Electrical Radiance	125,000 gp	-	18
Helm of Brilliance, Greater	125,000 gp	-	18
Efreetti Bottle	145,000 gp	-	19

Potions

Item	Price	NPC Level	PC Level
Ant Haul	50 gp	2	1
Invisibility	300 gp	4	3
Levitate	300 gp	4	3
Protection from Arrows	300 gp	4	3
Resist Energy, Cold	300 gp	4	3
Resist Energy, Electricity	300 gp	4	3
Acute Senses	300 gp	4	3
Bullet Shield	300 gp	4	3
Fly	750 gp	8	4
Gaseous Form	750 gp	8	4
Haste	750 gp	8	4
Protection from Energy, Cold	750 gp	8	4
Protection from Energy, Electricity	750 gp	8	4
Countless Eyes	750 gp	8	4
Draconic Reservoir	750 gp	8	4
Flame Arrow	750 gp	8	4

Wands (0-level)

Item	Price	NPC Level	PC Level
Acid Splash	375 gp/37.5 gp	5/1	2/1
Know Direction	375 gp/37.5 gp	5/1	2/1
Ray of Frost	375 gp/37.5 gp	5/1	2/1

Wands (1st-level)

Item	Price	NPC Level	PC Level
Ant Haul	750 gp/75 gp	8/2	4/1
Aspect of the Falcon	750 gp/75 gp	8/2	4/1
Calm Animals	750 gp/75 gp	8/2	4/1
Charm Animal	750 gp/75 gp	8/2	4/1
Color Spray	750 gp/75 gp	8/2	4/1
Endure Elements	750 gp/75 gp	8/2	4/1
Enlarge Person	750 gp/75 gp	8/2	4/1
Expedition Retreat	750 gp/75 gp	8/2	4/1
Faerie Fire	750 gp/75 gp	8/2	4/1
Feather Fall	750 gp/75 gp	8/2	4/1
Magic Missile	750 gp/75 gp	8/2	4/1
Obscuring Mist	750 gp/75 gp	8/2	4/1
Ray of Enfeeblement	750 gp/75 gp	8/2	4/1
Ray of Sickness	750 gp/75 gp	8/2	4/1
Silent Image	750 gp/75 gp	8/2	4/1
Sleep	750 gp/75 gp	8/2	4/1
Summon Nature's Ally	750 gp/75 gp	8/2	4/1

Wands (2nd-level)

Item	Price	NPC Level	PC Level
Acid Arrow	4,500 gp/450 gp	17/5	8/2
Animal Trance	4,500 gp/450 gp	17/5	8/2
Blindness-Deafness	4,500 gp/450 gp	17/5	8/2
Fog Cloud	4,500 gp/450 gp	17/5	8/2
Glide	4,500 gp/450 gp	17/5	8/2
Gust of Wind	4,500 gp/450 gp	17/5	8/2
Hold Animal	4,500 gp/450 gp	17/5	8/2
Invisibility	4,500 gp/450 gp	17/5	8/2
Levitate	4,500 gp/450 gp	17/5	8/2
Locate Object	4,500 gp/450 gp	17/5	8/2
Minor Image	4,500 gp/450 gp	17/5	8/2
Mirror Image	4,500 gp/450 gp	17/5	8/2
Protection from Arrows	4,500 gp/450 gp	17/5	8/2
Reduce Animal	4,500 gp/450 gp	17/5	8/2
Resist Energy	4,500 gp/450 gp	17/5	8/2
Scorching Ray	4,500 gp/450 gp	17/5	8/2
Summon Monster II	4,500 gp/450 gp	17/5	8/2
Summon Nature's Ally II	4,500 gp/450 gp	17/5	8/2
Summon Swarm	4,500 gp/450 gp	17/5	8/2
Whispering Wind	4,500 gp/450 gp	17/5	8/2

Wands (3rd-level)

Item	Price	NPC Level	PC Level
Ash Storm	11,250 gp/1,125 gp	20/10	11/5
Beast Shape I	11,250 gp/1,125 gp	20/10	11/5
Blink	11,250 gp/1,125 gp	20/10	11/5
Call Lighting	11,250 gp/1,125 gp	20/10	11/5
Deep Slumber	11,250 gp/1,125 gp	20/10	11/5
Dominate Animal	11,250 gp/1,125 gp	20/10	11/5
Fireball	11,250 gp/1,125 gp	20/10	11/5
Flame Arrow	11,250 gp/1,125 gp	20/10	11/5
Fly	11,250 gp/1,125 gp	20/10	11/5
Gaseous Form	11,250 gp/1,125 gp	20/10	11/5
Haste	11,250 gp/1,125 gp	20/10	11/5



**Wands (3rd-level)**

Item	Price	NPC Level	PC Level
Helping Hand	11,250 gp/1,125 gp	20/10	11/5
Hostile Levitation	11,250 gp/1,125 gp	20/10	11/5
Invisibility Sphere	11,250 gp/1,125 gp	20/10	11/5
Lightning Bolt	11,250 gp/1,125 gp	20/10	11/5
Major Image	11,250 gp/1,125 gp	20/10	11/5
Protection from Energy	11,250 gp/1,125 gp	20/10	11/5
Ray of Exhaustion	11,250 gp/1,125 gp	20/10	11/5
Searing Light	11,250 gp/1,125 gp	20/10	11/5
Sleet Storm	11,250 gp/1,125 gp	20/10	11/5
Slow	11,250 gp/1,125 gp	20/10	11/5
Stinking Cloud	11,250 gp/1,125 gp	20/10	11/5
Summon Monster III	11,250 gp/1,125 gp	20/10	11/5
Summon Nature's Ally III	11,250 gp/1,125 gp	20/10	11/5
Wind Wall	11,250 gp/1,125 gp	20/10	11/5

Wands (4th-level)

Item	Price	NPC Level	PC Level
Air Walk	21,000 gp/2,100 gp	-/13	13/6
Animal Growth	21,000 gp/2,100 gp	-/13	13/6
Ball Lightning	21,000 gp/2,100 gp	-/13	13/6
Beast Shape II	21,000 gp/2,100 gp	-/13	13/6
Charm Monster	21,000 gp/2,100 gp	-/13	13/6
Commune with Nature	21,000 gp/2,100 gp	-/13	13/6
Dragon's Breath	21,000 gp/2,100 gp	-/13	13/6
Elemental Body I	21,000 gp/2,100 gp	-/13	13/6
Enlarge Person, Mass	21,000 gp/2,100 gp	-/13	13/6
Freedom of Movement	21,000 gp/2,100 gp	-/13	13/6
Hallucinatory Terrain	21,000 gp/2,100 gp	-/13	13/6
Hold Monster	21,000 gp/2,100 gp	-/13	13/6
Ice Storm	21,000 gp/2,100 gp	-/13	13/6
Invisibility, Greater	21,000 gp/2,100 gp	-/13	13/6
Locate Creature	21,000 gp/2,100 gp	-/13	13/6
Rainbow Pattern	21,000 gp/2,100 gp	-/13	13/6
Sending	21,000 gp/2,100 gp	-/13	13/6
Shout	21,000 gp/2,100 gp	-/13	13/6
Solid Fog	21,000 gp/2,100 gp	-/13	13/6
Summon Monster IV	21,000 gp/2,100 gp	-/13	13/6
Summon Nature's Ally IV	21,000 gp/2,100 gp	-/13	13/6
Volcanic Storm	21,000 gp/2,100 gp	-/13	13/6
Wandering Star Motes	21,000 gp/2,100 gp	-/13	13/6

Cursed Magic Items

Item	Price	NPC Level	PC Level
Armor of Arrow Attraction			
Arrow Breaker Bow			
Broom of Animated Attack			
Eyes of Blindness			
Nearfiring Bow			
Ornery Pistol			
Scattershot Bracers			
Stone of Weight			
Stone of Weight			
Unlucky Figurine			
Unstable Musket			

Artifacts

Item	Price	NPC Level	PC Level
Celestial Lens			
Cloud Castle of the Stormking			
Hammer of Thunderbolts			
Jar of Dragon's Teeth			
Orbs of Dragonkind			
Sphere of Annihilation			
Staff of the Magi			
The Shiel of the Sun			
Thunnorad*			
Traveling Vardo*			
Weird Queen's Magpie			





7 VEHICLES

In our real world the way to achieve flight is through the use of vehicles. We do not have the option to jump on the back of a griffon or pegasus and be born aloft. Instead it has required a phenomenal amount of ingenuity and the development of highly efficient power sources for humanity to finally leave the earth behind. One of the few non-powered vehicles, the hang glider, only saw viability and development in the same period as the birth of the airplane.

Companions of the Firmament focuses on personal flight and so the vehicles presented here are a sample of possible vehicles which are scaled to either be used for solo flight, or at most small groups such as an adventuring party. It is perfectly feasible to create much larger flying vehicles, massive ships on the scale of man-o-war sailing ships, or gigantic dirigibles that are run by scores or even hundreds of crew. However once a vehicle far outstrips a humanoid scale of involvement, it begins to become more of an environment or setting for a game, rather than an individual tool.

The *Pathfinder® Roleplaying Game: Ultimate Combat™* provides full rules on using vehicles in the system. Vehicles function differently in combat compared to creatures. Because *Companions of the Firmament* is offering up its own alternative rules for handling flight there are two approaches that can be used with the existing system.

First, the stat blocks detailing new vehicles (air barge, balloon, and alchemical skiff) can be used as-is with the existing vehicle rules. The second option introduces two additional statistics, the base fly value, and the fly maneuverability value. These statistics can be used with the flying rules presented in this book.

Base Fly Value

The base fly value is a modifier that you add to the Driving check of the character driving the vehicle. This represents the aerial performance of the vehicle itself. Smaller craft tend to be more agile as they generally are tied more directly to the driver's own movements to assist in flight. Air vehicles which are much larger tend to be more cumbersome in the air and require much more skill to be able to anticipate conditions and maneuver.

Any vehicle you use or design can have its base fly value determined with the below table. The base fly value is determined by the size of the vehicle and then adding the size modifier with

the maneuverability modifier. The base maneuverability is likewise determined by the size of the vehicle.

Table 7-1: Base Fly and Maneuverability

Vehicle Size	Size Modifier	Base Maneuverability
Fine	+8	Good (+4)
Diminutive	+6	Good (+4)
Tiny	+4	Average (+0)
Small	+2	Average (+0)
Medium	0	Average (+0)
Large	-2	Poor (-4)
Huge	-4	Poor (-4)
Gargantuan	-6	Clumsy (-8)
Colossal	-8	Clumsy (-8)

Size Modifier: This is the size modifier as detailed in the Fly skill.

Base Maneuverability: A vehicle's base flying maneuverability is set by its size. Maneuverability can be improved by doubling the cost of the vehicle for each step of improvement. Thus a gargantuan vehicle that cost 20,000 gp would double its price to move to poor (40,000 gp) and then double again to get to average (80,000 gp). While not listed on the table above, perfect maneuverability is attainable by increasing the price of the vehicle.

Driving Check DC Patch

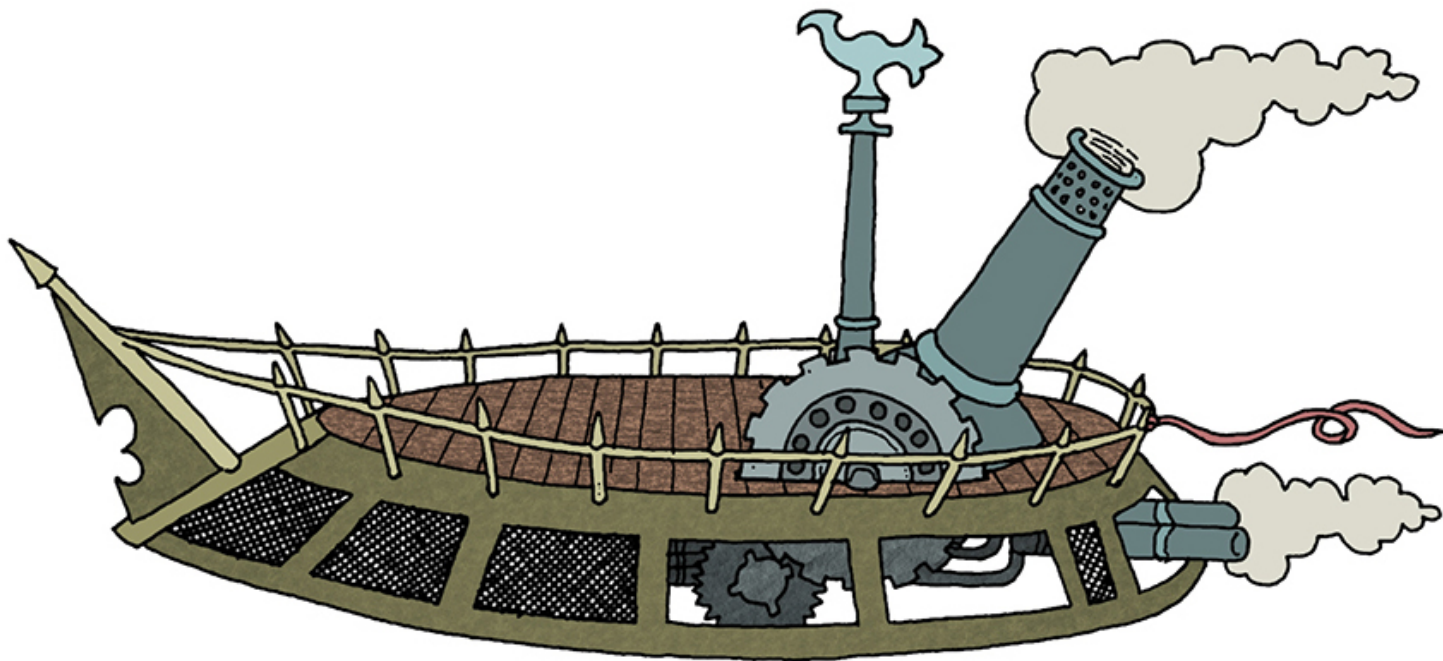
The existing vehicle rules have a difficulty check that is scaled to make driving vehicles in combat very challenging for low level characters. The base DC is set at 20 and additional modifiers can increase the DC to levels that would make it all but impossible for some common maneuvers to be performed unless the character had invested heavily in the skill that performs the driving check. Such a high DC to perform basic maneuvers has made the rules only function as intended at mid to high character levels.

To fix this issue it is suggested that all Driving checks are done at a base of DC 5 regardless of being in or out of combat. Other modifiers may apply and the base fly modifier will have an impact on the driver's performance.





AIR VEHICLES



ALCHEMICAL SKIFF

An alchemical skiff is an airship that comes in the shape roughly like an upturned small boat, but with a belching alchemical engine emerging from the center of the deck. The engine provides both lift and propulsion for the skiff and is directed by a steering wheel and levers in the center of the craft.

If an alchemical skiff crashes and has a driver, that driver can make a DC 15 driving check as an immediate action. If the check fails, the alchemical engine explodes, dealing 6d6 points of fire damage to all objects and creatures within a 30-foot radius of the alchemical engine. A DC 18 Reflex save halves the damage.

An alchemical skiff can carry 4000 pounds of cargo or 10 passengers.

Gargantuan air vehicle

Squares 18 (25 ft. by 30 ft.); **Cost** 80,000 gp

DEFENSE

AC 6; **Hardness** 10

hp 300 (149)

Base Save +3

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 30 ft.

Base Fly -6; **Maneuverability** average

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

Propulsion alchemical (4 squares of alchemical engines in the middle of the ship; hardness 8, hp 80)

Driving Check Craft (alchemy) or Knowledge (arcana) +2 to the DC

Forward Facing skiff's forward

Driving Device steering wheel and levers

Driving Space the nine squares around the steering wheel that sits at the center of the skiff

Weapons One large size siege engine can be installed onto the forward deck. This reduces the number of passengers that can be carried down to six.





AIR BARGE

An air barge is a large glider that is designed to be towed by other flying creatures through the sky.

An air barge can carry up to 2,000 pounds of cargo or 8 passengers.

Gargantuan air vehicle

Squares 16 (20 ft. by 20 ft.); **Cost** 1,000 gp

DEFENSE

AC 6; **Hardness** 5

hp 240 (119)

Base Save +1

OFFENSE

Maximum Speed twice the speed of the pulling creature(s);

Acceleration half the speed of the pulling creature(s)

Base Fly -14; **Maneuverability** clumsy

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

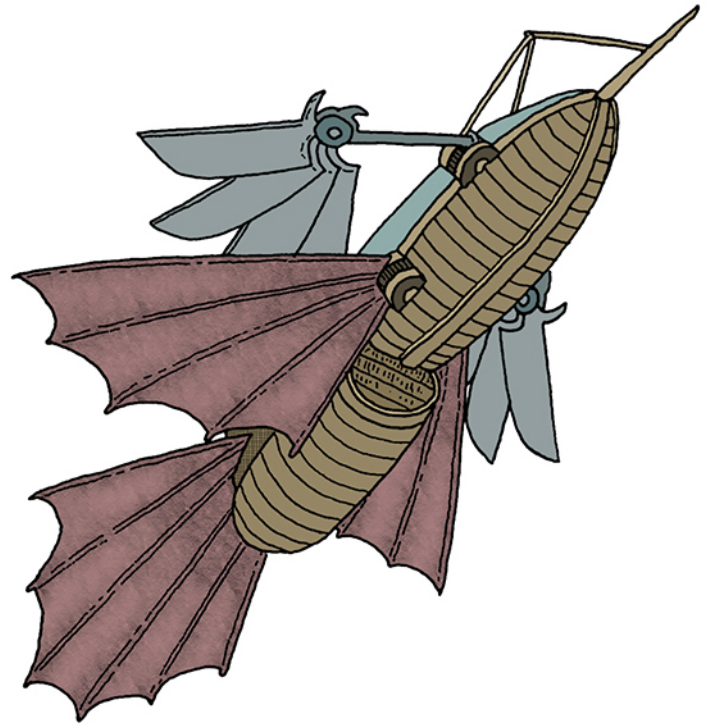
Propulsion muscle (pulled; 4 Medium creatures or 1 Large creature)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins and tow cable

Driving Space the most forward square of the air barge



BALLOON

A balloon can carry 1,500 pounds or 6 passengers.

Gargantuan air vehicle

Squares 16 (20 ft. by 20 ft.); **Cost** 40,000 gp

DEFENSE

AC 6; **Hardness** 5

hp 160 (79)

Base Save +1

OFFENSE

Maximum Speed 90 ft.; **Acceleration** 30 ft.

Base Fly -10; **Maneuverability** poor

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

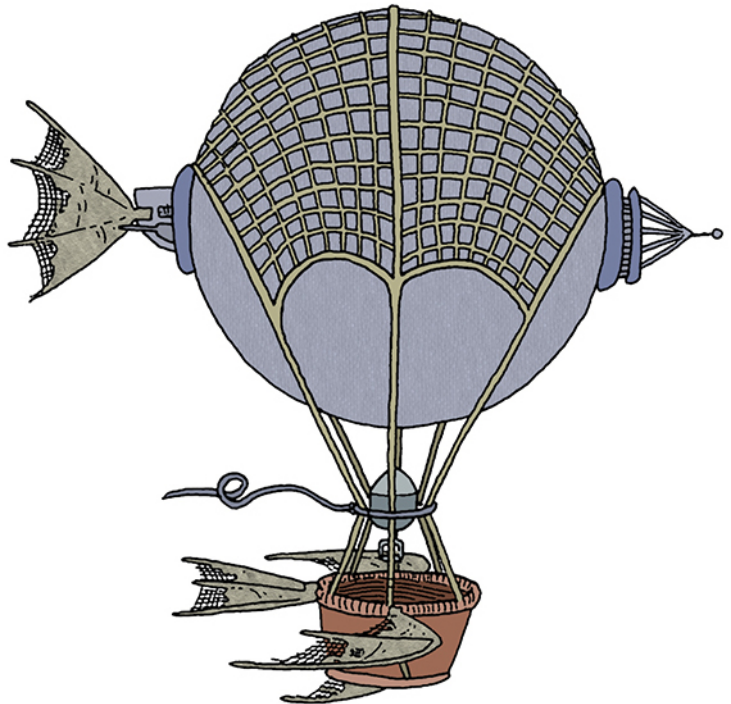
Propulsion current (air; 8 squares of balloon, hp 80)

Driving Check Profession (driver)

Forward Facing the balloon's forward

Driving Device air rudders

Driving Space six spaces within the balloon basket





GLIDER

A glider is basically a large piece of sail stretched out with a frame and connected to a handhold and straps. The only way to get a glider flying is to jump off a steep incline, allowing the glider to pick up the air current.

Large air vehicle

Squares 4 (10 ft. by 10 ft.); Cost 500 gp

DEFENSE

AC 9; **Hardness** 0 (takes double damage from acid and fire attacks)

hp 20 (9)

Base Save +0

OFFENSE

Maximum Speed 80 ft.; **Acceleration** 10 ft. (30 ft. when it first pushes off)

Base Fly -6; **Maneuverability** poor

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

Propulsion current (air; four squares of sail, which serve as the majority of the vehicle, hp 20)

Driving Check Fly or Acrobatics +10 to the DC

Forward Facing the point of the glider's wings

Driving Device rigging

Driving Space any single square directly below the sail part of the glider





8 CHALLENGES



MISSILE MOOKS

In a world where flight is not rare the average humanoid residents will most likely find a sense of security in missile weapons, such as the bow and crossbow. Scanning the skies for threats, every able bodied person would come to appreciate the power of ranged weaponry to defend their cities, towns and villages from voracious migrating aerial predators, or flying raiders.

Here are a series of generic NPC builds that are designed to effectively use missile fire. In the system, feat selection is important for the performance of ranged attacks and so these builds reflect the concentration, training and cultural importance of the use of the bow and crossbow. Whether good guys or bad guys, these nameless mooks can be quickly assembled to support and challenge the player characters on their adventures.





SIMPLE RACIAL MODIFIERS

These builds do not factor in any racial traits, going on the assumption that all of the varied factors even themselves out and thus allowing for the GM to quickly inject their use into an adventure without the worry of specific details. If a crude approximation is desired the easiest thing is to just modify the factors influenced by size.

Table 8-1: Missile Mook Size Adjustments

Factor	Small	Medium	Large
Attack Modifier	+1	+0	-1
Damage Die	-1 step	+0	+1 step
Armor Class	+1	+0	-1
Hit Points per level	-1	+0	+1

NOTES ON NPC BUILD TABLES

CR & XP: For the GMs convenience these are included to quickly calculate how many NPCs should be included in an encounter and what the value would be in defeating them.

Level: It is assumed that most use of these tables would be for low level NPCs, it is rather hard to imagine 20th level mooks in a battle. However this does not necessitate that there is no need for squads of nameless minions that are scaled to the needs of high level play.

Per: The Perception skill is separated off from the rest of the skills because it is not a class skill for either the fighter or warrior class and is a crucial check at the beginning of encounters.

HP: Hit points are calculated by starting with maximum hit points at 1st level and then half + 1 for subsequent levels. Fighters use the hit point option for their favored class bonus.

Skills: The bonus reflects two class skills being selected and focused on exclusively through the levels. Typically this would be climb and swim. However if the GM desires mounted missile mooks (which could be quickly combined with the Faithful Companion rules in this book) then ride and handle animal skills would properly train the NPC for their role in combat.

AC: For the sake of simplicity leather armor is the assumed baseline of protection as it is inexpensive for any culture or society and does not confer any performance penalties on the characters, such as movement or armor check penalties. Flat-footed and touch AC can both be quickly calculated by subtracting either the Dex or Arm bonuses.

Std & Full Att: The standard attack assumes either movement occurred in the round or there are no iterative attacks due to low level. Full attack assumes no movement and all attacks available are used by the NPC that round. Feats that modify the attack bonus are assumed to always be used, such as Rapid Shot and Deadly Aim.

Dmg (feat): The damage die depends on weapon being used and its size. For crossbows there is also a label of LC or HC which designates whether it is a light crossbow or heavy crossbow that is being used by the NPC. In parenthesis can be a reminder of feats that could be applied to the damage depending on circumstance.

Attributes: Warriors use the standard array for attributes (13, 12, 11, 10, 9, 8) while Fighters use the elite array (15, 14, 13, 12, 10, 8). Dexterity is always selected for the attribute bonus that occurs every four levels.

NPC Gear

The tables assume mundane equipment throughout the entire progression so that GMs can easily modify the NPCs to fit the needs of the campaign. Because these NPCs represent nameless minions that are there to support important NPCs, following the wealth by level values is avoided in the tables as it could easily result in vast bounties of expensive and magical gear for the party. Because minimal gear is provided the CR is reduced by one.

Each NPC is assumed to have:

- Missile weapon (either a longbow, light crossbow or heavy crossbow)
- Leather armor
- Enough arrows or bolts for the duration of the encounter (20-60 depending on level)
- A light one-handed melee weapon, such as a handaxe, short sword, or light mace.

If more expensive gear is desired here is a simple progression to add specific items that add directly to the mook's performance. Adding this gear increases the CR of the mook by 1.

Table 8-2: Missile Mook Magic Gear

Level	Missile Weapon	Armor
2	+1 Strength longbow (fighters only)	
4	Masterwork weapon	
6		+1 armor
8	+1 weapon	
10		+2 armor
12	+2 weapon	
14		+3 armor
16		+4 armor
18	+3 weapon	
20	+4 weapon	+5 armor



WARRIOR ARMED WITH LONGBOW

Table 8-3: Longbow Warrior

CR	XP	Level	Ini	Per	HP	Fort	Ref	Will	Skills	AC	Std Att.	Full Att.	Dmg (feat)	Feats
1/4	100	1	+1	+0	11	+3	+1	-1	+4	13 (+1 Dex, +2 Arm)	+2	-	1dx (PB)	Point Blank Shot: +1 to hit/dmg @ up to 30'
1/3	135	2	+1	+1	19	+4	+1	-1	+5	13 (+1 Dex, +2 Arm)	+3	-	1dx (PB)	
1/2	200	3	+1	+2	26	+4	+2	+0	+6	13 (+1 Dex, +2 Arm)	+4	-	1dx (PB)	Far Shot: -1 to hit per range increment
1	400	4	+2	+3	33	+5	+3	+0	+7	14 (+2 Dex, +2 Arm)	+6	-	1dx (PB)	
2	600	5	+2	+4	40	+5	+3	+0	+8	14 (+2 Dex, +2 Arm)	+8	-	1dx (PB)	Weapon Focus (Long bow): +1 to hit
3	800	6	+2	+5	47	+6	+4	+1	+9	14 (+2 Dex, +2 Arm)	+9	+9/+4	1dx (PB)	
4	1,200	7	+2	+6	54	+6	+4	+1	+10	14 (+2 Dex, +2 Arm)	+10	+8/+8/+1	1dx (PB)	Rapid Shot: Additional attack
5	1,600	8	+2	+7	61	+7	+4	+1	+11	14 (+2 Dex, +2 Arm)	+11	+9/+9/+2	1dx (PB)	
6	2,400	9	+2	+8	68	+7	+5	+2	+12	14 (+2 Dex, +2 Arm)	+12	+10/+10/+3	1dx (PB)	Precise Shot: Ignore shooting into melee penalty
7	3,200	10	+2	+9	75	+8	+5	+2	+13	14 (+2 Dex, +2 Arm)	+13	+11/+11/+4	1dx (PB)	
8	4,800	11	+2	+10	82	+8	+5	+2	+14	14 (+2 Dex, +2 Arm)	+14	+12/+12/+5	1dx (PB)	Imp. Precise Shot: Ignore partial cover and concealment
9	6,400	12	+3	+11	89	+9	+7	+3	+15	15 (+3 Dex, +2 Arm)	+16	+14/+14/+6/+1	1dx (PB)	
10	9,600	13	+3	+12	96	+9	+7	+3	+16	15 (+3 Dex, +2 Arm)	+13	+11/+11/+1/-2	1dx +8 (PB)	Deadly Aim: Increased damage
11	12,800	14	+3	+13	103	+10	+7	+3	+17	15 (+3 Dex, +2 Arm)	+14	+12/+12/+2/-1	1dx +8 (PB)	
12	19,200	15	+3	+14	110	+10	+8	+4	+18	15 (+3 Dex, +2 Arm)	+15	+13/+13/+3/+0	1dx +8 (PB/VS)	Vital Strike: Double damage dice with standard attack
13	25,600	16	+3	+15	117	+11	+8	+4	+19	15 (+3 Dex, +2 Arm)	+16	+14/+14/+6/+1/-4	1dx +8 (PB/VS)	
14	38,400	17	+3	+16	124	+11	+8	+4	+20	15 (+3 Dex, +2 Arm)	+16	+14/+14/+6/+1/-4	1dx +10 (PB/VS/MS)	Manyslot: Double damage in first attack
15	51,200	18	+3	+17	131	+12	+9	+5	+21	15 (+3 Dex, +2 Arm)	+17	+15/+15/+7/+2/-3	1dx +10 (PB/VS/MS)	
16	76,800	19	+3	+18	138	+12	+9	+5	+22	15 (+3 Dex, +2 Arm)	+18	+16/+16/+8/+3/-2	1dx +10 (PB/VS/MS)	Pinpoint Targeting: Single attack ignores armor, natural armor, or shield bonuses
17	102,400	20	+4	+19	146	+13	+10	+5	+23	16 (+4 Dex, +2 Arm)	+20	+18/+18/+10/+5/+0	1dx +10 (PB/VS/MS)	

Str	Dex	Con	Int	Wis	Cha
11	13*	12	10	9	8

*Dexterity gains +1 at every four levels

Weapon	Dmg (S)	Dmg (M)	Critical	Range	Type
Longbow	1d6	1d8	x3	100 ft.	P

WARRIOR ARMED WITH CROSSBOW

Table 8-4: Crossbow Warrior

CR	XP	Level	Ini	Per	HP	Fort	Ref	Will	Skills	AC	Std Att.	Full Att.	Dmg (feat)	Feats
1/4	100	1	+1	+0	11	+3	+1	-1	+4	13 (+1 Dex, +2 Arm)	+2	-	HC 1dx	Rapid Reload: Reduce reload time to free or move action
1/3	135	2	+1	+1	19	+4	+1	-1	+5	13 (+1 Dex, +2 Arm)	+3	-	HC 1dx	
1/2	200	3	+1	+2	26	+4	+2	+0	+6	13 (+1 Dex, +2 Arm)	+4	-	HC 1dx (PB)	Point Blank Shot: +1 to hit/dmg @ up to 30'
1	400	4	+2	+3	33	+5	+3	+0	+7	14 (+2 Dex, +2 Arm)	+6	-	HC 1dx (PB)	
2	600	5	+2	+4	40	+5	+3	+0	+8	14 (+2 Dex, +2 Arm)	+7	-	HC 1dx (PB)	Far Shot: -1 to hit per range increment
3	800	6	+2	+5	47	+6	+4	+1	+9	14 (+2 Dex, +2 Arm)	+8	+8/+3	LC 1dx (PB)	
4	1,200	7	+2	+6	54	+6	+4	+1	+10	14 (+2 Dex, +2 Arm)	+9	+7/+7/+0	LC 1dx (PB)	Rapid Shot: Additional attack
5	1,600	8	+2	+7	61	+7	+4	+1	+11	14 (+2 Dex, +2 Arm)	+10	+8/+8/+1	LC 1dx (PB)	
6	2,400	9	+2	+8	68	+7	+5	+2	+12	14 (+2 Dex, +2 Arm)	+11	+9/+9/+2	HC 1dx (PB)	Crossbow Mastery: free to reload and does not provoke
7	3,200	10	+2	+9	75	+8	+5	+2	+13	14 (+2 Dex, +2 Arm)	+12	+10/+10/+3	HC 1dx (PB)	
8	4,800	11	+2	+10	82	+8	+5	+2	+14	14 (+2 Dex, +2 Arm)	+13	+11/+11/+4	HC 1dx (PB)	Precise Shot: Ignore shooting into melee penalty
9	6,400	12	+3	+11	89	+9	+7	+3	+15	15 (+3 Dex, +2 Arm)	+15	+13/+13/+5/+0	HC 1dx (PB)	
10	9,600	13	+3	+12	96	+9	+7	+3	+16	15 (+3 Dex, +2 Arm)	+16	+14/+14/+6/+1	HC 1dx (PB)	Imp. Precise Shot: Ignore partial cover and concealment
11	12,800	14	+3	+13	103	+10	+7	+3	+17	15 (+3 Dex, +2 Arm)	+17	+15/+15/+7/+2	HC 1dx (PB)	
12	19,200	15	+3	+14	110	+10	+8	+4	+18	15 (+3 Dex, +2 Arm)	+14	+12/+12/+5/+0	HC 1dx +8 (PB)	Deadly Aim: Increased damage
13	25,600	16	+3	+15	117	+11	+8	+4	+19	15 (+3 Dex, +2 Arm)	+15	+13/+13/+6/+1/-3	HC 1dx +8 (PB)	
14	38400	17	+3	+16	124	+11	+8	+4	+20	15 (+3 Dex, +2 Arm)	+15	+13/+13/+6/+1/-3	HC 1dx +10 (PB/VS)	Vital Strike: Double damage dice with standard attack
15	51,200	18	+3	+17	131	+12	+9	+5	+21	15 (+3 Dex, +2 Arm)	+16	+14/+14/+7/+2/-2	HC 1dx +10 (PB/VS)	
16	76,800	19	+3	+18	138	+12	+9	+5	+22	15 (+3 Dex, +2 Arm)	+17	+15/+15/+8/+3/-1	HC 1dx +10 (PB/VS)	Pinpoint Targeting: Single attack ignores armor, natural armor, or shield bonuses
17	102,400	20	+4	+19	146	+13	+10	+5	+23	16 (+4 Dex, +2 Arm)	+19	+17/+17/+10/+5/+1	HC 1dx +10 (PB/VS)	

Str	Dex	Con	Int	Wis	Cha
11	13*	12	10	9	8

*Dexterity gains +1 at every four levels

Weapon	Dmg (S)	Dmg (M)	Critical	Range	Type
Heavy Crossbow	1d8	1d10	19-20/x2	120 ft.	P
Light Crossbow	1d6	1d8	19-20/x2	80 ft.	P

FIGHTER ARMED WITH LONGBOW

Table 8-5: Longbow Fighter

CR	XP	Level	Ini	Per	HP	Fort	Ref	Will	Skills	AC	Std Att.	Full Att.	Dmg (feat)	Feats
1/3	135	1	+2	+1	13	+4	+2	+0	+5	14 (+2 Dex, +2 Arm)	+3	-	1dx (PB)	Point Blank Shot: +1 to hit/dmg @ up to 30', Far Shot: -1 to hit per range increment
1/2	200	2	+2	+2	23	+5	+2	+0	+6	14 (+2 Dex, +2 Arm)	+5	-	1dx (PB)	Weapon Focus (longbow): +1 to hit
1	400	3	+2	+3	32	+5	+3	+1	+7	14 (+2 Dex, +2 Arm)	+6	-	1dx (PB)	Precise Shot: Ignore shooting into melee penalty
2	600	4	+3	+4	41	+6	+4	+1	+8	15 (+3 Dex, +2 Arm)	+8	-	1dx +2 (PB)	Weapon Specialization: +2 damage
3	800	5	+3	+5	50	+6	+4	+1	+9	15 (+3 Dex, +2 Arm)	+10	+8/+8	1dx +3 (PB)	Rapid Shot: Additional attack
4	1,200	6	+3	+6	59	+7	+5	+2	+10	15 (+3 Dex, +2 Arm)	+11	+9/+9/+4	1dx +3 (PB/MS)	Manyslot: Double damage in first attack
5	1,600	7	+3	+7	68	+7	+5	+2	+11	15 (+3 Dex, +2 Arm)	+10	+8/+8/+3	1dx +7 (PB/MS)	Deadly Aim: Increased damage
6	2,400	8	+3	+8	77	+8	+5	+2	+12	15 (+3 Dex, +2 Arm)	+12	+10/+10/+5	1dx +7 (PB/MS)	Greater Weapon Focus: +2 to hit
7	3,200	9	+3	+9	86	+8	+6	+3	+13	15 (+3 Dex, +2 Arm)	+13	+11/+11/+6	1dx +10 (PB/MS)	Improved Critical: Crit on 19+
8	4,800	10	+3	+10	95	+9	+6	+3	+14	15 (+3 Dex, +2 Arm)	+14	+12/+12/+7	1dx +10 (PB/MS)	Critical Focus: +4 confirm crit
9	6,400	11	+3	+11	104	+9	+6	+3	+15	15 (+3 Dex, +2 Arm)	+15	+13/+13/+8/+3	1dx +10 (PB/MS)	Imp. Precise Shot: Ignore partial cover and concealment
10	9,600	12	+3	+12	113	+10	+8	+4	+16	15 (+3 Dex, +2 Arm)	+17	+15/+15/+10/+5	1dx +12 (PB/MS)	Greater Weapon Specialization: +4 damage
11	12,800	13	+3	+13	122	+10	+8	+4	+17	15 (+3 Dex, +2 Arm)	+18	+16/+16/+11/+6	1dx +15 (PB/MS)	Staggering Critical: stagger condition with crit
12	19,200	14	+4	+14	131	+11	+8	+4	+18	16 (+4 Dex, +2 Arm)	+19	+17/+17/+12/+7	1dx +15 (PB/MS)	Critical Mastery: apply two conditions with crit
13	25,600	15	+4	+15	140	+11	+9	+7	+19	16 (+4 Dex, +2 Arm)	+20	+18/+18/+13/+8	1dx +15 (PB/MS)	Iron Will: +2 Willpower
14	38,400	16	+4	+16	149	+12	+9	+7	+20	16 (+4 Dex, +2 Arm)	+21	+19/+19/+14/+9/+4	1dx +15 (PB/MS)	Pinpoint Targeting: Single attack ignores armor, natural armor, or shield bonuses
15	51,200	17	+4	+17	158	+12	+9	+7	+21	16 (+4 Dex, +2 Arm)	+22	+20/+20/+15/+10/+5	1dx +18 (PB/MS)	Stunning Critical: stun with crit
16	76,800	18	+4	+18	167	+13	+10	+8	+22	16 (+4 Dex, +2 Arm)	+23	+21/+21/+16/+11/+6	1dx +18 (PB/MS)	Penetrating Strike: ignore 5 DR/type
17	102,400	19	+4	+19	176	+13	+10	+8	+23	16 (+4 Dex, +2 Arm)	+24	+22/+22/+17/+12/+7	1dx +18 (PB/MS)	Point Blank Master: no provoke with longbow
18	153,500	20	+5	+20	185	+14	+11	+8	+24	17 (+5 Dex, +2 Arm)	+26	+24/+24/+19/+14/+9	1dx +18 (PB/MS)	Greater Penetrating Strike: ignore 10 DR/type or 5/-

Str	Dex	Con	Int	Wis	Cha
13	15*	14	12	10	8

*Dexterity gains +1 at every four levels

Weapon	Dmg (S)	Dmg (M)	Critical	Range	Type
Longbow	1d6	1d8	x3	100 ft.	P

FIGHTER ARMED WITH CROSSBOW

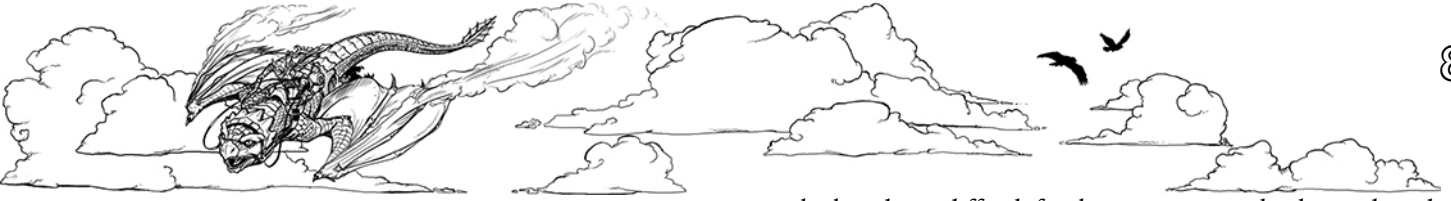
Table 8-6: Crossbow Fighter

CR	XP	Level	Ini	Per	HP	Fort	Ref	Will	Skills	AC	Std Att.	Full Att.	Dmg (feat)	Feats
1/3	135	1	+2	+1	13	+4	+2	+0	+5	14 (+2 Dex, +2 Arm)	+3	-	HC 1dx (PB)	Point Blank Shot: +1 to hit/dmg @ up to 30', Rapid Reload: Reduce reload time to free or move action
1/2	200	2	+2	+2	23	+5	+2	+0	+6	14 (+2 Dex, +2 Arm)	+4	-	HC 1dx (PB)	Far Shot: -1 to hit per range increment
1	400	3	+2	+3	32	+5	+3	+1	+7	14 (+2 Dex, +2 Arm)	+6	-	HC 1dx (PB)	Weapon Focus (crossbow): +1 to hit
2	600	4	+3	+4	41	+6	+4	+1	+8	15 (+3 Dex, +2 Arm)	+8	-	HC 1dx +2 (PB)	Weapon Specialization: +2 damage
3	800	5	+3	+5	50	+6	+4	+1	+9	15 (+3 Dex, +2 Arm)	+10	-	HC 1dx +3 (PB)	Precise Shot: Ignore shooting into melee penalty
4	1,200	6	+3	+6	59	+7	+5	+2	+10	15 (+3 Dex, +2 Arm)	+11	+9/9/4	LC 1dx +3 (PB)	Rapid Shot: Additional attack
5	1,600	7	+3	+7	68	+7	+5	+2	+11	15 (+3 Dex, +2 Arm)	+12	+10/+10/+5	HC 1dx +3 (PB)	Crossbow Mastery: free to reload and does not provoke
6	2,400	8	+3	+8	77	+8	+5	+2	+12	15 (+3 Dex, +2 Arm)	+14	+12/+12/+7	HC 1dx +3 (PB)	Greater Weapon Focus: +2 to hit
7	3,200	9	+3	+9	86	+8	+6	+3	+13	15 (+3 Dex, +2 Arm)	+16	+14/+14/+9	HC 1dx +4 (PB)	Improved Critical: Crit on 18+
8	4,800	10	+3	+10	95	+9	+6	+3	+14	15 (+3 Dex, +2 Arm)	+17	+15/+15/+10	HC 1dx +4 (PB)	Critical Focus: +4 confirm crit
9	6,400	11	+3	+11	104	+9	+6	+3	+15	15 (+3 Dex, +2 Arm)	+18	+16/+16/+11/+6	HC 1dx +4 (PB)	Imp. Precise Shot: Ignore partial cover and concealment
10	9,600	12	+3	+12	113	+10	+8	+4	+16	15 (+3 Dex, +2 Arm)	+20	+18/+18/+13/+8	HC 1dx +6 (PB)	Greater Weapon Specialization
11	12,800	13	+3	+13	122	+10	+8	+4	+17	15 (+3 Dex, +2 Arm)	+18	+16/+16/+11/+6	HC 1dx +15 (PB)	Deadly Aim: Increased damage
12	19,200	14	+4	+14	131	+11	+8	+4	+18	16 (+4 Dex, +2 Arm)	+19	+17/+17/+12/+7	HC 1dx +15 (PB)	Staggering Critical: stagger condition with crit
13	25,600	15	+4	+15	140	+11	+9	+7	+19	16 (+4 Dex, +2 Arm)	+20	+18/+18/+13/+8	HC 1dx +15 (PB)	Critical Mastery: apply two conditions with crit
14	38400	16	+4	+16	149	+12	+9	+7	+20	16 (+4 Dex, +2 Arm)	+21	+19/+19/+14/+9/+4	HC 1dx +15 (PB)	Pinpoint Targeting: Single attack ignores armor, natural armor, or shield bonuses
15	51,200	17	+4	+17	158	+12	+9	+7	+21	16 (+4 Dex, +2 Arm)	+22	+20/+20/+15/+10/+5	HC 1dx +18 (PB)	Stunning Critical: stun with crit
16	76,800	18	+4	+18	167	+13	+10	+8	+22	16 (+4 Dex, +2 Arm)	+23	+21/+21/+16/+11/+6	HC 1dx +18 (PB)	Penetrating Strike: ignore 5 DR/type
17	102,400	19	+4	+19	176	+13	+10	+8	+23	16 (+4 Dex, +2 Arm)	+24	+22/+22/+17/+12/+7	HC 1dx +18 (PB)	Point Blank Master: no provoke with crossbow
18	153,500	20	+5	+20	185	+14	+11	+8	+24	17 (+5 Dex, +2 Arm)	+26	+24/+24/+19/+14/+9	HC 1dx +18 (PB)	Greater Penetrating Strike: ignore 10 DR/type or 5/-

Str	Dex	Con	Int	Wis	Cha
13	15*	14	12	10	8

*Dexterity gains +1 at every four levels

Weapon	Dmg (S)	Dmg (M)	Critical	Range	Type
Heavy Crossbow	1d8	1d10	19-20/x2	120 ft.	P
Light Crossbow	1d6	1d8	19-20/x2	80 ft.	P



VOLLEY ATTACKS

As characters gain levels it can become interesting to have large numbers of opponents to face in battle at once. While melee combat can be problematic with so many opponents to keep track of, missile fire can be dealt with far more easily by simplifying the *aid another* skill rule.

Volley attacks allow squads of low level missile troops can have an effect on play even when the player characters are higher level. Most of the time these will providing a consistent harassing level of low damage in the battle, with the possibility of a stronger hit on a lucky critical hit. Most of the time these attacks will providing a consistent harassing level of low damage in the battle, with the possibility of a stronger hit on a lucky critical.

It also provides a simple way for very long range missile fire to be conducted. If the PCs are flying towards a castle who's parapets are lined with archers the danger and challenge of the approach becomes easier to resolve with the potential range penalties at very long distances. Imagine the sky being filled with arrows as they range towards the castle walls, have to weave and bob to avoid being hit and sometimes having to suffer grazing or even direct hits.

If several NPCs are armed with the same missile weapon and are within 30 feet of one another then as a full-round action may simultaneously act with a *volley attack*. There are two forms of the volley attack, the targeted volley or the area volley.

Targeted Volley Attack

The targeted volley attacks represents a group of NPCs all focusing their attacks at one target, filling the air with arrows, bolts and so

on which makes it difficult for the target to completely avoid. Pick the NPC with the lowest attack bonus to use the weapon and then add +1 for each additional attack from all the NPCs attacking in the volley. If the attack is successful then roll damage as if only one attack had been made. If a critical hit is scored then rather than rolling for damage the target takes the maximum damage from the critical hit damage rolls.

As an example, ten 7th level warriors are armed with longbows and fire a volley at a PC. Due to their level they have iterative attacks from their base attack bonus, and they have the rapid shot feat. This gives them three attacks each. They all have the same attack bonus, starting at +8 if they were performing a full attack. With thirty attacks the total attack bonus is +37 (8+29). If the attack succeeds then 1d8 damage is applied to the target. Lets say the volley fire was very effective and scores a critical hit, then the target takes the maximum critical damage of 3d8, or 24 hit points.

Area Volley Attack

The area volley attack represents a group of NPCs firing in unison at an area on the ground or in the sky, spreading out their fire to potentially hit multiple targets in one attack. The size of the area depends on the number of missile attackers performing the area volley attack.

Select an area within range and line of sight and any creature within the area must make a Reflex save with a DC equal to 10 + the number of attackers minus one for each range increment beyond the first. Any creature that fails the save takes damage as if having been successfully attacked by one of the attackers in the volley.

Table 8-7: Volley Area Attack

Number of Attackers	Size of Area
4-6	Large (10' x 10' x 10')
7-12	Huge (15' x 15' x 15')
13-20	Gargantuan (20' x 20' x 20')
21+	Colossal (30' x 30' x 30')





FLYING MONSTERS BY ENVIRONMENT

The fundamental basis of the system is built around encounters with monsters. Being able to quickly assemble a flying encounter is going to be at the heart of many adventures in the sky. The following list compiles all of the flying creatures in the first three Bestiaries of the *Pathfinder Roleplaying Game*. The lists are broken down into the environments the creatures can be found in, along with their challenge rating, experience point value and alignment.

Coastline (warm)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Pteranodon	3	800	N	1
Giant Dragonfly	4	1,200	N	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Sea Drake	6	2,400	NE	2
Manananggal	7	3,200	CE	3
Young Brine Dragon	7	3,200	LN	2
Stymphalides	8	4,800	N	3
Zeলেখুত	9	6,400	LN	2
Adult Brine Dragon	11	12,800	LN	2
Popobala	15	51,200	CE	3
Toshigami	15	51,200	NG	3
Ancient Brine Dragon	16	76,800	LN	2

Coastline (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Giant Cockroach	1/2	200	N	2
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Giant Dragonfly	4	1,200	N	2
Berbalang	6	2,400	CE	3
Hungry Fog	6	2,400	N	3
Mothman	6	2,400	CN	2
Sea Drake	6	2,400	NE	2
Manananggal	7	3,200	CE	3
Young Sea Dragon	8	4,800	CG	3
Young Bronze Dragon	9	6,400	LG	1
Zeলেখুত	9	6,400	LN	2
Adult Sea Dragon	12	19,200	CG	3
Young Adult Bronze Dragon	12	19,200	LG	1
Adult Bronze Dragon	13	25,600	LG	1
Mature Adult Bronze Dragon	14	38,400	LG	1
Toshigami	15	51,200	NG	3
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Very Old Bronze Dragon	17	102,400	LG	1
Ancient Bronze Dragon	18	153,600	LG	1
Water Yai	18	153,600	CE	3
Wyrms Bronze Dragon	19	204,800	LG	1
Great Wyrms Bronze Dragon	21	409,600	LG	1

Coastline (cold)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Silvanshee	2	600	NG	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Sea Drake	6	2,400	NE	2
Manananggal	7	3,200	CE	3
Young Sea Dragon	8	4,800	CG	3
Yuki-onna	8	4,800	LE	3
Zeলেখুত	9	6,400	LN	2
Adult Sea Dragon	12	19,200	CG	3
Toshigami	15	51,200	NG	3
Fjord Linnorm	16	76,800	CE	3
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Wendigo	17	102,400	CE	2
Water Yai	18	153,600	CE	3

Desert (warm)

Name	CR	XP	Align.	Bestiary
Bat	1/8	50	N	1
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Wyrmling Brass Dragon	3	800	CG	1
Giant Dragonfly	4	1,200	N	2
Janni	4	1,200	N	1
Very Young Brass Dragon	5	1,600	CG	1
Wyrmling Blue Dragon	5	1,600	LE	1
Berbalang	6	2,400	CE	3
Giant Adult Ant Lion	6	2,400	N	3
Maftet	6	2,400	N	3
Mothman	6	2,400	CN	2
Criosphinx	7	3,200	N	3
Manananggal	7	3,200	CE	3
Very Young Blue Dragon	7	3,200	LE	1
Young Brass Dragon	7	3,200	CG	1
Desert Drake	8	4,800	NE	3
Juvenile Brass Dragon	8	4,800	CG	1
Sphinx (Gynosphinx)	8	4,800	N	1
Young Sea Dragon	8	4,800	CG	3
Androsphinx	9	6,400	CG	3
Shedu	9	6,400	LG	3
Young Blue Dragon	9	6,400	LE	1
Zeলেখুত	9	6,400	LN	2
Juvenile Blue Dragon	10	9,600	LE	1
Young Adult Brass Dragon	10	9,600	CG	1
Adult Brass Dragon	11	12,800	CG	1
Adult Sea Dragon	12	19,200	CG	3



Desert (warm) continued

Name	CR	XP	Align.	Bestiary
Mature Adult Brass Dragon	12	19,200	CG	1
Young Adult Blue Dragon	12	19,200	LE	1
Adult Blue Dragon	13	25,600	LE	1
Mature Adult Blue Dragon	14	38,400	LE	1
Old Brass Dragon	14	38,400	CG	1
Phoenix	15	51,200	NG	1
Toshigami	15	51,200	NG	3
Very Old Brass Dragon	15	51,200	CG	1
Ancient Brass Dragon	16	76,800	CG	1
Old Blue Dragon	16	76,800	LE	1
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Very Old Blue Dragon	17	102,400	LE	1
Wyrms Brass Dragon	17	102,400	CG	1
Ancient Blue Dragon	18	153,600	LE	1
Water Yai	18	153,600	CE	3
Great Wyrms Brass Dragon	19	204,800	CG	1
Wyrms Blue Dragon	19	204,800	LE	1
Great Wyrms Blue Dragon	21	409,600	LE	1

Desert (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Giant Cockroach	1/2	200	N	2
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Giant Dragonfly	4	1,200	N	2
Berbalang	6	2,400	CE	3
Hungry Fog	6	2,400	N	3
Maftet	6	2,400	N	3
Mothman	6	2,400	CN	2
Dragonne	7	3,200	N	3
Manananggal	7	3,200	CE	3
Lammasu	8	4,800	LG	3
Zelexhut	9	6,400	LN	2
Toshigami	15	51,200	NG	3

Desert (cold)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Silvanshee	2	600	NG	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Yuki-onna	8	4,800	LE	3
Zelexhut	9	6,400	LN	2
Toshigami	15	51,200	NG	3
Wendigo	17	102,400	CE	2

Forest (warm)

Name	CR	XP	Align.	Bestiary
Bat	1/8	50	N	1
Giant Cockroach	1/2	200	N	2
Leaf Leshy	1/2	200	N	3

Forest (warm) continued

Name	CR	XP	Align.	Bestiary
Sagari	1/2	200	NE	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Faerie Dragon	2	600	CG	3
Silvanshee	2	600	NG	2
Mobat	3	800	N	2
Forest Drake	4	1,200	LE	2
Giant Dragonfly	4	1,200	N	2
Derhii	5	1,600	N	3
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Goliath Stag Beetle	8	4,800	N	2
Witchfire	9	6,400	CE	2
Zelexhut	9	6,400	LN	2
Couatl	10	9,600	LG	1
Young Forest Dragon	10	9,600	CE	3
Adult Forest Dragon	14	38,400	CE	3
Jubjub Bird	15	51,200	N	3
Kongamato	15	51,200	N	3
Popobala	15	51,200	CE	3
Toshigami	15	51,200	NG	3
Simurgh	18	153,600	NG	3
Ancient Forest Dragon	19	204,800	CE	3
Jabberwock	23	819,200	CE	2

Forest (temperate)

Name	CR	XP	Align.	Bestiary
Bat	1/8	50	N	1
Raven	1/6	65	N	1
Flying Squirrel	1/3	135	N	3
Hawk	1/3	135	N	1
Owl	1/3	135	N	1
Sprite	1/3	135	CN	3
Giant Cockroach	1/2	200	N	2
Great Horned Owl	1/2	200	N	3
Leaf Leshy	1/2	200	N	3
Sagari	1/2	200	NE	3
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Grig	1	400	NG	2
Gryph	1	400	NE	2
Pseudodragon	1	400	NG	1
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Faerie Dragon	2	600	CG	3
Silvanshee	2	600	NG	2
Fey Giant Toad	3	800	CN	3
Giant Mantis	3	800	N	1
Giant Wasp	3	800	N	1
Mobat	3	800	N	2
Wasp Swarm	3	800	N	1
Forest Drake	4	1,200	LE	2
Giant Dragonfly	4	1,200	N	2
Giant Stag Beetle	4	1,200	N	1

**Forest (temperate) continued**

Name	CR	XP	Align.	Bestiary
Half-Celestial Unicorn	4	1,200	CG	1
Pixie	4	1,200	NG	1
Slicer Beetle	4	1,200	N	2
Wyrmling Green Dragon	4	1,200	LE	1
Giant Owl	5	1,600	LN	3
Spider Eater	5	1,600	N	3
Berbalang	6	2,400	CE	3
Hungry Fog	6	2,400	N	3
Mothman	6	2,400	CN	2
Very Young Green Dragon	6	2,400	LE	1
Manananggal	7	3,200	CE	3
Young Green Dragon	8	4,800	LE	1
Juvenile Green Dragon	9	6,400	LE	1
Witchfire	9	6,400	CE	2
Yrthak	9	6,400	N	2
Zeলেখত	9	6,400	LN	2
Young Forest Dragon	10	9,600	CE	3
Young Adult Green Dragon	11	12,800	LE	1
Adult Green Dragon	12	19,200	LE	1
Mature Adult Green Dragon	13	25,600	LE	1
Adult Forest Dragon	14	38,400	CE	3
Gorynych	15	51,200	CE	3
Jubjub Bird	15	51,200	N	3
Old Green Dragon	15	51,200	LE	1
Toshigami	15	51,200	NG	3
Very Old Green Dragon	16	76,800	LE	1
Ancient Green Dragon	17	102,400	LE	1
Wyrmling Green Dragon	18	153,600	LE	1
Ancient Forest Dragon	19	204,800	CE	3
Great Wyrmling Green Dragon	20	307,200	LE	1
Jabberwock	23	819,200	CE	2

Forest (cold)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Leaf Leshy	1/2	200	N	3
Sagari	1/2	200	NE	3
Flumph	1	400	LG	3
Silvanshee	2	600	NG	2
Forest Drake	4	1,200	LE	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Yuki-onna	8	4,800	LE	3
Witchfire	9	6,400	CE	2
Zeলেখত	9	6,400	LN	2
Young Forest Dragon	10	9,600	CE	3
Adult Forest Dragon	14	38,400	CE	3
Toshigami	15	51,200	NG	3
Wendigo	17	102,400	CE	2
Ancient Forest Dragon	19	204,800	CE	3
Taiga Linnorm	19	204,800	CE	3
Jabberwock	23	819,200	CE	2

Hills (warm)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Leaf Leshy	1/2	200	N	3
Vulture	1/2	200	N	3
Flumph	1	400	LG	3

Hills (warm) continued

Name	CR	XP	Align.	Bestiary
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Mobat	3	800	N	2
Giant Dragonfly	4	1,200	N	2
Giant Vulture	4	1,200	N	3
Wyrmling Copper Dragon	4	1,200	CG	1
Hieracosphinx	5	1,600	CE	3
Manticore	5	1,600	LE	1
Siren	5	1,600	CN	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Very Young Copper Dragon	6	2,400	CG	1
Wyvern	6	2,400	N	1
Criosphinx	7	3,200	N	3
Manananggal	7	3,200	CE	3
Sphinx (Gynosphinx)	8	4,800	N	1
Young Copper Dragon	8	4,800	CG	1
Androsphinx	9	6,400	CG	3
Garuda	9	6,400	CG	3
Juvenile Copper Dragon	9	6,400	CG	1
Rift Drake	9	6,400	CE	3
Zeলেখত	9	6,400	LN	2
Thunderbird	11	12,800	N	2
Young Adult Copper Dragon	11	12,800	CG	1
Adult Copper Dragon	12	19,200	CG	1
Mature Adult Copper Dragon	13	25,600	CG	1
Fire Yai	15	51,200	NE	3
Old Copper Dragon	15	51,200	CG	1
Phoenix	15	51,200	NG	1
Toshigami	15	51,200	NG	3
Very Old Copper Dragon	16	76,800	CG	1
Ancient Copper Dragon	17	102,400	CG	1
Wyrmling Copper Dragon	18	153,600	CG	1
Great Wyrmling Copper Dragon	20	307,200	CG	1

Hills (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Giant Cockroach	1/2	200	N	2
Leaf Leshy	1/2	200	N	3
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Hippogriff	2	600	N	2
Silvanshee	2	600	NG	2
Giant Dragonfly	4	1,200	N	2
Griffon	4	1,200	N	1
Flame Drake	5	1,600	CE	2
Siren	5	1,600	CN	2
Berbalang	6	2,400	CE	3
Hungry Fog	6	2,400	N	3
Mothman	6	2,400	CN	2
Wyvern	6	2,400	N	1
Chimera	7	3,200	CE	1



**Hills (temperate) continued**

Name	CR	XP	Align.	Bestiary
Manananggal	7	3,200	CE	3
Lammasu	8	4,800	LG	3
Zelexhut	9	6,400	LN	2
Thunderbird	11	12,800	N	2
Fire Yai	15	51,200	NE	3
Toshigami	15	51,200	NG	3

Hills (cold)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Leaf Leshy	1/2	200	N	3
Flumph	1	400	LG	3
Silvanshee	2	600	NG	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Ogre Mage	8	4,800	LE	1
Yuki-onna	8	4,800	LE	3
Zelexhut	9	6,400	LN	2
Thunderbird	11	12,800	N	2
Crag Linnorm	14	38,400	CE	1
Toshigami	15	51,200	NG	3
Ice Linnorm	17	102,400	CE	1
Wendigo	17	102,400	CE	2
Cairn Linnorm	18	153,600	CE	3

Jungle (warm)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Giant Dragonfly	4	1,200	N	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Zelexhut	9	6,400	LN	2
Toshigami	15	51,200	NG	3

Jungle (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Giant Cockroach	1/2	200	N	2
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Giant Dragonfly	4	1,200	N	2
Berbalang	6	2,400	CE	3
Hungry Fog	6	2,400	N	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Zelexhut	9	6,400	LN	2
Toshigami	15	51,200	NG	3

Mountain (warm)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Giant Dragonfly	4	1,200	N	2
Derhii	5	1,600	N	3
Berbalang	6	2,400	CE	3
Maftet	6	2,400	N	3
Mothman	6	2,400	CN	2
Wyrmling Red Dragon	6	2,400	CE	1
Manananggal	7	3,200	CE	3
Very Young Red Dragon	8	4,800	CE	1
Young Magma Dragon	8	4,800	CN	2
Garuda	9	6,400	CG	3
Rift Drake	9	6,400	CE	3
Roc	9	6,400	N	1
Young Sky Dragon	9	6,400	LG	3
Zelexhut	9	6,400	LN	2
Young Red Dragon	10	9,600	CE	1
Juvenile Red Dragon	11	12,800	CE	1
Thunderbird	11	12,800	N	2
Young Sovereign Dragon	11	12,800	N	3
Adult Magma Dragon	12	19,200	CN	2
Adult Sky Dragon	13	25,600	LG	3
Young Adult Red Dragon	13	25,600	CE	1
Adult Red Dragon	14	38,400	CE	1
Adult Sovereign Dragon	15	51,200	N	3
Fire Yai	15	51,200	NE	3
Mature Adult Red Dragon	15	51,200	CE	1
Toshigami	15	51,200	NG	3
Ancient Magma Dragon	17	102,400	CN	2
Old Red Dragon	17	102,400	CE	1
Ancient Sky Dragon	18	153,600	LG	3
Very Old Red Dragon	18	153,600	CE	1
Ancient Red Dragon	19	204,800	CE	1
Ancient Sovereign Dragon	20	307,200	N	3
Wyrmling Red Dragon	20	307,200	CE	1
Great Wyrmling Red Dragon	22	614,400	CE	1
Red Wyrmling Ravener	22	614,400	CE	2

Mountain (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Eagle	1/2	200	N	1
Giant Cockroach	1/2	200	N	2
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Giant Eagle	3	800	NG	1
Giant Dragonfly	4	1,200	N	2
Flame Drake	5	1,600	CE	2
Berbalang	6	2,400	CE	3
Hungry Fog	6	2,400	N	3



**Mountain (temperate) continued**

Name	CR	XP	Align.	Bestiary
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Lammasu	8	4,800	LG	3
Young Magma Dragon	8	4,800	CN	2
Young Sky Dragon	9	6,400	LG	3
Zeলেখত	9	6,400	LN	2
Young Silver Dragon	10	9,600	LG	1
Thunderbird	11	12,800	N	2
Young Sovereign Dragon	11	12,800	N	3
Adult Magma Dragon	12	19,200	CN	2
Adult Sky Dragon	13	25,600	LG	3
Adult Silver Dragon	14	38,400	LG	1
Adult Sovereign Dragon	15	51,200	N	3
Fire Yai	15	51,200	NE	3
Toshigami	15	51,200	NG	3
Ancient Magma Dragon	17	102,400	CN	2
Ancient Sky Dragon	18	153,600	LG	3
Ancient Silver Dragon	19	204,800	LG	1
Ancient Sovereign Dragon	20	307,200	N	3
Void Yai	20	307,200	LE	3

Mountain (cold)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Silvanshee	2	600	NG	2
Wyrmling White Dragon	2	600	CE	1
Very Young White Dragon	4	1,200	CE	1
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Young White Dragon	6	2,400	CE	1
Frost Drake	7	3,200	CE	2
Juvenile White Dragon	7	3,200	CE	1
Manananggal	7	3,200	CE	3
Shantak	8	4,800	CE	2
Young Magma Dragon	8	4,800	CN	2
Yuki-onna	8	4,800	LE	3
Young Adult White Dragon	9	6,400	CE	1
Zeলেখত	9	6,400	LN	2
Adult White Dragon	10	9,600	CE	1
Mature Adult White Dragon	11	12,800	CE	1
Thunderbird	11	12,800	N	2
Young Sovereign Dragon	11	12,800	N	3
Adult Magma Dragon	12	19,200	CN	2
Old White Dragon	13	25,600	CE	1
Ice Yai	14	38,400	CE	3
Very Old White Dragon	14	38,400	CE	1
Adult Sovereign Dragon	15	51,200	N	3
Ancient White Dragon	15	51,200	CE	1
Toshigami	15	51,200	NG	3
Fjord Linnorm	16	76,800	CE	3
Wyrmling White Dragon	16	76,800	CE	1
Ancient Magma Dragon	17	102,400	CN	2
Ice Linnorm	17	102,400	CE	1
Wendigo	17	102,400	CE	2
Great Wyrmling White Dragon	18	153,600	CE	1
Ancient Sovereign Dragon	20	307,200	N	3
Void Yai	20	307,200	LE	3
Tor Linnorm	21	409,600	CE	3

Ocean (warm)

Name	CR	XP	Align.	Bestiary
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Young Brine Dragon	7	3,200	LN	2
Young Sea Dragon	8	4,800	CG	3
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Water Yai	18	153,600	CE	3

Ocean (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Atomie	1	400	CN	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Hungry Fog	6	2,400	N	3
Young Brine Dragon	7	3,200	LN	2
Young Sea Dragon	8	4,800	CG	3
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Water Yai	18	153,600	CE	3

Ocean (cold)

Name	CR	XP	Align.	Bestiary
Young Brine Dragon	7	3,200	LN	2
Young Sea Dragon	8	4,800	CG	3
Yuki-onna	8	4,800	LE	3
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Wendigo	17	102,400	CE	2
Water Yai	18	153,600	CE	3

Plains (warm)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Vulture	1/2	200	N	3
Flumph	1	400	LG	3
Giant Bee	1	400	N	2
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Pegasus	3	800	CG	1
Giant Dragonfly	4	1,200	N	2
Giant Vulture	4	1,200	N	3
Giant Queen Bee	5	1,600	N	2
Berbalang	6	2,400	CE	3



**Plains (warm) continued**

Name	CR	XP	Align.	Bestiary
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Wyrmling Gold Dragon	7	3,200	LG	1
Goliath Stag Beetle	8	4,800	N	2
Stymphalides	8	4,800	N	3
Very Young Gold Dragon	9	6,400	LG	1
Zeলেখুত	9	6,400	LN	2
Young Gold Dragon	11	12,800	LG	1
Juvenile Gold Dragon	12	19,200	LG	1
Young Adult Gold Dragon	14	38,400	LG	1
Adult Gold Dragon	15	51,200	LG	1
Toshigami	15	51,200	NG	3
Mature Adult Gold Dragon	16	76,800	LG	1
Old Gold Dragon	18	153,600	LG	1
Ancient Gold Dragon	20	307,200	LG	1

Plains (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Giant Cockroach	1/2	200	N	2
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Bee	1	400	N	2
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Hippogriff	2	600	N	2
Silvanshee	2	600	NG	2
Cockatrice	3	800	N	1
Fey Giant Toad	3	800	CN	3
Pegasus	3	800	CG	1
Giant Dragonfly	4	1,200	N	2
Giant Queen Bee	5	1,600	N	2
Berbalang	6	2,400	CE	3
Hungry Fog	6	2,400	N	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Zeলেখুত	9	6,400	LN	2
Toshigami	15	51,200	NG	3

Plains (cold)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Silvanshee	2	600	NG	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Yuki-onna	8	4,800	LE	3
Zeলেখুত	9	6,400	LN	2
Toshigami	15	51,200	NG	3
Wendigo	17	102,400	CE	2

Extraplanar

Name	CR	XP	Align.	Bestiary
Small Air Elemental	1	400	N	1
Small Lightning Elemental	1	400	N	2
Augur	2	600	LE	3
Cacodaemon	2	600	NE	2

Extraplanar continued

Name	CR	XP	Align.	Bestiary
Cassisian	2	600	NG	2
Cythnigot	2	600	CE	2
Doru	2	600	NE	3
Harbinger Archon	2	600	LG	3
Imp	2	600	LE	1
Lyrakien	2	600	CG	2
Paracletus	2	600	N	2
Quasit	2	600	CE	1
Silvanshee	2	600	NG	2
Voidworm	2	600	CN	2
Accuser Devil (Zebub)	3	800	LE	2
Medium Air Elemental	3	800	N	1
Medium Lightning Elemental	3	800	N	2
Mephitis	3	800	N	1
Gloomwing	4	1,200	N	2
Djinni	5	1,600	CG	1
Large Air Elemental	5	1,600	N	1
Large Lightning Elemental	5	1,600	N	2
Lurker in Light	5	1,600	NE	2
Nightmare	5	1,600	NE	1
Rast	5	1,600	N	2
Belker	6	2,400	NE	2
Incubus	6	2,400	CE	3
Young Crystal Dragon	6	2,400	CG	2
Huge Air Elemental	7	3,200	N	1
Huge Lightning Elemental	7	3,200	N	2
Invisible Stalker	7	3,200	N	1
Legion Archon	7	3,200	LG	3
Lillend Azata	7	3,200	CG	1
Naunet	7	3,200	CN	2
Pairaka	7	3,200	NE	3
Sceaduinar	7	3,200	NE	2
Shadow Demon	7	3,200	CE	1
Succubus	7	3,200	CE	1
Theletos	7	3,200	N	2
Young Brine Dragon	7	3,200	LN	2
Animate Dead	8	4,800	NE	2
Axiomite	8	4,800	LN	2
Efreiti	8	4,800	LE	1
Erinyes Devil	8	4,800	LE	1
Hellwasp Swarm	8	4,800	LE	3
Hydrodaemon	8	4,800	NE	2
Mihstu	8	4,800	NE	2
Nabasu	8	4,800	CE	1
Young Magma Dragon	8	4,800	CN	2
Avoral	9	6,400	NG	2
Bone Devil	9	6,400	LE	1
Greater Air Elemental	9	6,400	N	1
Greater Lightning Elemental	9	6,400	N	2
Jyoti	9	6,400	N	2
Leukodaemon	9	6,400	NE	2
Vrock	9	6,400	CE	1
Young Cloud Dragon	9	6,400	N	2
Zeলেখুত	9	6,400	LN	2
Adult Crystal Dragon	10	9,600	CG	2
Imentesh	10	9,600	CN	2
Movanic Deva	10	9,600	NG	2
Nyogoth	10	9,600	CE	2
Shield Archon	10	9,600	LG	2
Adult Brine Dragon	11	12,800	LN	2



**Extraplanar continued**

Name	CR	XP	Align.	Bestiary
Cauchemar	11	12,800	NE	1
Elder Air Elemental	11	12,800	N	1
Elder Lightning Elemental	11	12,800	N	2
Meladaemon	11	12,800	NE	2
Adult Magma Dragon	12	19,200	CN	2
Akhana	12	19,200	N	2
Coloxus	12	19,200	CE	3
Monadic Deva	12	19,200	NG	2
Shining Child	12	19,200	CE	2
Adult Cloud Dragon	13	25,600	N	2
Ghaele Azata	13	25,600	CG	1
Ice Devil	13	25,600	LE	1
Tarry Demodand	13	25,600	CE	3
Augnagar	14	38,400	CE	2
Handmaiden Devil (Gylou)	14	38,400	LE	2
Nalfeshnee	14	38,400	CE	1
Nightwing	14	38,400	CE	2
Ancient Crystal Dragon	15	51,200	CG	2
Ancient Brine Dragon	16	76,800	LN	2
Astradaemon	16	76,800	NE	2
Belier Devil (Bdellavritra)	16	76,800	LE	2
Bythos	16	76,800	N	2
Horned Devil	16	76,800	LE	1
Shemhazian	16	76,800	CE	2
Slimy Demodand	16	76,800	CE	3
Ancient Magma Dragon	17	102,400	CN	2
Brijidine	17	102,400	CG	2
Keketar	17	102,400	CN	2
Ancient Cloud Dragon	18	153,600	N	2
Purrodaemon	18	153,600	NE	2
Shaggy Demodand	18	153,600	CE	3
Star Archon	19	204,800	LG	2
Vrolikai	19	204,800	CE	2
Akvan	20	307,200	NE	3
Asurendra	20	307,200	LE	3
Balor	20	307,200	CE	1
Draconal	20	307,200	NG	2
Eremite	20	307,200	LE	3
Iathavos	20	307,200	CE	2
Nightwave	20	307,200	CE	2
Pit Fiend	20	307,200	LE	1
Pleroma	20	307,200	N	2

Swamp (warm)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Stirge	1/2	200	N	1
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Mosquito Swarm	3	800	N	2
Vampiric Mist	3	800	NE	2
Wyrmling Black Dragon	3	800	CE	1
Manticore	5	1,600	LE	1
Very Young Black Dragon	5	1,600	CE	1
Berbalang	6	2,400	CE	3
Giant Mosquito	6	2,400	N	2

Swamp (warm) continued

Name	CR	XP	Align.	Bestiary
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Young Black Dragon	7	3,200	CE	1
Young Brine Dragon	7	3,200	LN	2
Juvenile Black Dragon	8	4,800	CE	1
Young Sea Dragon	8	4,800	CG	3
Witchfire	9	6,400	CE	2
Zelekhut	9	6,400	LN	2
Young Adult Black Dragon	10	9,600	CE	1
Adult Black Dragon	11	12,800	CE	1
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Mature Adult Black Dragon	12	19,200	CE	1
Old Black Dragon	14	38,400	CE	1
Toshigami	15	51,200	NG	3
Very Old Black Dragon	15	51,200	CE	1
Ancient Black Dragon	16	76,800	CE	1
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Wyrmling Black Dragon	17	102,400	CE	1
Water Yai	18	153,600	CE	3
Great Wyrmling Black Dragon	19	204,800	CE	1

Swamp (temperate)

Name	CR	XP	Align.	Bestiary
Raven	1/6	65	N	1
Giant Cockroach	1/2	200	N	2
Stirge	1/2	200	N	1
Atomie	1	400	CN	3
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2
Fey Giant Toad	3	800	CN	3
Vampiric Mist	3	800	NE	2
Harpy	4	1,200	CE	1
Berbalang	6	2,400	CE	3
Giant Mosquito	6	2,400	N	2
Hungry Fog	6	2,400	N	3
Mothman	6	2,400	CN	2
Dracolisk	7	3,200	N	1
Manananggal	7	3,200	CE	3
Young Brine Dragon	7	3,200	LN	2
Young Sea Dragon	8	4,800	CG	3
Witchfire	9	6,400	CE	2
Zelekhut	9	6,400	LN	2
Mobogo	10	9,600	CE	3
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Toshigami	15	51,200	NG	3
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Water Yai	18	153,600	CE	3





Swamp (cold)

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Silvanshee	2	600	NG	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Young Brine Dragon	7	3,200	LN	2
Young Sea Dragon	8	4,800	CG	3
Yuki-onna	8	4,800	LE	3
Witchfire	9	6,400	CE	2
Zeলেখত	9	6,400	LN	2
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Toshigami	15	51,200	NG	3
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Wendigo	17	102,400	CE	2
Water Yai	18	153,600	CE	3
Tarn Linnorm	20	307,200	CE	1

Underground

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Darkmantle	1	400	N	1
Flumph	1	400	LG	3
Gryph	1	400	NE	2
Silvanshee	2	600	NG	2
Mobat	3	800	N	2
Vampiric Mist	3	800	NE	2
Cloaker	5	1,600	CN	1
Skaveling	5	1,600	CE	2
Berbalang	6	2,400	CE	3
Half-Fiend Minotaur	6	2,400	CE	1
Mothman	6	2,400	CN	2
Young Crystal Dragon	6	2,400	CG	2
Brain Ooze	7	3,200	NE	3
Dracolisk	7	3,200	N	1
Manananggal	7	3,200	CE	3
Young Underworld Dragon	7	3,200	LE	3
Young Magma Dragon	8	4,800	CN	2
Adult Crystal Dragon	10	9,600	CG	2
Adult Underworld Dragon	11	12,800	LE	3
Adult Magma Dragon	12	19,200	CN	2
Ghorazagh	13	25,600	NE	3
Ancient Crystal Dragon	15	51,200	CG	2
Neothelid	15	51,200	CE	1
Toshigami	15	51,200	NG	3
Ancient Underworld Dragon	16	76,800	LE	3
Ancient Magma Dragon	17	102,400	CN	2

Urban

Name	CR	XP	Align.	Bestiary
Giant Cockroach	1/2	200	N	2
Flumph	1	400	LG	3
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
Silvanshee	2	600	NG	2

Urban continued

Name	CR	XP	Align.	Bestiary
Giant Dragonfly	4	1,200	N	2
Berbalang	6	2,400	CE	3
Mothman	6	2,400	CN	2
Manananggal	7	3,200	CE	3
Zeলেখত	9	6,400	LN	2
Coloxus	12	19,200	CE	3
Toshigami	15	51,200	NG	3

Lake

Name	CR	XP	Align.	Bestiary
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
River Drake	3	800	NE	3
Young Brine Dragon	7	3,200	LN	2
Young Sea Dragon	8	4,800	CG	3
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Water Yai	18	153,600	CE	3
Tarn Linnorm	20	307,200	CE	1

River

Name	CR	XP	Align.	Bestiary
Giant Fly	1	400	N	2
Bat Swarm	2	600	N	1
Cockroach Swarm	2	600	N	2
Dire Bat	2	600	N	1
River Drake	3	800	NE	3
Young Brine Dragon	7	3,200	LN	2
Young Sea Dragon	8	4,800	CG	3
Adult Brine Dragon	11	12,800	LN	2
Adult Sea Dragon	12	19,200	CG	3
Ancient Brine Dragon	16	76,800	LN	2
Scylla	16	76,800	CE	2
Ancient Sea Dragon	17	102,400	CG	3
Water Yai	18	153,600	CE	3





STORM BREWING

Unlike ground environments that remain fairly stable, aerial environments are under constant change due to weather conditions. Major factors such as temperature, visibility, precipitation and the strength of wind affect fliers more dramatically than people walking on the ground. It is like being in a dungeon where the light levels and the width of the corridors are changing hourly or daily.

Because so many variables change frequently one approach is to use weather tables help define the conditions that the characters will face on a daily basis. These table can establish if there are any challenges or constraints from the environment for that day with the purpose of adding complications for the characters to have to problem solve and overcome.

USING THE WEATHER TABLES

The GM selects the appropriate table for the climate that characters are currently in and then either rolls 1d20 to get a daily outcome, or simply selects a row from the table to use for the day. If a sandbox style game is being played with every single day being accounted for the GM could cycle through the list, selecting different rows and checking them off until a complete month has been filled up. Use the first twelve rows again to fill in for the extra 10-11 days the table would not account for.

Temperature

The system breaks Fahrenheit temperature into seven different functional categories. Either the temperature is moderate and has no effect on creatures, or it becomes increasingly hot or cold and can impact creatures that are not properly protected. Refer to the temperature table to get details for the weather table.

Temperature Protection

Extreme temperatures can hurt creatures that are not prepared for them. If characters are prepared for the temperature with one or more protective elements then they can avoid having to take Fortitude saves against damage. There are three elements that can assist characters in avoiding the negative impact of extreme temperatures:

- **Clothing:** Appropriate clothing for the temperature, such as cold or hot weather clothing.
- **Shelter:** Having shelter in both cold and hot weather can help avoid harm, either to block exposure to cold winds, or provide shelter to a sweltering sun.
- **Fire and Water:** In cold weather having a heat source such as a small fire is vital in extremely cold weather. Likewise in extremely hot weather having sufficient

access to water to help maintain body temperature is also crucial to survival.

Temperature Change with Altitude

The first mile of altitude has the same basic temperature as at ground level. The second mile shifts the temperature one category cooler, thus moderate temperature turns into cold temperature. Each additional mile shifts the temperature another category colder. If the creature enters the 6th mile of altitude then it enters into the death zone where the air is too thin to support life. This functions like the Extreme Cold temperature, however the only magical forms of protection that provide enough air to breathe will also stop damage from automatically occurring.

Clouds

There are several different cloud patterns that can emerge along with the altitude at which the clouds float in the sky that day.

Table 8-7: Clouds

Clouds	Description	Cloud Types
High	Clouds are 2 to 6 miles up in the sky and scattered.	Cirrocumulus, cirrus, altocumulus and altostratus
Overcast	The entire sky is covered by low lying clouds within the region.	Stratocumulus, stratus, cumulus, cumulonimbus
Scattered	There are numerous low level clouds that have varying wide gaps with the sky above.	

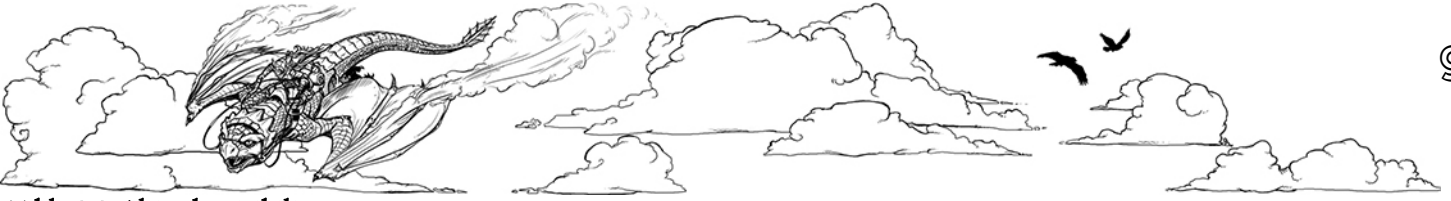
Precipitation

Various forms of precipitation may fall. Details of specific types of precipitation are detailed below the weather table. The length of time of the precipitation is also listed, with the GM determining when and where the precipitation falls.

Max Visibility

This details the maximum visibility to the horizon that can be seen. This is based on the cloud ceiling altitude (see Clouds) up to roughly 1 mile in the sky. If there are two numbers listed (eg. 50/5 miles) the first number is the visibility without precipitation while the second number is the visibility when there is precipitation in the air.



**Table 8-8: Altitude Visibility**

Ceiling	Clear Visibility	Examples
5000 ft.	90 miles	Mountain ranges, oceans, metropolis (16-30 million)
4000 ft.	80 miles	Metropolis (6-15 million population)
3000 ft.	70 miles	Metropolis (3 million population)
2000 ft.	60 miles	Ridge lines, great lakes, major islands, erupting volcanoes.
1500 ft.	50 miles	Metropolis (1 million population)
1000 ft.	40 miles	Large cities and metropolis, peaks, ridges, valleys, large lakes, areas of forested or open land, large islands, smoking volcanoes.
500 ft.	30 miles	Large towns and small cities, lakes, rivers, quarries.
250 ft.	20 miles	General areas of terrain such as pastures, farmlands, villages, small towns, small islands. Armies.
100 ft.	12 miles	Clusters of development or features along with approximate density and type (thorpe and hamlet). Major prominent features like an extraordinary monument. Broad highways. Herds. Colossal sized creatures.
50 ft.	3 miles	Individual objects the size of a small house and larger. Creatures huge to gargantuan. Narrow roadways. Packs of creatures.
Ground	1 mile	Individual objects medium size or larger.

Table 8-9: Wind Effects Table

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons	Checked Size	Blown Away/Break Test Size	Profession (sailor) penalty	Fly Penalty	Perception Penalty (sound)
Light	0-10 mph	—/—	—	—	—	—	—
Moderate	11-20 mph	—/—	—	—	—	—	—
Strong	21-30 mph	-2/—	Tiny	—	-2	-2	—
Severe	31-50 mph	-4/—	Small	Tiny	-4	-4	-4
Windstorm	51-74 mph	Impossible/-4	Medium	Small	-8	-8	-8
Hurricane	75-174 mph	Impossible/-8	Large	Medium	-12	-12	Impossible
Tornado	175-300 mph	Impossible/Impossible	Huge	Large	Impossible	-16	Impossible

Winds Force

This is the wind force as detailed in the Wind Effect Table. For convenience it also details the Fly check penalty that applies to fliers.

Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.

Blown Away Size: Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

Special

Miscellaneous special effects in addition to other effects that may occur due to the weather. Specific details on these effects are listed below each weather table.





TEMPERATE SPRING CLIMATE

Table 8-10: Temperate Spring Climate

Roll	Temp	Clouds	Precipitation	Max Visibility	Wind Force	Special
1	Moderate (60s)	-	-	90 miles	Light	
2	Moderate (60s)	Overcast (2000 ft.)	Drizzle (4 hours)	60/6 miles	Strong (-2)	
3	Moderate (50s)	High	-	90 miles	Moderate	
4	Moderate (50s)	Scattered (2000 ft.)	Rain (2 hours)	60/6 miles	Strong (-2)	Lightning
5	Moderate (40s)	-	-	90 miles	Light	
6	Moderate (40s)	Overcast (5000 ft.)	-	90 miles	Strong (-2)	
7	Cold (30s)	-	-	90 miles	Moderate	
8	Cold (30s)	Scattered (1500 ft.)	Rain (2 hours)	50/5 miles	Strong (-2)	Turbulence
9	Cold (20s)	-	-	90 miles	Light	
10	Cold (20s)	Overcast (4000 ft.)	-	80/8 miles	Strong (-2)	
11	Cold (20s)	-	-	90 miles	Moderate	
12	Cold (10s)	Scattered (1000 ft.)	Rain (3 hours)	40/4 miles	Strong (-2)	Lightning
13	Moderate (70s)	-	-	90 miles	Light	
14	Severe Cold (-10)	Overcast (3000 ft.)	-	70 miles	Moderate	
15	Hot (90s)	High	Rain (2 hours)	45/4 miles	Severe (-4)	Hail
16	Cold (30s)	Scattered (2000 ft.)	Rain (6 hours)	60/6 miles	Severe (-4)	Turbulence
17	Severe Cold (-15)	Overcast (1500 ft.)	Snow (6 hours)	50/5 miles	Severe (-4)	
18	Cold (30s)	Scattered (500 ft.)	Rain (8 hours)	30/3 miles	Windstorm (-8)	
19	Moderate (40s)	Overcast (1000 ft.)	Rain (10 hours)	40/4 miles	Windstorm (-8)	Lightning
20	Moderate (50s)	Overcast (500 ft.)	-	30 miles	Tornado (-16)	Lightning

Temperature	Degrees	Fortitude Save	Survival Check	Protection
Hot	>90 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Water)
Moderate	40-90 degrees	-	-	-
Cold	<39 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Fire)
Severe Cold	<0 degrees	DC 15 per 10 minutes	DC 15	Need 2 (Clothing, Shelter or Fire)

Hail: Each hour make a +10 attack against any exposed creatures, targeting their flat-footed AC. A successful attack causes 1d6 bludgeoning damage, and x2 critical.

Lightning: All exposed creatures make DC 15 Fort save or deaf for 24 hours. One bolt causes 5d8 electricity damage, DC 15 Reflex save for half. Each character can make a DC 20 Survival check to gain +2 to Reflex save. CR 7 encounter.

Rain/Snow: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible, as are sound-based Perception checks. Characters in close proximity to a tornado who fail a Fort DC 15 saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). The funnel moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

Turbulence: All flying creatures make DC 20 Fly check or buffeted by winds and take 1d6 non-lethal damage and lose 10 feet of altitude.





TEMPERATE SUMMER CLIMATE

Table 8-11: Temperate Summer Climate

Roll	Temp	Clouds	Precipitation	Max Visibility	Wind Force	Special
1	Moderate (60s)	-	-	90 miles	Light	
2	Moderate (60s)	High	-	90 miles	Moderate	
3	Moderate (70s)	-	-	90 miles	Strong (-2)	
4	Moderate (70s)	Scattered (1500 ft.)	Drizzle (1 hour)	50/5 miles	Moderate	Turbulence
5	Moderate (80s)	-	-	90 miles	Light	
6	Moderate (80s)	Overcast (2000 ft.)	Rain (1 hour)	60/6 miles	Moderate	Lightning
7	Hot (90s)	-	-	45 miles	Moderate	
8	Hot (90s)	Scattered (1000 ft.)	Rain (2 hours)	40/4 miles	Light	Turbulence
9	Hot (90s)	-	-	45 miles	Light	
10	Hot (100s)	-	-	45 miles	Moderate	
11	Hot (100s)	High	-	45 miles	Light	
12	Hot (100s)	-	-	45 miles	Moderate	
13	Moderate (50s)	-	-	90 miles	Light	
14	Moderate (40s)	Scattered (1000 ft.)	Rain (2 hours)	40/4 miles	Moderate	Hail
15	Cold (30s)	Overcast (1500 ft.)	Snow (3 hours)	50/5 miles	Strong (-2)	
16	Severe Hot (110s)	-	-	45 miles	Light	
17	Severe Hot (120s)	High	-	45 miles	Severe (-4)	
18	Moderate (70s)	Overcast (1000 ft.)	Rain (2 hours)	40/4 miles	Windstorm (-8)	
19	Moderate (80s)	Scattered (500 ft.)	Rain (6 hours)	30/3 miles	Windstorm (-8)	Lightning
20	Moderate (80s)	Overcast (500 ft.)	Rain (8 hours)	30/3 miles	Hurricane (-12)	Lightning

Temperature	Degrees	Fortitude Save	Survival Check	Protection
Severe Hot	>110 degrees	DC 15 per 10 minutes	DC 15	Need 2 (Clothing, Shelter or Water)
Hot	>90 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Water)
Moderate	40-90 degrees	-	-	-
Cold	<39 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Fire)

Hail: Each hour make a +10 attack against any exposed creatures, targeting their flat-footed AC. A successful attack causes 1d6 bludgeoning damage, and x2 critical.

Lightning: All exposed creatures make DC 15 Fort save or deaf for 24 hours. One bolt causes 5d8 electricity damage, DC 15 Reflex save for half. Each character can make a DC 20 Survival check to gain +2 to Reflex save. CR 7 encounter.

Rain/Snow: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Turbulence: All flying creatures make DC 20 Fly check or buffeted by winds and take 1d6 non-lethal damage and lose 10 feet of altitude.





TEMPERATE FALL CLIMATE

Table 8-12: Temperate Fall Climate

Roll	Temp	Clouds	Precipitation	Max Visibility	Wind Force	Special
1	Moderate (40s)	High	-	90 miles	Light	
2	Moderate (40s)	-	-	90 miles	Moderate	
3	Moderate (50s)	Scattered (3000 ft.)	-	70 miles	Light	Turbulence
4	Moderate (50s)	-	-	90 miles	Moderate	
5	Moderate (60s)	Overcast (3000 ft.)	Rain (1 hour)	70/7 miles	Light	
6	Moderate (60s)	High	-	90 miles	Moderate	
7	Moderate (60s)	Scattered (2000 ft.)	-	60 miles	Strong (-2)	Turbulence
8	Moderate (60s)	-	-	90 miles	Light	
9	Moderate (70s)	Scattered (1500 ft.)	Rain (2 hours)	50/5 miles	Moderate	Lightning
10	Moderate (70s)	Overcast (2000 ft.)		60 miles	Light	
11	Moderate (80s)	-	-	90 miles	Moderate	
12	Moderate (80s)	Overcast (2000 ft.)	-	60 miles	Moderate	
13	Hot (90s)	-	-	45 miles	Light	
14	Hot (100s)	-	-	45 miles	Moderate	
15	Cold (30s)	Scattered (1000 ft.)	Rain (1 hour)	40/4 miles	Severe (-4)	Hail
16	Cold (30s)	Overcast (2000 ft.)	Rain (2 hours)	60/6 miles	Severe (-4)	Freezing Rain
17	Cold (20s)	Overcast (1500 ft.)	Snow (4 hours)	50/5 miles	Windstorm (-8)	
18	Moderate (60s)	Overcast (1000 ft.)	Rain (8 hours)	40/4 miles	Windstorm (-8)	Lightning
19	Moderate (70s)	Overcast (1000 ft.)	Rain (12 hours)	40/4 miles	Hurricane (-12)	
20	Moderate (80s)	Overcast (500 ft.)	Rain (18 hours)	30/3 miles	Hurricane (-12)	

Temperature	Degrees	Fortitude Save	Survival Check	Protection
Hot	>90 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Water)
Moderate	40-90 degrees	-	-	-
Cold	<39 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Fire)

Hail: Each hour make a +10 attack against any exposed creatures, targeting their flat-footed AC. A successful attack causes 1d6 bludgeoning damage, and x2 critical.

Freezing Rain: While exposed to the freezing rain, the Fort save for cold weather effects is raised to DC 20. Flying in freezing rain causes a -4 penalty to fly checks.

Lightning: All exposed creatures make DC 15 Fort save or deaf for 24 hours. One bolt causes 5d8 electricity damage, DC 15 Reflex save for half. Each character can make a DC 20 Survival check to gain +2 to Reflex save. CR 7 encounter.

Rain/Snow: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Turbulence: All flying creatures make DC 20 Fly check or buffeted by winds and take 1d6 non-lethal damage and lose 10 feet of altitude.





TEMPERATE WINTER CLIMATE

Table 8-13: Temperate Winter Climate

Roll	Temp	Clouds	Precipitation	Max Visibility	Wind Force	Special
1	Moderate (60s)	-	-	90 miles	Light	
2	Moderate (50s)	High	-	90 miles	Moderate	
3	Moderate (40s)	Scattered (5000 ft.)	Drizzle (4 hours)	90/9 miles	Strong (-2)	Turbulence
4	Cold (30s)	Overcast (4000 ft.)	-	80 miles	Light	
5	Cold (30s)	Scattered (4000 ft.)	Rain (1 hour)	80/8 miles	Moderate	Lightning
6	Cold (30s)	Overcast (3000 ft.)	Snow (2 hours)	70/7 miles	Light	
7	Cold (20s)	High	-	90 miles	Light	
8	Cold (20s)	Scattered (3000 ft.)	-	70 miles	Moderate	Turbulence
9	Cold (20s)	-	-	90 miles	Severe (-4)	
10	Cold (10s)	Overcast (3000 ft.)	Snow (4 hours)	70/7 miles	Moderate	
11	Cold (10s)	High	-	90 miles	Strong (-2)	
12	Cold (10s)	Scattered (2000 ft.)	Snow (6 hours)	60/6 miles	Severe (-4)	Turbulence
13	Moderate (70s)	-	-	90 miles	Light	
14	Severe Cold (-5)	Overcast (2000 ft.)	Snow (4 hours)	60/6 miles	Moderate	Hail
15	Severe Cold (-10)	Scattered (2000 ft.)	Snow (3 hours)	60/6 miles	Strong (-2)	
16	Severe Cold (-15)	Overcast (2000 ft.)	Rain (2 hours)	60/6 miles	Windstorm (-8)	Freezing Rain
17	Cold (20s)	Overcast (1500 ft.)	Snow (8 hours)	50/5 miles	Severe (-4)	
18	Cold (10s)	Overcast (1500 ft.)	Snow (10 hours)	50/5 miles	Windstorm (-8)	
19	Severe Cold (-5)	Overcast (1000 ft.)	Rain (6 hours)	40/4 miles	Windstorm (-8)	Freezing Rain
20	Extreme Cold (-25)	Overcast (1000 ft.)	Snow (12 hours)	40/4 miles	Hurricane (-12)	

Temperature	Degrees	Fortitude Save	Survival Check	Protection
Moderate	40-90 degrees	-	-	-
Cold	<39 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Fire)
Severe Cold	<0 degrees	DC 15 per 10 minutes	DC 15	Need 2 (Clothing, Shelter or Fire)
Extreme Cold	<-20 degrees	None (1d6 cold per minute)	No	Need 3 (Clothing, Shelter, and Fire)

Hail: Each hour make a +10 attack against any exposed creatures, targeting their flat-footed AC. A successful attack causes 1d6 bludgeoning damage, and x2 critical.

Freezing Rain: While exposed to the freezing rain, the Fort save for cold weather effects is raised to DC 20. Flying in freezing rain causes a -4 penalty to fly checks.

Lightning: All exposed creatures make DC 15 Fort save or deaf for 24 hours. One bolt causes 5d8 electricity damage, DC 15 Reflex save for half. Each character can make a DC 20 Survival check to gain +2 to Reflex save. CR 7 encounter.

Rain/Snow: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Turbulence: All flying creatures make DC 20 Fly check or buffeted by winds and take 1d6 non-lethal damage and lose 10 feet of altitude.





WARM WET CLIMATE

Table 8-14: Warm Wet Climate

Roll	Temp	Clouds	Precipitation	Max Visibility	Wind Force	Special
1	Moderate (70s)	Overcast (3000 ft.)	Drizzle (10 hours)	70/7 miles	Light	
2	Moderate (80s)	Scattered (2000 ft.)	Rain (2 hours)	60/6 miles	Moderate	Lightning
3	Hot (90s)	Overcast (3000 ft.)	Drizzle (8 hours)	70/7 miles	Light	
4	Hot (90s)	Scattered (1500 ft.)	Rain (3 hours)	25/3 miles	Moderate	Lightning
5	Hot (90s)	Overcast (2000 ft.)	Rain (4 hours)	30/3 miles	Light	
6	Hot (90s)	Scattered (1500 ft.)	Rain (5 hours)	25/3 miles	Moderate	Turbulence
7	Hot (90s)	-	-	45 miles	Light	
8	Hot (100s)	Overcast (2000 ft.)	Drizzle (4 hours)	30/3 miles	Moderate	
9	Hot (100s)	Scattered (1000 ft.)	Rain (6 hours)	20/2 miles	Light	Turbulence
10	Hot (100s)	Overcast (1500 ft.)	Rain (7 hours)	25/3 miles	Moderate	
11	Hot (100s)	Scattered (1000 ft.)	Rain (8 hours)	20/2 miles	Light	Lightning
12	Hot (100s)	Scattered (500 ft.)	Rain (8 hours)	15/1 miles	Moderate	
13	Moderate (70s)	-	-	90 miles	Light	
14	Severe Hot (110s)	-	-	45 miles	Light	
15	Severe Hot (120s)	Overcast (1500 ft.)	Fog (4 hours)	25/0 miles	Light	
16	Hot (90s)	Overcast (1000 ft.)	Rain (10 hours)	20/0 miles	Moderate	Downpour
17	Hot (100s)	Scattered (500 ft.)	Rain (12 hours)	15/0 miles	Windstorm (-8)	Downpour
18	Moderate (70s)	Overcast (1000 ft.)	Rain (10 hours)	40/4 miles	Hurricane (-12)	Lightning
19	Moderate (80s)	Overcast (500 ft.)	Rain (12 hours)	15/1 miles	Hurricane (-12)	Lightning
20	Hot (90s)	Overcast (500 ft.)	Rain (24 hours)	15/1 miles	Hurricane (-12)	Lightning

Temperature	Degrees	Fortitude Save	Survival Check	Protection
Severe Hot	>110 degrees	DC 15 per 10 minutes	DC 15	Need 2 (Clothing, Shelter or Water)
Hot	>90 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Water)
Moderate	40-90 degrees	-	-	-

Downpour: Treat as rain, but conceals as fog. Can create floods.

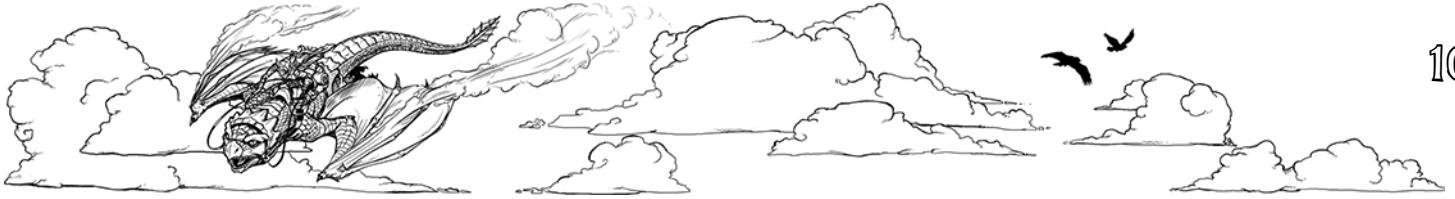
Fog: Obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Lightning: All exposed creatures make DC 15 Fort save or deaf for 24 hours. One bolt causes 5d8 electricity damage, DC 15 Reflex save for half. Each character can make a DC 20 Survival check to gain +2 to Reflex save. CR 7 encounter.

Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Turbulence: All flying creatures make DC 20 Fly check or buffeted by winds and take 1d6 non-lethal damage and lose 10 feet of altitude.





WARM DRY CLIMATE

Table 8-15: Warm Dry Climate

Roll	Temp	Clouds	Precipitation	Max Visibility	Wind Force	Special
1	Moderate (70s)	-	-	90 miles	Light	
2	Moderate (80s)	High	-	90 miles	Moderate	
3	Hot (90s)	-	-	45 miles	Light	
4	Hot (90s)	-	-	45 miles	Moderate	
5	Hot (90s)	-	-	45 miles	Light	
6	Hot (90s)	Scattered (1000 ft.)	Drizzle (1 hour)	20/2 miles	Moderate	Turbulence
7	Hot (90s)	-	-	45 miles	Light	
8	Hot (100s)	-	-	45 miles	Moderate	
9	Hot (100s)	-	-	45 miles	Light	
10	Hot (100s)	Scattered (4000 ft.)	-	80 miles	Moderate	Turbulence
11	Hot (100s)	-	-	45 miles	Light	
12	Hot (100s)	-	-	45 miles	Moderate	
13	Moderate (80s)	Scattered (3000 ft.)	Rain (1 hour)	70/7 miles	Moderate	Turbulence
14	Severe Hot (120s)	-	-	45 miles	Strong (-2)	
15	Severe Hot (130s)	-	-	45 miles	Strong (-2)	
16	Extreme Hot (140s)	-	-	45 miles	Light	
17	Extreme Hot (140s)	-	-	45 miles	Strong (-2)	
18	Hot (90s)	Overcast (4000 ft.)	Dust (6 hours)	80/0 miles	Strong (-2)	
19	Hot (100s)	Overcast (3000 ft.)	Dust (10 hours)	70/0 miles	Severe (-4)	Lightning
20	Hot (100s)	Overcast (2000 ft.)	Rain (8 hours)	30/0 miles	Hurricane (-12)	Downpour

Temperature	Degrees	Fortitude Save	Survival Check	Protection
Extreme Hot	>140 degrees	None (1d6 fire per minute)	No	Need 3 (Clothing, Shelter, and Water)
Severe Hot	>110 degrees	DC 15 per 10 minutes	DC 15	Need 2 (Clothing, Shelter or Water)
Hot	>90 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Water)
Moderate	40-90 degrees	-	-	-

Downpour: Treat as rain, but conceals as fog. Can create floods.

Dust or Sandstorm: Obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Lightning: All exposed creatures make DC 15 Fort save or deaf for 24 hours. One bolt causes 5d8 electricity damage, DC 15 Reflex save for half. Each character can make a DC 20 Survival check to gain +2 to Reflex save. CR 7 encounter.

Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Turbulence: All flying creatures make DC 20 Fly check or buffeted by winds and take 1d6 non-lethal damage and lose 10 feet of altitude.





COLD CLIMATE

Table 8-16: Cold Climate

Roll	Temp	Clouds	Precipitation	Max Visibility	Wind Force	Special
1	Moderate (50s)	-	-	90 miles	Light	
2	Moderate (40s)	High	-	90 miles	Strong (-2)	
3	Cold (30s)	Scattered (5000 ft.)	-	90 miles	Moderate	
4	Cold (30s)	Overcast (4000 ft.)	Snow (2 hours)	80/8 miles	Severe (-4)	Lightning
5	Cold (30s)	Scattered (4000 ft.)	-	80 miles	Light	
6	Cold (20s)	High	-	90 miles	Strong (-2)	
7	Cold (20s)	-	-	90 miles	Moderate	
8	Cold (20s)	Scattered (3000 ft.)	Snow (4 hours)	70/7 miles	Severe (-4)	Turbulence
9	Cold (10s)	Overcast (3000 ft.)	Snow (6 hours)	70/7 miles	Light	
10	Cold (10s)	Scattered (2000 ft.)	-	60 miles	Strong (-2)	Turbulence
11	Cold (10s)	High	-	90 miles	Light	
12	Cold (10s)	Scattered (1500 ft.)	Snow (8 hours)	50/5 miles	Moderate	Turbulence
13	Moderate (60s)	-	-	90 miles	Light	
14	Severe Cold (-5)	High	-	90 miles	Moderate	
15	Severe Cold (-10)	-	-	90 miles	Strong (-2)	
16	Extreme Cold (-25)	Overcast (3000 ft.)	Rain (8 hours)	70/7 miles	Moderate	Freezing Rain
17	Extreme Cold (-30)	Overcast (2000 ft.)	Rain (4 hours)	60/6 miles	Strong (-2)	Hail
18	Cold (20s)	Overcast (2000 ft.)	Snow (10 hours)	60/6 miles	Windstorm (-8)	
19	Severe Cold (-5)	Overcast (1500 ft.)	Snow (12 hours)	50/5 miles	Severe (-4)	
20	Cold (10s)	Overcast (1500 ft.)	Snow (24 hours)	50/5 miles	Windstorm (-8)	

Temperature	Degrees	Fortitude Save	Survival Check	Protection
Moderate	40-90 degrees	-	-	-
Cold	<39 degrees	DC 15 per hour	DC 15	Need 1 (Clothing, Shelter or Fire)
Severe Cold	<0 degrees	DC 15 per 10 minutes	DC 15	Need 2 (Clothing, Shelter or Fire)
Extreme Cold	<-20 degrees	None (1d6 cold per minute)	No	Need 3 (Clothing, Shelter, and Fire)

Freezing Rain: While exposed to the freezing rain, the Fort save for cold weather effects is raised to DC 20. Flying in freezing rain causes a -4 penalty to fly checks.

Lightning: All exposed creatures make DC 15 Fort save or deaf for 24 hours. One bolt causes 5d8 electricity damage, DC 15 Reflex save for half. Each character can make a DC 20 Survival check to gain +2 to Reflex save. CR 7 encounter.

Rain/Snow: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Turbulence: All flying creatures make DC 20 Fly check or buffeted by winds and take 1d6 non-lethal damage and lose 10 feet of altitude.





WEATHER ENCOUNTERS

The previous section looked at weather from a more simulation perspective in that it provides a set of environmental conditions that the players are placed within. Players then work within those conditions, either enduring them or finding ways to improvise and problem solve.

Another approach to weather is to treat it in a similar manner to a trap encounter, such as with the existing hazard rules. This allows for a quick encounter that just uses skill checks for resolution. While the hazard rules in the *Pathfinder® Roleplaying Game: GameMastery Guide™* provide examples for resolving sample encounters, here is a more standardized method for dealing with the natural environment as a series of encounters to be solved by the characters.

Table 8-18: Trap to Weather Hazard Conversion

Step	Traps Encounters use...	Weather Encounters use...
Detection	Perception check	Knowledge check
Bypass/Disarm	Disable Device check	Survival check
Assistance	Thieves' Tools	Survival Gear (clothing, shelter, etc.)
Resolution	Normally Saving Throw	Normally Saving Throw
Duration	Normally instantaneous effects	Normally one to several hours of effects

The idea is that an appropriate Knowledge check is made to detect the looming danger. Normally this would be a Knowledge (nature) check, however other knowledges might be more appropriate for the situation, such as arcana, religion, or planes for supernatural weather events. Even Knowledge (geography) can be used when local climate or terrain would have an impact on the weather hazard. A successful roll allows the character to recognize the danger that the weather hazard poses and provide enough time to respond before the weather begins to inflict damage on the party.

When a rogue attempts to disable a trap she normally uses a set of thieves' tools to assist her. If she does not have those then the DC for disabling the trap increases by 10. In a similar fashion, preparing for the weather hazard and having survival gear on hand will have a major impact on success. The GM will determine how well the character or party are equipped to deal with the weather and grant a bonus from 0 to 10 when making the Survival check. In addition, just as a character can invest in masterwork thieves' tools to add a bonus to the Disable Device check, so a character can gain a bonus to the Survival check with masterwork survival gear.

Why is the detection step a Knowledge check and not a Perception check? The main reason is that with disarming traps two skill checks are required (Perception and Disable Device) and each skill

is based off of a different ability score. If weather hazards used Perception and Survival then the only ability score being used would be Wisdom and that creates balance issues in how to resolve weather hazards. A second reason is that Perception is a skill that has more to do with the senses and detecting the presence of something close by. Weather however tends to not be hidden, instead it is a large environmental situation where understanding the larger unseen forces at work is required to properly respond. In general Knowledge (nature) would be used for detection which both the druid and ranger classes possess. Since both also have Survival as a class skill this allows them to remain thematically well suited to being leaders in dealing with these encounters.

Generic Weather Hazards

Weather encounters ought to be created on the fly by a GM rather than carefully construct them like traps. The table 8-19: Generic Weather Hazards is a tool to help quickly create a weather encounter. If the GM wishes to have it keyed to the level of the party then the table already has all of the statistics laid out to follow. Just pick the kind of theme and use the skill checks, saving throws and damage type that fits with the theme.

It is not always desirable to have an encounter scaled specifically for the party. The table also allows for the CR of the encounter to be adjusted up or down with regard to detection, bypass, saving throws and damage dice. This gives more control to the GM to fit the weather hazard either to the theme being imagined, or to change the emphasis of one of these hazard features to fit with the needs of the adventure.

Sample Weather Encounter

Here is an example of how the generic weather hazard table can assemble a weather encounter:

Blizzard	CR 7
XP 3200	
Detection Knowledge (nature) DC 15; Bypass Survival DC 31	
Effect 6d6 cold damage (all creatures in area); DC 22 Fort save for half damage.	
Assistance: cold weather clothing (+3), shelter (+3), heat source (+4) as a bonus to the Survival check.	
Duration 6 hours	





Table 8-19: Generic Weather Hazards

Level	CR	XP	Detection	Bypass	Save	Damage
1	2	600	10	30	14	1d6
2	3	800	11	30	15	2d6
3	4	1,200	12	30	16	3d6
4	5	1,600	13	31	16	4d6
5	6	2,400	14	31	17	5d6
6	7	3,200	15	31	17	6d6
7	8	4,800	16	32	17	7d6
8	9	6,400	17	32	18	8d6
9	10	9,600	18	32	18	9d6
10	11	12,800	19	33	18	10d6
11	12	19,200	20	33	19	11d6
12	13	25,600	21	33	19	12d6
13	14	38,400	22	34	19	13d6
14	15	51,200	23	34	20	14d6
15	16	76,800	24	34	20	15d6
16	17	102,400	25	35	21	16d6
17	18	153,600	26	35	22	17d6
18	19	204,800	27	35	23	18d6
19	20	307,200	28	36	24	19d6
20	21	409,600	29	36	25	20d6
CR Adjustments			+/- DC 5 = +/- CR 1	+1 CR if +1-5 bonus	+/- DC 3 = +/- CR 1	+/- 3d6 = +/- CR 1

Level & CR: An unstated design feature of the current system is that the average challenge is equal to APL +1 and thus this generic table is built. The challenge is scaled to level and as it becomes more difficult then this ought to represent greater extreme natural events or supernatural weather hazards. Below are ways to adjust the CR value of each row if more nuance is desired.

Detection: Unlike a trap weather tends to be fairly easy to detect if a character is in the environment and not completely absorbed in an activity. If the GM wishes to adjust the detection then each 5 point difference (up or down) adjusts the CR by 1 point. A successful detection will allows the characters reasonable time to react and prepare for the weather event, such as pulling out survival gear or seeking shelter before they have to make a bypass roll.

Bypass: The bypass roll represents how successful the party is at protecting themselves from the weather event. A successful roll means that a saving throw does not need to be made. The bypass DC is very high because it assumes that characters have an opportunity to react to the event by preparing with gear, shelter and resources. The GM has 10 discretionary points to grant to the bypass roll, taking into account survival gear, quality of shelter, whether fire or water will help alleviate conditions, or any other circumstances (such as spells) that the GM judges warrants a bonus based off of what the players describe in their character's

preparation. If only 5 bonus points are granted to the bypass roll then raise the CR by 1.

Save: The save represents not being completely secure in the weather event. A successful save means the characters take half damage. Saving throws are typically Fortitude, however any save can be chosen to fit with the event. Fortitude to endure extreme temperatures, Reflex to endure a severe storm with lots of debris, Will to remain mentally focuses as the party travels through dense fog for hours on end, are all examples of matching up the right save for the context. If the GM wishes to increase the difficulty, raise the DC by 3 and the CR by 1.

Damage: The GM should pick an appropriate form of damage for the hazard. This is considered an area effect and generally will affect everyone within the region. While any descriptor is open for possibility, typical types of damage would be cold, fire, or electricity. However it could also take the form weapon type damage (bludgeoning, piercing, slashing) if debris is an issue. It could also be a mental or endurance issue in which case pain or emotion might be appropriate. Damage can be lethal or non-lethal. If it is non-lethal damage then reduce the CR by 1. Damage can adjust the CR of the event by 1 for each 3 dice are added or lowered.





9 FALLING



What goes up must come down and sometimes the descent is very unpleasant. Flying provides many advantages but the risk is serious or fatal if a creature can not make a controlled landing. We will look at several situations and aspects of falling that can come up in your game, along with suggestions on how to handle the risks and challenges of plummeting to the earth.

RAW FALLING

The RAW on falling is silent on several technical issues that deal with rule interactions. One example is that the distance something

falls in a round is not detailed. This is likely because the acceleration rate of an object falling in real world physics is so fast that maximum damage (20d6) is reached in less than a round. Thus the rules assume that as soon as something falls the only thing that needs to be measured is the distance of the fall and the subsequent damage as most falls will occur within the context of being in a non-flying situation, such as atop a castle wall, a cliff, or a hole in a cavern. Now we will look at the RAW falling rules and then unpack some of the unspoken assumptions and give options that can be dialed to the needs of your campaign.





Falling

Creatures that fall take 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. Creatures that take lethal damage from a fall land in a prone position.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Acrobatics check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumps, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Acrobatics check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Acrobatics skill.

A character cannot cast a spell while falling, unless the fall is greater than 500 feet or the spell is an immediate action, such as *feather fall*. Casting a spell while falling requires a concentration check with a DC equal to 20 + the spell's level. Casting *teleport* or a similar spell while falling does not end your momentum, it just changes your location, meaning that you still take falling damage, even if you arrive atop a solid surface.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. The DC of the check, however, increases by 5 for every 50 feet of the dive.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Table 9-1: Damage from Falling Objects

Object Size	Damage
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

Objects that fall upon characters deal damage based on their size and the distance they have fallen. Table: Damage from Falling Objects determines the amount of damage dealt by an object based on its size. Note that this assumes that the object is made of dense, heavy material, such as stone. Objects made of lighter materials might deal as little as half the listed damage, subject to GM discretion. For example, a Huge boulder that hits a character deals 6d6 points of damage, whereas a Huge wooden wagon might deal only 3d6 damage. In addition, if an object falls less than 30 feet, it deals half the listed damage. If an object falls more than 150 feet, it deals double the listed damage. Note that a falling object takes the same amount of damage as it deals.

Dropping an object on a creature requires a ranged touch attack. Such attacks generally have a range increment of 20 feet. If an object falls on a creature (instead of being thrown), that creature can make a DC 15 Reflex save to halve the damage if he is aware of the object. Falling objects that are part of a trap use the trap rules instead of these general guidelines.

FALLING TIMING

How falling fits into the action economy has traditionally not been covered due to the realistic falling rate that is assumed by system. Since most falls happen while standing on ground and plummeting up to 200 feet then it all is resolved immediately. In an aerial campaign this is inadequate as a creature could easily be thousands of feet in the air and then find themselves falling to the earth. This becomes a multi-round situation and so when a creature falls in a round becomes relevant.

The main principle is that falling only happens once per round. Each round represents 6 seconds of action for everyone involved in the encounter. If a character finds her mount was just knocked unconscious and falls before her turn has happened that round then she and her mount only fall immediately when the fall was triggered. She does not fall again during her turn that round. She and her mount of course are falling, but in terms of the timing of actions that round she has already plunged the distance for those 6 seconds.

When does she and her mount fall in subsequent rounds? The falling condition continues in the following rounds during the creature's turn rather than when it was triggered the previous round. When does the falling occur in the creature's turn? This depends on what the table desires from play.





Table 9-2: Falling Timing Options

Simulation	Hybrid	Cinematic
The round can be divided in half so that some falling happens while actions occur. Immediate, free and swift actions can be performed first. Then the character falls the half-round distance and then can perform a move or standard action. Then she falls the second half distance and can complete any other actions that round.	Immediate, free and swift actions can be performed, then falling happens, and finally any other actions can be performed.	The player chooses when in her character's turn to fall. If she delays she still has to fall that turn.

FALLING CONDITIONS

Because falling can be dynamic and last multiple rounds it fits to create a falling condition. The falling condition is applied as soon as falling more than distance of 5 feet occurs.

Falling: A creature or object is falling when it falls more than 5 feet due to gravity. This movement happens in a straight line in the direction that gravity pulls. A creature loses any Dexterity bonus to AC. This movement does not provoke attacks of opportunity. If the simulation rate of falling is being used (see table 9-3) then the creature or object gains a +10 to AC while falling.

Stalling: Stalling is a new condition that can only be applied to creatures that have a fly speed (whether that is natural, artificial, or temporary). Stalling is applied whenever an effect in the game causes a creature to go prone, such as being tripped, gaining the entangled condition, such as with a net, or gaining the grappled condition. When a creature is given the stall condition they immediately fall a distance equal to the half-round speed that the system's rate of falling is set at.

A creature can remove a stalled condition by spending a move action. Spending the move action immediately stops the falling. If the creature is entangled then they must first remove the entangled condition before ending the stall condition.

RATE OF FALLING

The rate that an object falls in real life can be surprisingly quick compared to our intuition and how these events are presented on television and in movies. Part of what makes it hard to grasp how

quickly one falls from a height is because in everyday life the most typical fall is from a standing on the ground. Between our reflexes rolling into a fall on the ground and the short distance to rest we do not sense the experience of the exponential acceleration our body is actually going through.

Here are three system settings you can use to adjust to the feel you want for your game.

Simulation: This progression closely fits the distance an object travels over six second rounds. While the numbers are rounded so that it is easy to remember the numbers, they are close to what physics calculations would yield. At this realistic speed it only takes a single round for maximum falling damage of 20d6 to occur. In a mere half round 75% of maximum falling damage is possible.

Hybrid: This progression is a mix of the Simulation and Cinematic falling progressions. Where the Cinematic progression is built to give a character a chance to be saved from falling, the hybrid speeds of the rate of descent so it is more likely damage will occur and calculates the speed based off the percentage of maximum damage. In the first round 50% of maximum falling damage could be inflicted. On the second round 100% of falling damage could be inflicted.

Cinematic: The values are meant to fit into a narrative. In a story there is often a chance for a falling character to be saved in some way, either by reacting to save themselves, or another character comes to the rescue and catches the falling character. These values give three rounds before the falling character reaches the maximum damage of 20d6, providing perhaps enough time for fellow party members to react to the falling character, race to their aid, or perform some form of magic before hitting the ground.

Table 9-3: Rate of Falling

Duration	Simulation	Hybrid	Cinematic
First Half-Round	150 feet	50	40
First Full Round	500 feet	100	80
Subsequent Half-Rounds	500 feet	100	40
Subsequent Full Rounds	1000 feet	200	80
Rounds before Max Damage	1st	2nd	3rd





BENEFIT OF BEING A NATURAL FLIER

Most flying creatures derive their ability from natural means, such as wings. Their bodies are designed to catch the air and use it to get lift. If a creature has a fly speed that is derived from this ability then this creature can reduce damage from a fall.

When rolling to reduce damage from a fall, a natural flier can use their Fly check rather than an Acrobatics check.

BENEFIT OF BEING BIG

The system represents fantastical creatures which defy the laws of physics in many ways. Among the more subtle ways is simply being able to be as large as they are. It is rather common to learn in science class that insects have a maximum limit on how big they can become because their exoskeletons simply can not support the weight of the creature past a certain point. Likewise, very large bipedal humanoids have a limit on size because the geometry of skeleton and joints can only sustain a certain amount of strain.

So if big creatures are defying physics by their mere presence in a variety of ways, it makes sense that they can ignore falls that are scaled to their size category. There is something silly about huge giants taking falling damage if they drop 10 feet while they tower as 30 foot tall creatures.

Creatures larger than medium size can ignore the effects of a fall at a greater distance depending on their size: Large 10', Huge 15', Gargantuan 20' and Colossal 30'.

CATCHING

There are two different instances where something is being caught. The first is when someone standing on the ground attempts to

catch something falling from above. The second is when a flying creature tries to catch a falling creature or object.

Realistically, catching a person or object with the mass similar to a person or more is a very dangerous act because, as physics tells us, Force = mass x acceleration. A small child might be able to jump from a burning building and be caught by an adult, who then absorbs much of the deceleration with the bulk of the adult body, but things that are much more massive than a young child quickly leads to serious injury.

Likewise, skydivers that want to coordinate in free fall have to be very careful as they maneuver into position. While in free-fall mistakes in how rapidly they approach each other can become lethal. If someone in real life were to try and be caught mid-air in a free fall the catching device would need some way of closely matching the speed of the person falling, and then once the catch is made be able to slow the overall descent to safely land.

Since this is a game meant for adventure and heroics, we will dispense with realistic calculations, to make it more feasible for players to help each other in desperate situations.

Making a Catch

In order to make a catch the catcher has to be the same size or larger as the object being caught, unless the object being caught is not very dense. In that case, the falling creature or object can be up to two sizes larger than the catcher at the GMs discretion.

For the Hybrid setting, make a touch attack versus AC 10. With the Cinematic setting the catcher simply has to be in reach of the falling object.

If the catcher can make contact with the falling object then the catcher makes a Strength check with a DC equal to 10 + 1 per 10 feet the object fell in the last round, to a maximum of +20.

Table 9-4: Consequences of Making a Catch

Situation	Hybrid	Cinematic
Ground Catch	Catcher and Object take appropriate damage from the Falling Object Table	Catcher takes 1d6 damage.
Mid-Air Catch	Catcher and Object lose altitude in feet equal to the damage from Falling Object Table.	Catcher and Object lose 5 feet of altitude.

Hybrid Consequences: The hybrid consequences are derived from the Falling Object rules in the RAW. While not realistic, they do have the potential for enough damage to occur to still make the action dangerous.

Cinematic Consequences: Using the narrative setting is meant to feel more like what might be seen in a TV or movie. The successful act of the catcher “saves the day” and the consequences are minimal.



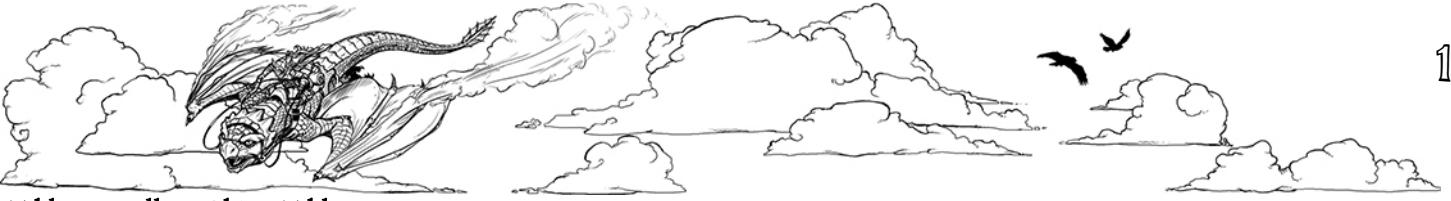


Table 9-5: Falling Object Table

Size	10 to 30 feet		40 to 150 feet		Above 150 feet	
	Light Material	Dense Material	Light Material	Dense Material	Light Material	Dense Material
Diminutive	1	1d3	1d3	1d4	1d4	1d6
Tiny	1d2	1d4	1d4	1d6	1d6	2d6
Small	1d3	1d6	1d6	2d6	2d6	4d6
Medium	1d4	1d10	1d10	3d6	3d6	6d6
Large	1d6	2d6	2d6	4d6	4d6	8d6
Huge	1d10	3d6	3d6	6d6	6d6	12d6
Gargantuan	2d6	4d6	4d6	8d6	8d6	16d6
Colossal	2d8	5d6	5d6	10d6	10d6	20d6

Note: The above Falling Object Table is an exploded version of the table in the RAW with the addition of diminutive and tiny size.

FURTHER FALLING ADJUSTMENTS

UNCONSCIOUSNESS

One other method for softening the landing of falling creatures in the system is to modify what happens when something goes into negative hit points. Normally in the system if a creature has -1 or less hit points then the creature immediately goes unconscious and can no longer act. If this happens with a flying creature this almost guarantees a death sentence as they will fall and take damage.

With this system modification creatures do not fall unconscious when they reach negative hit points. Instead they gain the disabled condition, along with a modified version of the dying condition, until they either die or get back to positive hit points. This means that the creature:

- May take a single move action or standard action each round (but not both, nor can he take full-round actions, but he can still take swift, immediate, and free actions).
- Moves at half speed.
- May take move actions without risking further injury, but performing any standard action (or any other action the GM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act.
- Gains the dying condition. On the creature's next turn, after being reduced to negative hit points (but not dead), and on all subsequent turns, the creature must make a DC 10 Constitution check to become stable. The character takes a penalty on this roll equal to his negative hit point total. A creature that is stable does not need to make this check. A natural 20 on this check is an automatic success.

If the creature fails this check, it loses 1 hit point. If a dying creature has an amount of negative hit points equal to its Constitution score, it dies.

By allowing creatures to continue to act in negative hit points this modified rule gives a flying creature a chance to safely land and avoid the likely automatic death that would occur falling due to unconsciousness.

Additional Rules

Half-Orc's "Orc Ferocity": Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for one more round as if he still had positive hit points. At the beginning of the round following the Orc Ferocity all the modified effects of disabled and dying condition comes into effect.

Diehard Feat: When your hit point total is below 0, but you are not rendered unconscious and you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. When using this feat, you have the staggered condition rather than the dying condition. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions.

Table 9-6 gives an overview of the different aspects of these modifications.





Table 9-6: Modified Negative Hit Points Overview

Status	1+ Hit Points	0 Hit Points	-1 or more Hit Points	Die Hard
Actions	Any	Single move or standard	Single move or standard	Single move or standard
Damage from Exertion	No	Yes	Yes	No
Movement	Normal	Half	Half	Normal
Dying Condition	No	No	Yes	No

RING OF FEATHER FALLING

The ring of feather falling needs to be brought up because how it is used in your campaign could have a major impact on the issue of falling. This staple of the game goes back to the early days of the system. It is a fairly inexpensive magic item that provides insurance for adventurers that have to contend with cliffs, pits, crevasses, and castle walls. One of its perks is that it works automatically, avoiding the need to activate it manually with a standard action like many magic items.

A player in an aerial campaign is likely to make this a top purchase, both for the character and perhaps for the mount to ensure that the issue of falling is removed. As long as the character is not descending into water or lava then the challenge of avoiding damage from a fall is essentially negated.

The ring is a classic item for the game because it assumes it is being used in dungeons, climbing castle walls, or scaling mountains. With an aerial campaign the inclusion of this ring has to be discussed by the table to assess if it fits with the aim of the campaign. The ring obviates much of the risk that comes with the rewards of flight, and because it is inexpensive it could end up being a ubiquitous item, either among the characters or the campaign world as a whole.

There are many different ways this can be handled depending on campaign flavor. Is the campaign low magic where every magic item is looked on as a relic as no one can craft items anymore? Is the campaign more a high magic or magi-tech world where the average city dweller lives a life similar to real-life modern standards due to magic items littering the home? If it was a low magic world then this ring could be seen as a quest item to risk one's life for, while in a high magic world it might be seen as standard issue for a deluxe flying kit.

Beyond campaign flavor there is the issue of challenge. Do the players want the sense of risk with flight, or do they want the risk to be something that can be solved with a magic item? One compromise between these two positions is to raise the price of the ring. The price of the ring of feather falling has changed, with much older editions pricing the ring at 5,000 gp. If you stick to the RAW of the current system and follow the guidelines for pricing magic items the ring would have a cost of 8,000 gp. If a flavorful in-game reason is desired for a price adjustment it could be viewed that the level requirement for the forge ring feat is 7th level and the price is higher due to the high demand for the ring and the expertise of a mid-level spellcaster's time.





10 FLYING



From a gaming standpoint flying can cause a great deal of trepidation for GMs and players. Not because they are afraid of heights, but because flying introduces a much more complicated environment to contend with in the game mechanics. If you had never played an RPG before and read the *Pathfinder Roleplaying Game Core Rulebook* one core concept that you would definitely take away would be that the game is focused on tactical combat. The bulk of the rules either bear directly on combat, or are written to conform to the scale of tactical combat.

For the most part those combat rules assume all of the participants are standing on the ground and that positioning to gain advantage

or deal with terrain is a major component of play. Flying is built into the rules, however only on a very simple level. When a creature takes to the air the guidance on how to handle the many nuanced tactical options of the grid is absent. The Fly skill is the one area of the existing system that details flight, providing enough rules to navigate through the air.

This chapter will unpack the Fly skill to illuminate how the flying rules function in the system and look at several expanded options to give your game the level of detail you desire when flying.





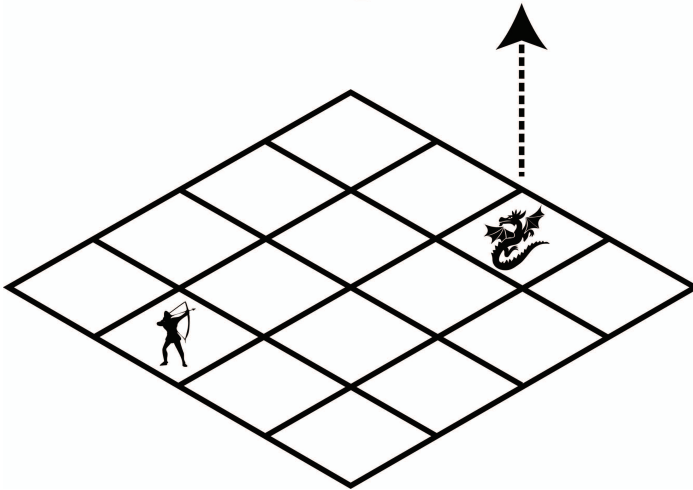
THE BATTLE GRID

The battle grid is a core assumption of how combat functions in the system. It allows for specific positional movement which provides opportunities to gain advantages (such as flanking) or disadvantages (such as attacks of opportunity) which when taken as a whole provides a rich tactical experience for the players.

to track altitude than with a traditional top-down grid.

This approach is best suited for encounters where altitude is the primary measure of distance. It works well for encounters where most of the participants are fliers or if there are only a few ground based participants.

Traditional Top-Down Grid



A major challenge with the existing flying system is that it does not provide much practical support to facilitating the tactical combat experience, due largely to complexity. Most combat assumes positioning on a two-dimensional plane. When flying is introduced it makes demands on the system to resolve actions in three dimensions. There is enough support there for the GM to make rulings, but they are open to interpretation and do not address the full tactical options that the combat system offers.

GRAVITY

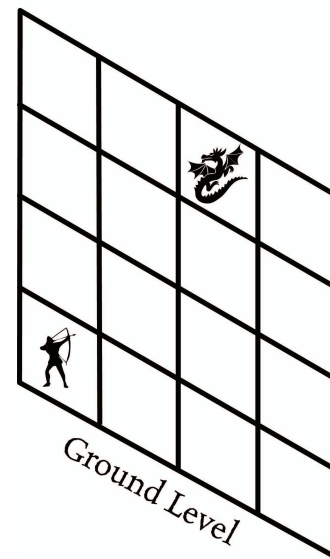
There is a reason the whole previous chapter is devoted to falling. The essence of flying is to break free of the grasp of gravity and enjoy the benefits of not being bound to the earth. However gravity does not stop acting on everything in the sky and much of the drama of flight involves dealing with that pull. The following grid options give different levels of detail and solutions to stress the effects of gravity.

SIDESCROLLING

The idea of the sidescroll approach is that the battle grid is collapsed into a vertical two dimensional plane with one side being designated as either the ground, or the direction in which gravity is pulling towards (presumably) the ground. This is an abstract solution to simulating the pull of gravity. One direction on the grid pulls all of the creatures and objects towards it, making a far easier

When two creatures pass by each other in this grid that has no depth, most of the systems rules can handle the situation, such as friendly creatures can pass through each other however they normally can not end their move in the same space. If you wish to pass by an opponent then the choice is either to provoke an attack of opportunity, or roll an Acrobatics check to see if the attack can be avoided.

Sidescroll Only



SIDESCROLLING WITH TOP-DOWN GRID

This approach blends the traditional top-down grid with the abstract sidescrolling grid. Take your battle grid and divide it into two sections. One side is designated the ground and is used in a top down fashion, whereas the other side is the vertical sidescroll.

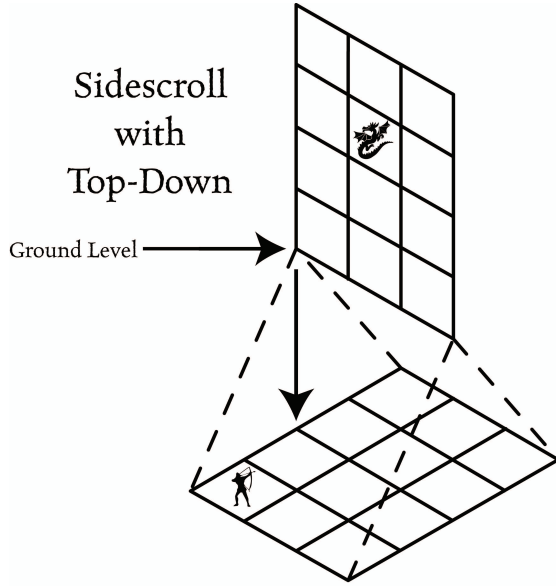
The idea is that the vertical portion of the map collapses into a two-dimensional space. Typically this means the first 5 to 10 feet of the top-down grid is three-dimensional, and then after that it collapses into two-dimensional space. This is dependent on the size of the creatures involved and perhaps other terrain considerations.

The sidescroll "snaps to grid" with the columns of the top-down grid. Each vertical column is "above" all of the squares in the top-down column. This is intended as an abstract compromise to the complex logistics of a full three dimensional tactical map, allowing for the more simple tracking of creatures in the air through the





sidescroll plane, but also having the full tactical grid for ground combat.



This setup is best suited for encounters where there is significant combat between not only fliers but also ground based participants, or a fixed ground structure like buildings or a lake. An example might be a party where half of them are on the ground facing several ground opponents, meanwhile the other half of the party is in the air dealing with aerial opponents.

TWO MAP 3D GRID

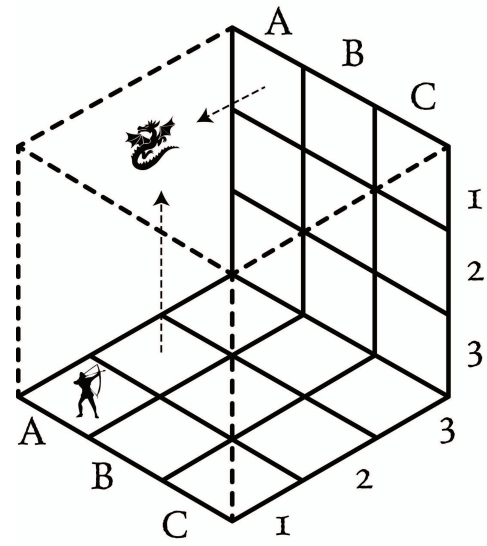
This approach is for when players desire a fully realized three-dimensional space for tactical combat both in the air and on the ground. Divide the map into two sections, one is the horizontal plane and the other is the vertical plane. It may be easier to label the squares along the edge of your battle grid if many creatures will be involved in the encounter.

The horizontal plane is essentially the traditional top-down grid. The vertical plane represents altitude. When a flyer takes to the skies you need to use two markers for the creature. One might be a miniature, while the other is a token or coin. Whenever the flying creature moves, both maps should be updated. This will give a precise position for where the creature is in the sky.

Because every flying creature needs to be tracked on both maps this can become a complicated encounter if there are many creatures in the air. This approach may only be desirable if the table is willing to deal with the detail-intensive tracking and potentially slow down of play.

This approach works best when a fully 3d environment is desired. An example would be a skyship floating in the air with a crew defending the ship. Because of the two positions being tracked all of the crew members of the ship can be represented in the air and on the ship, and any flying participants can fly under, over and beside the ship.

Two Map 3d Grid



VERTICAL REACH

Typically when measuring out reach on a grid it is done horizontally and so the squares the creature sits within does not need to be factored in the distance. However when dealing with vertical heights the creature's height needs to be taken into account.

Table 10-1: Vertical Reach

Size	Vertical Space	Natural Reach	Enhanced Reach
Fine	-	5'	5'
Diminutive	-	5'	5'
Tiny	-	5'	10'
Small	5'	10'	15'
Medium	5'	10'	15'
Large (tall)	10'	20'	30'
Large (long)	10'	15'	25'
Huge (tall)	15'	30'	45'
Huge (long)	15'	25'	35'
Gargantuan (tall)	20'	40'	60'
Gargantuan (long)	20'	35'	50'
Colossal (tall)	30'	60'	90'
Colossal (long)	30'	50'	70'

Vertical Space: Because the system abstracts space to some degree for playability, it assumes that creatures are as tall as they are wide on the grid. Thus a large creature will occupy a 10 foot by 10 foot cube on the grid for the purposes of combat.





Natural Reach: The value here reflects the natural reach plus the vertical space of the creature when standing on the ground.

Enhanced Reach: This value reflects the creature having some form of extended reach, such as being armed with a reach weapon like the long spear.

GROUND LEAP ATTACK

It could arise that a creature standing on the ground would want to make a leap into the air to attack an elevated opponent. The system can already handle this with an Acrobatics check, however a more simple approach is to use a variation of the charge action.

A leap attack is a full-round action. You need to have a clear path towards the opponent and nothing can hinder your movement. The benefit of a leap attack is that you gain 5' of reach if large size or smaller. If you are huge or larger than you gain 10' of reach. You only get one attack, or perform a combat maneuver with a leap attack. Leap attacks provoke attacks of opportunity.

ABSTRACT AERIAL COMBAT

Trying to capture three-dimensional aerial combat is a challenge in a tabletop setting and the previous rules are meant to capture some of the flavor of combat in the sky while still keeping the system manageable for people accustomed to the RAW.

What if everyone is sitting on the couch and not interested in using a grid of any kind, but there is still a desire to have meaningful tactical differences between creatures in the sky? There are many GMs and players who are comfortable ignoring the combat grid and playing in a looser manner, either all the time or when an encounter is not seen to warrant the extra detail and tactical decision making. Here are rules and guidelines to help abstract the system and let everyone lean back on the couch.

Merge the Fly Skill with Initiative

Every creature in the game has an initiative score and every creature in aerial combat will be impacted by the Fly skill. Merge both of these elements together into one roll. Take the Dexterity bonus of the creature and then add all other modifiers for Initiative and the Fly skill together to get one score. These include feats such as improved initiative, class skill bonus, ranks, fly maneuverability and so on. In addition, for every 10 feet of fly speed add +1 to the initiative bonus. This will become the creature's Fly Initiative score.

When two creatures act together in a turn, such as a druid and her animal companion, the mount's Fly Initiative score takes priority over the riders, however the rider may add in any bonus types that the mount does not already possess to either Initiative or the Fly

skill. Untyped bonuses, such as from the improved initiative feat, stack of course.

Often NPC opponents initiative is lumped into one roll for all the NPCs. When this is the case add +1 for each flying creature that is being lumped together. Thus if the party is facing eight drow riding dire bats, add +8 to the Fly Initiative roll. This helps to compensate for having so many creatures lumped into one roll and the spread of opponents in the air.

By merging the Fly skill with Initiative it helps to give relative strengths with aerial capabilities in a single roll. Unless a special circumstance comes up in combat where the GM sees a need to do a Fly check, no other Fly rolls are needed for the combat.

Roll Fly Initiative Each Round

In order to give a sense of the ever changing nature of aerial combat, roll Fly Initiative each round for all participants in the encounter. This helps represent the constant shifting of positions as participants try and gain aerial advantage on opponents. For those who want to maintain their advantage they can take a ready or delay action and retain their current score for the next turn.

Gaining and Spending Aerial Advantage

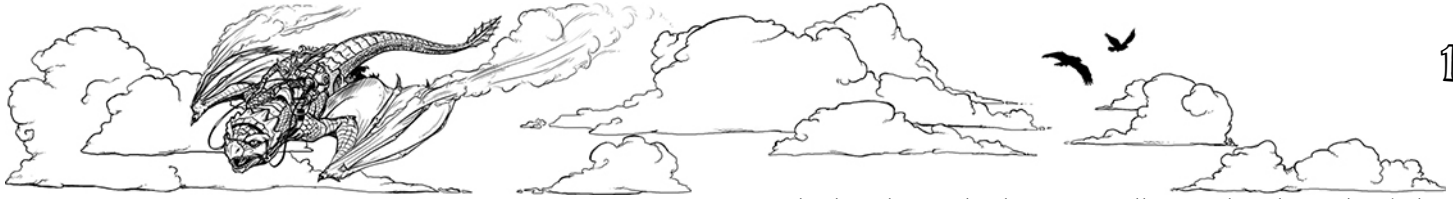
It is important to think of the Fly Initiative roll as not just way of organizing the turn order, but also as way to determine who has aerial advantage over others. A creature has aerial advantage over any other creature with a lower Fly Initiative value that turn. During a creature's turn it can spend its aerial advantage on an opponent with a lower Fly Initiative value. Spending the aerial advantage provides one of the following benefits for one turn:

- Bonus damage in one attack equal to the difference in initiative scores.
- Bonus to AC (Dexterity based) and CMD equal to half the difference in initiative scores.
- Trigger the use of a feat, class ability, spell or other effect that normally requires a specific position on a battle grid. A good example would be the conditions needed to use sneak attack for the rogue class.
- Move two ranges with a run action if you have the advantage versus all opponents.
- A stunt or narrative advantage agreed upon by the player and GM that is dependent on the difference in initiative scores.

By spending this advantage the creature plummets in the Fly Initiative order, one point below the creature currently with the lowest Fly Initiative value.

As an example, if a fighter mounted on a griffon with a Fly Initiative value of 20 charges at a drow flying a dire bat with a Fly Initiative value of 8. The fighter chooses to gain +12 damage on a successful attack that round against the drow. The griffon and fighter's initiative then drops to a score of 7, just below the drow.





Adapting Abilities that Assume a Grid

There are character abilities in the game that assume the use of the battle grid. While some of these can use the aerial advantage system to trigger an effect, others might be more passive and harder to mediate in abstract combat. To make these abilities meaningful, each ability can give a +2 bonus to the initiative roll. If the ability is very powerful (only available at 11th level or above) then allow the player to roll 2d20 on the initiative roll and take the best roll. The complexity of the system requires reasonable interpretation based on the conditions of the encounter.

As an example, a creature has the feats combat reflexes, spring attack and lunge. All of these feats assume a combat grid for the mechanics to be meaningful. Instead grant the player +6 to the initiative roll if they are using natural or melee weapons in the combat. If a spellcaster casts a spell on the creature so that it increases its size to huge or larger (thus increasing the creature's

reach) than this might also warrant allowing the 2d20 and pick the best roll to be added to the bonus.

Altitude and Range

Merging the Fly skill with the Initiative check it attempts to simulate some sense of changing positions in the air. Creatures with higher initiative rolls tend to be at a higher altitude relative to those further down the initiative count. Further, they may be on an opponents tail and thus at a tactical advantage.

If all of the participants are swooping through the air at each other roughly going in circles and using melee or ranged weapons within roughly one range increment of each other then range is not really an issue. However creatures might want to be outside of melee range, duck into a cloud, or flee combat. Breaking the range down into four ranges is a simple way to organize relative distance.

Table 10-2: Abstract Range

Range	Attacks	Ranged Attack Modifier	Spell Range	Perception Modifier	Approximate Distance
Close	Any (melee, thrown, projectile, siege)	+0	Any (personal, touch, close, medium, long, unlimited)	+0	0 to 200 ft.
Long	projectile & siege	-5	long & unlimited	-10	201 ft. to 600 ft.
Distant	projectile & siege	-10	unlimited only	-15	601 to 1200 ft.
Extreme	Siege weapons only	-10	unlimited only	-20	1200 – 2000 ft.

Attacks: This details the maximum range a particular type of weapon can be used at abstract ranges.

Ranged Attack Modifier: Rather than count range increment penalties each each abstract range has a set penalty. If a character has a feature that reduces ranged penalties, such as the feat far shot, then halve the penalty.

Spell Range: This details the maximum range a particular spell range is useable with these abstract distances.

Perception Modifier: The Perception skill has a range penalty to notice things at a distance. Each abstract range band has its own set penalty.

Approximate Distance: To help with GM adjudication, here are suggested distances that these abstract range bands represent. However the wide variation in situations might make these distances not fit with the needs of your encounter and so should be adjusted as needed.

Moving Between Ranges

To move from one range to another requires a Run action. The increased speed does not modify the initiative roll. If a creature wants to move two ranges (e.g., close to distant) in a single turn then the creature has to have an initiative score higher than all enemies in the encounter and spend that advantage. Moving so

quickly is possible by using gravity to increase speed past normal movement rates.

ABSTRACT GRIDS

Sometimes a middle ground is desired between a battle grid and abstract combat. A simple abstract grid can quickly be created to help keep track of more complicated combat encounters. Here are three examples to fit your needs:

Tracked Grid

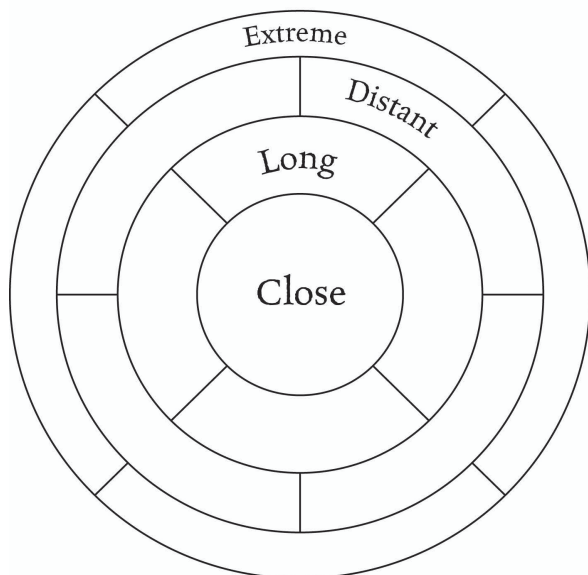
Extreme
Distant
Long
Close





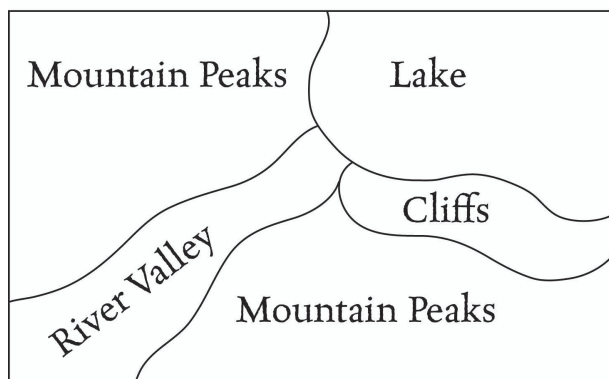
Tracked: Simply divide an area into three or four sections representing close, long and extreme ranges. This makes the most sense when the combat occurs either at long distance ranges, or when only one side is acting at long range in what is otherwise aerial close combat. Range is relative to the area occupied, thus enemies in the same section are at close range to each other.

Banded Grid



Banded: This is similar to the tracked method, however three circles are made, one inside the next and then the outer band is broken into four sections, the middle band two sections, and the center area remains one space. This grid helps when close combat can occur in several different sections that are distant from each other.

Freeform Grid



Freeform: Rather than create evenly divided sections, instead divide up an area into irregular shapes that reflect significant environmental conditions and terrain. There might be jagged peaks, clouds, or other features in certain areas that impact flight. These areas can quickly be marked for their effect and the combatants can roam over a wider area.

RESCALING THE GRID

The lack of obstacles, wide open visuals, and quite often faster speeds of flying in the system can sometimes make combat occur at scales that are not the typical 30 to 60 foot zone of ground combat. One approach to fixing larger distances is to rescale the grid from one square = 5 feet to a higher number. This creates a middle ground in abstraction of the grid because issues such as space and reach become blurred, but it still retains a degree of granular positioning and greatly expands the scope of what the grid represents.

The easiest rescaling is to make each square equal 10 feet. Every size category shifts down one step in terms of how they perform on the grid. Thus large size creatures have the reach of medium sized creatures now, while small creatures function like tiny creatures with no natural reach. When distances of 5 feet are a concern, use the general system principal of rounding down.

Larger scales are possible however the abstract magnifies and ignoring details becomes increasingly necessary. One can shift up to 20 foot squares (shift size categories 3 steps) or 30 foot squares (shift size categories 4 steps) however it is only advisable to use these if gargantuan or colossal sized creatures are present in an encounter.

THE FLY SKILL MOVEMENT

The existing system's Fly skill is very sparse in its language on how flying maneuvers are conducted so let us unpack the rules and get greater clarity on how to use the Fly skill.

PRINCIPLES

There are a few principles to keep in mind with the Fly skill rules:

Minimum Momentum: With some exceptions a flier has to spend at least half of its fly speed to remain aloft. Fliers can attempt to spend less of their speed by making a check, or attempt to hover in place, but in general the flier needs to keep moving.

No Facing: There is no formal facing with the rules. Instead the direction of the momentum of the flier is kept track of while it is moving during the turn. You can think of it more as how well the flier can corner in a turn. If the cornering is very tight, that is, beyond 45 degrees, then a Fly check is required.

Each Turn in Isolation: On the flier's turn you either decide to attempt to hover in place, or you begin moving. The first horizontal square you move into has no Fly check requirement because there is no "system memory" of what happened the previous turn. A flier can go full speed in one direction on one turn and then on the next go back in the opposite direction without making a roll.





Turns always cost extra movement: This is important to clarify because the official rules require some errata. The text says that you have to spend 5 feet of extra movement to make a 45 degree turn. The skill table however mentions only going beyond a 45 degree turn. The default assumption is that text trumps tables, and thus any turn requires spending at least 5 feet of extra movement to enter into the next square.

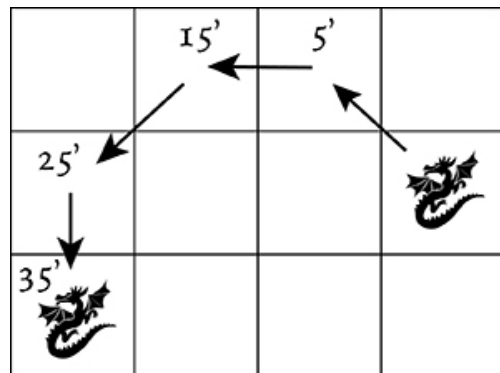
Eight Rose Compass: There is no facing, correct? Still, there are eight turn angles to consider.

45° Turn No Check +5'	No Turn No Check	45° Turn No Check +5'
90° Turn Fly DC 15 +5'		90° Turn Fly DC 15 +5'
135° Turn Fly DC 15 +5'	180° Turn Fly DC 20 +10' ↑ Start	135° Turn Fly DC 15 +5'

Notice how the bottom center square has the “Start” with an arrow pointing upward? This is to help tie several principles together. The flier begins its turn in that square and then decides it wants to move rather than hover. It moves forward into the center square, at which point the rules for turning kick into effect. The flier could continue to move forward and have no other effects on its flying, or it can turn.

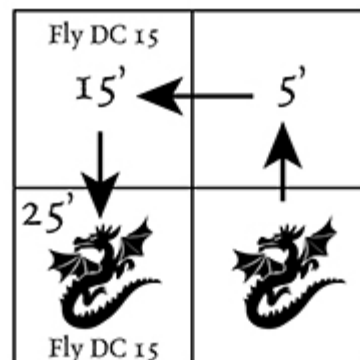
A square has four sides, but eight angles when you count the diagonals. Turning means twisting the dial to one of these new angles. 1 twist is a 45 degree turn and does not require a Fly check. Two to three twists requires a DC 15 Fly check and four twists requires a DC 20 Fly check.

Examples of Turns



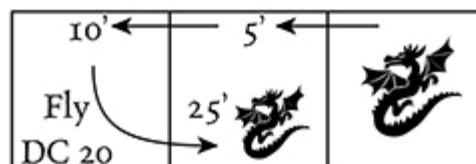
Making a U-turn with 45 degree turns and avoiding Fly checks.

On a top-down grid the above dragon makes a series of 45 degree turns to avoid making Fly skill checks. Notice how the first move is not a turn, but is just normal movement because at the beginning of a turn there is no momentum established yet by the flier.



Making a U-turn with two 90 degree turns and DC 15 Fly checks.

The next example is a dragon making two 90 degree turns to turn around and head in the opposite direction. To accomplish this turn the dragon would have to make two DC 15 Fly checks to end in the last square. This would be an unusual circumstance in actual play because the dragon could have always gone in opposite direction to start, however this could also be a circumstance where the dragon had already been moving on this round before needing to make this tight turn.



Making a U-turn with a 180 degree turn.

Lastly there is the above example where the dragon is flying in one direction and decides it needs to make a very abrupt change in direction. This requires making a DC 20 Fly check along with sacrificing 10 feet of movement, rather than 5 feet.

Going Up and Down

The Fly skill makes the process of going up or down more simple than turning. Going up always costs twice as much as normal. Going down is always at normal speed. If a flier wants to go straight up in the air then a successful DC 20 Fly check is needed.

Ascending and Turning

What about going up and turning at the same time? The terse rules are silent here. Going up costs double, which can also translated into +5 feet per square entered. Every turn made costs at least





5 extra feet and thus if you wanted to gain altitude and make 45 degree turns at the same time each square would cost 15 feet (5 normal, 5 ascent, 5 turn). If you wanted to climb and do a 180 degree turn at the same time then it would cost 20 feet to enter the next square.

The 5-foot Step

One gap in the existing rules is the function of the 5-foot step in flight. The 5-foot step is a very specific and technical rule to assist in tactical maneuvering, allowing for a character to shift slightly without provoking attacks of opportunity.

The most sensible approach is to tie it to hovering. If a flying creature can hover then they can perform a 5-foot step. Make a DC 15 Fly check if a 5-foot step is desired while airborne.

Other Categories of Movement

The rules are silent on special categories of movement, however they all easily mesh with the Fly skill. Thus a flier can run, charge, perform combat maneuvers and any other special types of movement while flying. Flying will likely make running and charging easier to perform than on the ground because there is less of a chance of any obstacles preventing the full move from happening.

Hampered Movement

What about difficult terrain, squeezing and other situations that impede movement? To keep the action moving the suggestion here is to just double the normal cost for entering a square but not doubling the cost for turning or ascending.

NEW MANEUVERS

Dive

Watching birds in the wild or even on nature documentaries you will notice times when birds use freefall as part of their aerial acrobatics. Their wings get tucked in and they begin plummeting to the ground, but then suddenly their wings spring out again and they begin flying.

Fliers can perform a dive maneuver where they take advantage of gravity and allow themselves to gain the *falling condition* to gain greater speed. At any time in the fall they can pull out of the dive and resume normal flight if they pass a Fly check. The Fly check depends on the duration of the fall.

Building off the falling rules in Chapter 9, if the flier dives for half a round then they spend a standard action and fall an amount equal to the distance on table 9-3 that the table decided they would use for the campaign. To recover from the dive the flier needs to succeed at a DC 10 Fly check or continues to fall the full round distance that round.

If the flier spends a full-round action then it falls the full-round distance from table 9-3. To recover from this dive requires a DC 10 Fly check. If the check fails then the falling continues at the beginning of the fliers next turn.

Subsequent rounds of falling use the same DC as the flier becomes acclimated to the increased speed of the fall.

Sidescroll Grid Turnaround

The sidescroll use of the grid presents one particular problem that needs an abstract solution, which is to be able to turn around. Normally a flier would make a 180 degree turn to reverse direction, but on a vertical two-dimensional map with no depth the normal options for turning are not present. The grid assumes that there will be some shifting back and forth on the map as creatures make passes and then swing around again to fight again.

Because of this any flier has two options in this situation. Either make a 180 degree turn Fly check or spend a move action to reverse direction.

EXPANDED FLYING RULES

The Fly skill gives a simple framework to moving around in the air. The core premise is that if something unusual or extreme happens then make a Fly check to see what happens. This should suffice for traditional play where flying is unusual and often only involves one or two participants in an encounter.

If the focus is an aerial campaign, or just an encounter where many participants are in the sky this approach can end up generating many Fly checks every round. This is not an ideal use of the skill system as it was intended and so here is an expanded set of rules for flight to reduce Fly check rolls where tactical movement plays out similarly to regular ground based combat.

THE EXPANDED RULES AND FLY SKILL

The Fly skill is not abandoned with the expanded rules, instead some features are replaced with the expanded rules. Calculate the Fly skill as normal for a creature, including the maneuverability modifier and size modifier and use these when making Fly skill checks.

While several aerial maneuvers are no longer rolled for with the expanded rules there are still several special situations that do require a roll, such as collisions in the air and dealing with strong winds





When using the expanded rules the following flying maneuvers are no longer rolled for:

- Move less than half speed and remain flying
- Hover
- Turn greater than 45° by spending 5 feet of movement
- Turn 180° by spending 10 feet of movement
- Fly up at a greater than 45° angle

All other situations detailed in the Fly skill are still rolled for when appropriate.

BREAKING OUT MANEUVERABILITY

The flying maneuverability categories are broken out in the expanded rules, defining how the creature can move in the air and at what cost specific maneuvers can be made by spending flying speed that move, or if it is even possible to perform that specific maneuver.

This approach is not new, earlier editions of the system did this to varying degrees. How it is handled in Companions of the Firmament is to build off of the existing Fly skill rules, modifying how the flying maneuvers are conducted. Rather than having Fly skill checks to see if a creature can perform a maneuver, now specific movements on the grid have a cost depending on how maneuverable the creature is while flying. See table 10-3 and 10-4 for an overview of how the flying maneuverability categories perform on a combat grid.

Table 10-3: Top Down Flying Movement Table

Maneuver	Fly Skill	Perfect	Good	Average	Poor	Clumsy
Glide	Half or DC 10	Zero minimum	Zero minimum	Half minimum	Half minimum	Fly speed
Hover	DC 15	Swift action	Move action	No	No	No
45° turn	+5'	+0'	+5'	+5'	+5'	+10'
90° turn	DC 15 and +5'	+0'	+5'	+10'	Move Action	Standard Action
135° turn	DC 15 and +5'	+0'	+10'	Move Action	Standard Action	No
180° turn	DC 20 and +10'	+0'	Move Action	Standard Action	No	No
5-foot step?	Hover	Yes	Yes	No	No	No

Table 10-4: Sidescroll Flying Movement Table

Maneuver	Fly Skill	Perfect	Good	Average	Poor	Clumsy
Glide	Half or check	Zero minimum	Zero minimum	Half minimum	Half minimum	Fly speed
Hover	DC 15	Swift action	Move action	No	No	No
Ascend	+5'	Diagonal Cost	Diagonal Cost	Diagonal Cost	Diagonal Cost	Diagonal Cost
Descend	Normal	Diagonal Cost	Diagonal Cost	Diagonal Cost	Diagonal Cost	Diagonal Cost
Vertical	DC 20 +5'	+0'	+5'	+5'	+10'	No
Dive	DC 10	DC 10	DC 10	DC 10	DC 10	DC 10
Turn Around	DC 20 or move	Free action	Swift action	Move action	Standard Action	Full Action

For comparison the Fly skill values are included in both tables.

Glide: Glide covers basic forward flying movement. Regardless of the rules used this would be the default type of flying movement. However there is some nuance. Both sets of rules have demands for minimum movement spent to maintain flight. While typically this means moving directly forward, it also includes all other forms of movement. Thus maneuvers such as turns which require some of the flying movement to be spent to make the turn count towards reaching the minimum. Likewise, if additional movement is gained for some maneuvers, such as descending or diving in the advanced flight, then that bonus movement also counts towards satisfying the minimum speed.

Fly Skill: When flying a creature normally has to fly at least half of its speed in distance per round to stay aloft. To move less than half your fly speed a successful DC 10 Fly check is required.

Expanded Flight: Similar to the Fly skill, flying creatures often need to half their fly speed otherwise they fall. However this is dependent on their flight maneuverability. Good and perfect maneuverability ignores this demand, while clumsy requires moving at full fly speed each turn.

Hover: Hovering is a powerful tactical flying maneuver, allowing the creature to remain still in the air at their current altitude.

Fly Skill: The fly skill allows any flier to perform a hovering





maneuver by making a DC 15 Fly check. Failure presumably means needing to abide by the Glide maneuver.

Expanded Flight: Only good and perfect maneuverable fliers can hover. No roll is required, instead an action is spent to hover, with good maneuverability spending a standard action and perfect spending a move action. The flier may choose their facing once they spend the action.

45° turn: The 45° turn pivots the flier on shift on an eight point square (counting corners and sides) and then moving forward into the square..

Fly Skill: There is +5 feet cost for a turn.

Expanded Flight: With this system there is variation between maneuverability. Perfect does not cost any extra movement to perform a turn, while all of the other maneuverability categories must pay additional movement to perform the maneuver.

90° turn: The 90° turn is an orthogonal movement on the top-down grid that both moves your position one square and pivots two shifts on the eight pointed square.

Fly Skill: Turning beyond a 45° angle requires a DC 15 Fly check, along with spending an additional 5 feet of movement.

Expanded Flight: The cost for making this turn varies depending on the flying maneuverability. Perfect has standard movement cost into the square as if they were moving forward. Average and good maneuverability add to the cost of moving into the square. For poor and clumsy, actions have to be spent in order to perform this turn.

135° turn: The 135° turn pivots three shifts on the eight point square.

Fly Skill: Turning beyond a 45° angle requires a DC 15 Fly check, along with spending an additional 5 feet of movement.

Expanded Flight: The cost for making this turn varies depending on the flying maneuverability. Perfect has standard movement cost into the square as if they were moving forward. Good maneuverability adds to the cost of moving into the square. For average and poor, actions have to be spent in order to perform this turn. Clumsy is not capable of performing this maneuver.

180° turn: The 180° turn reverses your direction of movement.

Fly Skill: Making this turn requires a DC 20 Fly check and you must spend 10' of your movement.

Expanded Flight: Perfect maneuverability can make this turn with no cost. Good and average must spend an action to turn around while poor and clumsy are not capable of performing this maneuver.

5-foot step?: Because the 5-foot step is tied to hovering and only good and perfect can hover in the expanded rules then they are the only ones that can perform this move.

Ascend and Descend: Both of these maneuvers are based on diagonal movement.

- Diagonal movement that goes up always cost 10' to enter.
- Diagonal movement that goes down always costs 5' to enter.
- Diagonal movement that is level (horizontal) costs the standard 5', 10', 5', 10', 5'... and so on.

Because most ascending and descending movement will involve diagonal movement this allows for a significant difference between the slow climb of an ascent and the rapid drop of a descent.

Average Sidescroll Costs

20'		20'
	10'	10'
10'←	5'←	5'
	5'	5'
10'		10'

Vertical: Vertical movement involves going straight up.

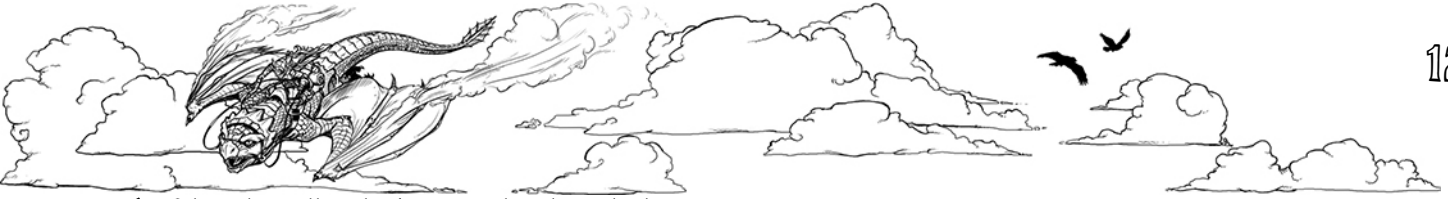
Fly Skill: When going up at greater than 45 degrees an extra 5 feet must be spent per square and a successful DC 20 Fly check is required.

Expanded Flight: Vertical movement varies depending on the maneuverability. Perfect can move vertically at no additional cost beyond moving into the square. Good, average and poor must spend additional movement to move into a square. Clumsy is not capable of performing this maneuver.

Dive: Due to the limitations of the chart diving has to be clarified. There is the new maneuver of diving, which involves voluntarily falling to gain extra speed and then make a DC 10 Fly check to pull out of the dive.

There is also simply going directly down without voluntarily falling. In this case it functions like descending where the cost of moving into a square is always just 5 feet, regardless of any diagonals taken while descending.





Turnaround: If the sidescroll grid is being used exclusively then there has to be an option to turn around that is different from the 180 degree turn.

Fly Skill: The flier can turn around by either successfully making a DC 20 Fly check, or spending a move action.

Expanded Flight: The cost to turn around varies based off of maneuverability, with perfect costing a free action all the way to clumsy requiring a full-round action.

USING THE EXPANDED FLIGHT RULES

In the appendix of *Companions of the Firmament* are companion sheets that provide space to fill out the maneuverability specifics for many different flying mounts. In addition there are generic templates detailing the breakout of all of the maneuverability types so that you can easily follow along with a visual guide.

Because momentum is being followed during an entire turn, each square that a creature enters into “resets” the maneuverability chart. Thus the chart is always telling you how much it costs to enter into the next square your flier can enter into on the grid.

Table 10-5: Facing Options

Simulation	Hybrid	Cinematic
Use the expanded flight rules and maintain facing from one turn to the next. It will be necessary to designate in some manner the facing with the miniature or token(s) being used for the flier.	Use the existing Fly Skill rules where facing is only enforced within a single round and then is reset the next round. or Use the alternative flying rules but as with the Fly skill rules, have facing reset each round.	A cinematic game is likely not going to need to keep track of flight and will likely fit better using the abstract flying rules to focus on just tracking which combat participants have advantage over other participants.

COMBAT MANEUVERS IN THE AIR

A design goal of the various combat grid options and expanded flying rules is to allow all of the normal tactical considerations of ground combat to be available while flying. Combat maneuvers are some of the more complex interactions that can happen between two creatures and the intent here is that they are all available in flight and function largely in the same manner. Here are a few considerations with combat maneuvers conducted in the air.

Prone condition: As detailed in Chapter 9, the prone condition, which can be gained through tripping or overruns, causes a creature to fall rather than be prone when in the sky.

Grappling: Grappling, forever nuanced and complicated, becomes even more so while in the air. Natural fliers have a real advantage with grappling because rather than outright falling they instead gain the stall condition (see Chapter 9), which is a slower form of falling. Another advantage with natural fliers is that the move option is open to the creature that won the grapple. If this option is

FACE OFF

Should you use facing with flying? Putting aside the more perfected flying style of animals such as the hummingbird, most flying involves using momentum to remain aloft. The existing system sits in a hybrid state where momentum matters within each round, however it is reset on the next round as there is no “memory” from the last round. A flying creature is constrained by the turns that are made within that round through the Fly Skill, however on the next round the creature could move in a different direction at the start of the turn, in essence making 180 degree turns from round to round without any difficulty. The existing system simplifies flight, but it makes all fliers very agile so long as the flying creature is not confined to small spaces.

Adding facing for the purposes of flying movement adds some complexity to the system, and when used with the flying maneuverability charts can give more of the sense of flight, along with distinguishing between the different degrees of maneuverability among fliers. Clumsy fliers are very clumsy, and perfect fliers really can fly circles around others with little effort. In a sense a perfect flier has overcome the need for facing.

It should be stressed that facing is only of concern for movement purposes, there is no other mechanical impact of facing. All other perception and combat related rules are not impacted by facing.

selected then they can stop a stall and fly through the air while still being grappled.

One element to tease out with grappling is the option to be holding onto a flying creature to prevent falling to one's death. An allowance should be made that would modify the pinned condition so that a creature can continue to move and fly, but otherwise is considered pinned in all other respects. This allows for a creature to intentionally try and hold the advantage in a grapple so that neither creature falls from the sky.

Flying Maneuverability Modifier: Both the Fly skill and the expanded rules impress how different the ability to move through the air can be depending on flying maneuverability. Consider using this modifier for both CMB and CMD when both participants are using their fly speed when the combat maneuver is triggered.





HOVER FEAT

As with the *ring of feather falling*, some thought should be given to whether you want the hover feat to be included in your campaign. This monster feat, which can be found in the *Pathfinder® Roleplaying Game Bestiary™*, is significant because taking it allows for a flying creature to hover on demand regardless of the creature's flying maneuverability. What can make this feat problematic is that it solves many of the challenges with an aerial situation with very little cost to the creature.

The capacity to hover provides tremendous advantages in a tactical situation because the normal restrictions on maintaining sufficient momentum and turning are no longer issues. In enclosed areas hovering allows a flier to easily maneuver out of danger without dealing with the challenges of flight. When this is given to a mount who bears a character that can exploit this advantage, such as an optimized archer character, it is possible that imbalances could emerge in play.

AERIAL TERRAIN

The sky can present many challenges. The weather is one way of representing larger strategic challenges that cover a wide area. Here is a look at some features which can be used in smaller tactical encounters that would give more depth to an aerial environment. If these hinder the player characters then consider raising the value of the encounter by 1.

Strong Prevailing Winds

Strong winds from one direction can impact how creatures move in the sky. When laying out the grid pick a direction in which the winds are blowing and mark it on the map. Any movement that goes directly into the wind is considered difficult terrain and costs an extra 5 feet to enter the square.

This approach is different from wind force as detailed in tables wind effects on flying in chapter 8 (see table 8-9). Where wind force breaks down several factors to be applied depending on the side of the creature flying, this is a more abstract approach that applies to everyone in the air. Simulation is sacrificed for simplicity.

Air Turbulence

Air turbulence is a chaotic area of air where the air swirls with different amounts of air pressure, direction and velocity. If you have flown in an airplane before you have likely experience air turbulence that cause the plane to shake or even suddenly drop in the sky briefly. Typical flight involves using air to give a kind of buoyancy, somewhat like a boat floating on the water. The chaotic pressure in a zone of turbulence is somewhat as if the boat ran into

foam rather than water, causing it to sink because the foam does not push back on the boat with the strength of water.

When the GM sets up an encounter there could be pockets of turbulence on the map which can have an averse impact on a flier that enters it. These pockets are normally invisible to creatures, however natural fliers have the chance to perceive a disturbance in the air. Creatures with a fly speed and use wings to fly can make a DC 20 Fly check to sense the center of a turbulent pocket of air in the area where the encounter is taking place. The GM should mark on the grid the center of the area that is turbulent. The creature will know something is wrong with the air there but will not know the dimensions without moving into the turbulence.

The size, strength and effect of the air turbulence can vary. A typical formation would be a 20 foot radius which if entered causes the creature to drop 1d4 times 10 feet of altitude. This drop in altitude is considered the falling condition.

Thick Canopies

Flying will put you in contact with the tops of forests which will present a canopy of branches, vines, leaves and other obstacles that can both impede movement and visibility.

There is a huge variation possible here, from a forest of deciduous trees in winter that allow decent visibility to dense jungle that creates an opaque blanket of green leaves and branches. The GM should consider the conditions of the canopy and designate movement penalties, if it provides concealment, and if any Reflex saving throw is required in extreme situations. Here are three examples of canopies that could be encountered:

Maze of Branches: Each square represents a maze of plant life. It is allows for passage through but at reduced cost as the flier has to duck and cart their way through. The flier can make a DC 15 Fly check to move through the canopy at normal speed, otherwise adding 5 feet to each square to be entered. If attacked while in this terrain the target gains 20% concealment.

Dense Maze: As above but the density is increased. There is no way to gracefully move through the canopy and all movement requires an additional 5 feet to enter the square. If attacked while in this terrain the target gains 50% concealment.

Tangled Maze: Even worse then a dense maze. Attempts to fly through this canopy are like a Dense Maze, but a Reflex saving throw must also be made or the flier becomes entangled. To break from the entanglement requires a standard action.



11 GAMEMASTERING





AERIAL CAMPAIGNS

WHAT IS MEANT BY PERSONAL FLIGHT?

Companions of the Firmament focuses specifically on the issue of flight. With a magical fantasy setting anything is ultimately possible, from massive aerial fleets of ships or even mountain sized fortresses floating in the sky. These epic visions of flight are worth exploring, however the *Pathfinder Roleplaying Game* focuses on the actions of a small party of individuals run by the players. Consequently this book fleshes out how individual characters or an adventuring party will be able to gain flight and use it in a campaign. Details have been given on mounts, magic items and how small vehicles can be used in a game. It is meant to draw upon our shared understanding of real-life history where people have used horses, wagons and small boats to explore the surface of the Earth.

POLITICS

A world with common flying mounts can have a variety of effects on the political structures of a society. The increased mobility and information gathering can be leveraged to swing societies to greater extremes. In pre-history human political arrangements were based off of bands or tribes of peoples. This political structure persisted for many reasons, but one very basic and practical factor was that when there would be a crisis within a band of people, or conflict between different groups, it was simple enough to just move away from the problem rather than risk violent or complicated confrontations. When humans began to settle into agrarian based food production they were forced to contend with complex social interactions that included war and stratified societies.

In a world with flying mounts this capacity to simply move away from problems is augmented, allowing for viable nomadic groups that migrate huge distances to find food, shelter, and other essentials. It can likewise allow nomadic groups to find inaccessible locations that potentially preclude contact with other humanoids. Thus, nomadic life can remain a viable social organization even if other more sophisticated social organizations occur in the world.

Conversely, flying mounts can aid in creating and sustaining complex societies with great infrastructures when information and material can be exchanged quickly across huge distances it is possible for state power to be maintained more efficiently. Uniform law, trade, and cultural values could evolve on a scale that otherwise would require a vast bureaucracy, and infrastructure cost. Note that it is possible to create an over reliance on a fleet of flying mounts as well as a powerful but fragile state. If the state's flying capacity was significantly reduced or destroyed it could shatter control over its dominion.

TRADE AND TRAVEL

Imagine the world as it was during the height of the ancient silk road between China and the Mediterranean. Elaborate logistic, political and military concerns dominated central Asia due to the lucrative trade route that stretched halfway across the world.

If a caravan could traverse those distances with flight it would not only reduce the time that goods to move across the landscape, but would also reduce the risk assuming the expenses involved with maintaining a military fighting force. While a warlord might be able to supply a horde of land based cavalry to hold an iron grip on his territory, merchants could far more easily avoid tolls raids on caravans.

Flying mounts could tow gliders filled with goods and supplies, much the way horses would pull wagons across the ground. These flying caravans could cross the skies to avoid hostile lands below. Dramatic stories can emerge from wayward sky caravans that go off course, encounter challenging weather, or fall victim to aerial raiders or creatures of the sky. Safe havens along the route would be good landing zones that are defensible and could provide mounts and passengers on longer journeys fresh supplies

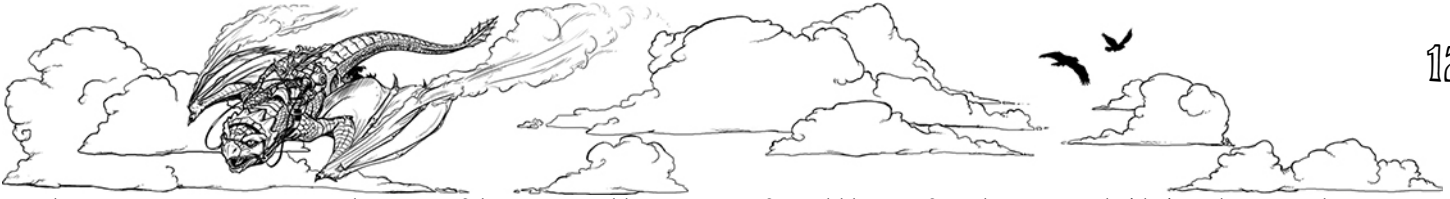
This aerial towing approach was a viable strategy that was used by all sides during the Second World War. One of the strategies during D-Day and beyond was to move greater numbers of troops with cargo planes that also towed military gliders, effectively doubling the number of soldiers that could be moved to a site behind enemy lines where the troops would parachute or land to secure a location. Whether as a military operation or as a trade mission, this is a societal approach to flight that a game master might want to explore in a campaign.

Trade Winds

There are several regions on the Earth where seasonal changes in powerful winds have helped shaped both the natural world and human history. An example would be the powerful tradewinds that consistently shift between the east coast of Africa and the west coast of India. There is a rich amount of history around these tradewinds that go back to the Hellenistic age, where Greek traders would travel from the Mediterranean down to the horn of Africa and then take the seasonal winds that push ships across the ocean to India to trade goods. This wind direction would shift later in the year and allow ships to sail quickly back across the ocean to Africa.

Humanity not only takes advantage of these seasonal winds, but also birds and insects which take to the sky and with these powerful winds are capable of traveling thousands of miles in a short period of time to reach landfall. Some species have built their migration patterns around these winds.





In shaping your campaign consider some of these seasonal loops as one dynamic that can alter the economic, cultural and military dynamics of the world. One can imagine a fantastical version of Alexander the Great using these tradewinds to send a host of elite Macedonian soldiers riding Pegasi across the ocean to invade India from the south. These aerial forces could capture key port cities so that a flotilla of naval ships could disembark an army that would destabilize the sub-continent as the northern land invasion pushed deeper into India.

The impact of flying on tradewinds could have an impact on how populations organize themselves if flying transport is abundant. Transporting goods by boat dominated throughout history because it allowed a massive amount of goods to be moved at once and generally traveling by water would be quicker, safer, and more reliable than over land. Waterways were the highways of the pre-modern world and because of that port towns and cities tend to be logistical hubs, and in the process end up being cultural centers as people converge in these areas. If the option to transport by air was as common as what a naval ship could carry then there is less need for port towns and cities. They become less important economically and ultimately culturally.

Companions of the Firmament focuses on personal flight to try and find a balance between the impact it can have on society and culture. If the transport capacity is kept at the equivalent of what could be carried or pulled by horses then it will not negate the bulk efficiency of naval transport, but could still be common enough to reshape some expectations of how people live and work in the world.

Sky Guilds

One way to put an organized institution of flight into a campaign world is through sky guilds. As with any other guild, this is an organization that focuses on a set of services for the larger community, often with a monopoly on those services who will protect their interests and be secretive of their assets.

Sky guilds can supply many valuable services to a region or beyond, acting as messengers, postal service, sky caravans, search and rescue, and information gathering. It could also have a mercenary role, providing supporting in the form of scouting and air support for both ground and aerial forces.

Sky Guilds could retain a monopoly on their services by ensuring their network has all of the infrastructure in place. Waystations along regular routes could be set in a secure locations that would offer food, water and bedding for flying mounts and passengers. Each waystation would help fliers find their way to this haven with tall lighthouses with fires or magic light to help even at night or in bad weather, along with well lit braziers to mark off a clear landing area.

Sky Guilds might also be able to have a secure monopoly on their services through the breeding and supply of flying mounts. Raising flocks of flying megafauna can be quite complicated, particularly because it would be very difficult to contain these creatures, unlike with horses and cattle which just requires fences.

If a guild has perfected a way to reliably breed, raise and train consistent numbers of creatures to act as flying mounts and beasts of burden then their animal husbandry techniques (whether magical or mundane) would be carefully kept secrets or well guarded infrastructure.

The location of Sky Guild waystations does not need to be constrained to easily accessible land. For defense many waystations might simply be located in remote locations with natural cliffs, mountain prairies, or plateaus.

A small Sky Guild waysation would likely look similar to a traveler's inn, with space for travelers to eat and sleep, along with an office for the guild to keep track of business and secure message services and postal items. A barn would be available to bed mounts, though not all fliers would be comfortable with being constrained within a building and so a more open air but sheltered structure would likely be provided. A tower would be on site for a lookout and provide a beacon for fliers when needed. A larger Sky Guild compound might look like a fortified farm, with plenty of pastureland for mounts to graze, or to supply an on site food supply for carnivorous mounts.

FLAGS, PENNANTS AND KITES

Being able to see and fly are generally intimately tied together. With wide open views, being able to get visual information is one of the important advantages of flight. Because of this it makes sense that some societies and cultures would use elaborate visual information to communicate. Among those methods are using flags, pennants and kites as methods of communicating quickly over great distances.

History is replete with the use of flags and banners to convey quick information to identify alliances, military units or status. Flags have also been used to form the basis of complex messaging systems with their own language. Signal pennants have been strung up on ships as a series along a cord which when read by someone who understand the language can get detailed information from the ship.

This method can be used in the sky also with a line of pennants being trailed by the flying mount or aerial vehicle, usually with a small glider or kite at the end of the line to make the string of pennants taught so they are clearly seen in the wind. This method can likewise be done from the ground with kites, even using a whole series of kites which are launched or pulled back in to create nuanced messages that can be seen easily from the ground or sky. The languages used can also be in code, with organizations like a Sky Guild having their own unique language that only guild members could read.

BEING SMALL IS HUGE

In a world where flight is an economic, military and strategic advantage many of the traditional notions of who dominates regions and nations can shift with the amount of air power that a group of people can organize. Because weight is a hurdle to getting





off the ground, being small size has real advantages in creating large numbers of fliers.

Thus, halflings, gnomes and other small races would likely be featured more prominently and in greater numbers among fliers. This might take the form of a Sky Guild that is dominated by a small race, all the way to a tyrannical empire that holds sway over masses of people through the threat of air power. One could imagine as a twist the “great halfling sky empire” as an inversion of traditional fantasy tropes. If a more traditional adversary is desired then kobolds make for an excellent small race that would happily take advantage of flying mounts to gain protection and even mastery over larger races.

With the druid class capable of providing aerial mounts at level one there is wide open room for a small race that is devoted to nature to orient their society around this advantage, protecting vast swaths of land from encroachment by land based larger races. Gnomes are often framed within a context of mechanical and alchemical tinkers, but their connection to fey would also allow them to be reinterpreted as defenders of nature and the secret otherworldly hearts of forests.

The cavalier class also is an excellent class to organize a culture of small fliers. Either by expanding the list of available mounts to include flying animal companions, or use archetypes like the wyrm and magical beast rider it is possible to have small characters in the sky at level one also. With the various orders to select from, this is a solid framework to build a layer of society filled with oath bound individuals devoted to protecting their community. Halflings with their inherent bravery and luck fit well into this role as chivalrous knights of the sky sworn to defend their charges or fulfill the interests of a guild.

COMMON ARMS

In a world where flying creatures or flying mounted opponents have some commonality it is reasonable to expect that missile weapons will be highly valued and ubiquitous throughout the culture. In particular projectile weapons will be the focus due to the range advantage of 10 range increments, versus the maximum of five range increments for thrown weapons. While the sword is usually the iconic symbol of a weapon in a traditional fantasy world, in a flying campaign the image would be of a bow and arrow.

This attitude towards weapons such as the bow and crossbow are reflected in history during the centuries long conflict between the Xiongnu and ancient Chinese. The Xiongnu are early precursors to groups such as the Mongols, and in this earlier era the same general strategies were being employed, with the horse and bow the central tool set of these people. Matching the mobility of the horse with the range of the bow, the Xiongnu would descend on the more agrarian and urbanized Chinese in raid after raid for hundreds of years. This is not radically different from how flying raiders might descend upon villages and towns for a raid and then quickly depart.

The Chinese responded in their own ways, using their larger populations they would march huge armies out into the steppe to try and pin down the Xiongnu. Armor and weaponry was designed

for mobility over static defense. The repeating crossbow was developed as part of this plan. These weapons could be mass produced and handed out to soldiers of any skill level. Accuracy was not as important as volume and so a large formation of soldiers armed with repeating crossbows could wait for a Xiongnu unit to come into range and then the Chinese would quickly crank their firing levers and send a cloud of bolts at their enemy. In a war of attrition, the Xiongnu used speed and mobility while the Chinese used mass production of simple weapons and large populations.

In the system nearly every character, most base classes and NPC classes, have access to simple weapons which provide proficiency to slings and crossbows. The game master might consider adjusting some of the weapon lists to reflect a world where missile fire is essential for security, moving short bows and repeating crossbows to the simple weapon type. Further, other weapons such as bolas and nets would be immensely useful for dealing with flying threats and so would become far less exotic. Moving these to the martial type would sufficiently reflect the degree of training required to use them effectively.

LEY LINES

Ley lines are a common fantasy trope consisting of a network of energy channels that are embedded in the earth. These lines usually consist of some kind of elemental, arcane, or divine source of energy and are invisible to the naked eye. Where these lines intersect will usually be important locations where magic can be performed with greater potency, or are required for specific spells to be cast.

If these exist within a flying campaign then being able to perceive these lines from the air can be an important cultural motif or strategic advantage. Having some supernatural ability to see the lines, whether that is inherent in the creature or through spells or magic items could be an important part of how characters or societies function.

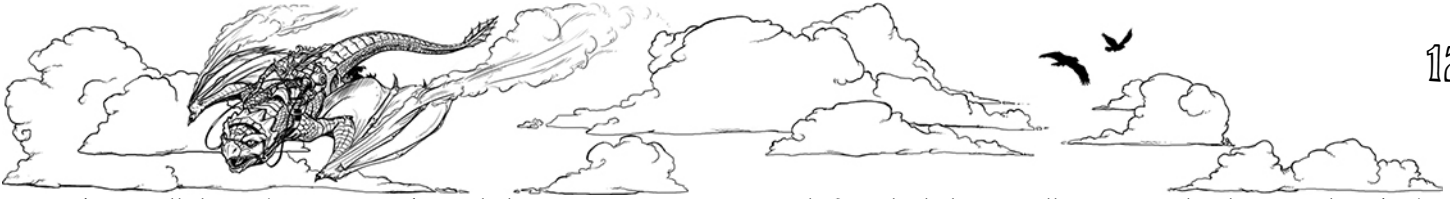
Ley lines can also be an essential part of the ecology of magical creatures. In the real world it has been discovered that many birds are able to actually see the magnetic lines which stretch to the poles of the Earth and due to this are capable of traveling sometimes well over ten thousand miles in their migrations. This effect could be tied to some magical beasts or dragons, giving these creatures an elaborate magical map that they can follow that helps support migrations, mating or other mystical endeavors.

AS ABOVE, SO BELOW

The constellations have had a major impact on human history, shaping our notions of religion, philosophy, science and technology. In a fantasy world where many races have low-light vision, and thus an even better capacity to see the stars than normal human vision, along with societies with flying mounts, then stars in the sky will take on even more importance.

With low-light vision it makes it far more plausible to fly at night as both the star and moonlight will make seeing the environment





easier, but it will also make navigating by starlight an even more robust skill. In real life most birds do not fly at night. It is risky for these animals and evolution has largely removed this behavior unless they are well adapted to it, such as owls. However with animal husbandry techniques this aversion could be overcome with the lead of a rider who can help in avoiding the dangers of flying at night.

Nonetheless there are still risks and one way that societies that are heavily invested in flight might guide and communicate at night would be to create a kind of mirrored reflection of the constellations above through lights on the ground. Setting up lit braziers, or using the light or continual light spell, the constellations can be laid out in the ground. This could be a message to fliers, with different constellations having meaning attached to them, or it could be permanent aerial signposts that direct fliers along a path, telling them to head in the direction of a particular constellation once they reach that location.

GEOGLYPHS

In human history many religions built their churches and temples to stretch up to the sky, symbolically reaching to the gods and supernatural forces that governed the world. This can be seen the pyramids of the Americas and Egypt, along with numerous churches, cathedrals and temples around the world. All of this architecture is built with the effect of people standing on the ground so that they might be awed from this lower perspective, much the way someone might feel when they see an imposing mountain. In a world where flying is a cornerstone of the culture the perspective could be inverted to reflect a top down view, seeing what the gods might see.

Large pictograms or visuals could be laid out on the ground in a way similar to the massive geoglyphs in the Nazca desert of southern Peru. These can be invested with religious meaning, tied to magical rituals, marking borders and territories, or simply be mundane aerial signposts designed to aid fliers as they travel through the skies. With spells such as continual flame these geoglyphs can be illuminated whether it is night or day.

Settlements and urban areas might also be built around the design of a geoglyphs, with important nodes in the large illustration holding significant cultural, divine or arcane import.

CLIFF DWELLINGS

One method of protecting a community from aerial assaults is to build the community along cliffs or under overhangs, similar to how the ancient Pueblo people who lived in what is now the southwest of the United States. These elaborate towns were constructed in cliff faces or underneath massive rocky overhangs.

The benefit here is that attacks from fliers can only happen from certain angles and so attention to security only has to focus in one direction. If the community is under an overhang then fliers have a very narrow approach to make towards the settlement. The defenders can then concentrate their arrows, bolts and other

missile fire which dramatically increases the chance to drive back any attackers who now have to fly directly at the settlement and then pull away, rather than swooping by in a fly-by attack.

CARNIVORE VS. HERBIVORE

A major factor in how societies would organize themselves around the benefit of flying mounts involves what the mounts need to eat and how that gets supplied on a consistent basis.

We have an excellent example of how a herbivore such as the horse has shaped our own cultures through history. Those landscapes that supported wide open grazing allowed the horse to become a central aspect of some cultures, such as those out of Asia such as the Scythians, Xiongnu and Mongols. Vast open landscapes with plentiful grazing all year allowed these peoples to control huge territories and respond to threats fluidly. The horse dominated these cultures, ensured economic, military and political control. Information and commerce could be quickly organized and transmitted over long distances, military forces could be dispatched with a reliable food source most places that they went, and the sheer effect of this flexibility made it far easier for them to control and keep in check hostile neighbors.

Because a herbivore has a great deal of flexibility being fed by grazing this advantage could be extrapolated into a fantasy world where herbivore flying mounts are used by a society. The distances that a nomadic people could extend themselves across the world could reach to any landscape that could supply enough grazing land to support military forces for an extended stay. Water barriers and dry sparse landscapes could be flown over to certain lengths, and even those problematic terrains could be mitigated if the society sets up supply stations and are sufficiently organized.

These types of logistical strategies were used by the Mongols when they wanted to cross deserts, setting up waystations to ensure that messages and military forces could travel quickly with a chain of supplies throughout their empire. Because grain can keep far longer and with little maintenance, these waystations show the real strategic strength of herbivore mounts.

Turning to carnivore flying mounts there are a number of complications to contend with, with food being a central issue that a society would need to answer. Being higher up the food chain, carnivores need to eat herbivores in order to live. This greatly reduces the strategic flexibility because, unlike plants, there is much less of a chance that sufficient amounts of meat are available for large forces of flying carnivores. If a sprawling empire is to be maintained, carnivorous flying mounts would be a very expensive asset to maintain as herds of livestock would need to be available wherever the carnivorous mounts traveled, and those livestock themselves would need to be cared for, fed and maintained by people that are skilled in animal husbandry.

One analogy that can help illustrate this would be to look at the Second World War. Carnivorous flying mounts are in a sense like fighter aircraft. Highly tuned killing machines focused on top performance. Keeping these aircraft maintained and functional





required specially trained mechanics, facilities and large supplies of fuel. In comparison there were huge numbers of cargo planes, troop transports and even military gliders which are far less complicated aircraft that simply had to move from one location to the next. Much more durable against varied conditions in the air and on the ground, these transport aircraft could go farther and ultimately, if unglamorously, made the efforts of the fighter aircraft possible.

Flying Mount Food Pyramid

Whether the society uses herbivore flying mounts or not, both herbivores and carnivores rely on the grazing acreage in order to ultimately feed the mounts.

We can look to the horse as a reasonable approximation for a herbivore flying mount, after all the pegasus is just a horse with wings. Horses and cows have similar grazing needs, roughly needing twelve acres a year to supply them one with food (pasture, grain, hay) in an environment that provides good healthy growing season. In dryer climates this might triple or quadruple the amount of acreage required. This amount would be approximately the same for cattle. Each cow could be replaced with three sheep per acre.

The largest real world carnivores are the polar bear, lion and tiger. All of them need roughly 10-20 pounds of meat a day on average to remain healthy. If we assume that creatures such as griffons are roughly equivalent to these animals in their feeding needs then roughly a sheep a week is needed to keep a large size carnivore healthy. When factors such as breeding more sheep to maintain the herd, this works out to around 20 acres being needed to sustainably supply meat throughout the year to one carnivorous flying mount. If a small flock of griffons were being maintained then one cow being fed per week to the flock would be a more efficient way of feeding a group without needing to preserve the meat.

What about hunting? Wild game such as deer could roughly feed a carnivore flying mount for a week in the sort term. Each wild game requires about 10 acres of land for support through a year. If hunting were the primary method of feeding a carnivore then around 15 acres per week, or 780 acres would be needed throughout the year for that one mount.

The different needs between carnivores and herbivores can be used to create interesting dynamics in societies. How invested each culture is in having aerial capacity will shape how the society is organized. If the food pyramid is used as a premise than land will be as valuable as it ever was in history, perhaps even more so if different societies are in conflict with each other. However the increased mobility also allows for living in more remote and defensible regions.

Magic & Dragons

This is a fantasy game and while the previous examination assumed a world like the one we live in to give some guidance on how a

society might support flying mounts there is also the issue of magic. Having arcane or divine magic intervene of help fuel a society's economy could solve any problem. Magic might simply supplement an economy, being the equivalent of modern agricultural and land management techniques that boost the growth yields from the land, in a sense industrializing food production, or allowing an arid landscape to be able to support pasture or crops that it would not otherwise be capable of sustaining. Magic could also allow these issue to be completely hand waived, allowing for thousands of carnivorous flying mounts to be assembled without any concern as to how it is possible. The degree game masters and players are interested in figuring out how an imaginary society functions will vary from table to table.

Dragons have built up a large legacy in our imaginations with a lot of background assumptions for many people. In the system dragons are understood to be infused with magic. They are not natural creatures, instead they are arcane creatures. Due to this the amount of food they are required to eat on a regular basis could ultimately be reduced down to nothing depending on how the particular campaign wants to look at this issue.

One way to look at their eating habits would be to base it off of their age. As dragons grow older the magic in the arcane power in their bodies continues to build. That growing reserve of magic helps to sustain them and so the older a dragon ages the less food it needs to eat. This allows ancient dragons to spend centuries sleeping in their dens with no need to wake for a meal, laying dormant for a time when they leave their home to feast on the countryside.

For this book it assumes characters may end up with wyrms or dragons of a young age, and thus they still need food on some regular basis. It is suggested that they only need a quarter of the intake of a griffon, so a sheep a month should suffice to keep wyrms and dragons happy and content.

THE SPEED OF FLIGHT

Much of this chapter has looked at the logistical elements to consider in an aerial campaign. It is important to detail the distances that are possible when flying is a major mode of transportation.

The existing system breaks out hourly and daily distances however these assume surface travel. The only glimpse we have of distance covered through flight is with the *overland flight* spell. Aside from the advantage of flying itself, the benefit of this spell is that you can hustle for eight hours, rather than a single hour, and not take any non-lethal damage. This translates into a daily speed that is twice as fast as ground travel.

There is no explanation for the hustle benefit. Is it an issue of efficient body movements, or is it abstracting the advantage of flight not having to contend with varied terrain. Regardless, flying is a more efficient way of traveling than on the ground and is rated as twice as effective. The following table breaks out distances for a wide range of flying speeds.



**Table 11-1: Fly Speed Distances**

Speed	15	20	30	40	50	60	70	80	90	100	120	150	160	200	250
Fly (1 rnd.)	15'	20'	30'	40'	50'	60'	70'	80'	90'	100'	120'	150'	160'	200'	250'
Hustle (1 rnd.)	30'	40'	60'	80'	100'	120'	140'	160'	180'	200'	240'	300'	320'	400'	500'
Run (x3) (1 rnd.)	45'	60'	90'	120'	150'	180'	210'	240'	270'	300'	360'	450'	480'	600'	750'
Run (x4) (1 rnd.)	60'	80'	120'	160'	200'	240'	280'	320'	360'	400'	480'	600'	640'	800'	1000'
Fly (1 min.)	150'	200'	300'	400'	500'	600'	700'	800'	900'	1000'	1200'	1500'	1600'	2000'	2500'
Hustle (1 min.)	300'	400'	600'	800'	1000'	1200'	1400'	1600'	1800'	2000'	2400'	3000'	3200'	4000'	5000'
Run (x3) (1 min.)	450'	600'	900'	1200'	1500'	1800'	2100'	2400'	2700'	3000'	3600'	4500'	4800'	6000'	7500'
Run (x4) (1 min.)	600'	800'	1200'	1600'	2000'	2400'	2800'	3200'	3600'	4000'	4800'	6000'	6400'	8000'	10000'
Fly (miles/hour)	3	4	6	8	12	14	16	18	20	22	28	34	36	46	56
Hustle (miles/hour)	6	8	12	16	24	28	32	36	40	44	56	68	72	96	112
Fly (miles/day)	24	32	48	64	96	112	128	144	160	176	224	272	288	368	448

Traversing the Heavens

If you spend time with a spreadsheet and then look up actual performance of birds you will still find the above values slanted towards ground travel. This should not be a surprise with the existing system's focus on human scale ground experiences.

In reality, birds simply go much faster than humans in terms of speed. A human walks around 3 mph, a bird is likely to average around 20 mph. So in terms of a realistic model, most flying creatures ought to have a fly speed of around 200ft. It is not the suggestion to change the values of flying creatures because having such high speeds flies off the assumed scale of the rest of the game, and there is already a large catalog of creatures with their fly speeds set at lower rate.

Beyond average speed there is also the efficiency of flight. It is highlighted somewhat as related before in how the *overland flight* spell handles hustling, however double efficiency is meager compared to what real life birds are capable of with migrations. If you use the RAW forced march rules to travel beyond eight hours it requires higher level characters to make it past 24 hours of travel before they would collapse. Real life birds can travel over a week without ever stopping, going at speeds that would leave a world class marathon runner far behind as soon as the race began.

Here are variations on the overland travel rates that fliers are able to achieve:

Table 11-2: Variations on Overland Flight

Simulation	Hybrid	Cinematic
The damage from a forced march is reduced, triggering a Constitution check every eight hours of travel, rather than hourly after the initial eight hours.	Use the existing system of hustling and forced marches with the above extrapolated distances of travel in table 11-1.	Travel at the speed of plot. The distances possible in real life are epic in scope and so when it enters the realm of narrative it really just depends on what works best for the story.
If the flier has the benefit of a tailwind then multiply the hourly and daily rate by 4, and if they are suffering flying into a headwind then multiply the rates by 2.	If the flier has the benefit of a tailwind then multiply the hourly and daily rate by 2, and if they are suffering flying into a headwind then multiply the rates by 0.75.	If a sense of adversity is desired then 1d6 points of non-lethal damage can accrue each day that can only be healed once the journey has ended.





APPENDIX

Fly Maneuverability Templates: The fly maneuverability templates help facilitate play with grid flying rules, whether with the existing system's fly skill, or the expanded rules. You can use the templates on their own, or copy the details onto the companion sheets that are also provided in this book.

Companion Sheets: Mounts and companions can sometimes feel daunting simply because a whole new stat block of details have to be laid out for the player to reference. These sheets are meant to help get characters matched up with the mount that they want to use and get them into play with as little work as possible.

The maneuverability templates have been left blank because some tables may want to stress being able to improve the maneuverability of the creature.

Creature Sheets: The existing system pushes the use of a combat grid and having a supply of miniatures and tokens on hand helps make the use of the grid an enjoyable experience. As with the companion sheets, the creature sheets are provided to help your table quickly assemble all of the components needed to get your character into the air and have adventures. There are dozens of tokens available representing the bulk of companions, items and vehicles presented in *Companions of the Firmament*.

Missile Mook Squad Sheet: This sheet is built to help a GM quickly assemble a squad of missile mooks ranging in levels from 1-10 depending on the class. Select the level of missile mook you want to use in an encounter and fill in the vital statistics at the top of the sheet. Next in the CR Value and Hits Points table you can quickly calculate the total XP value based off of the mooks you selected. The hit points section has 100 hit point check boxes. Simply cross out those hit points not needed for this squad. Finally,

note the feats and class features that the mooks have for quick reference. With a filled out sheet you can easily track the condition of each mook, allowing for potentially large battles with plenty of mooks for the PCs to battle.

Rule Checklist: Companions of the Firmament is meant to be a toolbox for your own game. For some tables this might mean creating an entire campaign built around aerial themes, while for other tables only certain elements are selected to be used. Further, there are several rule suggestions in this book that are broken down into different play styles. Thus there is a question of not only if a particular rule is going to be used, but how it will be used.

The rule checklist is provided here to help the GM and players sort out what elements from this book they would like to use in the campaign. Most readers have likely experienced a package of house rules that were compiled for one campaign or another and the rule checklist is a way to quickly summarize what your game will be using so everyone is clear on what to expect. For some this sheet might not be necessary as play is very relaxed and informal, but for other groups who enjoy playing by RAW as much as possible then hopefully this sheet will help facilitate the clarity desired with this style of play.

Fly and Ride Skills: A great deal of the simulation elements of the existing system lay in the skills. For your convenience key skills that will be frequently used with the other material presented in *Companions of the Firmament* are reproduced here.

Copy Permission: The appendix, along with the rest of the book, is meant to help you create the game you want with as many useful tools as possible. You have permission to make copies of portions of this book for personal use.



FLY MANEUVERABILITY TEMPLATES

Fly Skill Top Down		
<u>45° turn</u> No Fly Check Cost +5'	<u>Glide</u> Minimum half speed or DC 10	<u>45° turn</u> No Fly Check Cost +5'
<u>90° turn</u> Fly DC 15 Cost +5'	<u>Hover</u> Fly DC 15	<u>90° turn</u> Fly DC 15 Cost +5'
<u>135° turn</u> Fly DC 15 Cost +5'	<u>180° turn</u> Fly DC 20 Cost +10'	<u>135° turn</u> Fly DC 15 Cost +5'
5-foot Step? DC 15 Hover		

Top Down Perfect Maneuverability		
<u>45° turn</u> Cost +0'	<u>Glide</u> Zero Minimum	<u>45° turn</u> Cost +0'
<u>90° turn</u> Cost +0'	<u>Hover</u> Swift Action	<u>90° turn</u> Cost +0'
<u>135° turn</u> Cost +0'	<u>180° turn</u> Cost +0'	<u>135° turn</u> Cost +0'
5-foot Step? Yes		

Top Down Good Maneuverability		
<u>45° turn</u> Cost +5'	<u>Glide</u> Zero Minimum	<u>45° turn</u> Cost +5'
<u>90° turn</u> Cost +5'	<u>Hover</u> Move Action	<u>90° turn</u> Cost +5'
<u>135° turn</u> Cost +10'	<u>180° turn</u> Move Action	<u>135° turn</u> Cost +10'
5-foot Step? Yes		

Fly Skill Sidescroll		
<u>Ascend</u> Cost +5'	<u>Vertical</u> Fly DC 20 Cost +5'	<u>Ascend</u> Cost +5'
<u>Glide</u> Minimum half speed or DC 10	<u>Hover</u> Fly DC 15	<u>Glide</u> Minimum half speed or DC 10
<u>Descend</u> Normal Speed	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Normal Speed
Turn Around Fly DC 20 or Move Action		

Sidescroll Perfect Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> Cost +0'	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Zero Minimum	<u>Hover</u> Swift Action	<u>Glide</u> Zero Minimum
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? Yes / Turn Around: Free Action		

Sidescroll Good Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> Cost +5'	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Zero Minimum	<u>Hover</u> Move Action	<u>Glide</u> Zero Minimum
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? Yes / Turn Around: Swift Action		

Top Down Average Maneuverability		
<u>45° turn</u>	<u>Glide</u>	<u>45° turn</u>
Cost +5'	Half Minimum	Cost +5'
<u>90° turn</u>	<u>Hover</u>	<u>90° turn</u>
Cost +10'	No	Cost +10'
<u>135° turn</u>	<u>180° turn</u>	<u>135° turn</u>
Move Action	Standard Action	Move Action
5-foot Step? No		

Top Down Poor Maneuverability		
<u>45° turn</u>	<u>Glide</u>	<u>45° turn</u>
Cost +5'	Half Minimum	Cost +5'
<u>90° turn</u>	<u>Hover</u>	<u>90° turn</u>
Move Action	No	Move Action
<u>135° turn</u>	<u>180° turn</u>	<u>135° turn</u>
Standard Action	No	Standard Action
5-foot Step? No		

Top Down Clumsy Maneuverability		
<u>45° turn</u>	<u>Glide</u>	<u>45° turn</u>
Cost +10'	Fly Speed	Cost +10'
<u>90° turn</u>	<u>Hover</u>	<u>90° turn</u>
Standard Action	No	Standard Action
<u>135° turn</u>	<u>180° turn</u>	<u>135° turn</u>
No	No	No
5-foot Step? No		

Sidescroll Average Maneuverability		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
Diagonal Cost	Cost +5'	Diagonal Cost
<u>Glide</u>	<u>Hover</u>	<u>Glide</u>
Half Minimum	No	Half Minimum
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
Diagonal Cost	Normal Speed or DC 10	Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Sidescroll Poor Maneuverability		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
Diagonal Cost	Cost +10'	Diagonal Cost
<u>Glide</u>	<u>Hover</u>	<u>Glide</u>
Half Minimum	No	Half Minimum
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
Diagonal Cost	Normal Speed or DC 10	Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Sidescroll Clumsy Maneuverability		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
Diagonal Cost	No	Diagonal Cost
<u>Glide</u>	<u>Hover</u>	<u>Glide</u>
Fly Speed	No	Fly Speed
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
Diagonal Cost	Normal Speed or DC 10	Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Companion/Cohort

Name	Alignment	Speed	Fly Speed
Base Animal/Form	Level	Type	Size

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base						
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special

SPECIAL ABILITIES, FEATS & TALENTS

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground						
Flying						

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

Bixie

Name	Alignment	Speed	Fly Speed
		40	40 (average)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	17	11	6	12	10
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
Bite					
2 Claws					

SPECIAL ABILITIES, FEATS & TALENTS

Scent, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	common
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Crioshpinx

Name	Alignment	Speed	Fly Speed
		30	60 (poor)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M/L(Long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	14	10	15	12	12	11
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 claws					
gore					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Darkvision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages Common, Sphinx

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Dimorphodon

Name	Alignment	Speed	Fly Speed
	Neutral	10	30 (average)

Ground Mount	Level	Type	Size
No		Animal	S/M

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	10	19	10	2	13	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Dire Bat

Name	Alignment	Speed	Fly Speed
	Neutral	20	40 (good)
Ground Mount	Level	Type	Size
No		Animal	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	9	17	9	2	14	6
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Blindsense 40 ft.

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____	Side Turn Around: _____	

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Dragonne

Name	Alignment	Speed	Fly Speed
		30	60 (poor)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M/L(Long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	13	12	11	6	12	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					
2 claws					

SPECIAL ABILITIES, FEATS & TALENTS

Scent, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	Common, Draconic
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Faithful Companion

Name	Alignment	Speed	Fly Speed

Base Animal/Form	Level	Type	Size

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base						
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Morale
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	Morale Bonus	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Morale	Misc
Fortitude						
Reflex						
Will						

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Morale	Misc
CMB		=						
CMD		= 10 +						

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special

SPECIAL ABILITIES, FEATS & TALENTS

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Morale	Misc
Fly		+3				

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground						
Flying						

Flying Construct (medium)

Name	Alignment	Speed	Fly Speed
	Neutral	20	40 (poor)
Ground Mount	CR	Type	Size
Yes		Construct	M

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	18	20	-(10)	-	11	1
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Hardness

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
Slam					

SPECIAL ABILITIES, FEATS & TALENTS
Construct Traits, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (quad)						

Flying Construct (large)

Name	Alignment	Speed	Fly Speed
	Neutral	20	40 (clumsy)
Ground Mount	CR	Type	Size
Yes		Construct	L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	22	16	-(10)	-	11	1
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Hardness

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
Slam					

SPECIAL ABILITIES, FEATS & TALENTS

Construct Traits, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (quad)						

Giant Albatross

Name	Alignment	Speed	Fly Speed
	Neutral	20	60 (poor)
Ground Mount	Level	Type	Size
Yes		Animal	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	13	15	11	2	12	9
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch		Special			

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Giant Archeopteryx

Name	Alignment	Speed	Fly Speed
	Neutral	30	50 (poor)

Ground Mount	Level	Type	Size
Yes		Animal	M/L (tall)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	16	11	2	12	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Scent, Low-Light Vision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>

Sidescroll

<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Giant Bee

Name	Alignment	Speed	Fly Speed
	Neutral	20	60 (good)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	10	20	9	-	12	9
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
sting					

SPECIAL ABILITIES, FEATS & TALENTS

Darkvision, Poison(frequency 1 round [6], effect 1 Con damage, cure 1 save, Con-based DC)

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Giant Beetle

Name	Alignment	Speed	Fly Speed
	Neutral	20	20 (poor)

Ground Mount	Level	Type	Size
Yes		Vermin	S/M

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	13	12	13	-	11	4
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Darkvision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Giant Butterfly

Name	Alignment	Speed	Fly Speed
	Neutral	10	30 (good)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	9	19	12	-	9	14
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
wing					

SPECIAL ABILITIES, FEATS & TALENTS
Darkvision, Extra Lift

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			
Languages _____					

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (quad)						

Giant Crane

Name	Alignment	Speed	Fly Speed
	Neutral	30	60 (average)

Ground Mount	Level	Type	Size
Yes		Animal	M/L (tall)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	11	18	10	2	15	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>

Sidescroll

<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

Giant Dragonfly

Name	Alignment	Speed	Fly Speed
	Neutral	10	80 (perfect)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	9	21	8	-	12	9
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

+4 aerial trip

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Darkvision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (quad)						

Giant Eagle (animal)

Name	Alignment	Speed	Fly Speed
	Neutral	10	80 (average)
Ground Mount	Level	Type	Size
No		Animal	M/L (tall)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	11	18	10	2	15	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 talons					
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Giant Eagle (magical beast)

Name	Alignment	Speed	Fly Speed
		10	80 (average)
Ground Mount	Level	Type	Size
No		Animal	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	18	11	6	15	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 talons					
bite					

SPECIAL ABILITIES, FEATS & TALENTS

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	Common, Auran
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EQUIPMENT

Giant Firefly

Name	Alignment	Speed	Fly Speed
	Neutral	20	40 (good)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	10	18	11	-	10	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Darkvision, Natural Light

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Giant Mantis

Name	Alignment	Speed	Fly Speed
	Neutral	30	40 (average)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (tall)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	10	15	10	-	12	7
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 claws					

SPECIAL ABILITIES, FEATS & TALENTS
Darkvision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			
Languages					

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (quad)						

Giant Mobat

Name	Alignment	Speed	Fly Speed
		20	40 (average)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	11	19	10	6	13	6
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Darkvision, Blindsight

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages Common, Undercommon

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Giant Mosquito

Name	Alignment	Speed	Fly Speed
	Neutral	10	60 (good)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	10	20	9	-	13	6
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS
Darkvision, Scent, blood drain

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Giant Owl (animal)

Name	Alignment	Speed	Fly Speed
	Neutral	10	60 (average)
Ground Mount	Level	Type	Size
No		Animal	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	15	10	2	17	9
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 talons					

SPECIAL ABILITIES, FEATS & TALENTS

Low-light Vision, Stealthy

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			
Stealth		+3			+4

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Giant Owl (magical beast)

Name	Alignment	Speed	Fly Speed
		10	60 (average)
Ground Mount	Level	Type	Size
No		Magical Beast	M

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	11	18	11	6	17	9
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch		Special			

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 talons					

SPECIAL ABILITIES, FEATS & TALENTS

+4 racial bonus to stealth, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			
Stealth		+3			+4

Languages	Common, Sylvan
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Giant Secretarybird

Name	Alignment	Speed	Fly Speed
	Neutral	30	80 (poor)
Ground Mount	Level	Type	Size
Yes		Animal	M/L (tall)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	11	16	10	2	12	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 claws					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____	Side Turn Around: _____	

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Giant Vulture

Name	Alignment	Speed	Fly Speed
	Neutral	10	50 (average)
Ground Mount	Level	Type	Size
No		Animal	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	15	14	2	15	7
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					+4 vs. dis.
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Giant Wasp

Name	Alignment	Speed	Fly Speed
	Neutral	20	60 (good)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	10	14	11	-	13	4
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+8 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
sting					

SPECIAL ABILITIES, FEATS & TALENTS

Darkvision, Poison(frequency 1 round [6], effect 1 Dex damage, cure 1 save, Con-based DC)

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Giant Waterbug

Name	Alignment	Speed	Fly Speed
	Neutral	20	20 (clumsy)
Ground Mount	Level	Type	Size
Yes		Vermin	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	14	13	12	-	11	2
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 claws					
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Darkvision, Hold Breath

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Griffon

Name	Alignment	Speed	Fly Speed
		30	80 (average)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	13	11	5	13	8
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					
2 talons					

SPECIAL ABILITIES, FEATS & TALENTS

Scent, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages Common

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Hainu

Name	Alignment	Speed	Fly Speed
		40	40 (average)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	16	13	4	12	10
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		+4 trip

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Darkvision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	Common
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Hippogriff

Name	Alignment	Speed	Fly Speed
		40	50 (average)

Ground Mount	Level	Type	Size
Yes		Magical Beast	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	17	11	2	12	9
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					
2 claws					

SPECIAL ABILITIES, FEATS & TALENTS

Scent, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>

Sidescroll

<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages Common

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Pegasus

Name	Alignment	Speed	Fly Speed
		50	100 (average)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	15	12	10	10	13	13
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					
2 hooves					

SPECIAL ABILITIES, FEATS & TALENTS

Scent, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	Common
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Peryton

Name	Alignment	Speed	Fly Speed
		30	60 (poor)

Ground Mount	Level	Type	Size
Yes		Magical Beast	M

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	11	16	13	11	14	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+4 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
gore			18-20		
2 hooves			x2		

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Darkvision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages Common

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Pteranodon

Name	Alignment	Speed	Fly Speed
	Neutral	10	50 (clumsy)
Ground Mount	Level	Type	Size
No		Animal	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	8	21	10	2	14	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Scent

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Quetzalcoatlus

Name	Alignment	Speed	Fly Speed
	Neutral	30	50 (clumsy)

Ground Mount	Level	Type	Size
Yes		Animal	M/L (tall)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	9	21	10	2	14	12
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Scent

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>

Sidescroll

<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>

5-foot Step? _____ Side Turn Around: _____

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Roc

Name	Alignment	Speed	Fly Speed
	Neutral	20	80 (average)
Ground Mount	Level	Type	Size
No		Animal	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	19	9	2	13	11
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 talons					
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision

Top Down – Maneuverability: _____		
45° turn	Glide	45° turn
90° turn	Hover:	90° turn
135° turn	180° turn	135° turn
Sidescroll		
Ascend	Vertical	Ascend
Glide	Hover:	Glide
Descend	Dive	Descend
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
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EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (biped)						
Flying (biped)						

Spider Eater

Name	Alignment	Speed	Fly Speed
		30	60 (average)
Ground Mount	Level	Type	Size
Yes		Magical Beast	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	12	12	12	3	12	10
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					+6 trip

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
bite					
2 pincers					
sting					

SPECIAL ABILITIES, FEATS & TALENTS

Scent, Low-Light Vision, Darkvision

Top Down – Maneuverability: _____

45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages Common, Aklo

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

Wyrm

Name	Alignment	Speed	Fly Speed
		20	80 (poor)
Ground Mount	Level	Type	Size
Yes		Dragon	M/L (long)

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
Base	13	17	10	3	11	13
Adjusted						
Modifier						
Total						
Temp						

ARMOR CLASS

Total	Armor	Shield	Natural	Dex	Size	Deflec	Misc
	= 10 +						
Flat-footed		Touch			Special		

HIT POINTS & RESISTANCE

Total	Current	Non-Lethal	DR	Energy Res.	Spell Res.

SAVING THROWS

	Total	Base	Ability	Magic	Misc
Fortitude					
Reflex					
Will					

COMBAT MANEUVERS

	Total	BAB	Str	Dex	Size	Magic	Misc
CMB		=					
CMD		= 10 +					

OFFENSE

Attack	Bonus	Damage	Critical	Type	Special
2 claws					
bite					

SPECIAL ABILITIES, FEATS & TALENTS

Low-Light Vision, Darkvision

Top Down – Maneuverability: _____		
45° <u>turn</u>	<u>Glide</u>	45° <u>turn</u>
90° <u>turn</u>	<u>Hover:</u>	90° <u>turn</u>
135° <u>turn</u>	180° <u>turn</u>	135° <u>turn</u>
Sidescroll		
<u>Ascend</u>	<u>Vertical</u>	<u>Ascend</u>
<u>Glide</u>	<u>Hover:</u>	<u>Glide</u>
<u>Descend</u>	<u>Dive</u>	<u>Descend</u>
5-foot Step? _____ Side Turn Around: _____		

Skill	Total	Class	Ability	Ranks	Misc
Fly		+3			

Languages	
-----------	--

EQUIPMENT

	Light Load	Medium Load	Heavy Load	Dragging	Hourly Speed	Daily Speed
Ground (quad)						
Flying (biped)						

MISSILE MOOKS SQUAD SHEET

Vital Statistics

Level	Ini	Per	Fort	Ref	Will	Skills	AC	Std Atk	Full Atk	Dmg
-------	-----	-----	------	-----	------	--------	----	---------	----------	-----

CR Value and Hit Points

#	CR	XP	Hit Points					Disabled	Negative	Conditions
1			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
2			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
3			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
4			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
5			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
6			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
7			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
8			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
9			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		
10			□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□		

Feats and Class Features

CREATURE SHEETS

In developing *Companions of the Firmament* it was important to not only develop supplemental rules for supporting flight in the game, but to also support the physical aspect of play with a battle grid. Over many decades of using miniatures in roleplaying games, a variety of different approaches have been used to represented mounted characters in the game. Drawing from that experience a spectrum emerged between aesthetics (elaborate miniatures represented both mounted and unmounted characters) to the sparse and practical (a fragment of paper to show the different status).

The creature sheets are a balance between aesthetics and function. They are intended to be printed out and then either cut out and used as paper counters, or mounted on thick material such as card stock, cardboard, MDF board, wood or plastic tokens. Aesthetically they provide some artwork to help participants visualize the scene being depicted on the table. Practically they are useful because a character's figure merely needs to be placed on the creature token to represent being mounted. Their shape also makes them easy to store and transport.

A black and white version and a color version are included for each creature sheet. The black and white version makes printing inexpensive and we encourage players to customize their mounts,

using colored pencils or markers to create unique color schemes for their mounts. For those who just want fully colored tokens ready to go there are also color versions of each sheet.

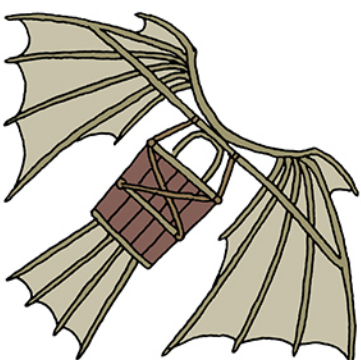
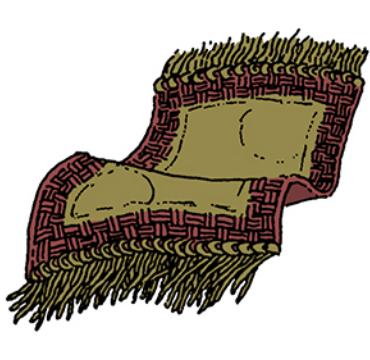
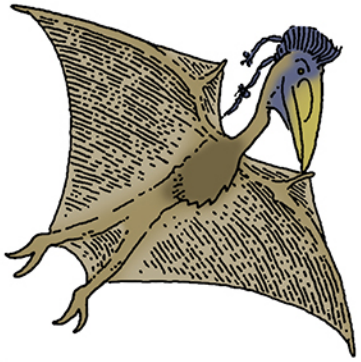
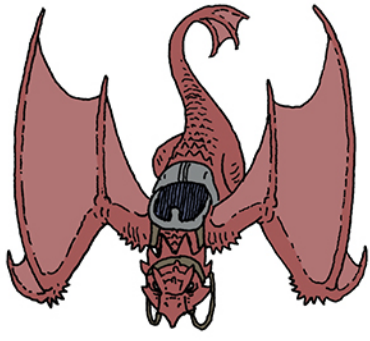
Printing Out the Sheets

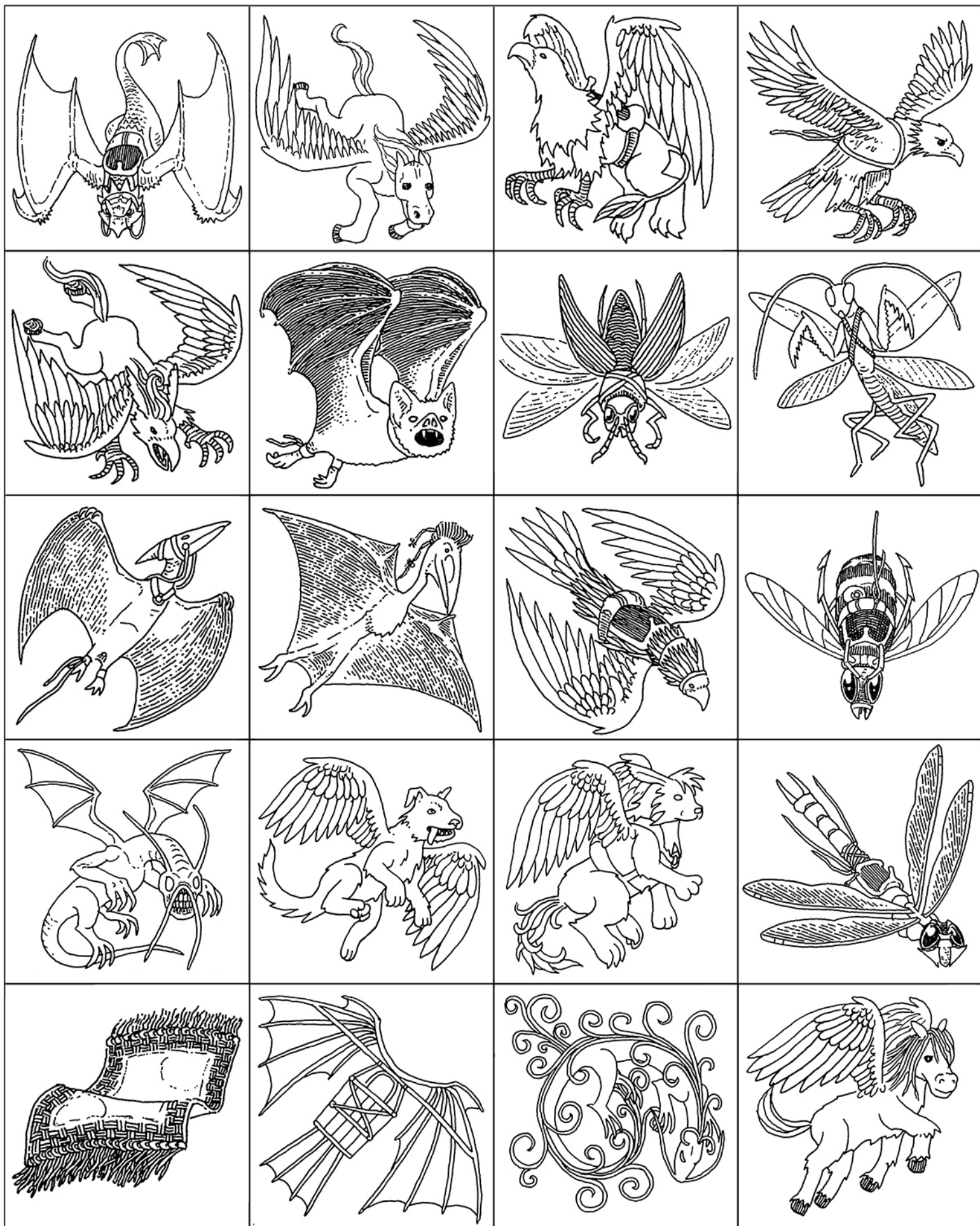
The artwork and PDF have been designed so that when printed out they should fit appropriately with a grid consisting of 1 inch squares. Most of the illustrations are 2 inch by 2 inch, representing large size creatures. If a medium size creature (with a 1 inch by 1 inch footprint) is desired then most PDF software reader programs should have a percentage scaling option. Adjusting this to 50% ought to get the desired results, though some experimentation might be necessary with the innumerable computer setups out there. Experimenting with a black and white page is encouraged.

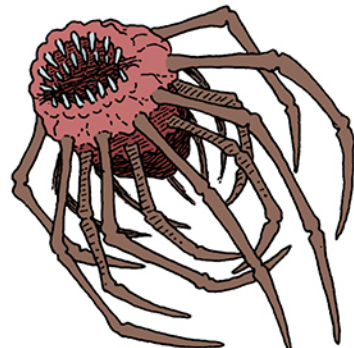
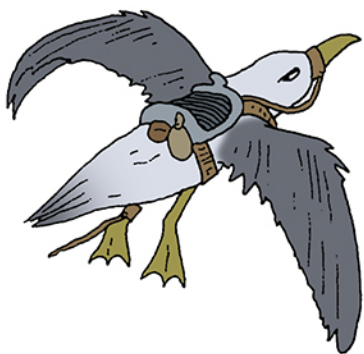
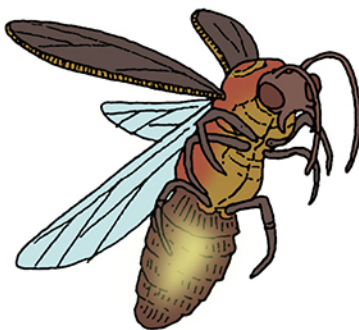
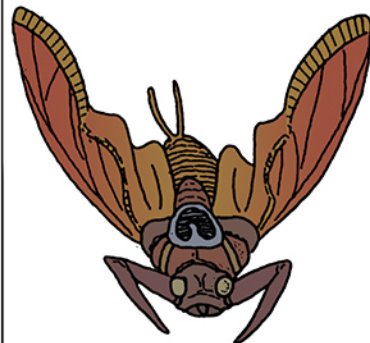
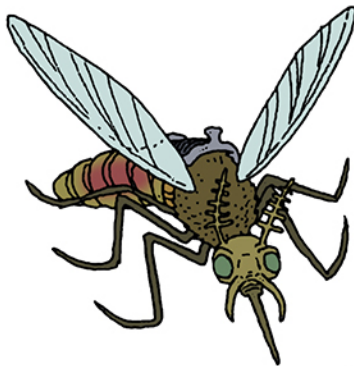
Mounting the Tokens

There are a variety of glue products which can be used to mount the counters either before or after being cut out by the paper. Make sure a thin and even coat of glue is used and dried evenly on your material of choice. Another option is to use 8.5" x 11" adhesive shipping-labels that can be put into ink-jet and laserjet printers.

#	Sheet 1	Sheet 2	Sheet 3	Sheet 4
1	Wyrm	Giant Butterfly	Black Chromatic	Air Barge
2	Pegasus	Giant Bee	Blue Chromatic	Air Balloon
3	Griffon	Giant Mosquito	Green Chromatic	Flying Broom
4	Giant Eagle	Giant Water Bug	Red Chromatic	Flying Broom
5	Hippogriff	Giant Vulture	White Chromatic	Flying Broom
6	Dire Bat	Giant Owl	Brass Metallic	Flying Broom
7	Giant Beetle	Giant Firefly	Bronze Metallic	Construct
8	Giant Mantis	Giant Crane	Copper Metallic	Kite
9	Pteranodon	Giant Albatros	Gold Metallic	Arcane Air Skiff
10	Quetzalcoatlus	Giant Secretarybird	Silver Metallic	Chariot of the Gods
11	Roc	Giant Archaeopteryx	Brine Primal	Spirit Vardos
12	Giant Wasp	Giant Dimorphodon	Cloud Primal	
13	Eidolon	Fey Giant Toad	Crystal Primal	
14	Hainu	Criosphinx	Magma Primal	
15	Bixie	Rast	Umbral Primal	
16	Giant Dragonfly	Spider Eater	Forest Imperial	
17	Flying Carpet	Nightmare	Sea Imperial	
18	Glider	Peryton	Sky Imperial	
19	Air Elemental	Dragonne	Sovereign Imperial	
20	Winged Pony	Ki-Rin	Underworld Imperial	



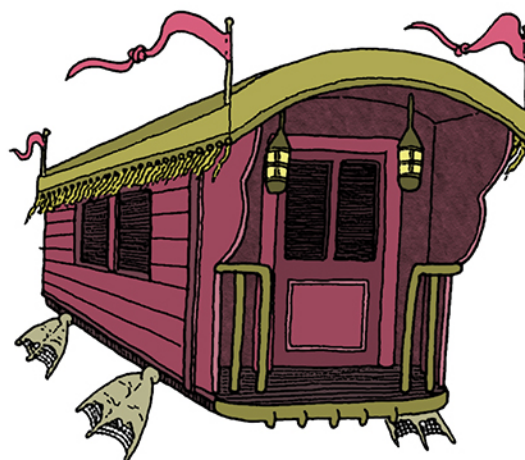
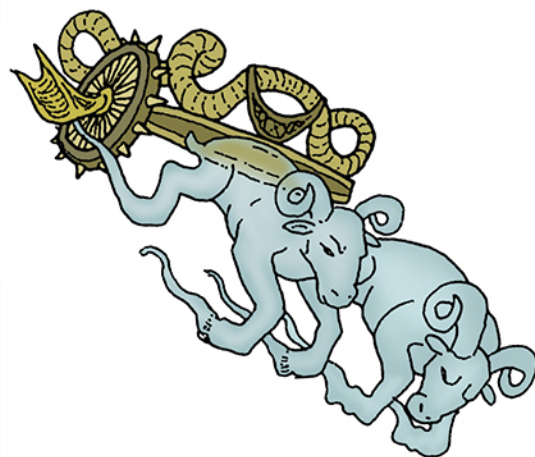
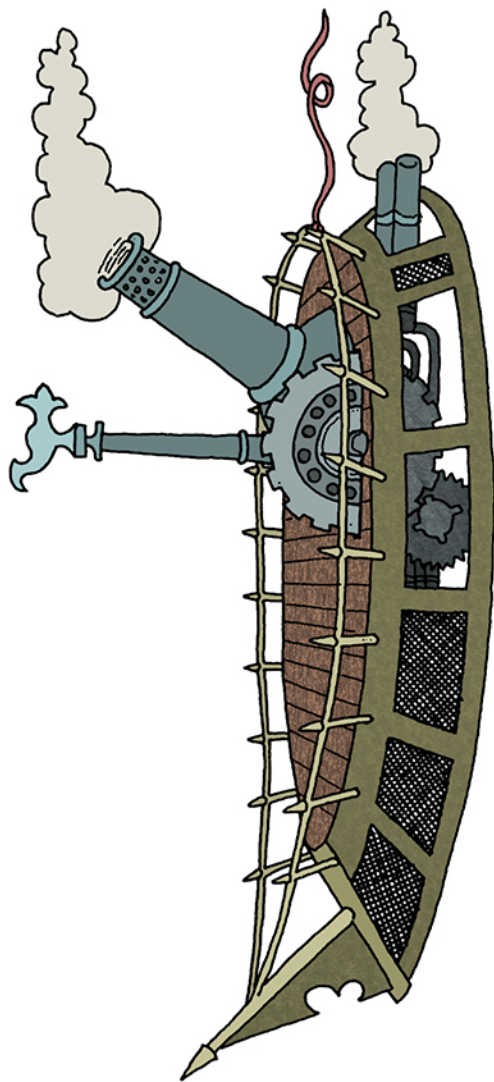
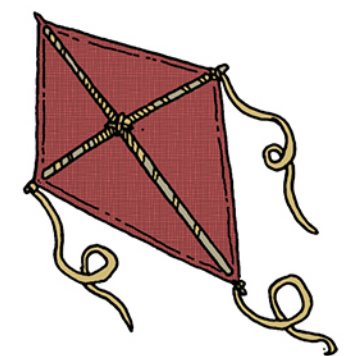
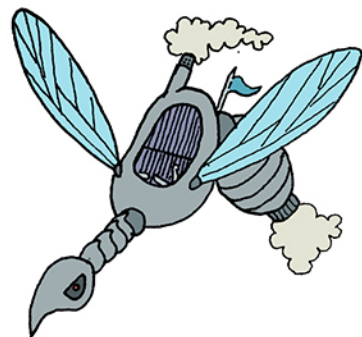
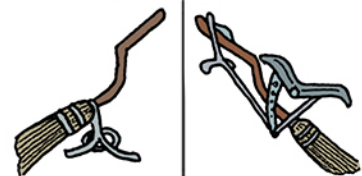
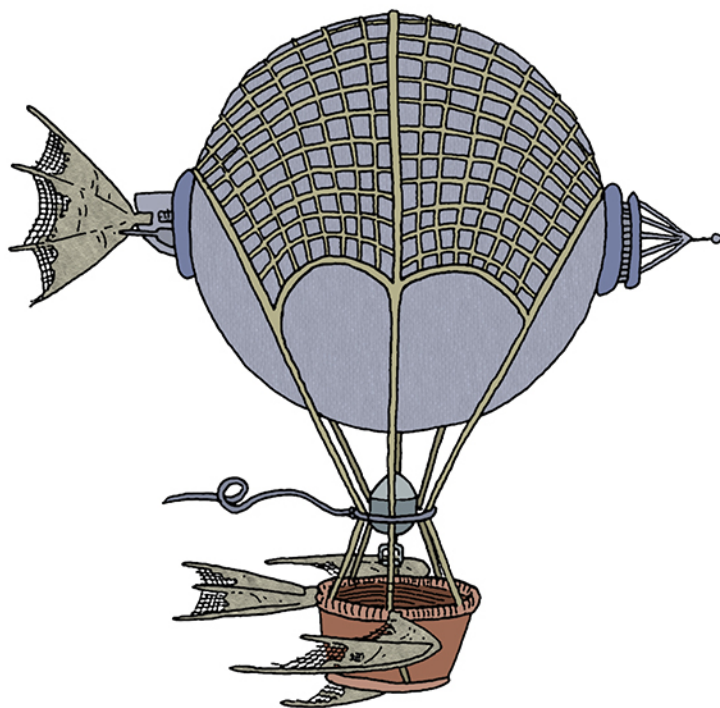
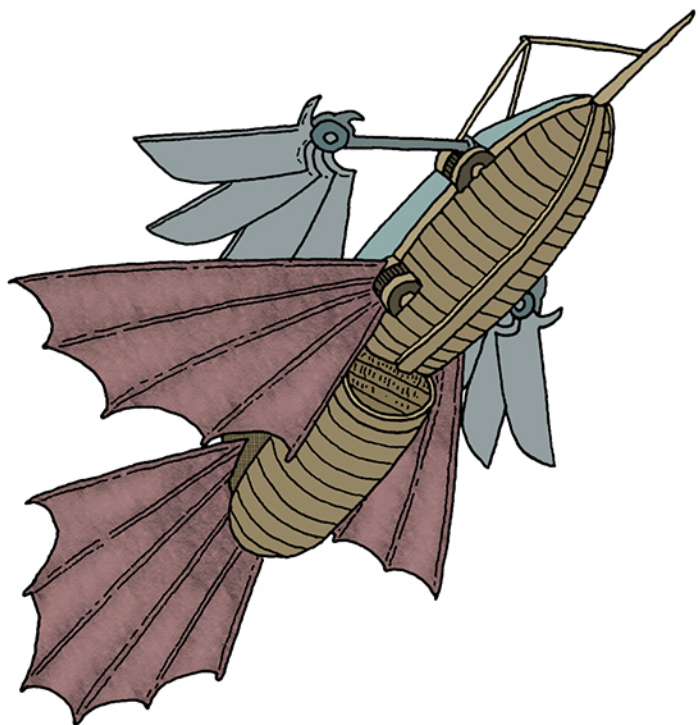


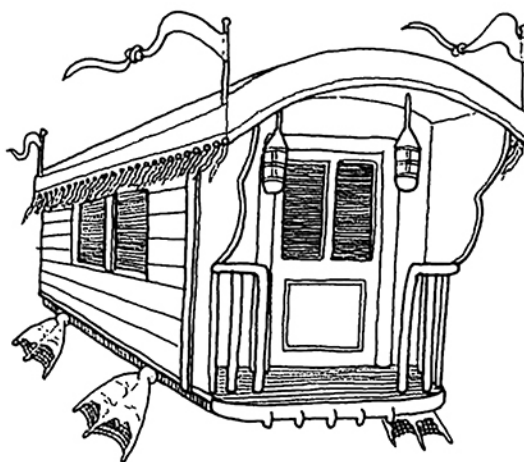
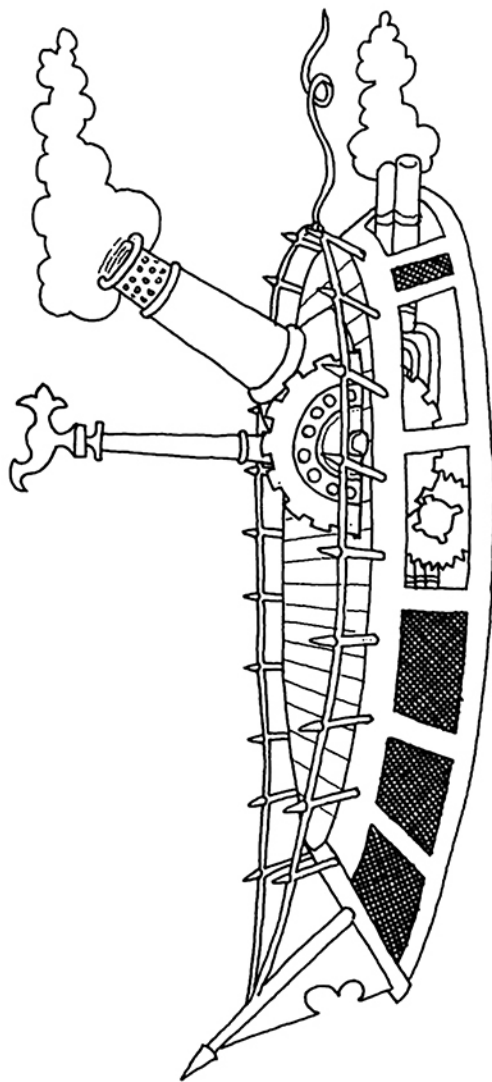
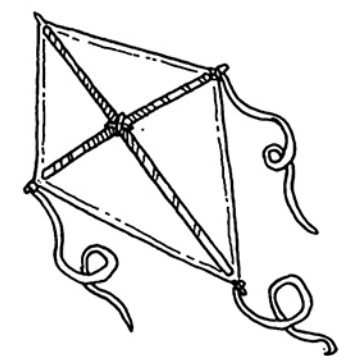
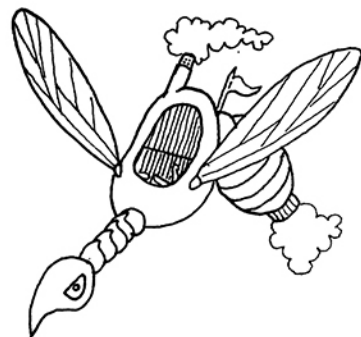
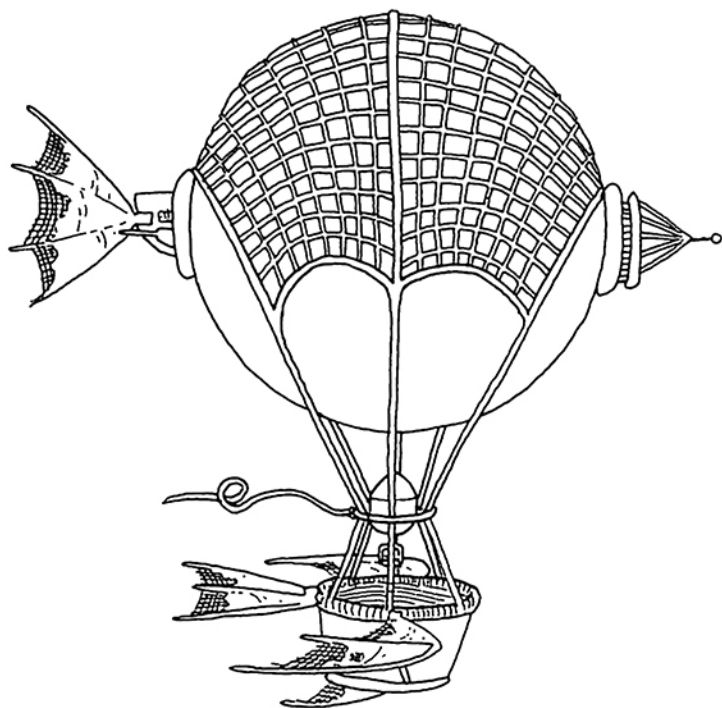
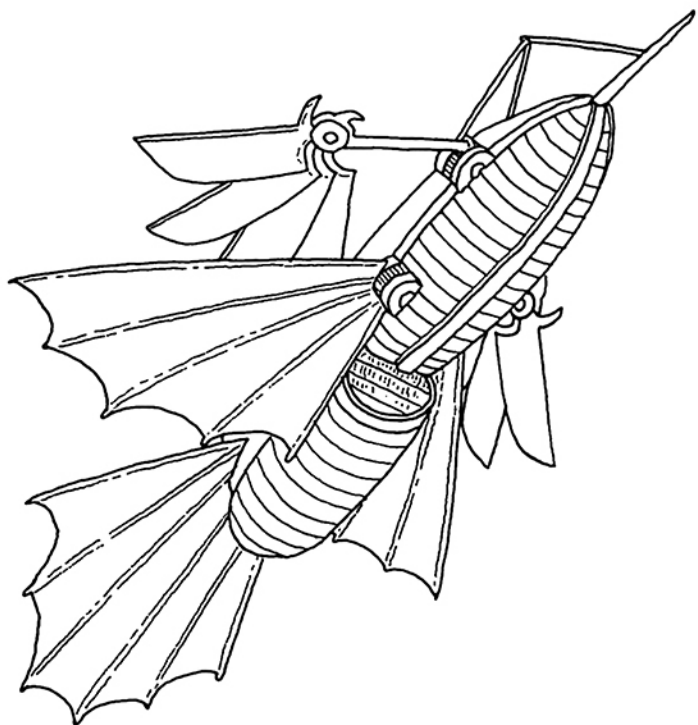












RULE CHECKLIST

Mounts
<input type="checkbox"/> Aerial Biped/Quadruped Encumbrance
<input type="checkbox"/> Rider Size Guidelines
<input type="checkbox"/> Handle Animal Cost of Training
<input type="checkbox"/> Fly Skill Common Access
<input type="checkbox"/> Ride Skill Modifications
Classes
<input type="checkbox"/> Magical Beast Rider
<input type="checkbox"/> Sky Pilgrim
<input type="checkbox"/> Wyrms Rider
Companions
<input type="checkbox"/> Flying Animal Companions
<input type="checkbox"/> Cavalier and Ranger Access?
<input type="checkbox"/> Dragon Cohorts
<input type="checkbox"/> Faithful Companions
<input type="checkbox"/> Half-Fey
<input type="checkbox"/> Variant Half-Fey
<input type="checkbox"/> Lesser Chimera
<input type="checkbox"/> Flying Constructs
Equipment
<input type="checkbox"/> Re-Imagined Exotic Weapons
<input type="checkbox"/> Special Material Barding
<input type="checkbox"/> Goods and Services Gear
<input type="checkbox"/> Vehicles
Magic Items
<input type="checkbox"/> Creature Body Slots
<input type="checkbox"/> Enchanting Natural Weapons Fix
<input type="checkbox"/> New Magic Items
Challenges
<input type="checkbox"/> Missile Mooks
<input type="checkbox"/> Simple Racial Modifiers
<input type="checkbox"/> Volley Attacks
<input type="checkbox"/> Storm Brewing Weather Tables
<input type="checkbox"/> Weather Encounters

Falling
<input type="checkbox"/> Falling Conditions
<input type="checkbox"/> Benefit of Being a Natural Flier
<input type="checkbox"/> Benefit of Being Big
<input type="checkbox"/> Modified Unconsciousness
<input type="checkbox"/> Ring of Feather Falling
Flying
<input type="checkbox"/> Top-Down Grid
<input type="checkbox"/> Sidescroll Grid
<input type="checkbox"/> Sidescroll + Top-Down
<input type="checkbox"/> Two Map 3d Grid
<input type="checkbox"/> Abstract Aerial Combat
<input type="checkbox"/> Tracked Grid
<input type="checkbox"/> Banded Grid
<input type="checkbox"/> Freeform Grid
<input type="checkbox"/> Rescaling the Grid
<input type="checkbox"/> Dive Maneuver
<input type="checkbox"/> Expanded Flying Rules
<input type="checkbox"/> Hover Feat
<input type="checkbox"/> Aerial Terrain
Aerial Campaigns
<input type="checkbox"/> Aerial Politics
<input type="checkbox"/> Aerial Trade
<input type="checkbox"/> Sky Guilds
<input type="checkbox"/> Being Small is Huge
<input type="checkbox"/> Common Arms
<input type="checkbox"/> Ley Lines
<input type="checkbox"/> As Above, So Below
<input type="checkbox"/> Geoglyphs
<input type="checkbox"/> Cliff Dwellings
<input type="checkbox"/> Carnivore vs. Herbivore Dynamics
<input type="checkbox"/> Magic & Dragons
<input type="checkbox"/> The Speed of Flight

System Dials

Rule	Simulation	Hybrid	Cinematic
Table 2-1: Aerial Encumbrance Playstyle Guidelines	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Table 2-3: Mount and Rider Size Playstyle Guidelines	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Table 2-4: Intelligent Mount Playstyle Guidelines	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Table 9-2: Falling Timing Options	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Table 9-3: Rate of Falling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Table 9-4: Consequences of Making a Catch	x	<input type="checkbox"/>	<input type="checkbox"/>
Table 10-5: Facing Options	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Table 11-2: Variations on Overland Flight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FLY SKILL

You are skilled at flying, either through the use of wings or magic, and you can perform daring or complex maneuvers while airborne. Note that this skill does not give you the ability to fly.

REQUIREMENT

You cannot take this skill without a natural means of flight or gliding. Creatures can also take ranks in Fly if they possess a reliable means of flying every day (either through a spell or other magical manner, such as a druid's wild shape ability).

CHECK

You generally need only make a Fly check when you are attempting a complex maneuver. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed. It can also turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees¹, and can descend at any angle at normal speed. Note that these restrictions only apply to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a Fly check. The difficulty of these maneuvers varies depending upon the maneuver you are attempting, as noted on the following chart.

Table: Flying Maneuver DCs

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Avoid falling damage	10
Take damage while flying with wings	10
Hover	15
Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at a greater than 45° angle	20
Avoid being checked in high winds	20
Avoid being blown away in high winds	25
Collision while flying	25

USES

Attacked While Flying

You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude. This descent does not provoke an attack of opportunity and does not count against a creature's movement.

Collision While Flying

If you are using wings to fly and you collide with an object equal to your size or larger, you must immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

Avoid Falling Damage

If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision. See Falling Damage if you fail this check.

HIGH WIND SPEEDS

Flying in high winds adds penalties on your Fly checks as noted on the Wind Effects table.

Table: Wind Effects on Flying

Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Penalty
Light	0-10 mph	—	—	—
Moderate	11-20 mph	—	—	—
Strong	21-30 mph	Tiny	—	-2
Severe	31-50 mph	Small	Tiny	-4
Windstorm	51-74mph	Medium	Small	-8
Hurricane	75-174 mph	Large	Medium	-12
Tornado	175+ mph	Huge	Large	-16

“Checked” means that creatures of that size or smaller must succeed on a DC 20 Fly check to move at all so long as the wind persists.

“Blown away” means that creatures of that size or smaller must succeed on a DC 25 Fly check or be blown back 2d6×10 feet and take 2d6 points of nonlethal damage. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

ACTION

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

Try Again

Varies. You can attempt a Fly check to perform the same maneuver on subsequent rounds. If you are using wings and you fail a Fly check by 5 or more, you plummet to the ground, taking the appropriate falling damage.

SPECIAL

Familiars

A spellcaster with a bat familiar gains a +3 bonus on Fly checks.

Fly Speed

Creatures with a fly speed treat the Fly skill as a class skill. A creature with a natural fly speed receives a bonus (or penalty) on Fly skill checks depending on its maneuverability:

- Clumsy -8
- Poor -4
- Average +0

Good +4
Perfect +8

Creatures without a maneuverability rating are assumed to have average maneuverability and take no penalty on Fly checks.

Size

A creature larger or smaller than Medium takes a size bonus or penalty on Fly checks depending on its size category:

Fine +8
Diminutive +6
Tiny +4
Small +2
Large -2
Huge -4
Gargantuan -6
Colossal -8

Must Have Natural Flight

You cannot take this skill without a natural means of flight or gliding. Creatures can also take ranks in Fly if they possess a reliable means of flying every day (either through a spell or other magical manner, such as a druid's wild shape ability).

Feats

If you have the Acrobatic feat, you get a +2 bonus on Fly skill checks. If you have 10 or more ranks in this skill, the bonus from the Acrobatics feat increases to +4.

RIDE SKILL

You are skilled at riding mounts, usually a horse, but possibly something more exotic, like a griffon or pegasus. If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

CHECK

Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. The following tasks do require checks.

Table: Ride Skill DC's

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

Guide with Knees: You can guide your mount with your knees so you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount. This does not take an action.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with a Combat-Trained Mount: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. Using this option is an immediate action, but recovering from this position is a move action (no check required).

Soft Fall: You negate damage when you fall off a mount. If you fail the Ride check, you take 1d6 points of damage and are prone. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. If the Ride check to make the leap succeeds, make a check using your Ride modifier or the mount's jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1d3 points of damage to the creature. You can use this ability every round, but the mount becomes fatigued after a number of rounds equal to its Constitution score. This ability cannot be used on a fatigued mount.

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for horses or ponies trained for combat.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

ACTION

Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

SPECIAL

If you are riding bareback, you take a -5 penalty on Ride checks.

If you have the Animal Affinity feat, you get a +2 bonus on Ride skill checks. If you have 10 or more ranks in Ride, the bonus increases to +4.

If you use a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

Ride is a prerequisite for Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, and Trample.

HANDLE ANIMAL SKILL

You are trained at working with animals, and can teach them tricks, get them to follow your simple commands, or even domesticate them.

CHECK

The DC depends on what you are trying to do.

USES

Table: Handle Animal Tasks

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

Handle an Animal

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

Push an Animal

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

Teach an Animal a Trick

You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks.

Tricks

Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following:

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

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

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

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

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

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

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

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

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

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

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

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

Train an Animal for a Purpose

Table: General Purposes Training

General Purpose	DC
Combat Training (or “combat riding”)	20
Fighting	20
Guarding	20
Heavy Labor	15
Hunting	20
Performance	15
Riding	15

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

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

Combat Training (DC 20) An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also “upgrade” an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

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

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

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

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

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

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

Rear a Wild Animal

To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

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

ACTION

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

animal automatically fails.

Try Again

Yes, except for rearing an animal.

SPECIAL

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

Animal Companions A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion. In addition, a druid's or ranger's animal companion knows one or more bonus tricks, which don't count against the normal limit on tricks known and don't require any training time or Handle Animal checks to teach.

UNTRAINED

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

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