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# A Necromancer's Almanac





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#### **References to Other Products**

Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

AA1: Advanced Arcana Volume 1	APG: Advanced Player's Guide	LV: Liber Vampyr	
AA2: Advanced Arcana Volume 2	ARG: Advanced Race Guide	NA12: Necromancer's Almanac 2012	
AA3: Advanced Arcana Volume 3	B2: Bestiary 2	NA13: Necromancer's Almanac 2013	
AA4: Advanced Arcana Volume 4	B3: Bestiary 3	UC: Ultimate Combat	
ACG: Advanced Class Guide	B4: Bestiary 4	UM: Ultimate Magic	

# An Introduction

Thank you for purchasing this book. Whether you are a longtime fan of Necromancers of the Northwest, or this is your first time hearing of us, and you're still not quite sure why this book is called "*A Necromancer's Almanac*," we are confident that you will not be disappointed by what we have assembled in this tome.

If you aren't familiar with Necromancers of the Northwest, the content in this book is a compilation of material from articles that we have produced on our website over the course of 2014. Since the very beginning of our company about five years ago, we have been producing free content on our website just about every week. The nature of the articles may have changed a few times, and we've certainly grown as designers since those first, early days, but we've been pretty steady about producing material.

The only problem was that it wasn't very organized, and digging through articles to find that one spell or magic item could be a real pain. Plus, some people don't have access to the internet while they're gaming (or just don't want to be tempted). We want people to use our content (even the free stuff), and so we wondered what we could do to try to solve this problem, and make things more accessible for everyone. The result was *A Necromancer's Almanac 2012*, a book very much like this one, but which compiled all of our content from the year 2012. The book was a huge success, and we knew right away that when the time came, we'd be doing the same thing again in following years.

If there's one thing that we learned in the course of compiling these products, it's that we write a lot of stuff in one year. For those of you who don't know, our average books range from 20 pages (for a very small book), up to 50 pages for a very large one, with our *Advanced Arcana* series being something of an exception. This book is almost 200 pages long! And it's just the content from the last year!

There are a couple of things from throughout the year that didn't quite make it into the book, mostly the articles that were previews of material found in other books, which doesn't need to be collected into an anthology like this one. But despite that, we're confident that with the massive amounts of archetypes, alternate class features, feats, monsters from CR 1 to 20, numerous new player character races, and spells galore, that no player should have any problem finding something that interests them here, and GMs will have more than enough ammunition to throw at their players, whether using monsters directly from the book, or giving the treats and goodies from the player-oriented sections to NPCs and villains of every sort.

The book is divided into four sections, based on the four articles that we released throughout the year. The first, Best in Class, handles alternate class features and archetypes. The second, Extraordinary Feats, is devoted to feats. The third section, Obscure Arcana, is devoted to spells, and the fourth and final section, Exotic Encounters, is further subdivided to include monsters, templates, and ten new player character races.

A lot of time and effort went into gathering all the content from the website and putting it all together in one nice, neat, easy-to-use place. More time and effort than it takes us to write some of those 20-50 page books. But now that it's done, and it's all put together, we're confident that it was worth it, and hope that you'll feel the same way.

So please, don't waste any more time reading an introduction. Jump into the book. Find something you like, something you can use in your game. Go play. And when you have, if you remember, consider visiting our website. Not only will you get to see all the content that will be in next year's almanac, and be able to play with it right away, but you can also contact us, either by e-mail or in our forum. Let us know what you've been playing, and how it's been working out for you. What spells you like, what prestige classes you're hoping to take, what magic items you're saving up for. We'd love to hear all about it.

# Chapter 1: Best in Class



Best in Class is our weekly article devoted to providing class options for a variety of characters. In 2014, we created 40 new archetypes, mysteries, and bloodlines, covering every class from the *Advanced Class Guide*, and nearly every class from the *Pathfinder Roleplaying Game Core Rulebook*, the *Advanced Player's Guide*, *Ultimate Combat*, and *Ultimate Magic*. For those classes not addressed by an archetype, we created a handful of new domains, a new alternative to animal companions allowing players to make companions of plant creatures, new hexes, and more.

This chapter contains all the content from Best in Class over the course of 2014, with the exception of preview material from another product, and any archetypes that are restricted to one of the new races introduced this year in the Exotic Encounters article (these archetypes are included along with the races, in the Exotic Encounters chapter). The class options are arranged in alphabetical order by the class

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that they are associated with. At the end of the chapter, there is a section on plant companions, a new character option for any character that has access to animal companions.

Several of the character options in this chapter are associated with classes that are not included in the *Pathfinder Roleplaying Game Core Rulebook*. For each such class, there is a brief note at the beginning of the section that explains where the class can be found. Additionally, some of the character options presented here contain material that references content from another Necromancers of the Northwest product. In these cases, a note at the end of the relevant rules will provide information about what product contains the referenced content.

# New Alchemist Archetypes

The following archetypes are available to characters of the alchemist class, found in the *Advanced Player's Guide*.

#### Cryochemist

Cryochemists are alchemists who devote themselves at least in part to the study of cold, and the various chemical and alchemical possibilities that arise in particularly low temperatures. They not only learn how to use the cold as a potent weapon, but can also use it to protect themselves and others from harm.

**Bomb (Su):** A cryochemist's bombs use an alchemical ingredient that, when combined with air, creates an intense cold, rather than a burning heat. The cryochemist's bombs deal cold damage, instead of fire damage. Any effect that would change the type of damage that the cryochemist's bombs deal (such as the Acid Bomb discovery) cause his bombs to deal half their damage as cold damage and half their damage as the other sort.

This ability modifies the bomb class feature.

**Cold Resistance (Su):** At 2<sup>nd</sup> level, a cryochemist gains cold resistance 5. This cold resistance increases to 10 at 5<sup>th</sup> level and again to 15 at 8<sup>th</sup> level.

At 10<sup>th</sup> level, a cryochemist becomes completely immune to cold damage, but also becomes vulnerable to fire damage (suffering 150% as much fire damage as he otherwise would).

This ability replaces the poison resistance class feature.

**Shatterskin Bomb** (**Su**): Beginning at 4<sup>th</sup> level, a cryochemist learns how to create a special kind of bomb, known as a shatterskin bomb. A creature that suffers a direct hit from a bomb made in this way must succeed on a Fortitude save, or his skin and muscles turn brittle and fragile. Until the beginning of the cryochemist's next turn, whenever the target suffers any amount of damage to which damage reduction would normally apply, he suffers an additional amount of that damage equal to 1/2 the cryochemist's alchemist level (rounded down). This additional damage occurs whether the target actually has damage reduction or not. This ability cannot be used in conjunction with any discoveries that modify bombs.

This ability replaces the discovery gained at 4<sup>th</sup> level.

**Improved Shatterskin Bomb (Su):** Beginning at 8<sup>th</sup> level, a cryochemist's shatterskin bomb improves. Whenever a creature fails its Fortitude save to resist the cryochemist's shatterskin bomb by 10 or more, that creature is paralyzed until the beginning of the cryochemist's next turn, in addition to the shatterskin bomb's normal effect. Because this paralysis is caused by the creature's body literally freezing solid, it affects even creatures normally immune to paralysis, but it does not affect creatures that are immune to cold. At 14<sup>th</sup> level, this ability applies to any creature that fails its saving throw by 5 or more, rather than by 10 or more.

This ability replaces the discovery gained at 8<sup>th</sup> level.

Liquifrost Armor (Su): Beginning at 12<sup>th</sup> level, a cryochemist learns how to convert his bombs into a substance that protects those it touches from intense heat, rather than inflicting bitter cold upon them. As a standard action, he can create and apply a dose of liquifrost armor that is enough to affect a single creature of Large or smaller size. He can apply it to himself or an adjacent willing creature without difficulty. Applying it to an unwilling adjacent creature requires a melee touch attack, and applying it to any creature that is not adjacent requires a ranged touch attack. Regardless of whether or not the target is willing or adjacent, the liquifrost armor is applied as part of the same standard action used to create it.

A creature affected by a dose of liquifrost armor gains an amount of fire resistance equal to the cryochemist's alchemist level for a number of rounds equal to his Intelligence modifier.

Each use of this ability uses up one of the cryochemist's daily uses of his bomb class feature.

This ability replaces the discovery gained at 12<sup>th</sup> level.

**Improved Liquifrost Armor (Su):** Beginning at 16<sup>th</sup> level, whenever the cryochemist uses his liquifrost armor ability, the chemicals harden on the recipient's skin, forming a sort of armor. This grants the target an armor bonus to AC equal to the cryochemist's Intelligence modifier. This armor bonus does not stack with any other armor bonus, but does not impose an arcane spell failure chance, or armor check penalty of any kind, nor does it inhibit the target's speed. The armor bonus lasts for the duration of the liquifrost armor effect.

This ability replaces the discovery gained at 16<sup>th</sup> level.

#### Herbalist

While other alchemists play with beakers full of chemicals or struggle to transmute lead into gold, herbalists know that great power is hidden in inconspicuous places, such as the numerous fruits, vines, and tubers that so many others take for granted. An herbalist knows how to get the most from these plants, and use their power for himself.

Alchemical Knack (Ex): An herbalist gains a bonus equal to 1/2 his alchemist level on all Craft (alchemy) checks made to create items. Further, when using Craft (alchemy) to create a preparation of an herb or a compound made from several herbs, the herbalist treats the result of his Craft (alchemy) check as being 5 higher than it actually is for the purposes of any aspects of that preparation or compound that depend on the amount by which the Craft check made to create it exceeds the DC. This +5 bonus does not apply to other results of the Craft check (such as whether or not the check is successful, or the amount of time that it takes to create the item). For more information on herbs, preparations, and compounds, see *A Necromancer's Grimoire: Herbs of the Jungle*.

This ability replaces the brew potion class feature.

**Exceptional Forager (Ex):** An herbalist is particularly skilled at foraging for herbs and similar objects. Whenever he successfully forages for one or more herbs, he finds one additional herb of the same type. At 5<sup>th</sup> level, and again at 8<sup>th</sup> level and 11<sup>th</sup> level, the number of additional herbs he finds increases by 1 (two additional herbs at 5<sup>th</sup> level, 3 at 8<sup>th</sup> level, and 4 at 11<sup>th</sup> level). For more information on harvesting herbs, see *A Necromancer's Grimoire: Herbs of the Jungle.* 

This ability replaces the poison resistance class feature.

**Potent Poisoning (Ex):** Whenever an herbalist creates a poison with the Craft (alchemy) skill, the saving throw DC of that poison is equal to 10 + 1/2 the herbalist's alchemist level + the herbalist's Intelligence modifier, instead of the normal amount. In the case of poisons whose saving throw DC increases based on the amount by which the Craft check made to create them exceeds the Craft DC, the saving throw DC still increases by this amount.

This ability replaces the swift poisoning class feature. When the herbalist gains the instant alchemy class feature at 18<sup>th</sup> level, it allows him to apply poison as a swift action, rather than an immediate action.

# New Antipaladin Archetype

The following archetype is available to characters of the antipaladin class, found in the *Advanced Player's Guide*.

#### **Hellfrost Knight**

There are many ways to symbolize death, destruction, and doom. Many choose to focus on aspects of sudden, violent death: burning hellfire, and blood-stained battlefields. But you are an agent of another sort of doom. You revel in the fear and dread of an inevitable doom, administered by an impartial, uncaring fate. For you, the ultimate symbol of death is that of winter, of the freezing cold, and the nether void, in which no life can survive.

Hellfrost Blade (Su): As a swift action, a hellfrost knight can suffuse a held weapon with an icy, otherworldly chill. This causes the weapon to deal an additional 1d6 points of cold damage. This cold is supernaturally intense, and while it affects creatures with vulnerability to cold normally, only half of this damage (rounded up) is subject to any resistance or immunity to cold that the target might possess. Additionally, a creature struck by such an attack must succeed on a Fortitude save (DC 10 + 1/2 the hellfrost knight's antipaladin level + the hellfrost knight's Charisma modifier) or be numbed by the cold, imposing a penalty equal to the hellfrost knight's Charisma modifier on all attack rolls for a number of rounds equal to 1/2 the hellfrost knight's antipaladin level (rounded down, minimum 1), and reducing the target's movement speed by half for the same duration. The hellfrost knight's weapon remains affected for 3 rounds (though any penalties it inflicts may last much longer).

The hellfrost knight can use this ability once per day at 1<sup>st</sup> level. At 4<sup>th</sup> level, and every three levels thereafter, he gains an additional daily use of this ability.

At 3<sup>rd</sup> level, and every two antipaladin levels thereafter, the amount of additional cold damage inflicted by the weapon increases by 1d6 (to a maximum of 10d6 at 20<sup>th</sup> level).

This ability replaces the smite good class feature.

**Winter's Herald (Su):** Beginning at 3<sup>rd</sup> level, a hellfrost knight becomes immune to the effects of cold weather. This functions as the *endure elements* spell, except it only applies to cold environments, and not warm ones.

At 7<sup>th</sup> level, the hellfrost knight gains cold resistance 5. This cold resistance increases to 10 at 11<sup>th</sup> level, and again to 15 at 15<sup>th</sup> level. At 19<sup>th</sup> level, the hellfrost knight becomes immune to cold.

This ability replaces the plaguebringer class feature.

**Fiendish Boon (Sp):** If the hellfrost knight chooses the first type of fiendish boon, he replaces the options for *flaming* and *flaming burst* weapon special abilities with *frost* and *icy burst*, respectively. If the hellfrost knight chooses the second type of fiendish boon, he cannot select a fiendish servant that has the fire subtype, although he can select one that is neither evil nor chaotic as long as it has the cold subtype.

This ability modifies the fiendish boon class feature.

**Spellcasting:** A hellfrost knight adds the following spells to his spell list at the indicated levels:

1<sup>st</sup>: chill touch, unshakable chill<sup>UM</sup>

2<sup>nd</sup>: *frigid touch*<sup>UM</sup>, *sleet storm* 

3<sup>rd</sup>: *ice storm*, *wall of ice* 

4<sup>th</sup>: icy prison<sup>UM</sup>

This ability modifies the spellcasting class feature.

# New Arcanist Archetype

The following archetype is available to characters of the arcanist class, found in the *Advanced Class Guide*.

#### **Arcane Scholar**

Knowledge is power, and so is magic. It stands to reason that those who learn as many spells as they can are the ones with the most power, or at least, those are the beliefs of arcane scholars. Renowned for their ability to learn the inner workings of a spell simply by seeing it cast, and their ability to spontaneously cast spells from within their spellbook, these arcanists are incredibly versatile, and are almost never caught unprepared.

Eagle Eye (Su): When an arcane scholar sees a spell cast, she can spend 1 point from her arcane reservoir in order to attempt to learn that spell, and later add it to her spellbook. In order to learn a spell in this way, she must be able to observe the spell being cast, and the spell must be on the sorcerer/wizard spell list, and be of a spell level that the arcane scholar can cast. Further, she must succeed on a Spellcraft check (DC 10 + twice the spell's level), or the attempt fails. If the attempt is successful, she gains a strong enough mastery of the spell to be able to write it into her spellbook. Writing the spell into her spellbook in this way takes the normal amount of time (1 hour per spell level) and material costs. If the arcane scholar does not write the spell into her spellbook before 24 hours have passed, the knowledge of the spell escapes her, and this ability is wasted. Using this ability does not allow the arcane scholar to cast the spell directly; it only allows her to copy it into her spellbook, at which point she can prepare and cast it through normal means. The arcane scholar can use this ability once per day, plus an additional time per day for every 5 arcanist levels beyond 1st.

This ability replaces the arcanist exploit gained at 1<sup>st</sup> level.

**Defensive Applications (Ex):** Beginning at 5<sup>th</sup> level, an arcane scholar's innate knowledge of the spells in her spellbook give her an edge in resisting those spells. Whenever the arcane scholar makes a saving throw to resist a spell that is included in her spellbook, she can spend 1 point from her arcane reservoir in order to gain a +1 bonus on that saving throw. She must have the spellbook on her person in order to use this ability. At 10<sup>th</sup> level, and every 5 levels thereafter, the bonus granted by this ability increases by +1.

This ability replaces the arcanist exploit gained at 5<sup>th</sup> level.

**Spontaneous Spell (Sp):** At 11<sup>th</sup> level, the arcane scholar learns to cast spells that she has not prepared. As a full-round action, she can cast a spell recorded in her spellbook which she does not currently have prepared, and which has a casting time of 1 round or less. In order to use this ability, she must be able to reference her spellbook, and she must spend a number of points from her arcane reservoir equal to the spell's level. The arcane scholar must still have an

unused spell slot of the appropriate spell level, and that spell slot is consumed when the spell is cast.

This ability replaces the arcanist exploit gained at 11<sup>th</sup> level.

# New Barbarian Archetype

The following archetype is available to characters of the barbarian class.

#### **Focused Hunter**

Rather than relying on raw power and overwhelming anger, some barbarians use cold animal cunning and predatory instincts to gain an advantage in combat. These warriors slip into a hyper-focused trance, in which all that they are aware of is themselves and their chosen prey.

**Predatory Focus** (Ex): Rather than giving in to mindless rage, a focused hunter can enter a sort of transcendental state of pure animalistic focus, allowing them to tune out everything but combat. At 1<sup>st</sup> level, she can use this ability for a number of rounds per day equal to 4 + her Constitution modifier. At each level after first, the number of rounds per day that she can use this ability increases by 2. Temporary increases to Constitution, such as those gained from spells like *bear's endurance*, do not increase the total number of rounds per day that she can use this ability. A focused hunter can activate her predatory focus ability as a free action.

While using this ability, the focused hunter gains a +4 bonus to her Dexterity score, as well as a +2 dodge bonus to AC, and a +1 competency bonus on all saving throws. The focused hunter can end the effect as a free action. Once she does so, she suffers a -2 penalty to AC for a number of rounds equal to twice the number of rounds that she used the ability. If a focused hunter falls unconscious, the effect immediately ends.

This ability replaces the rage class feature.

**Rage Powers:** A focused hunter gains rage powers as normal for a barbarian. The effects of her rage powers apply while she is using her predatory focus ability, instead of while she is raging.

**Ambush Predator** (Ex): Beginning at 7<sup>th</sup> level, a focused hunter gains a +2 competence bonus on initiative checks. Additionally, on the first round of combat, the focused hunter gains a +1 bonus on attack and damage rolls. At 10<sup>th</sup> level, and every three levels thereafter (13<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> level), the bonus on initiative checks increases by an additional +2, and the bonus on attack and damage rolls during the first round of combat increases by an additional +1.

This ability replaces the damage reduction class feature.

**Greater Focus** (Ex): At  $\pi^{th}$  level, when a focused hunter uses her predatory focus ability, the bonus to her Dexterity score increases to +6, the dodge bonus to AC increases to +3, and the competency bonus to her saving throws increases to +2.

This ability replaces the greater rage class feature.

**Tireless Focus (Ex):** Beginning at 17<sup>th</sup> level, a focused hunter no longer suffers a penalty to AC at the end of using her predatory focus class feature.

This ability replaces the tireless rage class feature.

**Supreme Focus (Ex):** At 20<sup>th</sup> level, when the focused hunter uses her predatory focus ability, the bonus to her Dexterity score increases to +8, the dodge bonus to AC increases to +4, and the competency bonus to her saving throws increases to +3.

This ability replaces the mighty rage class feature.

#### New Bard Archetype

The following archetype is available to characters of the bard class.

#### Showstopper

Part virtuoso, part magician, part thespian, the showstopper is the ultimate performer. He goes well outside of the normal realms of possibility to provide the best possible performance. This has the effect of making the showstopper not only a true master of the performing arts, but also allows him to enhance his already potent bardic performance abilities.

#### **Class Skills**

A showstopper is less skilled than a typical bard. A showstopper's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

#### **Class Features**

The following are class features of the showstopper.

**Stage Weapons (Ex):** A showstopper is well-versed in flashy weapons of the stage, but not skilled with weapons uncommon to performance. Beginning at 1<sup>st</sup> level, he suffers a -1 penalty to all attack rolls with ranged weapons, as well as any weapon which deals bludgeoning damage.

**Street Magic (Sp):** A showstopper is an expert in casting showy spells, but is less familiar with other forms of magic. Beginning at 1<sup>st</sup> level, he treats his caster level as being

1 higher than it actually is for the purposes of illusion spells he casts, as well as spells he casts with the sonic descriptor, but he treats his caster level as being one lower than it actually is for the purposes of all other spells (minimum caster level 1). This ability has no effect on spells cast from scrolls, wands, staves, or other magic items.

**Master Performer (Ex):** A showstopper is an expert at all forms of performance. At 1<sup>st</sup> level, he gains a bonus on all Perform skill checks equal to 1/2 his bard level, rounded down. Additionally, he gains twice the normal bonus to Perform checks from using a masterwork instrument or a magical instrument that provides a bonus to Perform checks.

This ability replaces the bardic knowledge class feature.

**Inspirational Performance (Ex):** A showstopper is able to inspire others, bolstering their hearts and spirits with an exceptional performance. Beginning at  $2^{nd}$  level, a showstopper may choose to initiate a bardic performance as a full-round action instead of the normal type of action it would require. If he does, he may make a special Perform check (DC 20). If he succeeds on this check, any morale bonuses granted by his bardic performance are increased by +2. If he fails this check, the performance occurs as normal with no additional bonus. Beginning at  $7^{th}$  level, he may initiate a performance in this way as a standard action. Beginning at  $13^{th}$  level, he can initiate a performance in this way as a move action.

This ability replaces the versatile performer class feature.

**Masterful Performance** (Ex): A showstopper is capable of performing a truly expert performance, delivering it with such precision and mastery that lesser performers could never hope to compare. Beginning at 5<sup>th</sup> level, while using a bardic performance that grants a morale bonus to one or more characters, a showstopper can make a special Perform check (DC 25) as a full-round action. If this check is successful, the competence bonus granted by the showstopper's bardic performance is increased by +1. This increase lasts for as long as the bardic performance continues to grant the competence bonus. Failure on the Perform check means that the bardic performance's morale bonus is unaltered. At 7<sup>th</sup> level, he may make this Perform check as a standard action, and at 13th level, he can make the Perform check as a move action. At 11<sup>th</sup> level, the amount by which the morale bonus is increased becomes +2.

This ability replaces the lore master class feature.

**Stop the Show** (Ex): The height of the showstopper's talent allows him to use his truly masterful performances in order to strike the emotions of other creatures so that they have extreme difficulty resisting his performances. Beginning at 10<sup>th</sup> level, whenever a showstopper starts a bardic performance, he may choose to do so as a full-round action, instead of the normal type of action required to do so. If he does, he may make a Perform check (DC 30). Success on this check indicates that the saving throw DC of the bardic performance is increased by



+2. Failure on this Perform check indicates that the saving throw DC of the bardic performance is unaltered.

This ability replaces the jack of all trades class feature.

# New Bloodrager Bloodline

The following bloodline is available to characters of the bloodrager class, found in the *Advanced Class Guide*.

### **Vernal Bloodline**

Somewhere in your ancestry is a powerful figure associated with the unbridled power of budding life. It may have been a fey strongly associated with the springtime, or even a nature deity devoted to the forces of fertility and growth. Whatever the case, your veins flow with intense life energy, vitalizing both you and your magic.

**Bonus Spells:** *entangle* (7th), *summon swarm* (10th), *beast shape I* (13th), *greater animal aspect*<sup>UC</sup> (16<sup>th</sup>).

**Bonus Feats:** Combat Reflexes, Fleet, Great Fortitude, Improved Initiative, Lightning Reflexes, Self-Sufficient, Skill Focus (Knowledge [nature]), Toughness.

**Bloodline Powers:** The raw life-giving energy of the spring flows through your veins and empowers you,

allowing you to find the hidden potential in the world around you and cause your surroundings to blossom like spring flowers.

Bloody Vigor (Su): Beginning at 1<sup>st</sup> level, whenever you enter a bloodrage, in addition to the other benefits of the bloodrage, you gain a number of temporary hit points equal to your bloodrager level. These are normal temporary hit points, and are lost first, unlike hit points granted by your increased Constitution while bloodraging. These temporary hit points fade as soon as your bloodrage ends. If you enter another bloodrage within one minute of entering the first bloodrage, you do not gain the benefits of this ability for the second bloodrage.

*Raging Summons (Su):* Beginning at 4<sup>th</sup> level, once per day, when you enter a bloodrage, you can summon a creature, as though with the spell *summon nature's ally I*. The creature remains summoned until your bloodrage ends. At 7<sup>th</sup> level, this functions as *summon nature's ally II*, instead. At 10<sup>th</sup> level, it functions as *summon nature's ally II*, and at 13<sup>th</sup> level, it functions as *summon nature's ally IV*. At 12<sup>th</sup> level, you can use this ability twice per day, and at 20<sup>th</sup> level, you can use it three times per day.

*Furious Energy (Su):* Beginning at 8<sup>th</sup> level, as long as you are bloodraging, you gain a +4 racial bonus on saving throws made to resist death effects, poisons, and diseases. Further, you ignore the first 10 points of negative energy damage that would be dealt to you from any effect, and any time you would gain one or more negative levels, you gain half as many negative levels, instead (rounded down, minimum 1 negative level).

Springtime of Slaughter (Su): Beginning at 12<sup>th</sup> level, whenever you enter a bloodrage, you gain regeneration 5 for as long as you remain in a bloodrage. This regeneration is overcome by acid damage and by fire damage. You can also regrow limbs in this way, as the spell *regenerate*. At 18<sup>th</sup> level, this increases to regeneration 10.

Blooming Burst (Su): Beginning at 16<sup>th</sup> level, while bloodraging, you gain the ability to release a wave of intense life energy, which empowers nearby allies. Each ally within 30 feet (including yourself) gains a +4 enhancement bonus to each of its physical ability scores, as well as a +2 natural armor bonus. These benefits last for a number of rounds equal to your bloodrager level. You can use this ability once per day.

Life's Champion (Su): At 20th level, your heritage as a scion of the forces of life and nature comes to fruition. The first time each day that you die, you are affected as though by a *reincarnate* spell 1d4 rounds thereafter. Unlike *reincarnate*, your new body forms instantaneously from your old one, bursting out of it like a cocoon, and you also do not suffer any negative levels as a result of being reincarnated in this way.

# New Brawler Archetype

The following archetype is available to characters of the brawler class, found in the *Advanced Class Guide*.

#### **Crashing Fist**

The crashing fist is a powerful fighter devoted to the art of punishing her foes, and indeed the very world around her, with devastating combination strikes. While the crashing fist specializes in different techniques from other brawlers, focusing on devastating combo finishes rather than in a wide variety of combat techniques, the crashing fist is no less an effective warrior.

**Combos (Ex):** A crashing fist has the ability to perform special combo hits, allowing her to deliver an extra powerful hit when she strings together her attacks. Whenever a crashing fist hits with all of her attacks as part of a fullattack action, as a free action she may make an additional attack at her highest base attack bonus. If the attack is successful, it deals maximum damage. A crashing fist can use this ability a number of times each day equal to 3 + 1/2 her brawler level. At 11<sup>th</sup> level, the crashing fist can use this ability even if she misses with 1 attack during her full-attack action. At 16<sup>th</sup> level, the crashing fist can use this ability even if she misses with 2 attacks made as part of her full-attack action.

This ability replaces the martial flexibility class feature.

Knock Back (Ex): At 4<sup>th</sup> level, whenever a crashing fist successfully hits with the extra attack granted by her combos class feature, she may attempt to knock the opponent back 10 feet in a straight line. Doing so requires a successful combat maneuver check, made as a free action. This combat maneuver does not provoke attacks of opportunity, and the crashing fist gains a bonus to his CMB for this check equal to his class level. If the attempt is successful, the target's movement does not provoke attacks of opportunity. If the target makes contact with another creature while moving back in this way, both the target and the other creature suffer 1d6 points of damage, and the movement ends. If the target is pushed into a solid object, he suffers 1d4 points of damage, unless the object's hardness is 5 or higher, in which case he suffers 2d4 damage, instead. Further, if the object has less hardness than 1/2 the crashing fist's level, the object gains the broken condition and the target passes directly through it.

This ability replaces the knockout class feature.

Knock Down (Ex): At 10<sup>th</sup> level, whenever a crashing fist successfully knocks an opponent 10 feet back with her knock back class feature, she may attempt to knock her foe prone. This requires a successful trip attack, made as a free action against the opponent. This trip never provokes attacks of opportunity, and the crashing fist cannot be tripped if she fails the attempt. **Break Down (Ex):** At 12<sup>th</sup> level, whenever a crashing fist successfully deals damage with her combo attack against an object with the broken condition, she may choose to instantly destroy that object. Additionally, whenever the crashing fist successfully pushes a character into a solid object using her knock back class feature, the damage dealt by the attack is increased to 1d6 per point of hardness the object possesses.

**Combo Finish (Ex):** At 16<sup>th</sup> level, the crashing fist learns to add an additional devastating attack to her combos. Whenever the crashing fist hits with the extra attack granted by the combos class feature, she may choose to do a combo finish, allowing her to make an additional attack at her base attack bonus -5. This attack deals damage as normal and she may apply the benefits of her knock back, knock down, and break down class features to the second attack. She cannot use this ability if the target is out of reach.

This ability replaces the awesome blow class feature.

**Master Combo Finish (Ex):** A crashing fist eventually learns to deliver the ultimate combo attack, unleashing a wave of fury upon her foes. Whenever the crashing fist successfully hits with the extra attack granted by her combo finish class feature, she may attempt to claim the life of her foe, causing him to drop dead unless he succeeds on Fortitude save (DC 10 + 1/2 the crashing fist's level + the higher of the crashing fist's Strength or Dexterity modifier). Even if the save is successful, the target still suffers damage as though he were hit by the crashing fist's unarmed strike.

This ability replaces the improved awesome blow class feature.

# New Cavalier Archetypes

The following archetypes are available to characters of the cavalier class, found in the *Advanced Player's Guide*.

#### **Fleet Hussar**

Most cavaliers are heavily armored, and focus on power and strength in both themselves and their mounts, rather than on mobility and agility. Not so the fleet hussar, a cavalier focused on the tactics of light cavalry. These mounted warriors thrive in open environments where they can outmaneuver their foes, and their mounts are capable of incredible speed and maneuverability.

Weapon and Armor Proficiency: Fleet hussars are not proficient with heavy armor.

**Mounted Defense** (Ex): As long as a fleet hussar is mounted, is wearing no armor, light armor, or medium armor, and has moved at least 40 feet since the beginning of his most recent turn, he gains a +1 dodge bonus to AC. This stacks with dodge bonuses from other sources.

At  $6^{\text{th}}$  level, and every 6 levels thereafter, this bonus increases by +1.

Swift Mount (Ex): A fleet hussar's mount is faster and more mobile than the mounts of other cavaliers. The fleet hussar's mount's land speed increases by 10 feet. This benefit only applies when both the fleet hussar's mount and its rider are wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the mount's land speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the mount's land speed.

At 9<sup>th</sup> level, and again at 17<sup>th</sup> level, the fleet hussar's mount's land speed increases by an additional 10 feet.

This ability replaces the tactician class feature.

**Agile Mount (Ex):** Beginning at 9<sup>th</sup> level, whenever the fleet hussar uses the run or charge actions while riding his mount, he may change directions once at any point during his movement. He must still otherwise move in a straight line during this movement.

This ability replaces the greater tactician class feature.

**Master Horsemanship** (Ex): Beginning at 17<sup>th</sup> level, a fleet hussar's mastery of horsemanship allows him to push his mount to perform extreme feats. Whenever he uses the Ride skill to make his mount leap, he uses the higher of his Ride modifier or the mount's jump modifier to determine how far the creature can jump, instead of the lower. Additionally, he can use the Ride skill to make his mount swim, sneak, and perform acrobatic maneuvers. This functions as the leap application of the Ride skill, except that it applies to other uses of the Acrobatics skill, as well as the Stealth and Swim skills. In these cases, the mount uses its own modifier for the skill, or the fleet hussar's Ride modifier, whichever is higher.

This ability replaces the master tactician class feature.

#### Shieldknight

Most warriors focus on their weapons first, and their armor and shields second, but there are some who recognize that a good defense is in some ways the best offense, and that ensuring that you don't get killed by your opponent is the best way to ensure that you will live to fight another day and continue your ongoing crusade. Shieldknights are cavaliers who give more focus to their defense, training extensively with shields and becoming a master of their use on the battlefield.

**Shield Mastery (Ex):** A shieldknight is an expert in the use of shields, and knows how to best use them to deflect incoming blows. As long as the shieldknight is wielding a light shield, heavy shield, or tower shield, he gains a +1 competence bonus to his AC. This bonus increases by 1 at 9<sup>th</sup> level, and again at 17<sup>th</sup> level. A buckler is not sufficient to gain this bonus.

This ability replaces the tactician, greater tactician, and master tactician class features.

**Shield Training (Ex):** By 4<sup>th</sup> level, a shieldknight is so used to fighting with a shield that he barely even notices he's holding it anymore. The armor check penalty of any shield he is wielding is halved (in the case of shields with an armor check penalty of -1, it is reduced to 0, instead). Further, when using a tower shield (or any other shield that imposes a maximum Dexterity bonus), its maximum Dexterity bonus is increased by +2. Finally, he suffers only a -1 penalty on attack rolls when wielding a tower shield, instead of -2.

This ability replaces the expert trainer class feature.

**Defensive Stance (Ex):** Beginning at 6<sup>th</sup> level, a shieldknight is so adept at defending himself that he can do so with minimal sacrifice to his combat ability. The shieldknight can perform a total defense action as a move action, instead of a standard action.

Beginning at 12<sup>th</sup> level, whenever the shieldknight uses the full attack action, he can choose to forego his first attack (the one at the highest base attack bonus) in order to gain the benefits of a total defense action. At 18<sup>th</sup> level, he can choose to forego his last attack (the one at the lowest base attack bonus) instead.

This ability replaces the bonus feats gained at 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels.

# New Cleric Subdomains

The following subdomains are available to clerics, as well as other classes that gain access to domains. For more information on subdomains, see the *Advanced Class Guide*.

#### Blindness

#### Associated Domain: Darkness.

**Replacement Power:** The following granted power replaces the eyes of darkness power of the Darkness domain.

Blinding Touch (Su): At 8<sup>th</sup> level, you can impose blindness on your foes with a touch. Doing so requires a melee touch attack made as a standard action. If the attack hits, the target must make a Fortitude save (DC 10 + 1/2 your cleric level + your Wisdom modifier). Success indicates that the target is only blinded until the end of his next turn. Failure indicates that the target is blinded permanently. You can use this ability 3 times per day.

**Replacement Domain Spells:** 4<sup>th</sup>—communal nondetection<sup>UC</sup>, 5<sup>th</sup>—false vision, 6<sup>th</sup>—echolocation<sup>UM</sup>, 8<sup>th</sup>—power word blind.

#### Mud

#### Associated Domain: Earth.

**Replacement Powers:** The following granted powers replace the acid dart and acid resistance powers of the Earth domain.

*Mud Sling (Sp):* As a standard action, you can fling a glob of mud at a single creature within 30 feet as a ranged touch attack. This glob of mud inflicts 1 point of damage, and imposes a 20% miss chance on all attacks the target makes, as mud gets in his eyes. The target can end this effect as a move action, but the effect ends automatically after a number of rounds equal to 1/5 your cleric level (rounded down, minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Earth Glide (Sp)*: Beginning at 8<sup>th</sup> level, you can travel through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. This movement leaves behind no tunnel or hole, nor does it create any ripple or other sign of your presence. A *move earth* spell cast on the area while you are using this ability flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Your movement speed while burrowing in this way is equal to your land speed. You can burrow in this way for a total number of minutes per day equal to your cleric level. This time need not be used all at once, but must be used in 1-minute increments.

**Replacement Domain Spells:** 1<sup>st</sup>—grease, 4<sup>th</sup> burrow<sup>UM</sup>, 5<sup>th</sup>—transmute rock to mud, 7<sup>th</sup>—stone to flesh, 9<sup>th</sup>—cursed earth<sup>UM</sup>

#### Suicide

Associated Domain: Death.

**Replacement Power:** The following granted power replaces the death's embrace power of the Death domain.

*Grip of Death (Su):* Beginning at 8<sup>th</sup> level, you can interfere with the life force of a nearby creature, causing it to be harmed by energy that would normally heal it. As a move action, choose a single creature within 30 feet of you. That creature must succeed on a Will save (DC 10 + 1/2 your cleric level + your Wisdom modifier), or else be harmed by energy that would normally heal it for a number of minutes equal to your Wisdom modifier. If the creature is undead, this means it is harmed by negative energy, instead of healed by it. If the creature is living, it is harmed by positive energy, instead of healed by it. The creature is still harmed by the type of energy that normally harms it (effectively causing it to be harmed by both positive and negative energy). This effect applies to both channeled energy (such as with the channel energy class feature) and spells like *cure light wounds*.

**Replacement Domain Spells:** 1<sup>st</sup>—doom, 3<sup>rd</sup> reckless infatuation<sup>UM</sup>, 4<sup>th</sup>—terrible remorse<sup>UM</sup>, 6<sup>th</sup>—vengeful outrage<sup>UM</sup>, 8<sup>th</sup>—clone.

# New Fighter Archetypes

The following archetypes are available to characters of the fighter class.

#### **Cunning Assailant**

These legendary brawlers, tavern fighters, and supremely dangerous party guests are lethal combatants with just about anything. They rarely carry weapons or wear heavy armor, but are never far from everything they need to end a fight quickly.

Weapon and Armor Proficiencies: A cunning assailant forgoes use of advanced weapons and armors. A cunning assailant is proficient with simple weapons, with light armor, and with shields (except tower shields).

This ability modifies the fighter's weapon and armor proficiencies.

**Improvised Weapon Skill:** A cunning assailant is especially skilled at using whatever is at hand to batter his foes into submission. At 1<sup>st</sup> level, the cunning assailant receives Catch Off-Guard, Improved Unarmed Strike, and Throw Anything as bonus feats.

This ability replaces the bonus feat gained at 1<sup>st</sup> level.

**Uncanny Defensive Training** (Ex): A cunning assailant is always ready for action. Starting at 3<sup>rd</sup> level, the cunning assailant receives a +1 dodge bonus to AC, and retains his Dexterity bonus to AC during the surprise round and the first round of combat, even if he has not acted yet. At 7<sup>th</sup> level, and every 4 levels thereafter, the dodge bonus to AC granted by this ability increases by 1.

**Improvised Weapon Training (Ex):** A cunning assailant trains and drills with all sorts of improvised weapons in order to overcome his foes. At 5<sup>th</sup> level, the cunning assailant gains a +1 bonus to all attack rolls made with improvised weapons, and he increases the damage dice dealt by improvised weapons by one step. This ability stacks with Improvised Weapon Mastery. At 10<sup>th</sup> level, and every 5 levels thereafter, the bonus to attack rolls and damage dice size increases by +1 and by one step, respectively.

This ability replaces the weapon training class features.

**Armor Comfort (Ex):** A cunning assailant eventually becomes able to wear armor he has never drilled in, or fight with extremely heavy burdens, without penalty. At 19<sup>th</sup> level, a cunning assailant reduces the check penalty from encumbrance and the armor check penalty of any armor he wears or shield he wields to o.

This ability replaces the armor mastery class feature.

#### Juggernaut

These tough-as-nails fighters are truly unstoppable forces on the battlefield. Focused on defense, they can be counted on to hold the line for as long as it takes. **Durable** (Ex): At 2<sup>nd</sup> level, a juggernaut's maximum hit points increase by 5. At 4<sup>th</sup> level, and every 2 levels thereafter, they increase by an additional 5 (to a maximum of 50 additional hit points at 20<sup>th</sup> level).

This ability replaces the bravery class feature.

**Improved Defense** (Ex): Beginning at 5<sup>th</sup> level, as long as a juggernaut is wearing medium or heavy armor, he gains a +1 competence bonus to AC. Every four levels thereafter (9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup>), this bonus increases by 1 (to a maximum of +4 at 17<sup>th</sup> level).

This ability replaces the weapon training class feature.

**Unkillable** (Ex): At 20<sup>th</sup> level, a juggernaut becomes practically indestructible. If reduced to 0 hit points or fewer, a juggernaut automatically stabilizes. A juggernaut that has been reduced to 0 or fewer hit points does not automatically fall unconscious, but is staggered for as long as he has 0 or fewer hit points. Each round in which he takes any action, he suffers 1 point of damage. The juggernaut does not die unless he has a number of negative hit points equal to 5 times his Constitution modifier. Finally, the juggernaut is immune to death effects.

#### Sure Sword

Sure swords are fighters who believe highly in the art of combat. That said, they focus more on the artistry and form of combat and less on killing their opponents as quickly as possible. While this style of civilized and cultured fighting makes sure swords far from the first choice for frontline soldiers, their techniques are tried and true, and focus on keeping the sure sword alive in combat. Most sure swords are adventurers or mercenaries of one type or another, and nearly all disdain work which leaves them with little choice in how they do things.

**Class Skills:** A sure sword adds Acrobatics to his list of class skills.

**Feinting Fighter (Ex):** Beginning at 1<sup>st</sup> level, a sure sword learns how to perform and read feints in combat by pure virtue of practice and martial prowess. Whenever he would make a Bluff check to feint, a sure sword may make a combat maneuver check, instead. Additionally, whenever a character attempts to use the Bluff skill to feint against the sure sword, the DC for the check is equal to the sure sword's CMD, or the normal DC, whichever is higher.

This ability replaces the bonus feat gained at 1<sup>st</sup> level.

**Skilled Maneuvers (Ex):** Beginning at 2<sup>nd</sup> level, the sure sword gains a +1 bonus to his CMB and CMD. At 6<sup>th</sup> level, and every 4 levels thereafter, this bonus increases by an additional +1.

This ability replaces the bravery class feature.

**Sure Maneuvers (Ex):** Beginning at 3<sup>rd</sup> level, a sure sword is a master at utilizing his agility and keen eye in order to ensure his combat maneuvers land successfully. The sure sword adds his Dexterity score as a bonus on all combat maneuver checks.

At 7<sup>th</sup> level, a sure sword adds his Intelligence score as a bonus on all combat maneuver checks, in addition to his Dexterity modifier. Finally, at 11<sup>th</sup> level, and every 4 levels thereafter, the sure sword may choose a single type of combat maneuver (such as bull rush, dirty trick, disarm, etc.). Whenever he performs the chosen combat maneuver, he does not provoke an attack of opportunity for doing so.

This ability replaces the armor training class feature.

**Sure Defense (Ex):** A sure sword is trained in fighting in a defensive fashion, learning techniques which improve his ability to avoid getting hit in combat. At 5<sup>th</sup> level, the sure sword gains a +1 dodge bonus to AC. At 10<sup>th</sup> level, and again at 15<sup>th</sup> and 20<sup>th</sup> levels, this bonus increases by an additional +1 (to a maximum of +4 at 20<sup>th</sup> level). This bonus stacks with other dodge bonuses, such as those granted by the Dodge feat.

This ability replaces the weapon training class feature.

# New Gunslinger Archetype

The following archetype is available to characters of the gunslinger class, found in *Advanced Combat*.

#### **Urban Outlaw**

While most outlaws and bandits prefer to avoid the big city, others, either because they cannot or will not leave, choose to thrive in them instead. Urban outlaws are such individuals. Residing in large cities and townships, these scoundrels of skill and ambition live one step ahead of the law. Some are true criminals, robbers of banks and merchant guilds; others are vigilantes fighting against corrupt powers; some are mercenaries selling their skills to the highest bidder; and a few are simply victims of circumstance, looking to live the quiet life, but unable to do so. Their motivations are as diverse and varied as their dispositions, but all have fierce reputations and access to powerful deeds to accomplish their aims.

**Deeds:** An urban outlaw focuses on deeds which are better suited to a career as an outlaw and to survival in an urban environment. Because of her focus on these specific combat tricks, she loses access to a few more general purpose deeds.

Stick 'em up! (Ex): At 1<sup>st</sup> level, an urban outlaw can issue a potent threat with her firearm which can temporarily frighten foes into submission. As a full-round action, an urban outlaw can spend 1 or more points of grit in order to force nearby creatures to back down. For each point of grit spent in this way, the urban outlaw can choose a single creature that can see and hear her to be targeted by this ability. For each target, the urban outlaw makes a special Intimidate check (DC 10 + the target's base attack bonus + the target's Wisdom bonus), and if the check is successful, the target becomes dazed for 1 round + 1 round for every 5 points by which the urban outlaw's Intimidate check exceeds the DC. If the target would receive a bonus on saving throws made to resist fear effects, the DC of the Intimidate check increases by twice the amount of that bonus. This is a mindaffecting fear effect and is dependent on visual and auditory components.

This deed replaces the deadeye deed.

Disperse Crowd (Ex): At  $3^{rd}$  level, an urban outlaw learns a special way of shooting her firearm in order to cause panic in a small group of clustered people. As a standard action, the urban outlaw can spend 1 point of grit and fire a single shot from her firearm which targets a single square. This requires a successful attack roll with her firearm (treat the square as having an AC of 5) which deals no damage, but causes all creatures within 15 feet of the chosen square to succeed on a Will save (DC 10 + 1/2 the urban outlaw's class level + the urban outlaw's Charisma modifier) or become shaken for 1 round, and be forced to spend a move action on their next turn attempting to move at least 15 feet away from the target square.

The urban outlaw can choose to target a creature with this ability, instead of a square. If she does, she must hit the target with her attack. This deals damage to the target as normal for an attack with that firearm, but the target of the attack is immune to this ability, and all other affected creatures gain a +5 bonus on their Will save to resist the effect. This is a mind-affecting fear effect.

This deed replaces the gunslinger initiative deed.

Shoot Through Objects (Ex): At 7<sup>th</sup> level, an urban outlaw learns to effectively fire shots through doors and walls in order to attack her foes. In order to perform this deed, the urban outlaw must spend 1 point of grit. If she does, her next attack against a creature ignores cover, including total cover, but not soft cover. In order to attack a creature with total cover, she must still be aware of the target's location, and that creature still has total concealment (50% miss chance). Attacks modified by this deed pass through obstacles such as walls and doors, leaving a small hole behind. She cannot use this ability to make attacks against creatures beyond the first range increment of her weapon. This ability cannot penetrate objects with hardness of 20 or higher, or objects with a thickness of greater than 5 feet.

This deed replaces the targeting deed.

**Outlaw's Reputation** (Ex): Beginning at 4<sup>th</sup> level, the urban outlaw's reputation grows to outstanding levels, allowing her to easily get what she wants and discouraging others from talking about her business. She gains a bonus on all skill checks made to gather information in urban areas equal to 1/2 her class level + her remaining grit (to a maximum bonus equal to her class level). Additionally, any creature using Knowledge (local) to learn about the urban outlaw gains a +5 bonus on his skill check, but any creature attempting to learn about the whereabouts of the urban outlaw does not gain that bonus on such checks, and instead suffers a penalty on all skill checks other than Perception and Survival made to do so (including skill checks made to interact with NPCs to gather such information) equal to 1/2 the urban outlaw's class level.

This ability replaces the bonus feat gained at 4<sup>th</sup> level.

## New Hunter Archetype

The following archetype is available to characters of the hunter class, found in the *Advanced Class Guide*.

#### **The Bonded Hunter**

Bonded hunters are men and women who live in such close communion with their animal companion that they form a special bond with the creature. This bond inspires and empowers the bonded hunter, allowing her to gain several animalistic abilities when her companion is near.

**Bonded (Su):** A bonded hunter forms a close bond with her animal companion. At 3<sup>rd</sup> level, this bond begins to manifest, allowing the bonded hunter and her animal companion to benefit from one another's presence. As a standard action, while the bonded hunter is within 30 feet of her animal companion, she can grant the benefit of any single feat she knows to the animal companion, and can gain the benefit of any single feat the animal companion possesses. These effects last for 1 minute, or until the bonded hunter is more than 30 feet from her animal companion. This ability can be used at will, but the bonded hunter must wait at least 10 minutes between uses.

This ability replaces the hunter's tactics class feature.

**Bond of Senses (Su):** At 3<sup>rd</sup> level, a bonded hunter's bond with her animal companion sharpens all her senses. As long as the bonded hunter is within 30 feet of her animal companion, she gains low-light vision, or, if she already has low-light vision, she is able to see 4 times further than normal in conditions of dim light. The bonded hunter also gains the scent special quality. Additionally, the bonded hunter's animal companion gains any special senses the bonded hunter possesses, including those granted by magic. These senses can include blindsight, darkvision, *see invisibility, true seeing*, x-ray vision, and so on.

This ability replaces the teamwork feat gained at 3<sup>rd</sup> level.

**Bond of Protection (Su):** At 6<sup>th</sup> level, a bonded hunter's bond protects both her and her animal companion. As long as the bonded hunter is within 30 feet of her animal companion, she gains a +1 bonus to her natural armor. Additionally, if the bonded hunter's animal companion would be reduced to 0 or fewer hit points, as an immediate action she may choose to have it reduced to 1 hit point instead. If she does, her animal companion also gains a dodge bonus to its AC equal to ½ her level. She can use this ability once per day.

This ability replaces the teamwork feat gained at 6<sup>th</sup>

level.

**Bond of Power (Su):** At 9<sup>th</sup> level, a bonded hunter's bond with her animal companion makes her attacks and spells more effective. As long as the hunter remains within 30 feet of her animal companion, both she and her animal companion gain a +1 bonus on attack and weapon damage rolls. Further, as long as she is within 30 feet of her animal companion, she treats her caster level as 2 higher for the purposes of spells she casts. This bonus only applies to spells gained from the hunter class, not spells from other sources.

This ability replaces the teamwork feat gained at 9<sup>th</sup> level.

**Bond of Prowess (Su):** At 12<sup>th</sup> level, a bonded hunter's bond with her animal companion allows her to utilize some of its skillfulness. As long as the bonded hunter is within 30 feet of her animal companion, she gains a +3 competence bonus to all skill checks made for skills in which her animal companion has ranks. Additionally, the animal companion can use any skill the bonded hunter has ranks in, and can make skill checks for that skill with either its own bonus or the bonded hunter's bonus.

This ability replaces the teamwork feat gained at 12<sup>th</sup> level.

**Bond of Friendship (Su):** At 15<sup>th</sup> level, the intense bond between a bonded hunter and her animal companion allows them to keep each other safe. As long as the bonded hunter remains within 30 feet of her animal companion, she gains a +1 luck bonus on all saving throws. Additionally, once per day, when her animal companion makes a saving throw within 30 feet of her, the bonded hunter may make a saving throw of the same type, and allow the animal companion to use the higher of that roll or the animal companion's own saving throw. She may use this ability after the animal companion has rolled, but before learning whether the animal companion's saving throw was a success or failure.

This ability replaces the teamwork feat gained at 15<sup>th</sup> level.

**Bond of Freedom (Su):** At 18<sup>th</sup> level, the bond between a bonded hunter and her animal companion allows them to remain free of other influences. As long as the bonded hunter remains within 30 feet of her animal companion, both she and the animal companion are treated as though they are affected by a *freedom of movement* spell.

This ability replaces the teamwork feat gained at 18<sup>th</sup> level.

# New Inquisitor Archetypes

The following archetypes are available to characters of the inquisitor class, found in the *Advanced Player's Guide*.

#### **Inquisitor of Faith**

The inquisitor of faith is holy warrior and champion of her church. Not only a skilled fighter and spellcaster, the inquisitor of faith knows how to spread the word of her deity and draw upon her faith for additional power. As her primary role is to eliminate nonbelievers, her powers also have the ability to weaken those who would dare stand against her deity.

**Devotion to Faith (Su):** An inquisitor of faith is devoted wholly to one church and is exclusively the servant of a single deity. At 1<sup>st</sup> level, the inquisitor of faith must choose to worship a deity which matches her alignment. If she ever stops worshiping this deity or her alignment changes to be different from her chosen deity's alignment, she loses all benefits granted by the inquisitor class until she is once again devoted to a deity of her alignment, and receives the benefits of an *atonement* spell.

**Preach the Faith** (Ex): An inquisitor of faith is an excellent ambassador for her deity and her deity's church, skilled in conversing with believers and condemning the uninitiated if they don't amend their ways. An inquisitor of faith adds 1/2 her level to all Diplomacy checks made with characters whose alignment is within 1 step of her deity's alignment, and adds 1/2 her level to Intimidate checks made against characters whose alignment is not within 1 step of her deity's alignment.

This ability replaces the stern gaze class feature.

Prayer of Victory (Su): Starting at 1st level, an inquisitor of faith can make a prayer to her god to grant her victory over a chosen foe. Whenever an inquisitor of faith activates a judgment, as a standard action, she may choose a single character within 30 feet and ask her god for help defeating that character. For a number of rounds equal to her Wisdom modifier, the inquisitor of faith gains a +1 bonus to attack rolls against that character. Additionally, if the chosen character's alignment is more than 2 steps away from that of the inquisitor of faith's deity, the inquisitor of faith gains a +1 dodge bonus to AC against attacks made by that target. If the chosen creature is a follower of the inquisitor of faith's deity, this ability has no effect and is wasted. At 5<sup>th</sup> level, and every 5 levels thereafter, these bonuses increase by +1. At 8<sup>th</sup> level, this ability can be used as a move action instead of a standard action, and at 16<sup>th</sup> level it can be used as a free action.

This ability replaces the domain class feature.

**Chant of the Righteous: (Su):** Beginning at 5<sup>th</sup> level, an inquisitor of faith learns the sacred chant of the righteous, allowing her to proclaim the victory of her faith in order to inspire believers and terrorize heathens. Beginning the chant is a full-round action, but the inquisitor of faith can maintain the chant each round as a swift action, up to a total number of rounds equal to her inquisitor level.

As long as the inquisitor of faith is chanting, each character within 100 feet who can hear her, and whose alignment matches her deity's alignment, gain a +2 morale bonus to AC and saving throws. All other characters within 100 feet must succeed on a Will save (DC 10 + 1/2 the inquisitor of faith's inquisitor level + the inquisitor of faith's Wisdom modifier) or treat their caster level as 2 lower than it is for the purposes of spells and spell-like abilities that they cast, and suffer a -2 morale penalty on damage rolls. These penalties last for as long as the character can hear the chant. A creature that succeeds on their saving throw is immune to the harmful effects of this ability for 24 hours.

The inquisitor of faith can use this ability a number of times per day equal to her Wisdom modifier. At 12<sup>th</sup> level, these bonuses and penalties increase to +4 and -4, respectively. This is mind-affecting effect.

This ability replaces the bane and greater bane class features.

**Recitation of the Saints (Su):** At 17<sup>th</sup> level, the inquisitor of faith can recite the names of the saints of her faith with righteous conviction, causing their sprits to manifest and harm the foes of her god, while healing her allies. As a standard action, the inquisitor of faith can use this ability to deal an amount of sacred damage equal to 1d6 per 2 inquisitor levels to all characters within 30 feet who have an alignment which is 2 or more steps away from her deity's alignment. This sacred damage is not subject to any form of damage reduction, spell resistance, or energy resistance. At the same time, this ability restores an equal amount of hit points to all characters within 30 feet whose alignment matches her deity's alignment. The inquisitor of faith can use this ability a number of times per day equal to her Wisdom modifier.

This ability replaces the slayer class feature.

#### **Scourge of Enemies**

Driven by everything from racial hatred to civic pride, these inquisitors bear a grudge against a single group of individuals or type of creature. Some are champions of truth and justice, taking an obvious bias against demons and devils to an extreme, while others are intolerant zealots mercilessly persecuting followers of the "wrong" god, and some choose to persecute others on a racial or nationalist basis. Whatever their motivations, these inquisitors mercilessly hunt down and punish those they find most offensive, often forming orders and cults devoted to purifying the world.

**Scourge's Judgment (Ex):** A scourge of enemies favors fighting members of certain types or beliefs and is adept at using her judgment against specific foes. At 1<sup>st</sup> level, a scourge of enemies chooses a single creature type (if she selects humanoids or outsiders, she must also select a subtype, as a ranger's favored enemy class feature), or a single deity, or a single group of people with a national identity. Whenever the inquisitor uses her judgment ability while in combat with a member of the group she has chosen, she



treats her inquisitor level as though it were 5 higher than it actually is for the purposes of her judgments. At 10<sup>th</sup> level and 20<sup>th</sup> level, she may select another group to apply this bonus to, and increase the bonus to one of the groups she has selected by 5 (so at 10<sup>th</sup> level she will have one group for which she is treated as 5 levels higher and one group for which she is treated as 10 levels higher).

This ability replaces the domain class feature.

**Scourge's Knowledge (Ex):** A scourge of enemies is well versed in all the habits and activities of her foes. A scourge of enemies adds 1/2 her class level to all Knowledge checks made to identify a member of one of the groups she selected as part of her scourge's judgment class feature.

**Detect Foes (Sp):** By 2<sup>nd</sup> level, a scourge of enemies has battled the forces she has chosen to oppose for so long that she can instantly recognize them, as if with magic. This ability functions like the spell *detect evil*, except that it functions only for members of the groups selected by the scourge of enemies for her scourge's judgment class feature.

This ability replaces the *detect alignment* class feature.

**Scourge's Combat** (Ex): A scourge of enemies learns how to fight her chosen foes, becoming an expert in their tactics and learning how to battle them more effectively. Beginning at 2<sup>nd</sup> level, a scourge of enemies gains a bonus

equal to her Wisdom modifier on all weapon damage rolls made against members of the groups selected by the scourge of enemies for her scourge's judgment class feature.

This ability replaces the cunning initiative class feature.

**Enemy Destroyer (Ex):** A scourge of enemies can deliver extremely potent blows to her foes with almost casual ease. Beginning at 5<sup>th</sup> level, a scourge of enemies automatically confirms any critical threat made against a member of one of the groups she selected as part of her scourge's judgment class feature.

This ability replaces the bane class feature.

**Persecution** (Ex): As a scourge of enemies persists in her career, she learns to not only fight her foes on the battlefield, but also in the wider world, learning to hunt them down, and even to besmirch their reputations and wage war against them in a civilized world. Beginning at u<sup>th</sup> level, the scourge of enemies adds her class level to all Survival checks made to find members of the groups she selected as part of her scourge's judgment class feature, as well as on all Diplomacy and Intimidate checks made which reference members of those groups (examples include using Diplomacy to gather information about such creatures, using Intimidation to intimidate such creatures, or using either skill to request that an NPC help the scourge of enemies fight such creatures). The GM is the final arbiter of when the scourge of enemies gains this bonus.

This ability replaces the stalwart class feature.

**Enemy Slayer (Ex):** A scourge of enemies knows the best ways to make her foes suffer lethal and life-threatening wounds, and does not hesitate to exploit this knowledge on the battlefield. Beginning at 12<sup>th</sup> level, the scourge of enemies adds 1 to the critical threat range of any weapon she wields whenever she attacks a member of one of the groups she selected as part of her scourge's judgment class feature. This increase is applied after effects like Improved Critical or the *keen* weapon special ability.

This ability replaces the greater bane class feature.

# New Investigator Archetype

The following archetype is available to characters of the investigator class, found in the *Advanced Class Guide*.

#### **Homicide Detective**

Homicide detectives are devoted to fighting crime and catching criminals. They rely on their wits and observations, rather than their muscles, to see justice done. Consequently, homicide detectives are somewhat less battleready than their counterparts and prefer to solve mysteries, rather than track down their foes.

**Trap Knowledge (Ex):** A homicide detective is able to easily spot traps and determine their workings. He adds 1/2 his level to all Perception checks made to find traps, and if he discovers a trap he immediately identifies its functions, learning what the trap does when triggered, how the trap is triggered, and understands how difficult it would be to avoid and disable, effectively communicating the DC of any saving throw and the Disable Device check made to remove the trap. Additionally, if he uses inspiration to attempt to disable a trap, he may choose to bypass the trap instead of disabling it, even if the result of his Disable Device check is not high enough to bypass the trap. A homicide detective can use Disable Device to disarm magical traps, but does not gain any particular bonus on Disable Device checks made to disarm traps.

This ability replaces the trapfinding ability gained at 1<sup>st</sup> level.

Determine Cause of Death (Ex): A homicide detective is skilled in figuring out how a subject died, and can use his investigative skills to determine a number of things about the target's death. In order to use this ability, the homicide detective must study a corpse for 10 minutes in order to learn its secrets. At 2<sup>nd</sup> level, he learns how the target died, such as by a heart attack, by weapon damage, by magic, or by poison, as well as the method used to accomplish the deed, such as what type of weapon (dagger, crossbow bolt, etc.) was used to kill a character who died by weapon damage. At 5<sup>th</sup> level, the homicide detective also learns when the target died, and gains insight into where the target died. This allows the homicide detective to learn if the target died where he was found, or if the body was moved, how far the body was moved and if it was moved from one type of environment to another, including moving from one terrain type to another, or one temperature to another, or from inside to outside. At 8<sup>th</sup> level, the homicide detective gains forensic knowledge relating to the target's death and can determine certain details from the body, including whether the death was accidental or intentional. He additionally is able to garner clues which grant him a +4 bonus on all Diplomacy, Perception, and Sense Motive checks made to discover the killer of the target (only Diplomacy checks to gather information are affected).

This ability replaces the poison resistance class feature.

Active Investigation (Ex): A homicide detective can open an investigation in order to gather clues and question suspects. At 3<sup>rd</sup> level, as a standard action, the homicide detective can declare an investigation open. When he uses this ability, he must designate an area with a radius no greater than 100 feet per point of Intelligence modifier he possesses, and this area becomes the active crime scene. Crime scenes remain active for 24 hours. He may not use this ability while he already has an active crime scene. Within the active crime scene, the homicide detective's inspiration is far more effective, granting an additional bonus on all inspiration rolls made within the crime scene. This bonus is +1 at 3<sup>rd</sup> level and increases by an additional +1 every 3 levels thereafter. Additionally, while within an active crime scene, he can use inspiration to make Bluff, Diplomacy, or Intimidate checks without spending an additional use of inspiration.

This ability replaces the trap sense class feature.

**Dramatic Conclusion (Ex):** A homicide detective can make a dramatic declaration announcing a conclusion he has reached about a character he has studied. At 4<sup>th</sup> level, as a standard action, a homicide detective can use this ability in order to find out something the target of his studied insight is hiding. When he uses this ability in this way he makes a Sense Motive check (with the insight bonus from his studied insight), opposed by a Bluff check or Wisdom check (the target's choice) in order to conceal the truth. If the homicide detective's check is successful ,he learns something that the target is trying to hide. If the homicide detective was looking for a specific piece of information, he may attempt to learn that in this fashion, though if the target does not know this information, then the investigator instead gains some other piece of information the target was hiding from him.

For example, a homicide detective questioning a thief might be looking for the duchess's jewels and demand to know where he is hiding the duchess's jewels; however, the target may not know that (because he had nothing to do with the jewel theft), but may instead be hiding that he stole the homicide detective's coin purse upon first meeting him, so the homicide detective would learn that information instead. In the same example, a thief who had already sold the duchess's jewels would reveal the last location of the jewels he had knowledge of.

This ability represents conclusions drawn from studying, interviewing, and otherwise observing the target's behavior and does not force the target to confess to their crimes in any way, even though the homicide detective is sure of truth of the knowledge he receives this way. The homicide detective might, for example, gain this insight from a slip of the tongue, a telling glance at a particular object or person, or some similarly innocuous-seeming gesture. As such, it is possible for the homicide detective to receive misinformation in this way: if the homicide detective fails his Sense Motive check, there is a 25% chance that he receives a piece of information that is not true, instead. For this reason, the GM should make the Sense Motive check in secret. The homicide detective must have observed the target for at least 1 full minute in order to use this ability.

This ability replaces the studied strike class feature.

**Secrets of the Deceased (Sp):** A homicide detective can use his alchemical talents in order to learn the secrets of a deceased character. At 11<sup>th</sup> level, the homicide detective can

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spend 1 hour in order to create a special alchemical substance which remains active for 24 hours before becoming inert. The substance can be applied to any corpse as a full-round action. Once applied, the substance can function in one of two ways. It can grant a temporary semblance of life to the corpse in a fashion which functions identically to the speak with dead spell, except that the saving throw DC is equal to 10 + 1/2 the homicide detective's level + the homicide detective's Intelligence modifier, and the caster level is equal to the homicide detective's level. Alternatively, the substance can transport the homicide detective's mind into the subject's brain, allowing him to relive its last moments. In this fashion, the homicide detective is able to view the target's perspective of the last few minutes of its life, up to a number of minutes equal to his Intelligence modifier. While using this second version of this ability, the homicide detective's body is treated as being unconscious.

This ability replaces poison immunity.

# New Magus Archetype

The following archetype is available to characters of the magus class, found in *Ultimate Magic*.

#### Vampyrius

While named for the famous bloodsucking monsters, the vampyrius neither consumes the bodily fluids of his enemies, nor is he undead. Instead, the vampyrius utilizes potent vital energies released during battle with ancient and forbidden arcane magics in order to heal his wounds. Doing so is a taxing process, however, that leaves the vampyrius without the full power of magus spellcasting. Despite their association with forbidden magic and ability to consume life force, vampyriuses are not necessarily evil, and while many do have to deal with a social stigma, few are openly condemned, except by the ignorant.

Lesser Arcane Pool: Due to his unique powers, a vampyrius possesses a somewhat more limited arcane pool. This ability functions like the arcane pool of the magus, except that a vampyrius cannot substitute any special abilities for enhancement bonus when using his arcane pool to enhance a weapon. This does not affect any arcana the magus might possess which allows him to add special abilities to a weapon.

This ability modifies the arcane pool class feature.

**Stunted Spells:** Because of his intense focus on obscure eldritch magic, a vampyrius is less adept at traditional casting. A vampyrius can prepare 1 less spell per day per spell level than a magus of his level would ordinarily be able to. If this would result in him being able to prepare o spells of a level that he can cast, he can only cast spells of that level if he has an Intelligence modifier high enough to allow him to receive bonus spells per day of that spell level.

**Vampyrium (Sp):** A vampyrius is trained in an ancient and forbidden magic that allows him to heal himself whenever he deals damage to another living creature. Whenever the vampyrius deals damage to a living creature with a melee attack, he may choose to expend a spell he has

prepared in order to capture some of the damaged creature's vital essence. If the vampyrius expends a 1<sup>st</sup>-level spell in this way, he gains the benefits of a *cure light wounds* spell. If he expends a 2<sup>nd</sup>-level spell in this way, he gains the benefits of a *cure moderate wounds* spell. If he expends a 3<sup>rd</sup>-level spell in this way, he gains the benefits of a *cure serious wounds* spell. If he expends a 4<sup>th</sup>-level spell in this way, he gains the benefits of a *cure critical wounds* spell. If he expends a 5<sup>th</sup>-level spell in this way, he gains the benefits of a *cure critical wounds* spell. If he expends a 5<sup>th</sup>-level spell in this way, he gains the benefits of a *nestoration* spell. If he expends a 6<sup>th</sup>-level spell in this way, he gains the benefits of a *heal* spell. The caster level for these effects is equal to the vampyrius's caster level.

At 8<sup>th</sup> level, any effect generated by this ability is treated as though it were empowered.

At 14<sup>th</sup> level, any effect generated by this ability is treated as though it were maximized.

At 20<sup>th</sup> level, whenever the vampyrius expends a spell in this way he also gains the benefits of one of the following spells of his choice: *bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning,* or *owl's wisdom*.

This ability replaces the spell combat, improved spell combat, greater spell combat, and true magus class features.

**Vital Recovery (Su):** As his magical talent increases, the vampyrius learns to utilize his arcane energies in order to recover from adverse conditions. Beginning at 7<sup>th</sup> level, whenever the vampyrius regains at least 25 hit points from a single spell or ability, he may recover from one of the following conditions as a free action: dazed, diseased, fatigued, sickened, shaken or staggered. Additionally, whenever this occurs, he may attempt a new saving throw to resist any charm or compulsion effect he is currently under the influence of.

This ability replaces the medium armor class feature.

**Greater Vital Recovery (Su):** As he nears mastery of his art, the vampyrius learns to use his own life force and arcane energy in order to recover from nearly any adverse condition. Beginning at 13<sup>th</sup> level, whenever the vampyrius regains at least 50 hit points from a single spell or ability, he may recover from one of the following conditions as a free action: blinded, cursed, deafened, frightened, nauseated, or poisoned. Additionally, whenever this occurs, he may attempt a new saving throw against any spell which is currently affecting him. The vampyrius cannot use vital recovery and greater vital recovery on the same spell or ability.

# New Monk Archetypes

The following archetypes are available to characters of the monk class.

#### Ki Master

While all monks channel *ki* to enhance their remarkable physical skills and abilities, very few can truly harness their life-force to its full effect. A *ki* master is more

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than a student of his *ki*; he focuses his entire life on learning to channel his spiritual energy. His skill goes far beyond merely augmenting his physical prowess, and he is capable of performing astounding feats with his own body and mind. His power is not restricted to only increasing his hitting potential, but also allows him a limited ability to fly, and most famously, to project his very spiritual essence in a powerful and lethal burst of energy.

*Ki* Blast (Sp): A ki master can channel his spirit into a lethal blast of energy which is released through his hands. Beginning at 1<sup>st</sup> level, a ki master can use a number of kiblasts each day equal to 3 + his Wisdom modifier. Using this ability is a standard action, and the ki master must succeed on a ranged touch attack in order to hit his target. A ki blast has a maximum range of 100 feet. On a successful hit, a kiblast deals 1d6 points of damage plus the ki master's Wisdom modifier. At 3<sup>rd</sup> level, and every 2 levels thereafter, the amount of damage dealt by the ki master's ki blast increases by 1d6 (to a maximum of 10d6 at 19<sup>th</sup> level).

This ability replaces the bonus to unarmed damage a monk would ordinarily gain from the unarmed strike class feature. The other aspects of the unarmed strike class feature (including gaining the Improved Unarmed Strike feat, having his unarmed strikes seal lethal damage, and treating his unarmed strikes as manufactured weapons) remain unaltered.

*Ki* **Strike** (**Su**): A *ki* master can channel his special spiritual energy to empower his attacks and make them more lethal. As a swift action, a *ki* master can add his Wisdom modifier as a bonus on all weapon damage rolls for 1 round. This bonus is doubled in the case of damage rolls made for unarmed strikes. He may use this ability a number of times each day equal to 3 + his monk level.

This ability replaces the stunning fist class feature.

Wind Walker (Sp): A *ki* master's spirit is light as air and he can channel his potent energy in order to be borne aloft for short periods of time. Beginning at 4<sup>th</sup> level, the *ki* master can fly as with the spell *fly*, except that he may fly at a speed of up to twice his land speed per round. He can only maintain flight in this way for a number of rounds equal to his monk level each day. He need not use these rounds consecutively. Beginning to fly in this fashion requires a swift action.

This ability replaces the slow fall class feature.

**Ki Recovery (Su):** A *ki* master is truly a master of channeling his body's spiritual energy to more effective ends. Beginning at 4<sup>th</sup> level, a *ki* master may expend a single point from his *ki* pool as a standard action in order to regain one use of his *ki* blast ability.

This ability modifies the *ki* pool class feature.

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**Ki Expert (Su):** A ki master is capable of channeling his ki to increase the power of his spiritual discharges. Beginning at 5<sup>th</sup> level, whenever the ki master uses his kiblast ability, he can expend one or more ki points from his kipool. For each point he expends in this way, the damage dealt by his ki blast increases by 1d6. The ki master cannot spend more ki points in this way on a single ki blast than 1/2 his monk level (rounded down).

This ability replaces the purity of body class feature.

**Abundant** *Ki* (Su): A *ki* master has an abundance of spiritual energy. Beginning at 6<sup>th</sup> level, the maximum number of *ki* points that the *ki* master can have in his *ki* pool increases to be equal to his monk level + his Wisdom modifier, instead of 1/2 his monk level + his Wisdom modifier.

This ability replaces the bonus feat gained at 6<sup>th</sup> level.

*Ki* Shield (Su): A ki master can channel his spiritual energy for defense as well as offense, and can create a potent spiritual shield that stops both physical and magical attacks. Beginning at 7<sup>th</sup> level, as a swift action, a ki master can expend 3 points from his ki pool in order to create a crackling shield of energy, granting him a +2 insight bonus to AC and saving throws for a number of rounds equal to his Wisdom modifier. For every 5 points remaining in the ki master's kipool, this bonus increases by +1. If the ki master uses more points from his ki pool before the effect ends, the bonus is reduced accordingly.

This ability replaces the wholeness of body class feature

*Ki* Nova (Su): A *ki* master can create large explosions of spiritual energy originating from his body. Beginning at 15<sup>th</sup> level, a *ki* master can create a massive burst of *ki* energy in a 30-foot-radius burst centered on himself. All characters within the radius suffer damage as though they had been hit by a *ki* master's *ki* blast. The *ki* master can use this ability once per day.

This ability replaces the quivering palm class feature.

#### Monk of the Heavenly Mandate

While all monks demonstrate great discipline and determination, monks of the heavenly mandate devote themselves to using their art to protect the natural order of the multiverse, and they are powerful agents of law and order that fight chaos in all its forms.

**Disciplined Stance** (Ex): At 4<sup>th</sup> level, a monk of the heavenly mandate learns to take on a sure and steadfast stance that makes him difficult to assault. He gains a +1 bonus to his CMD. At 8<sup>th</sup> level, and every four levels thereafter, this bonus increases by 1 (to a maximum of +5 at 20<sup>th</sup> level).

This ability replaces the slow fall class feature.

Agent of the Heavenly Mandate (Ex): At 20<sup>th</sup> level, a monk of the heavenly mandate becomes a paragon of worldly and celestial order, and the bane of the forces of chaos. He gains a deflection bonus to AC against attacks made by chaotic creatures. This bonus is equal to 4 or his Wisdom modifier, whichever is higher. He gains a similar bonus on saving throws made to resist spells with the chaotic descriptor, as well as spells, spell-like abilities, and supernatural abilities originating from chaotic sources. Finally, he is immune to the confused condition, and gains a +4 bonus on saving throws made to resist charm and compulsion effects (this stacks with the bonus granted by the still mind class feature, when appropriate).

This ability replaces the perfect self class feature.

# New Oracle Mystery

The following mystery is available to characters of the oracle class, found in the *Advanced Player's Guide*.

#### Smoke

Many make the mistake of believing that smoke is little more than an accompaniment to fire. Nothing could be further from the truth. Smoke has powers all its own. Illusion and concealment are within smoke's domain, as is the sending and receiving of messages, and even the ability to poison one's foes. For long after the fire has burned bright and died out, the smoke continues to rise from the ashes.

**Class Skills:** An oracle with the smoke mystery adds Bluff, Disguise, Sleight of Hand, and Steal to her list of class skills.

**Bonus Spells:** obscuring mist (2<sup>nd</sup>), obscure object (4<sup>th</sup>), stinking cloud (6<sup>th</sup>), gaseous form (8<sup>th</sup>), cloudkill (10<sup>th</sup>), wind walk (12<sup>th</sup>), project image (14<sup>th</sup>), incendiary cloud (16<sup>th</sup>), etherealness (18<sup>th</sup>).

**Revelations:** An oracle with the smoke mystery can choose from any of the following revelations.

Cloying Smoke (Su): As a standard action, you can create a cloud of smoke in a 20-foot-radius emanation, centered on you. This functions as obscuring mist, except that it moves with you. Additionally, each creature that begins or ends its turn within the smoke (including you, unless you have the smokefriend revelation or are otherwise immune to the effects of smoke) must succeed on a Fortitude save (DC 10 + 1/2 your oracle level + your Charisma modifier) or be staggered for 1 round as they hack and cough in the smoke. You may use this ability three times per day.

Curse of Smoke (Su): As a standard action, you can cause a cloud of smoke to form about a target's face, travelling with him and obstructing both his vision and his breath. The target suffers a 20% miss chance on all attacks, unless he has blindsight or is similarly capable of seeing without normal vision. Additionally, the target must succeed on a Fortitude save (DC 10 + 1/2 your oracle level + your Charisma modifier) or be unable to breathe the smoke. This does not cause any immediate harm, but the target must hold his breath for as



long as the effect remains, and if he cannot, he will eventually begin to suffocate. You can use this ability at will, but can only have one curse of smoke active at any given time, and must spend a move action each round to maintain the effect for longer than one round. A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the effect after four rounds, while a strong wind (21+ mph) disperses the effect immediately.

Hallucinogenic Smoke (Su): As a standard action, you create a cloud of smoke in a 10-foot-radius burst, centered on any point within 60 feet of you. This functions as obscuring mist, except that it lasts only 1 round per oracle level you possess, and any creature that enters or begins its turn within the cloud must succeed on a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier) or be dazzled for 1 round by hallucinogenic images. At 7<sup>th</sup> level, you may choose to have the cloud cause creatures that fail their Will save to be fascinated, rather than dazzled. At 11<sup>th</sup> level, you may choose to have the cloud cause creatures that fail their Will save to be confused, rather than dazzled. You may use this ability three times per day.

Smoke Clones (Sp): As a standard action, you can create a number of smoky duplicates of yourself. This functions as mirror image, with a few exceptions. It only lasts a number of rounds equal to your caster level, and a moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the effect after four rounds, while a strong wind (21+ mph) disperses the effect immediately. However, whenever one of the smoky duplicates is destroyed, it explodes in a cloud of smoke, granting you concealment (20% miss chance) until the beginning of your next turn. Smoke Form (Sp): As a standard action, you can transform into a smoky version of yourself. This functions as gaseous form, except that you can fly at a speed of 30 feet with perfect maneuverability. While in this form, however, a moderate wind (11+ mph), such as from a gust of wind spell, inflicts 1d8 points of damage to you per turn, while a strong wind (21+ mph) inflicts 3d8 points of damage. This effect ignores the DR granted by the gaseous form spell. If you are reduced to 0 hit points in this way, your body is scattered as smoke and does not reform. You may use this ability three times per day. You must be at least 7<sup>th</sup> level to select this mystery.

Smoke Illusions (Sp): As a standard action, you can create an illusory image made of smoke. This functions as *major image*, except that you don't need to concentrate in order to maintain it, though you do need to concentrate in order to make it move or react. The image lasts up to 1 minute per oracle level you possess, and the saving throw DC to disbelieve it is equal to 10 + 1/2 your oracle level + your Charisma modifier. A moderate wind (11+ mph) such as from a *gust of wind* spell allows a new saving throw to disbelieve the effect, and completely dispels it after four rounds. A strong wind (21+ mph) dispels the effect immediately. You can use this ability three times per day.

*Smoke Scry (Sp):* You can scry by staring into smoke, which twists and shifts under your gaze to reveal what you want to know. This functions as the *scrying* spell, except that you need to have a source of smoke available, rather than a pool of water and a mirror. At 15<sup>th</sup> level, it functions as the *greater scrying* spell, instead. You may use this ability three

times per day. You must be at least 11<sup>th</sup> level to select this mystery.

Smoke Signals (Su): You can create a signal in the sky out of smoke and clouds. Doing so requires one minute of concentration. The signal takes whatever form you desire, and can be clearly seen a number of miles away equal to 1/2 your oracle level, even in poor conditions (such as at night, or on a cloudy day, etc.). In good conditions, it can be clearly seen from 10 times that distance. The signals themselves do not impart any special understanding on those who see them, so only those who know what to look for will understand the signal's meaning.

Smokefriend (Su): You can see through fire, fog, and smoke without penalty, as long as the light is sufficient to allow you to see normally. At  $7^{\text{th}}$  level, you can breathe smoke as though it were pure air, and are immune to all inhaled poisons and abilities that rely on breathing (including stench, *stinking cloud*, and similar spells and abilities).

Smoky Exit (Su): As a move action, you can disappear in a cloud of smoke. You create an area of smoky clouds, as the spell obscuring mist, except that it fills only a 10-footradius area, and become invisible until the beginning of your next turn. The smoke dissipates at the beginning of your next turn, as well. You can use this ability once per day, plus an additional time per day for every three oracle levels you possess.

**Final Revelation (Sp):** Beginning at 20<sup>th</sup> level, you gain the ability to trap your foes in an extradimensional maze of smoke and clouds. This functions as the spell *maze*, with the following exceptions. First, a creature can escape the maze by making a successful Will save (DC 10 + 1/2your oracle level + your Charisma modifier), but cannot escape the maze with a successful DC 20 Intelligence check. Additionally, the target is unable to breathe while within the maze (unless he or she can normally breathe smoke) and must hold their breath for as long as they remain within the maze. Creatures that die of suffocation within the maze do not return, even after 10 minutes have passed.

### New Paladin Archetypes

The following archetypes are available to characters of the paladin class.

#### **Crusader Against Evil**

Knights of noble and pure virtue, the crusaders against evil are warriors who have devoted their lives to the extinguishing of all vile forces that threaten goodness and civilization. More focused on combat than traditional paladins, the crusader against evil boasts fewer supernatural or priest-like abilities and is more driven to defeat her foes with cold steel alone.

**Crusader's Strike (Su):** A crusader against evil is gifted at defeating evil opponents of all kinds and can deliver blows against the servants of darkness with supernatural power. At 1<sup>st</sup> level, this grants the crusader against evil a +1 bonus on all damage rolls made against evil characters. At  $4^{th}$  level, and every 3 levels thereafter, this bonus damage increases by +1.

This ability replaces the detect evil and smite evil class features.

**Shield of the Righteous (Su):** A crusader against evil is constantly protected by holy forces against the abilities of evil characters. At 2<sup>nd</sup> level, a crusader against evil adds her Charisma bonus as a bonus to saving throws made to resist the spells and abilities of evil characters, as well as any effect with the evil descriptor, regardless of its source. Additionally, she adds her Charisma bonus as a bonus to AC against attacks made by characters with the dragon or undead type, as well as to all characters with the evil or chaotic subtypes.

This ability replaces the divine grace class feature.

**Rally the Righteous (Su):** Beginning at 2<sup>nd</sup> level, a crusader against evil can lay her sword upon an ally's shoulder and whisper a prayer in order to empower him for a short time. In order to use this ability, the crusader against evil must touch a non-evil character as a swift action. If she does, the target gains a morale bonus on all attack rolls made against evil characters equal to 1/4 the crusader against evil's paladin level (minimum 1) and gains a number of temporary hit points equal to 1d6 for every 2 levels of the crusader against evil's class level.

Additionally, beginning at 3<sup>rd</sup> level, a character affected by rally the righteous gains immunity to certain conditions. At 3<sup>rd</sup> level, this includes the fatigued, shaken and exhausted conditions. At 6<sup>th</sup> level, this also includes the diseased, dazed, and staggered conditions, and at 9<sup>th</sup> level, the list further expands to include the exhausted, frightened, and nauseated conditions. Finally, at 12<sup>th</sup> level, this ability also grants protection from the blinded, deafened, paralyzed, and stunned conditions.

The benefits of this ability last for a number of rounds equal to the crusader against evil's Charisma modifier (minimum 1). The crusader against evil can use this ability a number of times per day equal to 1/2 her paladin level. The crusader against evil may not target herself with this ability.

This ability replaces the lay on hands, mercy, and channel energy class features.

**Call Crusade (Su):** A crusader against evil can raise her weapon to the sky and call upon aid from on high. At 11<sup>th</sup> level, a crusader against evil can expend 2 uses of her rally the righteous ability as a swift action in order to apply its benefits to all non-evil allies (including herself) within a 10foot radius. Additionally, beginning at 15<sup>th</sup> level, all characters affected by this ability do an amount of additional damage against evil characters equal to the bonus damage dealt by her crusader's strike ability. Finally, at 18<sup>th</sup> level, a crusader against evil may use this ability by spending only one use of her rally the righteous ability. This ability replaces the aura of justice class feature.

**Champion Against Evil (Ex):** A crusader against evil eventually becomes such a potent force on the battlefield that evil foes cannot stand against her for long. At 20<sup>th</sup> level, a crusader against evil gains the holy champion class feature, with the following exceptions: the crusader against evil cannot banish characters who she is smiting, and the effects of her channel energy and lay on hands class features are not maximized. Instead, she deals twice the normal amount of bonus damage against evil undead, evil outsiders, and evil dragons. Additionally, whenever she confirms a critical hit against a character with the chaotic or evil subtype, that character must succeed on a Fortitude save (DC 20 + the champion against evil's Charisma modifier) or be stunned for 1 round.

This ability modifies the holy champion class feature.

#### **Restive Knight**

The restive knight is a warrior devoted to the ideal of peaceful relaxation and ending conflict without ending lives. She prefers talking to fighting, but is more than capable of holding her own. While many are sworn to pacifism, others simply prefer not to hurt people they feel could be redeemed, and have no actual oaths or doctrines which ban them from violence. Generally, restive knights are tolerant and peaceful individuals who spend their days protecting the quiet life they wish for themselves and for others.

Resolution Strike (Su): Once per day, as a standard action, a restive knight can make a special resolution strike. Treat this as a melee attack. This attack automatically hits and always deals nonlethal damage. The restive knight must still make an attack roll to see if the resulting attack is a critical threat and must make any separate confirmation roll at the normal bonus. A resolution strike deals an additional 2 points of nonlethal damage per class level. Additionally, the target must succeed on a Will save (DC 10 + 1/2 the restive knight's level + the restive knight's Charisma modifier) or lose the willingness to fight for a number of minutes equal to the restive knight's Charisma modifier. During that time, the target cannot attack or take any hostile action, including casting a spell or using an extraordinary, spelllike, or supernatural ability which deals damage or requires a saving throw denoted as other than harmless. If the target is attacked by the restive knight or her allies, the effect automatically ends. At 4<sup>th</sup> level, and every 3 levels thereafter, the restive knight may use this ability an additional time per day. However, the restive knight cannot use this ability against the same creature twice in a 24-hour period.

This ability replaces the smite evil class feature.

**Aura of Calm (Su):** Beginning at 3<sup>rd</sup> level, a restive knight projects a potent aura of calm and relaxation, which fills friends and foes alike with an overwhelming desire to put their weapons aside. The restive knight gains immunity to all emotion effects. Additionally, the restive knight and all creatures within 10 feet of her suffer a -2 penalty on all attack rolls, except those made to deal nonlethal damage.

This ability replaces the aura of courage class feature.

**Deep Relaxation (Su):** Beginning at 11<sup>th</sup> level, a restive knight enters a state of deeper relaxation, freeing her from the stress of the world around her and allowing her to see with perfect clarity and direct her energy in the most ideal way. As an immediate action, the restive knight can expend one use of her resolution strike class feature in order to dodge any attack made against her, causing the attack to automatically miss her. She can also use this ability in order to automatically succeed at a saving throw. The restive knight must declare that she is using this ability before the result of the attack roll is known, or before she makes her saving throw, respectively.

This ability replaces the aura of justice class feature.

Aura of Relaxation (Su): Beginning at 14<sup>th</sup> level, a restive knight is surrounded by a field of peaceful and relaxing energy, which enhances her ability to end conflicts without the use of lethal force. The restive knight may choose to have any damage she deals, including damage from a weapon, weapon special ability, or spell, be nonlethal damage instead of its regular type, and she never suffers any penalty for using a weapon to deal nonlethal damage. Additionally, whenever the restive knight or one of her allies within 10 feet deals nonlethal damage with a weapon, they treat that attack as though it had been made with a good-aligned weapon for the purposes of overcoming damage reduction.

This ability replaces the aura of faith class feature.

**Perfect Relaxation (Su):** At 20<sup>th</sup> level, the restive knight can recover all her wounds and ailments by taking a short, meditative nap. Three times per day, the restive knight can sleep for 1 minute in order to gain the benefits of a *heal* spell, except that she recovers a number of hit points equal to her maximum hit points.

This ability replaces the holy champion class feature.

#### **Righteous Crusader**

A righteous crusader's purpose is to battle evil, and so the particular suite of abilities she receives are designed to better protect her from the kinds of dangers that such a warrior faces.

**Protection from Poisons (Su):** Beginning at 3<sup>rd</sup> level, a righteous crusader need have no fear of underhanded assassins attempting to keep her from her work. She gains immunity to poisons of all kinds, including magical poisons. This protection does not apply to any poisons she uses, and she continues to risk accidentally poisoning herself if she chooses to use poisons, even if a class feature or other ability allows her to use poisons without breaking her paladin code of conduct.

**Righteous Combatant (Su):** Beginning at 20<sup>th</sup> level, a righteous crusader ignores the first 10 points of damage she would suffer from each attack, spell, spell-like ability, supernatural ability, or extraordinary ability originating from an evil creature. Additionally, whenever she uses smite evil, the first time that she successfully hits the target of her smite, if that creature is an evil dragon, evil undead, or outsider with the evil subtype, it must succeed on a Fortitude save (DC 10 + 1/2 the righteous crusader's paladin level + the righteous crusader's Charisma modifier) or become panicked for a number of rounds equal to the righteous crusader's paladin level. Even on a successful saving throw, the creature is shaken for a number of rounds equal to the righteous crusader's paladin level. This is a mind-affecting fear effect. It can affect creatures that are normally immune to fear effects, but such creatures gain a +4 bonus on their saving throw.

# New Ranger Archetype

The following archetype is available to characters of the ranger class.

#### Longstrider

All rangers are at home in the wilderness, but while many seek to conquer and tame it, and others seek to befriend it, there are some who simply love to experience it. Longstriders take joy in simply travelling the world, seeing the sights and experiencing the experiences. Many longstriders also have a great love of running, climbing, swimming, and hiking for their own sakes, and will trek through rugged wilderness as an end in and of itself. This grants them an incredible mobility that allows them to outdistance and outmaneuver even cunning and hearty adventurers.

**Class Skills:** A longstrider adds Acrobatics to his list of class skills, and removes Craft and Profession from his list of class skills.

**Fleet (Ex):** Beginning at 3<sup>rd</sup> level, a longstrider's land speed increases by 10 feet. This benefit only applies when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the longstrider's land speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the longstrider's land speed.

At 7<sup>th</sup> level, the longstrider's land speed increases by an additional 10 feet.

This ability replaces the endurance class feature.

Athletic Stride (Ex): Beginning at 4<sup>th</sup> level, a longstrider becomes particularly adept at moving with grace and skill in even the most difficult of situations. He gains a bonus on all Acrobatics, Climb, Ride, Stealth, and Swim skill checks equal to 1/2 his ranger level. Additionally, he gains a bonus equal to 1/2 his ranger level on all Constitution checks and Fortitude saving throws made to resist the effects of adverse weather, forced marches, fatigue, exhaustion, and similar effects.

This ability replaces the hunter's bond class feature.

**Sure Feet (Ex):** Beginning at 10<sup>th</sup> level, the longstrider becomes so comfortable with moving in unusual ways that he can do so much more swiftly than others. The longstrider moves at half his speed, instead of one-quarter his speed, while climbing or swimming, and moves at his full speed, rather than half his speed, when using the Acrobatics or Stealth skills.

At 14<sup>th</sup> level, the longstrider moves at his full speed while climbing or swimming.

# New Revenant Infiltrator Archetype

The following archetype is available to characters of the revenant infiltrator class, found in *Liber Vampyr*.

#### **Bloodmind Agent**

A select few revenant infiltrators, often those who had psionic abilities in life, develop those tendencies further in undeath, and are able to use the power of the mind, in conjunction with the power of the blood, to outwit, outmaneuver, and ultimately overpower their prey.

Latent Psionics: A bloodmind agent is able to manifest psionic powers, although she has a very limited ability to do so. The bloodmind agent gains the Wild Talent feat as a bonus feat at 1st level. At each level after first, her power point reserve increases by 1 (to a maximum of 21 at 20th level). Unlike most psionics users, she does not gain additional points in her reserve based on a high ability score. She is considered to have a manifester level equal to 1/2 her class level, rounded down (minimum 1). The saving throw DCs of powers she manifests are based on her Intelligence modifier, and she must have an Intelligence of at least 10 + power level in order to manifest a psionic power. At 1<sup>st</sup> level, she learns her choice of two of the following powers: attraction, broker, catfall, sense link, slumber, or telempathic projection. She does not gain additional psionic powers known as she increases in levels. However, whenever she would gain a bonus feat, she may instead choose to learn a single power from the psion/wilder power list whose level is less than or equal to 1/2 her manifester level. For more information about psionics, see Ultimate Psionics, by Dreamscarred Press.

This ability replaces the lifelike class feature.

**Bonus Feats:** The bloodmind agent can select Expanded Knowledge, Extra Power Known, or a metapsionic feat when selecting one of her bonus feats, in addition to the normal options.

This ability modifies the bonus feats class feature.

**Bloodmind (Su):** Beginning at 3<sup>rd</sup> level, as a move action, a bloodmind agent can spend a single blood point in order to gain a boost of psionic power. The bloodmind agent gains 2 temporary power points. These temporary power points do not count against the number of power points that she can have in her reserve at any given time, and last for up to 10 minutes. If they are not used before the end of this time, they are wasted.

At 6<sup>th</sup> level, and every three levels thereafter, the bloodmind agent becomes able to extract more psychic power from blood she has consumed, and the number of temporary power points she receives whenever she uses this ability increases by 1 (to a maximum of 7 temporary power points at 18<sup>th</sup> level).

This ability replaces the revenant vigor class feature.

**Psionic Strike (Su):** Beginning at 4<sup>th</sup> level, a bloodmind agent learns how to use her psionic powers to guide her attacks, allowing her to make effortless paralyzing strikes. Whenever she uses her paralyzing strike class feature, if she expends 5 power points as she does so, that use of paralyzing strike does not count against her daily number of uses of that class feature.

This ability replaces the bonus feat gained at 4<sup>th</sup> level.

# New Rogue Archetypes

The following archetypes are available to characters of the rogue class.

#### **Cunning Swashbuckler**

More than just a sword and a pretty face, cunning swashbucklers are rogues who fight first with their minds, though their swords are a close second. Artists of both con and combat, these sly characters will do anything to win a fight in style. Well adapted to performing a variety of devastating combat maneuvers, a cunning swashbuckler does more than just stab her opponents in the kidneys.

**Swashbuckler's Sneak Attack (Ex):** Beginning at 1<sup>st</sup> level, the cunning swashbuckler gains the ability to deal extra damage against an opponent who is denied his Dexterity bonus. Whenever she succeeds on a melee attack against a character that is denied his Dexterity bonus to AC, the cunning swashbuckler deals an additional 1d8 points of damage. At 3<sup>rd</sup> level, and every odd-numbered level thereafter, this damage increases by an additional 1d8. This extra damage counts as sneak attack dice for any class feature, spell, item, or ability which references sneak attack, but only applies when the target is denied his Dexterity bonus to AC, and does not apply in other situations where a rogue can typically sneak attack (such as if he is flanking his opponent).

This ability replaces the sneak attack class feature.

**Swashbuckler's Feint (Ex):** Beginning at 2<sup>nd</sup> level, a cunning swashbuckler becomes a master at feinting in combat. Whenever she uses the Bluff skill to feint in combat, the cunning swashbuckler adds 1/2 her class level as a bonus on the check. Additionally, beginning at 6<sup>th</sup> level, the cunning swashbuckler can feint in combat as a move action. Finally, at 10<sup>th</sup> level, the cunning swashbuckler can feint as a swift action.

This ability replaces the trapfinding class feature and the rogue talents gained at 6<sup>th</sup> and 10<sup>th</sup> level.

**Sneaky Maneuvers** (Ex): Beginning at 3<sup>rd</sup> level, the cunning swashbuckler learns to utilize distractions in order to perform punishing combat maneuvers. She gains a +1 bonus on all combat maneuver checks made against creatures she is currently flanking. At 6<sup>th</sup> level, and every 3 levels thereafter, this bonus increases by an additional +1.

This ability replaces the trap sense class feature.

# **Daring Pilferer**

These rogues are thieves through and through, and they specialize in taking things from their foes. They don't rely on stealth or guile, but rather on skill and brutality in order to take what they want and overcome their foes.

**Master Pilferer (Ex):** A daring pilferer is a master of taking whatever she pleases from her foes. At 1<sup>st</sup> level, a daring pilferer adds 1/2 her level to her CMB when making a steal or disarm combat maneuver.

This ability replaces the trapfinding class feature.

**Escapist (Ex):** Due to their criminal activities, most daring pilferers find themselves tied up often enough that they have become experts at escaping their bonds. At  $2^{nd}$  level, the daring pilferer learns to escape her bonds with extreme speed and relative ease. She adds 1/2 her level as a bonus on all checks made to escape ropes, chains or anything else used to tie her up.

This ability replaces the rogue talent gained at 2<sup>nd</sup> level.

**True Taker (Ex):** In a blur of motion, a daring pilferer can strip her foes of all their wordy possessions in a mere moment. Starting at 10<sup>th</sup> level, a daring pilferer does not provoke attacks of opportunity when performing a disarm or steal combat maneuver, and suffers no penalty for attempting to disarm when she is not wielding a weapon. Finally, as a full-round action, she can attempt both a disarm and a steal combat maneuver against the same target. She can resolve these in whichever order she chooses.

This ability replaces the rogue talent gained at 10<sup>th</sup> level.

#### Tinkerer

Kings of clockwork and masters of machinery, tinkerers are experts when it comes to all things man-made, including locks, traps, magic items, and even complex clockwork creatures. If you can build it, the tinkerer can take it apart, learn how it works, and put it back together again better than new.

**Weapon and Armor Proficiency:** Tinkerers are only proficient with simple weapons, and are not proficient with hand crossbows, rapiers, saps, shortbows, or short swords. They are still proficient with light armor, but not with shields. **Skills:** At each level, a tinkerer gains 2 additional skill points, which must be spent on Craft skills.

**Tinkerer** (Ex): A tinkerer adds 1/2 her class level on all Disable Device checks and all Use Magic Device checks. A tinkerer can use Disable Device to disarm magic traps. A tinkerer counts as having the trapfinding class feature for the purposes of anything that requires it as a prerequisite.

This ability replaces the trapfinding class feature.

**Clockwork Companion** (Ex): A tinkerer begins play with a clockwork companion: a clockwork construct that she has cobbled together herself, which is loyal to her. Treat this as a summoner's eidolon, with the following exceptions: the clockwork companion has the construct creature type and construct traits. It has no good saves, and does not gain skill points or feats, as it is mindless. Similarly, it does not have an Intelligence score. The clockwork companion also has the clockwork subtype, and the associated traits (winding, vulnerable to electricity, swift reactions, and difficult to create). Additionally, the clockwork companion has 3 fewer evolution points than an eidolon belonging to a summoner of the same level would have (this gives the clockwork companion o evolution points at 1<sup>st</sup> level).

The clockwork companion increases in power as the tinkerer increases in level, as indicated on the table below. Additionally, at 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels, the tinkerer gains an additional clockwork companion, though she treats her effective summoner level as 5 lower for each of these than for the previous clockwork companion. This is also summarized on the table below.

#### Table 1-1: Clockwork Companion Levels

	Effective Summoner Level			
Tinkerer Level	ıst	2nd	3rd	4th
ıst	1		_	—
2nd	2	—	—	—
3rd	3		—	_
4th	3	_	—	
5th	4	_	_	
6th	5	1	—	
7th	6	2	—	
8th	6	3	—	_
9th	7	3	_	
10th	8	4	—	
11th	9	5	_	
12th	9	6	1	
13th	10	6	2	
14th	11	7	3	—
15th	12	8	3	
16th	12	9	4	
17th	13	9	5	
18th	14	10	6	1
19th	15	11	6	2
20th	15	12	7	3

Unlike an eidolon, a clockwork companion cannot be summoned or dismissed. However, a tinkerer can repair her clockwork companion via mundane means. Doing so takes 10 minutes, and the expenditure of 1d6 x 10 gp in raw materials. The tinkerer must make a Disable Device check as part of doing so, and the clockwork companion heals a number of hit points equal to the result of the check. A clockwork companion reduced to less than o hit points isn't destroyed, merely rendered inert, and the tinkerer can repair it back to working condition, given enough time and resources. A clockwork companion that is reduced to -50 or fewer hit points is completely destroyed. Whenever a clockwork companion is completely destroyed or otherwise lost, the tinkerer can create a replacement. Doing so requires the expenditure of 100 gp per effective summoner level of the clockwork companion in question, and takes 8 hours of work per five effective summoner levels (rounded up).

This ability replaces the sneak attack class feature.

**Master Craftsman (Ex):** By 6<sup>th</sup> level, a tinkerer is so adept at tampering with magical items that she can easily recreate them. She gains the Master Craftsman feat as a bonus feat, even if she does not meet the prerequisites. Additionally, she can also use ranks in the chosen skill to qualify for the Craft Construct, Craft Rod, and Forge Ring feats, and can substitute her chosen skill for the caster level when creating magic items with those feats, as well.

This ability replaces the rogue talent gained at 6<sup>th</sup> level.

Accelerated Crafting (Ex): By 12<sup>th</sup> level, a tinkerer is so skilled at making magical items that she can do so in a fraction of the normal time. When creating a magic item, a tinkerer needs to spend only 1 hour per 1,000 gp in the item's base price, instead of the usual 8 hours per 1,000 gp in the item's base price.

This ability replaces the rogue talent gained at 12<sup>th</sup> level.

**Jury Rig (Ex):** At 20<sup>th</sup> level, a tinkerer can repair one of her clockwork companions as a full-round action that provokes attacks of opportunity, and doing so does not require the expenditure of any resources.

This ability replaces the master strike class feature.

## New Shaman Spirit

The following spirit is available to characters of the shaman class, found in the *Advanced Class Guide*.

#### Autumn

A shaman who selects the autumn spirit is in tune with the season of loss and twilight, and can draw upon the magic of that dusky season to power her magic. They tend to be dour and stoic in nature, but each time that they draw upon the spirit's abilities, they become thinner and more pale in complexion, eventually developing a corpselike appearance.

**Spirit Magic Spells:** Obscuring mist (1<sup>st</sup>), barkskin (2<sup>nd</sup>), diminish plants (3<sup>rd</sup>), thorn body<sup>APG</sup> (4<sup>th</sup>), fickle winds<sup>UM</sup> (5<sup>th</sup>), fire seeds (6<sup>th</sup>), control weather (7<sup>th</sup>), symbol of death (8<sup>th</sup>), shambler (9<sup>th</sup>).

Hexes: A shaman who chooses the autumn spirit can select the following hexes.

Bountiful Harvest (Sp): The shaman can imbue a meal that she creates with the bountiful energy of the harvest, replenishing those who consume it. This functions as *heroes' feast*, with a few exceptions. First, it takes only 10 minutes for the meal to be consumed. Second, instead of gaining temporary hit points, each creature that consumes the meal is healed 1d6 hit points per 2 class levels the shaman possesses (rounded down, minimum one). Any healing in excess of the creature's maximum hit points is gained as temporary hit points that last up to 1 hour, instead. Finally, the morale bonuses granted by the ability last for 1 hour per 4 class levels the shaman possesses. The shaman can use this ability once per day.

*Call Gusts (Sp):* The shaman can call upon the essence of the fall in order to summon a blustery burst of autumn wind. This functions as the spell qust of wind, but the shaman can choose to add either a chill to the wind, or a flurry of leaves. If she chooses to add the chill element, then each creature within the affected area also suffers an amount of cold damage equal to 1d6 + the shaman's caster level. A successful Reflex save halves this damage. If she chooses to add the flurry of leaves element, then the ground in the affected area is covered in leaves and becomes slippery. Characters that enter a square covered in such leaves must spend 2 squares of movement to do so, and the DC for Acrobatics and Stealth checks in the affected area are increased by +5. The shaman can also choose to add neither of these elements. The shaman can use this ability once per day, plus 1 additional time per day for every 2 levels beyond 1<sup>st</sup>.

Guise of the Scarecrow (Su): As a move action, the shaman can cause her appearance to shift, and take on the fearsome guise of a gruesome-looking scarecrow. While affected by this ability, she gains a bonus equal to 1/2 her class level on all Intimidate checks, and the saving throw DCs of her spells with the fear descriptor are increased by +2. This bonus does not stack with Spell Focus or Greater Spell Focus. Further, the shaman gains darkvision to a range of 60 feet while affected by this ability. This effect lasts indefinitely, but can be dismissed by the shaman as a move action. The shaman can use this ability at will.

Jack-O'-Lantern (Sp): The shaman can carve a special jack-o'-lantern and imbue it with magical powers. Doing so requires one hour of work, though once this is done, the jack-o'-lantern remains indefinitely unless it is destroyed (it has AC equal to 10 + the shaman's class level, hardness equal to 1/2 the shaman's class level, a number of hit points equal to twice the shaman's class level, and uses the shaman's saving throw bonuses). It otherwise functions as a permanent dancing lantern<sup>APG</sup> spell. The shaman cannot have more than one jack-o'-lantern at any given time.

Beginning at 5<sup>th</sup> level, the shaman can cause the jack-o'-lantern to emit a special light that renders invisible creatures visible. This takes the form of a 60-foot cone, but otherwise functions as *invisibility purge*. The shaman can turn the jack-o'-lantern to affect a different area as a swift action once per round. This ability lasts for 1 minute, and the shaman can use this ability three times per day.

Walk With Death (Ex): The shaman's connection to the spirit of autumn gives her a deeper insight into the nature of entropy and the death of all things. Whenever the shaman casts a spell with the death descriptor, or one that inflicts negative energy damage, ability damage, ability drain, or negative levels, the saving throw DC of that spell is increased by +1. Further, the shaman gains a +1 bonus on saving throws made to resist such effects.

**Spirit Animal:** The shaman's spirit animal looks thinner and more ragged than others of its species, with ragged patched fur, and visible ribs, but it is unusually tough. It gains a bonus equal to 1/3 the shaman's class level on Intimidate checks, as well as a +1 bonus on all saving throws.

**Spirit Ability:** A shaman who chooses the autumn spirit as her spirit or wandering spirit gains the following ability.

Wither Plants (Su): With a touch, the shaman can cause a plant creature to wither and die. This is a standard action that requires a melee touch attack. If the attack hits, it inflicts 1d6 points of damage per shaman level. A successful Fortitude save halves this damage. This ability has no effect on non-plant creatures. The ability can alternatively be used to wither and destroy all non-creature plants within a 5-foot square. Unique or magical plants may be entitled to a saving throw to negate this effect, at the GM's discretion, and should use saving throw bonuses that the GM feels are appropriate. Plant creatures affected by this ability change color dramatically, turning bright shades of red, yellow, and orange. This discoloration lasts for 1 day per shaman level. The shaman can use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Greater Spirit Ability:** A shaman who chooses the autumn spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Summon Leafy Shambler (Su): Three times per day, as a full-round action, the shaman can summon a special shambling mound. This shambling mound's body consists entirely of leaves, and its coloration is a mix of red, yellow, and orange. This has a few effects. First, the shambling mound's maximum hit points are increased by an amount equal to 5 x the shaman's class level. Second, the shambling mound is immune to critical hits and precision-based damage. Third, it loses its racial bonuses to Stealth. Finally, it gains the swallow whole universal monster special ability, inflicting an amount of damage each round to swallowed creatures equal to 2d6 + the shaman's level. The summoned shambling mound serves the shaman faithfully, as though summoned by *summon monster I*, and remains for a number of rounds equal to the shaman's class level.

**True Spirit Ability:** A shaman who chooses the autumn spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

*Curse of the Corn Maze (Su):* Three times per day, as a full-round action, the shaman can banish a single creature within 60 feet to an extradimensional corn maze. The creature can attempt to escape the maze with a DC 20

Intelligence check, as a full-round action. Alternatively, the creature can instead attempt to plough through the corn maze by force. This requires either of the following: a DC 20 Strength check, or a successful bull rush, overrun, or sunder combat maneuver attempt (DC equal to 15 + the shaman's class level + the shaman's Wisdom modifier). Regardless of the method used, attempting to escape the maze is a full-round action. This ability otherwise functions as the spell maze.

**Manifestation:** Upon reaching 20<sup>th</sup> level, the shaman becomes a spirit of autumn. She becomes immune to fear effects, and gains cold resistance 15. She can cast *blight* and *diminish plants* at will, and *control winds* three times per day.

# New Skald Archetype

The following archetype is available to characters of the skald class, found in the *Advanced Class Guide*.

#### **Frenzied** Agitator

Any skald can allow willing allies to enter a rage, but it takes a particular level of dedication—and some might argue, insanity—to impose a mindless rage on those who aren't receptive to it. That's exactly what the frenzied agitator does best, and his inspired frenzy ability can turn any battlefield into a chaotic field of carnage and chaos.

Inspired Frenzy (Su): A frenzied agitator can use his performance to incite a rage in his enemies and allies alike. This ability affects all creatures that can hear the performance, including the frenzied agitator. Affected creatures, whether they are the frenzied agitator's allies are not, cannot choose whether or not to be affected by the performance. Instead, at the beginning of the affected creature's turn, she may make a Will save (DC 10 + 1/2the frenzied agitator's skald level + the frenzied agitator's Charisma modifier). Success indicates that the creature is unaffected by the inspired frenzy, and remains immune to the inspired frenzy until the frenzied agitator ceases his performance and starts a new one.

Affected creatures gain a +2 morale bonus to Strength and Constitution, and suffer a -2 penalty to AC. While under the effects of inspired frenzy, creatures cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), or any ability that requires patience or concentration. Further, an affected creature must attack a nearby creature each turn. The affected creature does not have complete control over its actions, and may not be able to choose which creature she attacks. Each round, roll a d% and consult the table below to determine who the creature's target is.



Table 1-2: Inspired Frenzy Targets		
d%	Target	
01 - 40	Affected creature's choice	
41 - 50	Nearest enemy	
51 - 70	Creature that last damaged affected creature*	
71 - 80	Nearest creature	
81 - 90	Nearest ally	
91 - 100	Frenzied agitator's choice	

\*If the affected creature hasn't been damaged in the last minute, nearest creature, instead.

The affected creature must attack the indicated target to the best of her ability, including using the full-attack action, if possible, and utilizing feats and abilities such as Power Attack, Deadly Aim, and so on, but is not required to expend exceptional resources (such as particularly valuable ammunition, abilities with limited uses per day, etc.) in order to do so. A frenzied agitator remains more in control of himself than others while affected by his own inspired frenzy, and can always choose the creature that he targets each round.

At 6<sup>th</sup> level, and every six levels thereafter, the AC penalty increases by 1. At 8<sup>th</sup> and 16<sup>th</sup> levels, the song's bonus to Strength and Constitution increase by 2. Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.

If an affected creature has her own rage class ability, she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level, instead of those from the frenzied agitator (still suffering no fatigue afterward). However, inspired frenzy does not allow the character to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the character must activate her own rage class ability in order to use such features.

This ability replaces the inspired rage raging song.

**Power Attack:** At 1<sup>st</sup> level, a frenzied agitator gains Power Attack as a bonus feat, even if he does not meet the prerequisites.

This ability replaces the Scribe Scroll class feature.

**Suggestive Frenzy (Su):** Beginning at 2<sup>nd</sup> level, whenever a creature affected by the frenzied agitator's inspired frenzy ability makes a roll to determine what creature she will attack, the frenzied agitator may choose to have that creature roll twice and take the result of the frenzied agitator's choice. The frenzied agitator must declare that he is using this ability before the roll is made. The frenzied agitator can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces the versatile performance class feature.

**Selective Frenzy (Su):** Beginning at 5<sup>th</sup> level, whenever the frenzied agitator uses his inspired frenzy ability, he can select a single creature who is able to be affected by it while remaining more lucid. The chosen creature suffers only half the normal penalty to AC (rounded down, minimum 1), and does not need to roll randomly to determine what creature she attacks each round (although she must still attack a creature each round). At 11<sup>th</sup> level, the frenzied agitator can select two creatures to affect this way, and at 17<sup>th</sup> level he can select three creatures to affect this way.

This ability replaces the spell kenning class feature.

**Theatrics (Ex):** Beginning at 7<sup>th</sup> level, a frenzied agitator can take 10 on Acrobatics, Climb, Fly, Ride, and Swim checks. Once per day, he can take 20 on such a check, although he is fatigued for 1 minute after doing so.

This ability replaces the lore master class feature.

# New Slayer Archetype

The following archetype is available to characters of the slayer class, found in the *Advanced Class Guide*.

#### **Trophy Killer**

Some enjoy nothing more than the thrill of the hunt, and the cat-and-mouse game of predator and prey. But for others, in order to continue getting enjoyment from the hunt, there must always be a new and exotic target. The trophy killer focuses on a single target at a time, and what he lacks in versatility, he more than makes up for in his ability to overcome the anatomical defenses of his exotic and otherworldly prey.

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**Zoologist (Ex):** A trophy killer adds 1/2 his level (minimum 1) on all Knowledge checks made to identify monsters. Additionally, whenever he successfully identifies a monster, he learns one additional special ability, defense, or weakness that monster possesses than he normally would.

This ability replaces the track class feature. If desired, the trophy killer can gain the track class feature at a later time, instead of one of his normal slayer talents.

**Focused Target (Ex):** As a trophy killer gains levels, the bonuses that he gains from his studied target class feature increase normally. However, he does not gain the ability to maintain that class feature for multiple targets, as he normally would at 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> levels.

This ability modifies the studied target class feature.

**Study Tracks (Ex):** Beginning at 2<sup>nd</sup> level, a trophy killer can study the tracks of a creature in order to gain the benefits of his studied target class feature against that creature, instead of having to study the creature directly. At the GM's discretion, a trophy killer may be able to study something else related to the creature, such as its droppings, its nest, the site of one of its kills, and so on.

This ability replaces the slayer talent gained at 2<sup>nd</sup> level.

**Overcome Defenses (Ex):** Beginning at 5<sup>th</sup> level, if the trophy killer makes an attack against a creature for which he is currently gaining the benefits of his studied target class feature, if the target of the attack has damage reduction, that damage reduction is treated as 3 lower than it actually is (minimum o). This applies even to damage reduction that normally cannot be overcome (such as DR/—). At 15<sup>th</sup> level, it is treated as 6 lower than it actually is, instead.

No Recovery (Ex): Beginning at 10<sup>th</sup> level, if the trophy killer damages a creature for which he is currently gaining the benefits of his studied target class feature, if the target of the attack has regeneration that can be overcome by any type of energy damage, damage of a certain alignment, or damage from a source made of a specific material, the target must succeed on a Fortitude save (DC 10 + 1/2 the trophy killer's slayer level + the trophy killer's Intelligence modifier) or that regeneration ceases to function for 1 round. This ability has no effect on regeneration that cannot normally be overcome, or which must be overcome through exceptionally obscure means.

Anatomical Expert (Ex): At 20<sup>th</sup> level, the trophy killer is such an expert at unusual anatomy that, as long as he has studied a target, he can identify a weak spot to exploit, even where others claim it is impossible. For the purposes of any creature he is currently gaining his studied target class feature benefits against, the trophy killer can score critical hits and inflict precision-based damage, even if that creature would otherwise be immune to such things (such as because it has the fortification ability, or because it is an elemental).

# New Sorcerer Bloodline

The following bloodline is available to characters of the sorcerer class.

#### **Vernal Bloodline**

Somewhere in your ancestry is a powerful figure associated with the unbridled power of budding life. It may have been a fey strongly associated with the springtime, or even a nature deity devoted to the forces of fertility and growth. Whatever the case, your veins flow with intense life energy, vitalizing both you and your magic.

Class Skills: Knowledge (nature), Survival.

**Bonus Spells:** goodberry (3<sup>rd</sup>), summon swarm (5<sup>th</sup>), plant growth (7<sup>th</sup>), reincarnate (9<sup>th</sup>), animal growth (11<sup>th</sup>), beast shape IV (13<sup>th</sup>), awaken (15<sup>th</sup>), stormbolts<sup>APG</sup> (17<sup>th</sup>), greater create demiplane<sup>UM</sup> (19<sup>th</sup>).

**Bonus Feats:** Bouncing Spell<sup>APG</sup>, Craft Staff, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [nature]), Toughness.

**Bloodline Arcana:** Whenever you cast a spell, you heal a number of hit points equal to the spell's level. Any excess healing results in that many temporary hit points, instead. Temporary hit points from different spells stack with each other, but any temporary hit points gained in this way last only one minute.

**Bloodline Powers:** The raw life-giving energy of the spring flows through your veins and empowers you, allowing you to find the hidden potential in the world around you and cause your surroundings to blossom like spring flowers.

*Vernal Summons (Sp):* At 1<sup>st</sup> level, as a full-round action, you can cast *summon nature's ally I* as a spell-like ability. At 3<sup>rd</sup> level, and every two levels thereafter, you can use this ability to cast the next-highest *summon nature's ally* spell, instead (*summon nature's ally II* at 3<sup>rd</sup> level, *summon nature's ally III* at 5<sup>th</sup> level, etc.). You can use this ability 3 times per day.

Boundless Energy (Su): At 3<sup>rd</sup> level, you are sustained by the life-giving energy of nature. Your need to eat and sleep is reduced as though by a *ring of sustenance*. Further, you gain a +2 racial bonus on saving throws made to resist poisons and diseases.

Animal Companion (Su): At 9<sup>th</sup> level, you gain an animal companion. This functions like the druid animal companion ability (which is part of the nature bond class feature), except that your effective druid level for this ability is equal to your sorcerer level – 5.

Blooming Burst (Su): At 15<sup>th</sup> level, you gain the ability to release a wave of intense life energy, which empowers nearby allies. Each ally within 30 feet (including yourself) gains a +4 enhancement bonus to each of its physical ability scores, as well as a +2 natural armor bonus, and gains an amount of fast healing equal to your Charisma modifier. These benefits last for a number of rounds equal to your sorcerer level. You can use this ability once per day.

*Life's Champion (Su):* At 20<sup>th</sup> level, your heritage as a scion of the forces of life and nature comes to fruition. You become immune to death effects, diseases, and poisons, and your maximum hit points increase by 50.

# New Summoner Archetype

The following archetype is available to characters of the summoner class, found in the *Advanced Player's Guide*.

#### **Aether Artisan**

These summoners are almost universally reviled and ostracized from any form of civilized society, for they possess the power to force various extraplanar beings to do them service. They are equally despised in the planar community, for not only do aether artisans force extraplanar creatures to do their bidding, but they can fundamentally alter these creatures while in their service, a practice most planar creatures find terribly insulting.

**Call Extraplanar Entity (Sp):** An aether artisan can call forth an extraplanar creature to serve it in any capacity he chooses. Calling an extraplanar entity is a full-round action which provokes attacks of opportunity. Once called, the summoned entity is under the aether artisan's control, as though it were summoned using the spell *summon monster I*. However, a creature called in this way is unaffected by *protection from evil* and similar spells which provide protection against summoned creatures, though spells such as *banishment* affect the extraplanar entity as normal. When summoned, the extraplanar entity has its full hit points and all uses of its daily abilities, including spells and spell-like abilities.

A creature summoned by this ability is further empowered by the aether artisan, gaining additional abilities similar to the eidolon possessed by a normal summoner. For the duration of this ability, the extraplanar entity gains the Strength/Dexterity bonus, maximum attacks, and special abilities indicated on the Eidolon Base Statistics table found in the *Advanced Player's Guide*, based upon the aether artisan's summoner level. Further, the summoned creature uses either its own natural armor bonus, or the natural armor bonus that would normally be granted to the aether artisan's eidolon, whichever is higher. The summoned outsider retains its Hit Dice, attack bonus, and saving throws.

Additionally, when summoned, the called creature gains a number of evolution points equal to 3 + 1 for every 2 summoner levels the aether artisan possesses beyond 1<sup>st</sup>, to a maximum of 13 points at 19<sup>th</sup> level. These evolution points are allocated to the creature when it is called, and are reallocated each time the aether artisan summons a creature in this way. For the purposes of determining what kind of evolutions the creature can qualify for, its base creature type is based on its physical appearance: bipedal creatures are bipeds, quadrupedal creatures are quadrupeds, snake-like creatures are serpentine, and anything with the aquatic subtype is aquatic. All other types of creatures are assumed to be bipeds, though the GM has final say on what kind of creature it is. Do not recalculate the creature's statistics.

The types of creature which can be summoned in this way vary in accordance with the aether artisan's level. Once he gains the ability to summon a creature, he may always choose to summon that type of creature when using this ability. At 1<sup>st</sup> level, the aether artisan can summon a Small air, earth, fire, or water elemental. At 4<sup>th</sup> level, the aether artisan can summone any of the following outsiders: an imp, a lantern archon, or a quasit. At 7<sup>th</sup> level, the aether artisan can additionally summon any air, earth, fire, or water elemental of Large size or smaller. At 10<sup>th</sup> level, the aether artisan can additionally summon a djinni, bone devil, or succubus. At 13<sup>th</sup> level, the aether artisan can summon any greater air, earth, fire, or water elemental, or any genie with a CR less than or equal to his class level (such creatures can never grant wishes). At 16<sup>th</sup> level, the aether artisan can summon a ghaele, ice devil, glabrezu, or astral deva. Finally, at 20<sup>th</sup> level, the aether artisan can summon a planetar or horned devil.

For the purposes of any class feature the aether artisan possesses which references the aether artisan's eidolon, he treats creatures summoned by this ability as his eidolon.

An aether artisan can use this ability a number of times per day equal to his Charisma modifier (minimum 1). A creature summoned by this ability lasts for a number of rounds equal to the aether artisan's class level + his Charisma modifier (minimum 1), or until the aether artisan dismisses it as a standard action. If the summoned creature is dismissed or slain, the aether artisan suffers damage equal to the difference in the summoned creature's current hit points and maximum hit points. An aether artisan can never have more than one creature summoned in this way at a given time.

This ability replaces the eidolon, summon monster, gate, and twin eidolon class features.

**Improved Aspect (Su):** At 10<sup>th</sup> level, an aether artisan is able to shape his summoning energies to improve himself. He gains a single 1-point evolution.

This ability replaces the aspect class feature.

**Greater Improved Aspect (Su):** At 18<sup>th</sup> level, an aether artisan's ability to shape his energies into himself improves. He gains an additional evolution worth no more than 4 evolution points.

This ability replaces the greater aspect class feature.

# New Swashbuckler Archetype

The following archetype is available to characters of the swashbuckler class, found in the *Advanced Class Guide*.

#### **Charming Blade**

Charming blades are swashbucklers who devote themselves to the style of combat. Everything they do, whether on the battlefield or off, is designed to do one thing: impress people. Perhaps the charming blade is less able than those who focus strictly on the martial side of swashbuckling, but few can argue that charming blades aren't able to hold their own in the fight, and they are far more adept at bringing people around to their point of view and are sure to cause more than one swoon with their dashing presence.

**Panache:** A charming blade gains no panache from a killing blow, but does gain a point of panache whenever she successfully raises a character's attitude to helpful using the Diplomacy skill, in addition to gaining one whenever she confirms a critical hit with a light or one-handed weapon.

This ability modifies the charming blade's panache class feature.

**Deeds:** A charming blade has access to a handful of deeds to help her in her stylistic pursuits.

Honeyed Words (Ex): A charming blade can expend one point of panache in order to gain a bonus equal to her level on all Charisma-based skill checks, except Use Magic Device, for 1 minute per point of Charisma modifier she possesses. This bonus stacks with all other skill bonuses, but not with itself.

This ability replaces the derring-do deed.

Silver Tongue (Ex): At  $3^{rd}$  level, as long as a charming blade has at least 1 point of panache, she gains a +2 bonus on all Bluff and Diplomacy checks made against targets that are of indifferent or better disposition.

This ability replaces the kip-up deed.

Fast Talker (Ex): At  $7^{th}$  level, a charming blade can spend 1 point of panache in order to make a Diplomacy or Intimidate check to influence a creature's attitude as a fullround action, instead of taking a minute to do so. She can use this ability during combat without hindering its effectiveness, though hostile actions undertaken by the charming blade or her allies may modify the DCs of any such check.

This ability replaces the swashbuckler's grace deed.

Promises, Promises (Ex): At 11<sup>th</sup> level, as long as a charming blade has at least 1 point of panache, she is immune to the effects of *detect lies*, zone of truth and any other magical affect used to determine whether or not she is lying, unless the effect has a caster level at least 4 higher than the charming blade's class level. Additionally, the charming blade may spend 1 point of panache in order to reroll a Bluff check she just made. She must choose to use this ability before the results of the check are known.

This ability replaces the evasive deed.

*Charming Flourish (Ex):* At 15<sup>th</sup> level, a charming blade can spend 1 point of panache as part of making an attack roll in order to make an exceptionally impressive flourish. If she does, she makes a Bluff check to feint as a free action against the target of the attack, and may make a Diplomacy check as a free action in order to influence the attitudes of all non-hostile creatures within 30 feet. She must make the Bluff check to feint before the results of the attack are determined.

This ability replaces the swashbuckler's edge deed.

*Impressive Display (Ex):* At 19<sup>th</sup> level, a charming blade can spend 1 point of panache in order to undertake an impressive display capable of ending a bout with minimal bloodshed. She may use this ability as a free action whenever she confirms a critical hit with a light or one-handed piercing weapon. If she does, the target of the attack must succeed on a Will save (DC 10 + 1/2 the charming blade's level + the charming blade's Charisma modifier) or be so impressed with the charming blade's attack that he backs down from combat. This causes the target's attitude toward the swashbuckler and her allies to increase to unfriendly and forces the target to be willing to listen to any diplomatic overtures the charming blade wishes to make. Both these effects last for 1 minute. This is a mind-affecting effect. Any hostile action undertaken by the charming blade or her allies immediately ends this effect.

This ability replaces the deadly stab deed.

**Extremely Charming (Ex):** At  $2^{nd}$  level, the charming blade's natural charm begins to shine through, allowing her to influence people easily. As a swift action, the charming blade can choose to exercise her charm over another creature. The target must succeed on a Will save (DC 10 + 1/2 the charming blade's level + the charming blade's Charisma modifier) or be treated as though his attitude towards the charming blade were 1 step higher than it actually is (to a maximum of friendly). She may use this ability 3 times per day at  $2^{nd}$  level, and an additional time per day every 4 levels thereafter (to a maximum of 7 times at 19<sup>th</sup> level).

This ability replaces the charmed life class feature.

# New Warpriest Archetype

The following archetype is available to characters of the warpriest class, found in the *Advanced Class Guide*.

#### **Sanctified Soldier**

Sanctified soldiers are religious warriors belonging to a militant arm of their deity's church. While traditional warpriests have strong combat abilities augmented by their deity's unique divine powers, sanctified soldiers instead channel their deity's divine grace for more directly lethal combat abilities. Most sanctified soldiers can be found on crusade, or else embroiled in other long religious conflicts where the teachings of one's church are less important than a willingness to fight for one's god.

**Soldier's Blessing (Su):** All sanctified soldiers are blessed by their gods to be superior combatants. As a standard action, a sanctified soldier can call upon this blessing in order to make a single attack, which, if successful, deals an additional amount of damage equal to his class level. This damage is multiplied in the case of a critical hit. Alternatively, by expending 2 uses of this ability, he can activate it as part of making an attack. The sanctified soldier can use this ability a number of times per day equal to his Wisdom modifier.

This ability replaces the minor blessing ability.

**Sacred Weapon (Su):** At 1st level, the sanctified soldier gains the sacred weapon ability as normal, except that instead of the sacred weapon dealing damage as listed on the warpriest table, it deals damage as normal for a weapon of its type plus 1 additional point of damage. This additional damage is not subject to any form of damage reduction or resistance. At 5<sup>th</sup> level, and every 5 levels thereafter, this bonus sacred damage increases by +1.

This ability modifies the sacred weapon ability.

Sanctified Strike (Su): A sanctified soldier learns to make a powerful blow in the name of his god in order to punish his foes. Beginning at 2<sup>nd</sup> level, as a free action made as part of making an attack, a sanctified solider can call upon his deity to empower his attack. If he does, all damage dealt by the attack automatically overcomes all forms of damage reduction, and is treated as though it were the sanctified soldier's alignment for the purposes of stopping regeneration. Additionally, if the target's alignment is opposed to the sanctified soldier's alignment on one or more axes (chaos opposes law, evil opposes good), the attack deals double damage, and the sanctified soldier can attempt to dispel the highest-level spell currently affecting the target. The sanctified soldier makes a dispel check (1d20 + his caster level) with a DC of 11 + the caster level of the spell to be dispelled. He may use this ability once each day, plus an additional time each day at 5th level and every 3 levels thereafter, to a maximum of 7 times a day at 20<sup>th</sup> level.

This ability replaces the fervor and channel energy class features.

**Sanctified Defense (Su):** A sanctified soldier can harness the power of his deity in order to defend himself



against attacks. Beginning at 7<sup>th</sup> level, as a swift action which does not provoke attacks of opportunity, a sanctified soldier can add his Wisdom bonus to AC for 1 round. He can use this ability a number of rounds each day equal to his sanctified soldier level.

This ability replaces sanctified armor.

**Champion's Blessing (Su):** A sanctified soldier has the ability to call upon his god for additional attacks. At 10<sup>th</sup> level, as a swift action, a sanctified solder can make an additional attack at his highest base attack bonus as a part of a full-attack action. The sanctified soldier can use this ability a number of times each day equal to 1/2 his sanctified soldier level.

This ability replaces the major blessing ability.

# New Witch Archetypes

The following archetypes are available to characters of the witch class, found in the *Advanced Player's Guide*.

#### **Cauldron** Crone

Not all witches consort with familiars or otherworldly powers. Some take their power directly from their cauldrons, cooking up magic in much the same way that one might cook up a stew. These strange practitioners gain their magic from unusual brews with complex and exacting recipes of rare and exotic ingredients. Though they give up the companionship and animal servitude of a familiar, they form a bond that is no less intense with their magical cookpots.

**Cauldronbound:** The cauldron crone must select Cauldron as the hex she gains at 1<sup>st</sup> level.

Witch's Cauldron (Su): A cauldron crone does not gain a familiar, as most witches do. Instead, she establishes an eldritch bond with a specific cauldron, and when she uses that cauldron she can perform unusual feats of magic. Because a cauldron crone does not have a familiar, she does not need to commune with one to prepare her spells. Instead, she must spend an hour brewing special tonics in her cauldron, which, when consumed, prepare the spells in her mind. Adding different ingredients to this brew allows her to prepare different spells, but none of these ingredients are costly. The cauldron crone stores the recipes used for creating these brews in a formula book, similar to an alchemist's formula book or a wizard's spellbook.

Additionally, whenever the cauldron crone uses her special cauldron to brew a potion with the Brew Potion feat, she can create a potion of any spell, even spells that she has not prepared, or that do not appear on the witch spell list. Doing so increases the DC of the Craft check by +5 (normally, potions are an exception to the rule that allows a character to skip one of the prerequisites of item creation by increasing the DC by 5).

Beginning at 4<sup>th</sup> level, whenever the cauldron crone uses her special cauldron to brew a potion with the Brew Potion feat, the cost do so is only 12 gp x the spell level x the caster level, instead of the normal amount.

Beginning at 10<sup>th</sup> level, the cauldron crone can create potions that replicate spells of 4<sup>th</sup> level. This functions identically to the normal process of creating a potion.

This ability replaces the familiar class feature, as well as the hexes gained at 4<sup>th</sup> and 10<sup>th</sup> level.

**Stew of Visions (Su):** Beginning at 7<sup>th</sup> level, a cauldron crone is able to brew a special concoction in her cauldron which allows her to use the *scrying* and *greater scrying* spells without needing a mirror or a pool of water to do so. Brewing this concoction can be performed while the spell is cast, and does not increase its casting time, but it does cost 50 gp in rare ingredients. The witch must still prepare and cast *scrying* or *greater scrying* separately, and this ability does not work unless she is able to cast the spell. However, whenever the cauldron crone casts a *scrying* spell in this way, the saving throw DC is increased by +2.

#### **Jungle Witch**

While the wild and dangerous depths of tropical jungles are anything but a picnic for most, some, such as the jungle witch, actively seek out such places. Here, they tap into the primal power and life energy of such places, and use them to power their magic.

**Familiar:** A jungle witch must choose a familiar that is native to hot, humid jungle environments, even if she herself operates in another region. Traditionally, this limits the jungle witch to the following familiar choices:

bat, greensting scorpion<sup>UM</sup>, lizard, monkey, pig<sup>UM</sup>, scarlet spider<sup>UM</sup>, snapping turtle<sup>UM</sup>, toad, turtle<sup>UM</sup>, and viper. A jungle witch who gains the Improved Familiar feat can select any familiar she desires, as long as it does not have the cold subtype.

**Patron:** A jungle witch must select her patron from one of the following patron themes: agility, ancestors, animals, death, endurance, healing, occult, plague, spirits, strength, vengeance, water, or wisdom.

**Spells:** A jungle witch treats the following spells as though they were on the witch spell list. She does not, however, learn them automatically.

st-level spells: detect animals or plants, detect snares and pits.

2<sup>nd</sup>-level spells: *forest friend*<sup>UC</sup>, *speak with animals*.

3<sup>rd</sup>-level spells: mad monkeys<sup>UM</sup>, plant growth, speak with plants.

4<sup>th</sup>-level spells: *giant vermin*.

5<sup>th</sup>-level spells: *command plants*.

6<sup>th</sup>-level spells: awaken.

A jungle witch cannot learn or cast any spells with the cold descriptor.

**Poison Familiarity (Ex):** Beginning at 4<sup>th</sup> level, a jungle witch is skilled and knowledgeable about poisons of all sorts. She gains a +2 bonus on saving throws made to resist poisons, and can safely apply poisons without risk of poisoning herself. At 9<sup>th</sup> level, the bonus on saving throws made to resist poisons increases to +5, and at 14<sup>th</sup> level she becomes immune to poisons.

This ability replaces the hex gained at 4<sup>th</sup> level.

**Hexes:** A jungle witch gains access to the following special hexes, and may take them if she chooses.

*Cook Beasts (Su):* The jungle witch can cook the flesh of animals or magical beasts in order to grant some of their power to those who eat it. Cooking a beast in this way takes 1 hour, and expends the entire corpse of the creature. The creature provides one serving per 3 Hit Dice it possesed, and eating the food provides one of the following benefits: *age resistance<sup>UM</sup>, animal aspect<sup>UC</sup>, ant haul<sup>APG</sup>, aspect of the bear<sup>APG</sup>, aspect of the falcon<sup>APG</sup>, bear's endurance, bull's strength, cat's grace, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, eagle's splendor, endure elements, fox's cunning, jump, neutralize poison, owl's wisdom, remove disease, spider climb, or water breathing.* 

The caster level for the effect is equal to the Hit Dice of the consumed animal or magical beast, and an animal or magical beast whose Hit Dice is less than the minimum caster level to cast the spell cannot be used to create that spell effect. The animal or magical beast being consumed must relate in some way to the spell effect, such as an aquatic creature granting *water breathing*, or a particularly strong creature granting *bull's strength*. The GM is the final arbiter of what spells are appropriate for what types of beasts. The jungle witch must have the cauldron hex to select this hex.

Entangling Vines (Su): The jungle witch can summon forth magical vines from the ground to hinder her foes. As a standard action, she can force a single creature within 30 feet to succeed on a Reflex save (DC 10 + 1/2 the jungle witch's witch level + the jungle witch's Intelligence modifier) or be entangled by vines which burst from the ground. The witch must maintain this effect as a standard action each round, or the vines retreat back into the earth, releasing the target. Despite the fact that the vines emerge from the ground, they are not securely anchored, and move with the target, rather than preventing him from moving. The creature can escape entanglement with a successful Strength check (DC 10 + the jungle witch's Intelligence modifier), or a successful Escape Artist check (DC 10 + 1/2 the jungle witch's witch level + the jungle witch's Intelligence modifier), both as standard actions.

Herb Lore and Mixology (Ex): The jungle witch is particularly knowledgeable about herbs and their uses. She gains a bonus equal to 1/2 her witch level on all checks made to forage herbs or to create special preparations or compounds from herbs. Additionally, when the jungle witch reaches 8<sup>th</sup> level, she can combine up to two preparations, compounds, or potions together. Doing so requires one hour of work and both of the components to be combined, as well as a successful Craft (alchemy) check, with a DC equal to the highest Craft DC of the component items +5. The result of such a combination functions identically to its two component parts, and requires only a standard action to use.

*Nature Lore (Ex):* The jungle witch is particularly in tune with the forces of nature, and can cast certain spells normally reserved for druids. The witch may choose one spell that appears on the druid spell list at each spell level. She treats those spells as though they appeared on the witch spell list at the same level. She does not automatically learn these spells, however.

### New Witch Hexes

The following hexes are available to witches, as well as other characters with access to hexes. For more information on hexes, see the *Advanced Player's Guide*. Several of these hexes reference enhanced poisons and diseases. For more information about enhanced poisons and diseases, see *Scourge: The Deluxe Guide to Disease and Poison*.

**Death Curse (Sp):** Once per day, when the witch is reduced to fewer than 0 hit points, she can utter a powerful curse of vengeance. She effectively casts *bestow curse* as a spell-like ability, but can do so as a free action even if it is not her turn, and doing so does not provoke attacks of opportunity. The range of the effect is increased to 60 feet, and the witch can target any creature within that range, even if that creature is not the one that reduced her to fewer than 0 hit points. The saving throw DC for the effect is equal to 10 + 1/2 the witch's class level + the witch's Intelligence modifier.
**Gifted Healer (Ex):** The witch is naturally gifted at combating poisons and diseases, and gains a bonus equal to 1/2 her witch level on Heal checks made to treat poisons and diseases. This bonus also applies to caster level checks made to remove poisons or diseases with spells like *remove disease*. Finally, the witch herself is particularly resistant to poisons and diseases: she gains a +4 bonus on saving throws made to resist poisons and diseases, and whenever there is a percentage chance that she is exposed to a disease, she rolls twice and takes the better result.

**Poisonous Nails (Su):** As a standard action, the witch can cause her nails to become steeped in a virulent poison. Whenever she does so, she chooses a single contact or injury poison. If the poison is an enhanced poison, its CR must be no greater than 1/2 the witch's class level (rounded down, minimum 1). If the poison is a normal poison, the cost in gold pieces for a single dose must be no more than 100 gp per witch level of the witch. Either way, the first time that the witch deals damage to a creature with the natural attacks granted by the nails hex, the target is exposed to the poison. The poison lasts for one minute, and is wasted if the witch does not damage a creature with her nails before that time. The witch can use this ability a number of times per day equal to her Intelligence modifier. The witch must have the nails hex in order to select this hex.

**Purify Body (Su):** As a standard action, the witch can touch a creature in order to help purify his body of the influences of disease and poison. If the creature is currently affected by an enhanced disease or enhanced poison, the disease or poison moves to the next-lowest stage (if the disease or poison is currently in stage one, this has no effect; in the case of poisons, the toxicity decreases to an appropriate amount for the new stage). If the creature is currently affected by a normal disease or normal poison, the target automatically succeeds on his next saving throw to resist that disease or poison. If the target is currently affected by more than one disease or poison, only the disease or poison of the witch's choice is affected. Once a creature has benefited from the purify body hex, it cannot benefit from it again for 24 hours.

**Touch of Plague (Su):** As a standard action, the witch can touch a creature in order to subject that creature to a disease of her choosing. If the disease is an enhanced disease, its CR must be no greater than 1/2 the witch's class level (rounded down, minimum 1). If the disease is a normal disease, its saving throw DC must be no greater than 10 + 1/2 the witch's class level + the witch's Intelligence modifier. Either way, the affected creature is exposed to the disease, although any incubation period the disease has still applies. A creature cannot be the target of this hex again for 1 day.

**Toxify (Su):** As a standard action, the witch can dramatically increase the toxicity of a poison that is already within the body of a creature within 60 feet of her. If the target is affected by an enhanced poison, that poison's toxicity increases by an amount equal to the witch's Intelligence modifier. If the target is affected by a normal poison, that poison's DC is increased to be equal to 10 + 1/2the witch's class level + the witch's Intelligence modifier, if that would be higher than the poison's normal DC. If the target is affected by more than one poison, choose a single poison to be affected by this ability. A creature cannot be the target of this hex again for 1 day.

## New Wizard Archetypes

The following archetypes are available to characters of the wizard class.

#### Improvisational Archmage

These wizards are never caught off guard. They spend much of their studies learning to cast spells for any situation so as not be caught by surprise. In addition to learning to cast spells of any kind, they learn to cast spells in a variety of dangerous situations.

Arcane Bond: An improvisational archmage is bound to a single special item, which he can use to cast spells. An improvisational archmage must select bonded object at 1<sup>st</sup> level for his arcane bond. Instead of being able to cast any one spell that the wizard has in his spellbook and is capable of casting, once per day, an improvisational archmage's bonded item allows him to immediately prepare any spell on the sorcerer/wizard spell list in an unused spell slot, even if the spell is not in his spellbook. Doing so is a swift action, and replaces the spell previously prepared in that slot. The spell slot used must be of a high enough level for the chosen spell slot. The improvisational archmage's arcane bond otherwise functions as a normal bonded item.

This ability modifies the arcane bond class feature.

**Clutch Casting (Ex):** An improvisational archmage is able to cast a limited number of spells each day while in a pinch. At 1<sup>st</sup> level, an improvisation archmage may cast any spell he has prepared with a casting time of 1 standard action or less as a swift action without using somatic or verbal components. If he does, he cannot cast any other spells that turn. He cannot use this ability in any round in which he has already cast a spell. At 1<sup>st</sup> level, the improvisational archmage may use this ability once each day. At 5<sup>th</sup> level, and every 5 levels thereafter, he may use this ability an additional time each day.

This ability replaces the scribe scroll class feature, and all wizard bonus feats.

#### Master of the Dark Arts

Rather than specializing in one of the traditional eight schools of magic, a master of the dark arts specializes in dark and forbidden magic, regardless of what school it might belong to. Though they are commonly accused of being amoral at best—and downright wicked at worst—not all of these dark wizards are evil, and many simply see forbidden magic as a resource that, while dangerous, can be used for good or ill, as long as it is handled with care.

Arcane School: A master of the dark arts cannot choose an arcane school.



**Control the Darkness (Ex):** A master of the dark arts is an expert on how to use forbidden magic in a safe way, and so is better able to prevent the kinds of calamities that are often caused by such spells. Whenever the master of the dark arts rolls a d% to determine if a calamity will occur, or to determine what type of calamity will occur if one does occur, he may roll twice and take the better result. At 20<sup>th</sup> level, whenever he casts a spell that would cause him to gain one or more profane points, he gains 1 less profane point than he otherwise would (to a minimum of o profane points). For more information on calamities and profane points, see *The Book of Forbidden Magic*.

**Blacken Spell (Su):** Whenever a master of the dark arts casts a spell with a single target that does not have the forbidden descriptor, he can choose to have it gain the forbidden descriptor, and gain 1 profane point. If he does, he may choose one of the following effects to apply to the spell:

- Increase the spell's saving throw DC by +2.
- Treat his caster level as 4 higher than it actually is for the purposes of the spell.
- The spell deals an additional amount of damage equal to his caster level (if the spell already deals damage, the damage is of the same type. Otherwise, it is untyped).

Casting a spell in this way has the potential to cause a calamity, just as casting any other spell with the forbidden descriptor does. The master of the dark arts can use this ability a number of times per day equal to his Intelligence modifier. For more information on the forbidden descriptor and profane points, see *The Book of Forbidden Magic*.

**Trigger Calamity (Su):** Beginning at 8<sup>th</sup> level, as a full-round action, a master of the dark arts can instill dark energies in another creature, potentially causing that creature to suffer a calamity. The target must be within 30 feet of the master of the dark arts, and the master of the dark arts must succeed on a ranged touch attack in order to hit the target. If the attack hits, the target immediately gains a number of profane points equal to the master of the dark arts' wizard level, and must roll to see if a calamity occurs, exactly as though the target had cast a spell with the forbidden descriptor. Using this ability causes the master of the dark arts to gain 3 profane points, even if the ranged attack misses and the target is unaffected. The master of the dark arts can use this ability 3 times per day. For more information on calamities and profane points, see The Book of Forbidden Magic.

# Plant Companions

This section presents rules for plant companions, a character option available to any character that could gain an animal companion. In most ways, plant companions function identically to animal companions. Any character that would gain an animal companion can instead choose to gain a plant companion (except for characters that would gain an animal companion, instead). Plant companions follow the same rules as animal companions, and gain the same benefits as the druid increases in level, with the following exceptions:

#### **Plant** Traits

Plant companions have low-light vision, and are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), as well as paralysis, poison, polymorph effects, sleep effects, and stunning. Certain spells and effects that specifically affect plants may bypass these immunities.

#### Saving Throws

Plant companions have poor Reflex saves. When determining a plant companion's base Reflex save, use the bonus listed for Will saves on Table: Animal Companion Base Statistics (from the *Pathfinder Roleplaying Game Core Rulebook*), instead of the bonus listed for Reflex saves.

#### Tricks

While plants cannot normally learn tricks, plant companions can. However, the number of tricks that they can learn is limited to the number of bonus tricks they are allotted, as listed on Table: Animal Companion Base Statistics (from the *Pathfinder Roleplaying Game Core Rulebook*). A plant companion cannot learn any tricks as a result of its Intelligence score (if it has one).

# **New Plant Companions**

The following section provides a number of plant companions. They are listed in alphabetical order.

### SHRUB, FRUIT-BEARING

STARTING STATISTICS Size Small; Speed 20 ft.; AC +3 natural armor; Attack slam (1d6); Ability Scores Str 12, Dex 14, Con 12, Int 2, Wis 13, Cha 11; Special Qualities plant traits

#### 7<sup>TH</sup>-LEVEL ADVANCEMENT

Size Medium; Speed 30 ft.; AC +3 natural armor; Attack slam (1d8); Ability Scores Str +4, Dex -2, Con +2; Special Qualities fruit-bearing

**Fruit-Bearing (Ex):** A fruit-bearing shrub produces enough fruit each day to sustain 1 Medium-sized creature per four druid levels its master possesses. Additionally, it can cast *goodberry* as a spell-like ability three times per day.

#### TREE, OAK

STARTING STATISTICS Size Medium; Speed 15 ft.; AC +4 natural armor; Attack slam (1d8); Ability Scores Str 10, Dex 8, Con 12, Int 2, Wis 12, Cha 9; Special Qualities plant traits

#### 7<sup>TH</sup>-LEVEL ADVANCEMENT

**Size** Large; **Speed** 20 ft.; **AC** +2 natural armor; **Defensive Abilities** stand tall; **DR** 2/slashing; **Attack** slam (2d6); **Ability Scores Str** +8, **Dex** -2, **Con** +4

**Stand Tall (Ex):** When the oak tree is targeted by a spell or ability that allows a Fortitude or Will save to negate some or all of its effects, it can choose to automatically succeed on that saving throw. If it does, it immediately becomes exhausted. The oak tree can use this ability once per day.

#### TREE, WILLOW

#### STARTING STATISTICS

**Size** Medium; **Speed** 20 ft.; **AC** +3 natural armor; **Attack** two slams (1d6); **Ability Scores Str** 12, **Dex** 12, **Con** 12, **Int** 2, **Wis** 13, **Cha** 11; **Special Qualities** plant traits

#### 7<sup>TH</sup>-LEVEL ADVANCEMENT

Size Large; Speed 30 ft.; AC +2 natural armor; Defensive Abilities bend in the wind; Attack two slams (1d8); Ability Scores Str +8, Dex -2, Con +4.

**Bend in the Wind (Ex):** When the willow tree is the target of a melee attack, before the attack roll is made, it can choose to roll with the attack, allowing itself to be hit in the hopes of mitigating some of the damage. If it does so, the attack automatically hits, but deals only half damage (rounded up), and the attack cannot result in a critical hit. The willow tree cannot use this ability more than once per minute.

#### VINE, FRUIT-BEARING

#### STARTING STATISTICS

**Size** Small; **Speed** 10 ft.; **AC** +2 natural armor; **Attack** slam (1d3 plus grab); **Ability Scores Str** 10, **Dex** 14, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11; **Special Qualities** plant traits; **CMB** +4 grapple; **CMD** can't be tripped

#### 7<sup>TH</sup>-LEVEL ADVANCEMENT

**Size** Medium; **Speed** 15 ft.; **AC** +2 natural armor; **Attack** slam (1d6 plus grab); **Ability Scores Str** +4, **Dex** -2, **Con** +2.; **Special Attacks** constrict (1d8); **Special Qualities** fruitbearing

**Fruit-Bearing (Ex):** A fruit-bearing vine produces enough fruit to sustain 1 Medium-sized creature per four druid levels its master possesses. Additionally, it can cast *goodberry* as a spell-like ability three times per day.

#### VINE, THORNY

#### STARTING STATISTICS

**Size** Small; **Speed** 10 ft.; **AC** +2 natural armor; **Attack** slam (1d2 + 1d4 slashing plus grab); **Ability Scores Str** 12, **Dex** 12, **Con** 10, **Int** 2, **Wis** 11, **Cha** 9; **Special Qualities** plant traits; **CMB** +4 grapple; **CMD** can't be tripped

#### 7<sup>TH</sup>-LEVEL ADVANCEMENT

**Size** Medium; **Speed** 15 ft.; **AC** +2 natural armor; **Attack** slam (1d4 + 1d4 slashing plus grab); **Ability Scores Str** +4, **Dex** -2, **Con** +2.; **Special Attacks** constrict (1d6 + 1d4 slashing).

# Chapter 2: Extraordinary Feats



Extraordinary Feats is our weekly article devoted to providing new feats of every sort. In 2014, we created 160 new feats, as well as an additional 26 new monster feats.

This chapter contains all the content from Extraordinary Feats produced over the course of 2014, with the exception of preview material from another product, and the alternate favored class options for the new races introduced this year in the Exotic Encounters article (these alternate favored class options are included along with the races, in the Exotic Encounters chapter). The feats are listed in alphabetical order. Table 2-1: Feats summarizes the majority of these feats. This table is too long to fit on a single page, and is divided up into several sections, and listed on each odd-numbered page from 41 to 49. Several additional tables list all metamagic feats, metaperformance feats, and solo feats. Monster feats are listed at the end of the chapter, in alphabetical order, and are summarized in Table 2-5: Monster Feats. Combat feats are denoted with an asterisk, and feats that require another feat as part of their prerequisites are listed on these tables under the feat that they require, instead of their normal alphabetical place. Note that the abilities and prerequisites of these feats are

abbreviated in these tables. See the feat's full description for details.

Several of the feats in this chapter contain material that references content from another Necromancers of the Northwest product. In these cases, a note at the end of the feat will provide information about what product contains the referenced content.

This chapter presents several new types of feats, as well as several feats that belong to existing types of feats. In addition to the combat feats, critical feats, and metamagic feats, like those found in the *Pathfinder Roleplaying Game Core Rulebook*, and monster feats, like those found in the *Pathfinder Bestiary*, there are also chivalry feats, grit feats, metaperformance feats, psionic feats, and solo feats. Some of these groups of feats have special rules that apply to them. These are outlined on the following page. Some of these groups of feats are listed in a separate table, while others are included in the general Table 2-1: Feats. All feats that belong to a specific group have that group's name listed in parentheses at the end of the feat's name.

# Types of Feats

This book introduces a variety of new types of feats, some of which have special rules which apply to them. The following section outlines these special rules.

#### **Metaperformance Feats**

Metaperformance feats are feats that modify bardic performances. A character can apply no more than one metaperformance feat to a single performance at any given time. Most metaperformance feats cause the performance to use up multiple rounds of bardic performance for each actual round that they are used.

#### Solo Feats

Solo feats provide an edge to single characters who are fighting against two or more opponents simultaneously. All solo feats provide a benefit that only applies when you are fighting alone against a certain number of enemies. For the purposes of solo feats, "fighting alone" means that none of your allies are participating in the combat in any way (including casting spells, using special abilities, making ranged attacks, and so on). In fact, even being present and refraining from acting may count as being a part of the fight, if your opponents spend time attacking or otherwise interfering with your ally instead of fighting you. Familiars, animal companions, eidolons, cohorts, and followers all count as allies for the purposes of solo feats, and if they are involved in the fight then you are not considered to be fighting alone. The GM is the final arbiter of what does and does not count as fighting alone.

# New Feats

The following feats are presented in alphabetical order. Monster feats are presented separately, at the end.

#### Advanced Opportunist (Combat)

By focusing on poise and defense, you are better able to exploit weaknesses in your foe's defense, allowing you to strike more often and more precisely.

**Prerequisites:** Combat Expertise, Combat Reflexes. **Benefit:** Whenever you use the Combat Expertise feat, you may make any number of attacks of opportunity until the beginning of your next turn. Additionally, you gain an insight bonus on all damage rolls made as part of an attack of opportunity equal to the dodge bonus to AC gained through the Combat Expertise feat. This bonus lasts until the beginning of your next turn, and does not apply to damage rolls not made as part of an attack of opportunity.

#### Advantageous Opportunist (Combat)

You are adept at exploiting the weaknesses of your foes and can place your blade in the most effective spots when your opponents turn their back.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You deal additional damage and strike more accurately whenever you make an attack of opportunity. You gain a +1 bonus to all attack and damage rolls made as part of an attack of opportunity. These bonuses increase by an additional +1 for every 4 points of base attack bonus you possess (to a maximum of +6 at base attack bonus +20).

#### Alert Combatant (Combat)

Your combat alertness is such that you remain in fighting shape, even under the adverse effects of combat. **Prerequisite**: Defensive Combat Training or Improved Grapple.

**Benefit**: While you have the dazed, grappled, or nauseated condition, you may make attacks of opportunity as normal.

#### Alien Grenade

You have learned to use chemicals from beyond the stars to create more powerful explosives.

Prerequisite: Throw Anything, character level 6<sup>th</sup>. Benefit: Any thrown splash weapon you create, including the bombs created by the alchemist bomb class feature, can be infused with alien chemical compounds, making them more explosive. Infusing the splash weapon with these compounds is a move action (in the case of alchemist bombs, infusing the bomb with these compounds increases the time it takes to create and throw the bomb to a full-round action, instead). All such splash weapons deal an additional 2d6 points of damage, and all damage dealt by the splash weapon is half fire damage and half untyped damage which cannot be resisted by any form of energy resistance. The compounds are highly volatile, and if the splash weapon is not used by the end of the turn that it was infused with them, it explodes, dealing damage as though it had scored a direct hit on any creature that has the splash weapon in his possession, and splash damage to other creatures within range. It costs 50 gp in raw material components to infuse a splash weapon in this way.

#### Alien Tech Proficiency

Through careful study, you have learned to master the secrets of the operations of a piece of alien technology.

**Benefit:** Choose a single type of alien tech described under the alien tech section of a creature whose CR is less than or equal to your character level. You are proficient in the use of that item and understand how to use it intrinsically. For more information on alien tech, see *Cosmic Threats - A Bestiary of Alien Creatures*.

**Special**: You can gain Alien Tech Proficiency multiple times. Each time you take the feat, it applies to a new type of alien tech.

Table 2-1: Feats Feats	Prerequisites	Benefits
Advanced Opportunist*	Combat Expertise, Combat Reflexes	Make additional attacks of opportunity, deal extra damage when using Combat Expertise
Advantageous Opportunist*	Base attack bonus +1	+1 bonus to attack and damage rolls on attacks of opportunity
Alert Combatant*	Defensive Combat Training or Improved Grapple	Make attacks of opportunity when dazed, grappled, or nauseated
Alien Grenade	Throw Anything, character level 6th	Deal an extra 2d6 damage with a thrown splash weapon
Alien Tech Proficiency	-	No penalty on attacks made with one type of alien tech
Athletic Prowess	Acrobatics, Climb, or Swim 5 ranks, Toughness	+1 hp per 2 ranks in Acrobatics, Climb, or Swim
Athletic Recovery	Str, Dex, or Con 12	+2 bonus to Str, Dex, and Con when you awaken
Avenging Smite	Smite evil or smite good class feature	Activate or boost smite ability when subjected to a critical hit
Awakened Recovery	Base Fort save +3	Regain +1 hp/HD each time you sleep
Beggar		Gain 1d8 gold and a +2 bonus to Knowledge (local) checks
Berserker Charge*	Great Cleave or Whirlwind Attack	Make an attack against each creature you threaten after charging
Bombardment Specialist*	-	Gain bonuses when you attack using falling objects
Burst of Energy		+5 bonus to Acrobatics, Climb, and Swim plus +10 feet of movement for 1 turn
Careful Study	Knowledge (any) 1 rank	+2 bonus to a Knowledge check to identify a creature as a standard action
Cautious Approach		Prevent attacks of opportunity from a creature you have studied
Channel Elements	Character level 8th, channel energy class feature	Deal elemental damage by expending uses of channel energy
Channel Elemental Spell	Channel Elements, caster level 7th, any of the following domains: air, earth, fire, or water	Expend a use of channel energy to cast a spell of the air, earth, fire, or water domain
Elemental Summons	Channel Elements	Expend a use of channel energy to summon one or more elementals
Charging Dismount*	Spirited Charge	Dismount at the end of a charge to deal triple normal damage
City Slicker	_	+2 bonus to Bluff, Diplomacy, and Knowledge (local) checks in selected settlements
Clear Eyes	Perception 5 ranks, Survival 1 rank	Able to see 30 ft. in conditions that limit your
Storm Seeker	Clear Eyes	vision Gain bonuses when fighting in stormy conditions
Clear Shot*	Point Black Shot, Precise Shot	+1 attack and damage on ranged attacks when
Combat Expert*	Base attack bonus +6	target doesn't have cover or concealment May take a -2 penalty on combat maneuver checks to avoid attacks of opportunity
Commanding Smite	Smite evil or smite good class feature	Command the target of your smite
Condemning Smite	Smite evil or smite good class feature	Target a creature of any alignment with your
Critical Command	Diplomacy 1 rank, base attack bonus +4	smite ability Convince the target of your critical hit to surrender
Daycaster	Caster level 1st	Increase the DC or caster level of spells you cast in bright light

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#### **Athletic Prowess**

Your constant physical exertions have left you conditioned for anything.

**Prerequisites:** Acrobatics, Climb, or Swim 5 ranks, Toughness.

**Benefit:** For every 2 ranks you have in Acrobatics, Climb, or Swim, you gain 1 hit point. Each skill is counted separately for this purpose (*for example, a character with 3 ranks in Acrobatics, 4 ranks in Climb, and 5 ranks in Swim would gain 5 extra hit points: 1 from Acrobatics, 2 from Climb, and 2 from Swim*). These bonus hit points stack with those granted by Toughness.

#### Athletic Recovery

When you rest, your body recovers from its daily trials, ready to exert itself in new and more demanding ways.

Prerequisite: Str, Dex, or Con 12.

**Benefit:** Whenever you awaken from rest, you gain a +2 bonus on all Strength, Dexterity, and Constitution-based skill and ability checks for 1 hour per character level you possess.

#### **Avenging Smite**

You call upon the wrath and fury of the divine in order to punish those who would dare stand against you. **Prerequisite**: Smite evil or smite good class feature. **Benefit**: Whenever you are the target of a successful critical hit made by a creature that you could target with your smite ability, you may immediately activate that ability, targeting that creature. If you do, the bonuses granted to attack and damage by the smite ability are increased by +2. If you are the target of a successful critical hit made by a creature that is already the target of your smite, the bonuses granted by the smite to attack and damage are increased by +2 for the remainder of the smite effect.

#### Awakened Recovery

Like the great creatures of the woods and frosty planes, you enter particularly deep sleeps which always allow you to awaken rested. Falling into this mode when magically put to sleep is just a matter of training.

Prerequisite: Base Fortitude save +3.

**Benefit:** Whenever you awaken from sleep, whether natural or magical, you regain 1 hit point per Hit Dice you possess. This additional healing stacks with any healing you would normally gain as a result of having been asleep. This ability does not grant you any other benefits of rest, such as regaining spells or other class features with limited uses per day.

#### Beggar

You spend your time on street corners, asking for spare coin and chatting with the locals, allowing you to strike it rich and learn the city's secrets at the same time.

**Benefit:** While in an urban environment, you can choose to spend time begging for wealth. Doing so takes 12 hours of time, and generates 1d8 gold pieces' worth of wealth (typically in the form of copper pieces). While begging, you can make a special Diplomacy check to gather information, and gain a +5 bonus on this check. You cannot perform any

other activities while begging, but after begging for 12 hours, you gain a +2 competence bonus on all Knowledge (local) checks made in that urban environment for 1 week.

#### Berserker Charge (Combat)

Like a raging berserker, you rush an entire squadron of enemies, swinging wildly and shouting with murderous triumph.

**Prerequisite:** Great Cleave or Whirlwind Attack. **Benefit:** When you use the charge action, at the end of your movement you may make a single melee attack at your highest base attack bonus against each creature you threaten. You suffer a cumulative -2 penalty on each attack for each previous attack you made as part of this action.

#### Bombardment Specialist (Combat)

You are an expert when it comes to using gravity to deliver your attacks.

**Benefit:** Whenever you cause an object to fall onto a creature (whether you drop it, push it off a cliff or similar surface, or use some mechanism to do so) that falling object deals an additional 2d6 points of damage, in addition to what it otherwise would, to any creature that it strikes. Additionally, the object still does full damage to the target, even if it falls less than 30 feet. You also gain a +2 bonus on ranged touch attacks made to drop objects on a creature, and you treat the range increments of such dropped objects as 30 feet, rather than 20 feet. Finally, the Reflex DC to take half damage from the object is equal to 10 + 1/2 your base attack bonus + your Dexterity modifier, or the normal DC, whichever is higher.

#### Burst of Energy

You go all-out in a single blast of athletic prowess, leaving you tired afterward.

**Benefit:** As a swift action, you can grant yourself a +5 bonus on Acrobatics, Climb, and Swim checks until the end of your turn, and increase your movement speed by 10 feet for the same duration. If you do, then at the end of your turn, you must make a Constitution check (DC 15) or be fatigued for 1 minute. You cannot use this ability while fatigued or exhausted.

#### Careful Study

You can take your time to search your mind for more information and facts, struggling to remember details and bits of lore about creatures.

Prerequisite: Knowledge (any) 1 rank.

**Benefit:** As a standard action, you may attempt to study a creature in more detail. If you do, you may immediately make a single Knowledge check to identify that target, and you gain a +2 circumstance bonus on this check. You may make this check even if you have already made a Knowledge check to identify the creature in question. If the check is successful, you learn details about the creature as normal.

# Table 2-1: Feats (continued)

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Feats	Prerequisites	Benefits
Death Curse	Ability to cast a spell with the curse descriptor	Curse a creature as you die
Defender of Maidens		+2 bonus on saving throws made to resist charm effects
Defender of the Faith	Must worship a specific deity	Gain a bonus to AC against creatures whose alignments oppose your deity's
Defender of the Meek	Character level 3rd	Gain bonuses when fighting creatures whose CR is over 2 + your character level
Defoliant Expert	Craft (alchemy) 1 rank	Able to affect plants with poisons or spells with the poison descriptor
Deny Spell		Attempt a concentration check to stop casting a spell that would go awry
Dire Charge*	Critical Focus and Improved Critical (any melee weapon)	
Dire Defense*		+4 bonus to AC vs attacks to confirm critical hits with a critical multiplier of x3 or higher
Dire Strike	Deadly Aim or Power Attack	Gain 2 profane points and attack each turn to increase your damage for 1 minute
Directed Fall	Acrobatics 1 rank	Correct your course as you fall
Dirty Fighting Specialist*	Greater Dirty Trick	Reduce a dirty trick's duration to impose additional conditions
Disorienting Critical*	Critical Focus, base attack bonus +13	Whenever you score a critical hit, the target is confused
Dizzy Cobra*	Acrobatics 1 rank, Dodge	Attack an adjacent creature as an immediate action when you get up from prone
Drag Down*	Dex 13, Acrobatics 1 rank	Trip adjacent creatures when you are knocked prone
Drastic Maneuver*	Base attack bonus +1	Trade AC for a bonus to combat maneuver checks
Endless Grit	Gunslinger level 20th	Spend 1 minute to regain grit
Enhanced Antidotes	Skill Focus (Heal)	Able to create an antidote to any poison you are familiar with
Enhanced Venom	Skill Focus (Craft [alchemy])	May increase the potency of any poison you create using Craft (alchemy)
Dilute Venom	Enhanced Venom	Reduce the potency of a poison to create a 2nd dose
Exolinguist	Linguistics 10 ranks	Temporarily learn a language in 1 hour
Expert Defensive Training*	Combat Expertise	Double your bonus to CMD from Combat Expertise
Expert Herbalist	-	+1 bonus on Heal and Know (nature) checks and harvest +1 dose when gathering herbs
Expert Opportunist*	Base attack bonus +1	Make an additional attack of opportunity each round
Master Opportunist*	Combat Reflexes or Expert Opportunist, base attack bonus +6	Make an additional attack against a creature that provokes an attack of opportunity
Supreme Opportunist*	Combat Reflexes or Expert Opportunist, base attack bonus +6	Make an attack of opportunity when a creature performs a combat maneuver
Exposing Strike*	Base attack bonus +1	Impose a -2 penalty to AC and to attack rolls on the target of your attack of opportunity
Fall Back*	Acrobatics 1 rank	Take a 5-ft. step before falling prone
Falling Sky Attack*	Acrobatics 1 rank, Climb 1 rank	Jump down into a creature's square to make an attack against him and knock him prone
Favorite Plague		Boost the potency of a single disease
Fear Focus	Ability to cast a spell with the fear descriptor	Improve spells you cast with the fear descriptor
Fell Resolve	Diehard	Gain 1 profane point and for 1 turn you cannot be killed through death effects or hp damage

#### **Cautious** Approach

You take the time to scout out the opponent's moves and learn the best way to avoid them, allowing you to approach cautiously without risking personal injury.

**Benefit:** You may spend a standard action to study a foe. If you do, select one creature you can see. Until the beginning of your next turn, you do not provoke attacks of opportunity as a result of leaving a square that that creature threatens.

#### **Channel Elemental Spell**

You can spontaneously convert channeled energy into spells of your chosen element.

**Prerequisite:** Channel Elements, caster level 7<sup>th</sup>, any of the following domains: air, earth, fire, or water.

**Benefit:** As a swift action, you can expend a use of your channel energy class feature in order to cast an elemental spell without expending a spell slot. The chosen spell must appear on the spell list of the air, earth, fire, or water domain, and you must have access to the domain in question. Further, the spell must be at least two spell levels lower than the highest spell level you can cast. The spell has its normal casting time, in addition to the swift action to be able to use it. If you do not begin casting the spell by the end of your next turn, the effect is wasted.

#### **Channel Elements**

You can channel the power of the elements, instead of channeling positive or negative energy.

**Prerequisites:** Character level 8<sup>th</sup>, channel energy class feature.

**Benefit:** As a standard action, you can expend two uses of your channel energy class feature in order to channel acid, cold, electricity, or fire damage, instead. This unleashes a wave of the chosen energy type, which causes your channel energy to deal damage of the chosen type to each creature in the affected area (the amount of damage does not change). A successful Reflex save (DC 10 + 1/2 your cleric level + your Charisma modifier) halves this damage. You choose which energy type to use each time you use this ability.

#### Charging Dismount (Combat)

You urge your steed forward in a devastating charge, only to leap from the saddle at the last moment, striking out mightily with your weapon as you gracefully soar to the ground. **Prerequisite:** Spirited Charge.

**Benefit:** Whenever you use the charge action while mounted, at the end of your movement you may attempt a Ride check to dismount as a free action. If the attempt is successful, you deal triple the normal damage you would for a charge attack, or 4 times normal damage if you are using a lance. If the check fails, you fall prone and your attack automatically misses. Either way, you must end your movement in a square from which you threaten the target of the charge.

#### **City Slicker**

You might not be much for rugged wilderness or high court, but you know this city like the back of your hand. Benefit: When you gain this feat, select a number of settlements equal to your Charisma modifier. The chosen settlements must be of large town size or larger, and must be ones that you are aware of and have been to before. If you have not yet been to that many settlements of that size, any time you spend at least 1 day in such a settlement in the future, you may designate that city as one of the settlements you select with this feat. In each of those settlements, you gain a +2 bonus on all Bluff, Diplomacy, and Knowledge (local) checks. These bonuses do not stack with those granted by Skill Focus. Additionally, if you have spent at least 1 full year living in one of the selected settlements, you may take 10 on Bluff, Diplomacy, and Knowledge (local) made in that settlement.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new selection of cities.

#### **Clear Eyes**

You can see through, sleet, snow, rain, and mist alike, when others would be blinded.

**Prerequisites:** Perception 5 ranks, Survival 1 rank. **Benefit:** You can see further in conditions which would limit your vision. If an environmental condition, such as a sleet storm or an *obscuring mist* spell would limit your vision to less than 30 feet, you can see normally up to 30 feet in those conditions, allowing you to see things that would otherwise be obscured, and negating any miss chance imposed by such conditions. Further, you do not suffer penalties to Perception checks as a result of rain or similar weather conditions. This feat has no effect on other things that can impair your vision, such as blindness or darkness.

#### Clear Shot (Combat)

When there is nothing in your way, you can take the time to aim and deliver deadly shots at your foes.

Prerequisites: Point Black Shot, Precise Shot.

**Benefit:** Whenever you make a ranged attack against a target within the first range increment of your weapon, you gain a +1 bonus on the attack and damage rolls, so long as that target is not benefiting from cover or concealment.

#### Combat Expert (Combat)

Through practicing tried and true combat techniques, you have learned to perform certain key maneuvers without leaving yourself open to attack.

**Prerequisite:** Base attack bonus +6.

**Benefit:** Whenever you would make a combat maneuver check, you may choose to suffer a -2 penalty on the combat maneuver check; if you do, you do not provoke attacks of opportunity for performing that combat maneuver. You may still provoke attacks of opportunity as normal for other actions taken during the combat maneuver (such as moving as part of a bull rush).

Table 2-1: Feats (continu Feats	Prerequisites	Benefits
Fleet Disappearance	Run, Stealth 1 rank	Make a Stealth check with a +4 bonus after using the run action
Fog Hide	Stealth 1 rank, Blind Fight	Attackers must roll miss chance twice and take the worse result
Freezing Fist*	Stunning Fist	Expend 1 use of your Stunning Fist attack to deal an additional 1d6 points of cold damage
Deep Freeze*	Freezing Fist, or the ability to deal cold damage with a natural or unarmed attack	Your natural and unarmed attacks bypass any resistance or immunity to cold damage
Frightening Magic	Ability to cast 1st-level spells	Add the fear descriptor to the spell as you cast it
Frozen Magic	Ability to cast a spell with the cold descriptor	Your spells with the cold descriptor become more effective in areas of cold weather
Frozen Resolve	Ability to cast an arcane spell of 1st level or higher with the cold descriptor	Prepared spells with the cold descriptor power bonuses to Will and Fort saving throws
Head Bash*	Stealth 1 rank, Improved Shield Bash	May be able to stagger a creature you hit with a shield bash
Hearty Health		Experience symptoms 1 stage lower for any enhanced poison or disease you suffer from
Herbal Alchemist	-	+2 bonus on Craft (Alchemy) and require 1 less dose of an herb to create a special substance
Herbal Assassin		+2 bonus to resist poisons and +1 bonus to saving throw DC of herbal poisons you create
Herbal Explorer		+2 bonus to most Survival checks and reduce the time required to forage for herbs
Herbal Grenadier		Gain bonuses vs grenade-like weapons and to the saving throw DC of any alchemical item
In the Face of Fear	Iron Will	Gain a bonus to attack and damage when you make a save vs a fear effect
Interactive Penetration	Spell Penetration, ability to cast any interactive spell	Interactive abilities of interactive spells you cast are not subject to SR
Intercept*	Base attack bonus +6	Forgo an attack to force an opponent's attack to miss you
Interfering Critical*	Arcane Strike, Critical Focus, base attack bonus +11	Whenever you score a critical hit, the target suffers from spell failure
Lay in Wait*	Base attack bonus +6	When you use the total defense action, you can move to attack creatures within 30 ft.
Lethal Blow*	Critical Focus	If a confirmation roll is also a critical threat, roll again to increase the critical multiplier
Long Charge	Run	Move up to 3x your speed when charging
Numbing Cold	Base Fortitude save bonus +6	Convert cold damage you suffer to twice as much nonlethal damage
One Thousand Tiny Cuts	Two Weapon Fighting, sneak attack +2d6	Sacrifice sneak attack dice to increase your attack roll
Overwhelming Charge*	Improved Bull Rush or Improved Trip	Make a combat maneuver check after charging to knock the target prone 5 ft. away
Party Animal		+1 bonus on ability checks, skill checks, and saving throws when you gain a morale bonus
Perfect Control		Able to act more freely when conditions would limit your actions
Perfect Rest		Gain a variety of benefits based on your sleeping condition
Meditative Renewal	Perfect Rest, character level 5th	+2 enhancement bonus to Int, Wis, or Cha for 24 hours
Renew the Body	Perfect Rest, character level 5th	+2 enhancement bonus to Str, Dex, or Con for 24 hours

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#### **Command Elementals**

You can channel the powers of the elements in order to command elemental creatures.

Prerequisites: Turn Elementals, character level 6th. Benefit: As a standard action, you can use one of your uses of channel energy to enslave outsiders of the elemental subtype you selected for the Elemental Channel feat that are within 30 feet of you. The outsiders receive a Will save (DC 10 + 1/2your cleric level + your Charisma modifier) to negate the effect. Outsiders that fail their saves fall under your control, and are forced to obey your commands to the letter. Although these outsiders must obey your commands, they are free to interpret them in ways that most benefit them, and may use this limited freedom to subvert the intention of your commands, if you do not choose your words carefully. The effect lasts indefinitely, but each affected outsider is allowed a new saving throw each hour. You cannot control more Hit Dice worth of outsiders in this way than your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If the outsider is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

#### **Commanding Smite**

You can speak a righteous command to those who would stand against your faith.

**Prerequisite**: Smite evil or smite good class feature. **Benefit**: When you first target a character with your smite good or smite evil ability, you may issue a single command, as the spell *command*, against that character. The target is allowed a Will save (DC 10 + 1/2 your paladin or antipaladin level + your Charisma modifier) to resist the effect. The caster level for this ability is equal to your character level, and you add your Charisma modifier as a bonus to overcome the target's spell resistance against this ability. This ability can affect intelligent undead as though they were living creatures, and their immunity to mind-affecting effects does not apply.

#### **Condemning Smite**

You can condemn enemies of your beliefs to suffer your righteous wrath.

**Prerequisite**: Smite evil or smite good class feature. **Benefit**: You may condemn a creature of any alignment as a foe who stands for all you fight against, making an appeal to the divine. As a full-round action, you may make a special Charisma check with a bonus equal to your paladin or antipaladin level in order to condemn a single creature within 30 feet. The DC for this check is equal to the 10 + the target's CR + the target's Wisdom modifier. If the check is successful, then you may target the character with your smite good or smite evil, ability regardless of their alignment. This effect lasts for one hour. The use of this ability may be infeasible with certain characters, such as those that are favored by your deity, at the GM's discretion.

#### Critical Command

You might not be a skilled diplomat, but anyone who lives through your "best shot" shuts up and listens. **Prerequisites:** Diplomacy 1 rank, base attack bonus +4. **Benefit:** Whenever you confirm a critical hit, you may make a Diplomacy check to influence the target's attitude as a free action. If you do, you gain a bonus on the check equal to 1/5 the amount of damage you dealt as part of the triggering critical hit. If the result of the check causes the target's attitude to become friendly or better, he immediately surrenders to you, ceasing hostilities and agreeing to discuss things rationally. If the issue cannot be resolved through reasonable discourse, however, the subject may resume fighting you at that point.

#### Daycaster

You channel the power of the sun into your spells. **Prerequisite:** Caster level 1<sup>st</sup>.

**Benefit:** Three times per day, when you cast a spell, if you are in an area of bright light, you can choose to either increase the saving throw DC of the spell by 1, or increase the caster level by 2. You cannot use this ability on spells with the darkness descriptor.

#### Death Curse

As breath leaves your body, you utter a dire portent filled with spell power, damning your foe to eternal suffering. **Prerequisite:** Ability to cast a spell with the curse descriptor. **Benefit:** When you die, you may cast any spell with the curse descriptor which you can currently cast. That spell has its casting time reduced to 1 free action and its range is set to 100 feet. If you target the character who dealt the killing blow, he suffers a -4 penalty on his saving throw. You can use this ability even if it is not your turn, regardless of the normal casting time of the spell.

#### Deep Freeze (Combat)

You are capable of producing a cold which lingers very close to absolute zero, and the normal physical properties of the world have little effect on the cold energy you produce. **Prerequisite:** Freezing Fist, or the ability to deal cold damage with a natural or unarmed attack.

**Benefit:** Your natural and unarmed attacks bypass any resistance or immunity to cold damage that the target may possess.

#### Defender of Maidens (Chivalry)

You are an astute defender of the honor and sanctity of women.

**Benefit:** You gain a +2 bonus on saving throws made to resist charm effects.

**Requirement:** In order to maintain the benefits of this feat, you must do your best to avoid combat with women (this only applies to female creatures of the humanoid type). If combat with such a creature cannot be avoided, you must fight using nonlethal techniques.

#### Defender of the Faith (Chivalry)

You make it your personal responsibility to safeguard the servants of your deity.

Prerequisite: Must worship a specific deity.

**Benefit:** You gain a +1 morale bonus to AC against creatures that have at least one alignment element opposite that of your deity (good is the opposite of evil, and chaotic is the opposite of lawful). This bonus increases to +3 if both of the creature's alignment elements are the opposite of your deity's

Feats	Prerequisites	Benefits
Pinpoint Critical	Critical Focus, sneak attack class feature	Deal additional damage when you deal sneak
i inpoint citilear	entited Focus, sheak attack class reature	attack damage on a critical hit
Potent Drinks	_	Treat the caster level of potions you drink as 5
		higher
Psionic Agility		Use psionic focus to gain a bonus on
0 1		Acrobatics and Escape Artist checks
Psionic Athletics		Use psionic focus to gain a bonus on Climb
		and Swim checks
Psionic Awareness	-	Use psionic focus to gain a bonus on
		Perception and Sense Motive checks
Psionic Knowledge		Use psionic focus to gain a bonus on any two
		Knowledge skills
Psionic Personality		Use psionic focus to gain a bonus on
		Diplomacy and Intimidate checks
Psionic Vitality	_	Use psionic focus to gain temporary hp, DR,
		and energy resistance
Quickened Interaction	Ability to cast any interactive spell	Activate the interactive ability of an interactive
		spell as a free action Activate the interactive ability of an interactive
Steal Interaction	Quickened Interaction	spell cast by another character
Paligious Obadianca	Must worship a specific deity	+2 bonus on saving throws vs arcane spells
Religious Obedience Scaled Offense*	Athletics, Climb ı rank	Gain benefits when attacking while climbing
Scaled Offense	Athletics, Child Hank	Whenever you score a critical hit, the damage
Scarring Critical*	Critical Focus, base attack bonus +15	dealt is difficult to heal
		Increase your shield bonus to AC when using
Shield Expert*	Combat Expertise, Shield Focus	Combat Expertise
		Push bull rushed foes further when equipped
Shield Push*	Improved Bull Rush, Improved Overrun	with a shield
		Able to make ranged attacks regardless of wind
Shot Into the Wind*	Survival 1 rank, Far Shot	conditions
		Make a Perception check to see hidden
Sight the Unseen	Perception 1 rank	creatures that attack you
		Use Sense Motive at first meetings to gain
Size Them Up	Bluff or Diplomacy 5 ranks	bonuses to Bluff and Diplomacy
Skillful Lockpick	Disable Device 5 ranks	Gain a bonus on a 2nd Disable Device check
	Favored enemy class feature, smite evil or smite	
Slaying Smite	good class feature	also your favored enemy
		Only need 4 hours to rest, and gain bonus vs
Sleepless	Constitution 10	sleep effects, fatigue, and exhaustion
		Success on certain Acrobatics checks grant a
Slippery Defense*	Acrobatic, Acrobatics 1 rank	dodge bonus to AC
		Your smite applies to all possible targets of the
Smiting Proclamation	Smite evil or smite good class feature	same CR and creature type within 30 ft.
Constally The Second	Sleight of Hand 5 ranks, Improved Steal, sneak	Whenever you deal sneak attack damage you
Sneak Thievery	attack class feature	can attempt a steal or Sleight of Hand check
Cofe Lond'n -		Always land on your feat and can negate extra
Soft Landing	Acrobatics 1 rank	fall damage
C		Upgrade a weapon of masterwork quality to
Space Age Weapons	Craft (any) 1 rank, Exotic Weapon Proficiency	space age efficiency
Squeeze Mastery	Escape Artist 5 ranks	Reduce the penalties for squeezing
		The penalty on additional attacks made as par
Steady Offense*	Fighter level 20th	of a full-attack action is reduced to -3
Streat Cuminar		+2 on Perception, Sense Motive in urban areas
Street Survivor		avoid steal, Sleight of Hand attempts

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(for example, if your deity was lawful good, you would get a +1 bonus for creatures that were lawful evil, neutral evil, chaotic good, or chaotic neutral, and would gain a +3 bonus for creatures that were chaotic evil).

**Requirement:** In order to maintain the benefits of this feat, you must take steps to defend members of your faith, especially agents of your deity (like clerics, priests, and so on) from harm. If you become aware of harm coming (or potentially coming) to such a creature, you must do what you can to stop it.

#### Defender of the Meek (Chivalry)

You are sworn to uphold and protect the weak from those who would prey upon them.

Prerequisite: Character level 3rd.

**Benefit:** You gain a +2 bonus to attack and damage rolls made against creatures whose CR is equal to or greater than your character level + 2. Additionally, you gain a +2 competence bonus to AC against the attacks of such creatures, and gain a +2 competence bonus on saving throws made to resist the spells and abilities of such creatures. **Requirement:** In order to maintain the benefits of this feat, you must do your best to avoid combat with those who are substantially weaker than yourself (more than 2 CRs below your character level). If combat with such a creature cannot be avoided, you must fight using nonlethal techniques.

#### **Defoliant Expert**

You know how to alter poisons so that they are effective against plant creatures.

Prerequisite: Craft (alchemy) 1 rank.

**Benefit:** You can alter poisons so that they are able to affect plants, rather than their usual victims. Altering a poison in this way requires 1 hour, but does not require a skill check or any additional resources. A poison that has been altered in this way is able to affect plant creatures, even if they are normally immune to poison, but has no effect on non-plant creatures. Additionally, if you are capable of casting spells with the poison descriptor, when you cast such a spell, you may choose to alter it in a similar fashion, allowing it to affect plant creatures normally, but the saving throw DC for the spell (for both plant and non-plant creatures) is reduced by 4.

#### Delayed Spell (Metamagic)

You can prepare a spell to have its effects begin shortly after the spell is cast.

**Benefit:** When a delayed spell is cast, you may choose to delay its effects for any number of rounds up to 1/2 your caster level. The spell has no effect until that time has passed, at which point it has its normal effect. You make all decisions about the spell (including its target or the location of its area of effect, as well as any other choices the spell may present, such as what kind of creature to summon with a *summon monster* spell) at the time that the spell is cast, and cannot change them during this delay. When the delay ends, the spell's effects kick in automatically, even if you are unconscious or dead. While the spell is delayed, it cannot be countered, but it can be dispelled, even if it normally has a duration of instantaneous and would not typically be able to be dispelled. If the delayed spell is dispelled before the delay ends, it never has any effect. A delayed spell has no visual

elements, and cannot typically be detected except with *detect magic* and similar effects, until the delay ends and the spell has its normal effect. If the spell has a duration of 1 round/ level or longer, any time that the spell is delayed counts against the spell's duration. A delayed spell takes up a spell slot one level higher than normal.

#### **Deny Spell**

You can stop a spell from going awry.

**Benefit**: Whenever you cast a spell, you can attempt a concentration check (DC 10 + twice the spell's level) in order to stop casting the spell. You may make this check after making any checks that must be made as the spell is cast, such as those required by capricious spells and some unsafe spells. If the check is successful, the spell is not expended, and remains available to cast again. If the spell was an automatic spell, its trigger condition remains the same, and it will automatically cast itself again the next time that the trigger condition is met. (See *Advanced Arcana, Volume V* for more information on automatic, capricious, and unsafe spells.)

#### **Dilute Venom**

You know how to create a poison with lower toxicity in order to make an extra dose of a given poison.

Prerequisite: Enhanced Venom.

**Benefit:** You can dilute a dose of poison with water or a similar non-toxic substance in order to create a larger dose. By expending alchemical components worth 25% of the poison's base price and reducing all saving throws associated with the poison by 2, as well as reducing its initial toxicity by 2 (if appropriate), you can create a second dose of the poison, which is identical to the poison used to create the copy. (See *Scourge: The Deluxe Guide to Disease and Poison* for more information on enhanced poisons and diseases.)

#### Dire Charge (Combat)

You rush forward, screaming your battle cry and gripping your weapon high above your head, ready to bring it down in a single mighty blow aided by your momentum to slay your foe.

# **Prerequisites:** Critical Focus and Improved Critical (any melee weapon).

**Benefit:** Whenever you make an attack using a weapon for which you have the Improved Critical feat as part of a charge action, you increase the critical threat range and critical multiplier of that weapon by 1 for the purposes of that attack. Apply this effect after any other effects which expand the threat range of the weapon (*for example, a creature wielding a battleaxe would increase the critical threat range from 19-20, after applying the Improved Critical feat, to a range of 18-20*).

Feats	Prerequisites	Benefits
Strike Through*	Weapon Focus with any reach weapon, or Lunge	Attack through an opponent to also hit a creature on the other side
Stumbling Critical*	Critical Focus, base attack bonus +13	Whenever you score a critical hit, you push your opponent back and make him fall prone
Stupefying Critical*	Critical Focus	When you score a critical hit, you may deal normal damage and the target is stupefied
Sudden Leap	Acrobatics 1 rank	Able to jump out of the way to help your allies and avoid your foes' attacks
Sudden Sprint	-	Move up to 3 times your movement speed as a standard action
Supreme Precision	Rogue level 20th	Deal half sneak attack damage to creatures that would normally be immune
Terrifying Critical*	Critical Focus, base attack bonus +15	Whenever you score a critical hit, the target becomes frightened for 1d4 rounds
Terror Strike	Skill Focus (Intimidate)	Make an attack that demoralizes the target and imposes -1 to attack and weapon damage
Terrifying Blow	Terror Strike	Make an attack that forces a shaken target to move away from you
The Dark One's Luck	Great Fortitude, or Iron Will, or Lightning Reflexes	Gain 1 profane point to reroll a saving throw with a +8 profane bonus
Tough Gut	Great Fortitude, Toughness	Gain a bonus to Fortitude saves vs poisons and diseases as long as you are above 50 hp
Tough Mind	Iron Will, Toughness	Gain a bonus to Will saves vs mind-affecting effects as long as you are above 50 hp
Tough Moves	Lightning Reflexes, Toughness	Gain a bonus to Reflex saves vs traps as long as you are above 50 hp
Tough Resiliency	Diehard, Toughness	Gain 100 temporary hit points which last for 1 minute once/day
Toughened Survivor	Great Fortitude, Iron Will, Lightning Reflexes, Toughness	Take half damage on a successful saving throw as long as you are above 100 hp
Tower Shield Expert*	Tower Shield Proficiency, base attack bonus +6	Gain additional cover when using a tower shield
Turn Elementals	Elemental Channel	Channel energy can turn elementals
Command Elementals	Turn Elementals, character level 6th	Channel energy can control elementals
Unscathed	- d. C. Status	Gain +2 to AC and saves when at full hp, but take -1 penalty when below half hp
Urban Explorer	-	+1 bonus on all Str- and Dex-based skill checks made in urban areas
Vital Spell Power	Toughness, ability to cast 1st-level spells	+1 to saving throw DCs of spells you cast as long as you are above 50 hp
Watch Dog		In urban areas, gain bonuses vs characters using Stealth or Sleight of Hand
Weaponmaster of the Doomed Legion	Weapon Focus (any)	Gain 1 profane point to gain a bonus to attack and damage
Weather Man	Survival 1 rank	Gain bonuses to predict and resist weather conditions
Weed Whacker*	Base attack bonus +1	+2 damage and increase your critical multiplier by 1 vs plant creatures
Whispers from Beyond	Skill Focus (any)	Gain profane points to automatically succeed at skill checks
Wind Strider	Str 15	Able to move or stand your ground in extreme winds
Word of Honor		+2 on Diplomacy checks, with extra +5 bonus when making a request
Xenostudies	1 rank in 5 different Knowledge skills	+10 on checks to identify non-native creatures

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#### Dire Defense (Combat)

You know when it's bad and how to get away from the big blow.

**Benefit:** You gain a +4 dodge bonus to your AC against confirmation rolls made to confirm critical hits with a critical multiplier of x<sub>3</sub> or higher. When your base attack bonus reaches +10, this bonus is doubled to +8.

#### **Dire Strike**

You are obsessed with the lethal power of your attacks and call upon wicked and profane forces to empower you and enable you to kill faster and more efficiently.

Prerequisite: Deadly Aim or Power Attack.

**Benefit:** Whenever you use the Deadly Aim or Power Attack feat, you may choose to gain 2 profane points. If you do, you become suffused with dark murderous energy that turns you into a veritable killing machine. This has two effects: first, the bonus to damage granted by the feat you are using is doubled. Second, you cannot choose not to use the feat when making attack rolls and must make at least one attack per round against a living creature. These effects last for 1 minute. (See *The Book of Forbidden Magic* for more information on profane points.)

#### **Directed Fall**

As you fall, you can manipulate your body, using your own gyrations to create momentum and control where you land. **Prerequisite**: Acrobatics 1 rank.

**Benefit**: For every 10 feet you fall vertically, you may move 5 feet horizontally in the direction of your choosing. Once you have begun to move horizontally in this fashion, you can continue to make course corrections every 10 feet further you fall vertically, including making turns, doubling back, and so on, if desired.

#### Dirty Fighting Specialist (Combat)

You know how to fight dirty, and aren't afraid to do so. **Prerequisite:** Greater Dirty Trick.

**Benefit:** You can reduce the length of the dirty trick's effects in order to increase their severity: for every 2 rounds by which you reduce the duration of the effect, you can impose an additional condition on the target. All conditions added in this way are removed by a single standard action. This decision must be made when the dirty trick combat maneuver is performed, after rolling to determine the duration of the effect. It cannot be made later. If this would reduce the duration to less than 1 round, you cannot use this ability.

Additionally, whenever you successfully perform a dirty trick combat maneuver, if the result of your combat maneuver check exceeded the target's CMD by 5 or more, you may choose to inflict one of the following conditions, instead of the normal options: confused, deafened, or fatigued.

#### Disorienting Critical (Combat, Critical)

Your critical hits leave your victims disoriented and confused. **Prerequisites:** Critical Focus, base attack bonus +13. **Benefit:** Whenever you score a critical hit against an opponent, the victim gains the confused condition for 2d4 rounds. A successful Will save (DC 10 + your base attack bonus) reduces this to 2 rounds.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

#### Dizzy Cobra (Combat)

As an experienced fighter, you are familiar with being knocked to the ground. Unlike an amateur, you have learned to use the act of falling and getting up to punish those who think you're vulnerable.

Prerequisites: Acrobatics 1 rank, Dodge.

**Benefit:** Whenever you get up from prone, you may make a melee attack as an immediate action against any adjacent character. Additionally, you do not suffer the normal -4 penalty to attack rolls made while prone.

#### Drag Down (Combat)

When you are knocked to the ground, you take others with you.

Prerequisites: Dex 13, Acrobatics 1 rank.

**Benefit**: Whenever you are knocked prone for any reason, as an immediate action you may attempt a trip combat maneuver against any number of adjacent characters, up to your Dexterity modifier. These trip attempts suffer no penalty for you being prone, and do not provoke attacks of opportunity.

#### Drastic Maneuver (Combat)

Your reckless fighting style allows you to ensure that your combat maneuvers are effective.

Prerequisite: Base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty to AC in order to gain a +1 competence bonus on all combat maneuver checks. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1, and the competence bonus increases by +1. The effects of this feat last until the beginning of your next turn.

#### **Elemental Summons**

You can channel elemental energy into a single focal point, allowing you to create an elemental out of channeled energy. **Prerequisite:** Channel Elements.

**Benefit:** As a standard action, by expending two uses of your channel energy class feature, you can summon one or more air, earth, fire, or water elementals, whose combined Hit Dice are equal to or less than your cleric level. You choose which type of elemental is selected each time you use this ability, but all elementals summoned by a single use of this ability must be of the same type (air, earth fire, or water). The summoned elemental serves you, as though summoned by the spell *summon monster I*, and remains for a number of rounds equal to your cleric level.

Table 2-2: Metamagic Feats		
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
or any number of		
caster level		
netamagic feats to a		
y 50%		

#### Encaptivating Fascination (Metaperformance)

Your performance is so distracting, even obvious threats are easy to ignore.

**Prerequisite:** Fascinate bardic performance class feature. **Benefit:** Whenever you use the fascinate bardic performance, you can make your performance encapitvating. If you do, then the saving throw DC to end the fascination effect if presented with a potential threat increases by +4, and even an obvious threat does not automatically end the fascination, although it does allow a new saving throw at the normal DC. This feat has no effect on the initial saving throw DC to resist the fascination. If you use this ability, then each round that you maintain the performance counts as three rounds for the purposes of how many rounds you can perform each day.

#### Endless Grit (Grit)

You are capable of an almost limitless supply of grit. **Prerequisite:** Gunslinger level 20<sup>th</sup>.

**Benefit:** When you currently have no grit points remaining, you can spend 1 minute in intense concentration, during which time you can perform no other actions. If you do, you regain a single grit point. If you have the Extra Grit feat, you regain 2 grit points whenever you use this ability, instead. You can't use this ability if you currently have 1 or more grit points.

#### **Enhanced Antidotes**

You have made a complete study of the art of poisoncraft, and have learned to create antidotes to the most dangerous poisons more cheaply and more effectively.

#### Prerequisite: Skill Focus (Heal).

**Benefit:** You can create an antidote to any poison you are familiar with. You are considered familiar with a poison if you either meet the poison's identification DC (if applicable) or have created the poison in question. Creating an antidote to a poison you are familiar with costs only 50% of what it normally would, and can be accomplished in half the time. If the poison in question is not an enhanced poison, you can instead spend 1 hour to create an antidote to the poison's base cost. When consumed, these antidotes are equivalent to the imbiber making a successful saving throw. (See *Scourge: The Deluxe Guide to Disease and Poison* for more information on enhanced poisons and diseases.)

#### Enhanced Venom

You are an expert in the art of crafting poisons and can make poisons which are far more potent than normal. **Prerequisite:** Skill Focus (Craft [alchemy]). **Benefit:** You can increase the potency of any poison you

create using Craft (alchemy). By increasing the cost to create the poison by 50% and succeeding on a Craft (alchemy) check (DC equal to 5 + the DC to create the poison), the poison you create becomes more potent and deadly. All saving throw DCs associated with that dose of the poison are increased by +1, and if it is an enhanced poison, the initial toxicity of that poison is increased by +3. (See *Scourge: The Deluxe Guide to Disease and Poison* for more information on enhanced poisons and diseases.)

#### Exolinguist

You have studied linguistics to the point that you can discern similarities in speech in order to understand alien languages after a short time.

Prerequisite: Linguistics 10 ranks.

**Benefit**: After listening to a language for 1 hour, you can speak it for a number of hours equal to the number of ranks in Linguistics you possess. Further, if the language is secret, or you would otherwise be restricted from learning it by taking a rank in Linguistics, you can choose to learn that language the next time you gain a rank in Linguistics, as though those restrictions did not exist.

#### Expert Defensive Training (Combat)

Your focus on defense exceeds even that of most expert fighters, and you can maximize your defense against potent maneuvers through positioning and skill.

Prerequisite: Combat Expertise.

**Benefit:** Whenever you use the Combat Expertise feat, the dodge bonus to AC is doubled for the purposes of your CMD (it remains the same for the purposes of your AC, however).

#### **Expert Herbalist**

You are well-versed in the art of using herbs both as a healing aid and to create powerful alchemical substances. Your expertise allows you to use herbs more efficiently for a variety of purposes.

**Benefit:** You gain a +1 bonus on Heal and Knowledge (nature) skill checks. This bonus stacks with the Skill Focus feat and similar effects. Additionally, whenever you harvest an herb, increase the number of doses yielded by +1. See A Necromancer's Grimoire: Secrets of the Herb or A Necromancer's Grimoire: Herbs of the Jungle for more information on herbs and special substances made from herbs.



# Sidebar: Twin Opportunists

Did you first see the Expert Opportunist feat on our website? Do you remember it doing something very different? Somehow, over the course of the year, we missed the fact that we had two very different feats which were both named "Expert Opportunist." One of them can be found below on this page. The other has been renamed "Advanced Opportunist," and can be found on page 40.

# <u>~~</u>5

#### Expert Opportunist (Combat)

You are well practiced in the art of attacking those who foolishly leave themselves open to you, and have learned to take advantage of all the opportunities around you. **Prerequisite:** Base attack bonus +1.

**Benefit:** You may make an additional attack of opportunity each round.

**Special:** You can gain this feat multiple times. Its effects stack.

#### Exposing Strike (Combat)

When your foes leave themselves open, you are able to attack them in such a way as to put them completely off balance, leaving them vulnerable to further attacks.

**Prerequisite:** Base attack bonus +1.

**Benefit:** Whenever you successfully deal damage to a creature with an attack of opportunity, that creature is knocked off balance, suffering a -2 penalty to AC and to all attack rolls made until the beginning of their next turn. Multiple instances of this ability do not stack.

#### Fall Back (Combat)

If you can't avoid being knocked down, you make sure to do it far away from danger.

Prerequisite: Acrobatics 1 rank.

**Benefit**: Whenever you would be knocked prone for any reason, as an immediate action you may take a single 5-foot step before falling prone. You may use this ability even if you moved or already took a 5-foot step this turn.

#### Falling Sky Attack (Combat)

Like a meteor from the heavens, you fall upon your foes from great height, swinging wildly and knocking them to the ground.

**Prerequisites:** Acrobatics 1 rank, Climb 1 rank. **Benefit:** Whenever you use Acrobatics to jump down from a height of at least 10 feet into a square occupied by another character, you may make a melee attack against that

Table 2-3: Metaperformance Feats		
Feats	Prerequisites	Benefits
Encaptivating Fascination	Fascinate bardic performance class feature	Creatures you fascinate ignore obvious threats and suffer a penalty to notice potential threats
Improved Inspiration	Inspire courage, inspire competence, or inspire greatness bardic performance class feature	Bard level is 4 higher for determining benefits granted by a performance
Sonorous Doom	Dirge of doom bardic performance class feature	Increase the penalties imposed by your dirge of doom bardic performance
Swift Soothing	Soothing performance bardic performance class feature	The benefits of your soothing performance start immediately
Versatile Distraction	Countersong and distraction bardic performance class features	Use countersong and distraction bardic performances simultaneously

character as an immediate action. You gain a +1 bonus on the attack and damage rolls made for this attack for every 10 feet that you fell as part of this movement. Additionally, if the attack hits, you may make a combat maneuver check against the target, which, if successful, knocks the opponent prone. If the combat maneuver check fails, you become prone instead. Regardless of who is knocked prone, once the attack and combat maneuver have been resolved, you move to the nearest adjacent unoccupied square. This movement does not provoke attacks of opportunity.

#### **Favorite** Plague

You are exceptionally familiar with a single disease, and, having unlocked its secrets, can use this affliction more effectively.

**Benefit:** Choose a single disease. Whenever you expose another character to that disease, whether as a result of a *contagion* spell or through natural means, the saving throws made to resist contracting that disease are increased by +1. Further, if it is an enhanced disease, it requires one additional consecutive successful save in order to reduce each of the disease's stages. (See *Scourge: The Deluxe Guide to Disease and Poison* for more information on enhanced poisons and diseases.)

#### Fear Focus

You are able to empower spells which inspire fear with additional magical energy, making them more effective. **Prerequisite:** Ability to cast a spell with the fear descriptor. **Benefit:** The saving throw DC of any spell you cast with the fear descriptor is increased by +1. This bonus does not stack with that granted by the Spell Focus feat. Additionally, whenever a creature succeeds on a saving throw against a spell you cast with the fear descriptor, he becomes shaken for 1d4 rounds. If the spell would already make a creature shaken on a successful saving throw, then the duration of the effect is increased by 1d4 rounds, instead.

#### Fell Resolve

When at death's door, you are best able to draw upon the forces of the nether world to keep you alive and fighting, opening yourself to the dark spirits and evil magic to animate your still-living flesh.

#### Prerequisite: Diehard.

**Benefit:** Whenever you are at o or fewer hit points, you may choose to gain 1 profane point. If you do, you cannot be reduced below your negative Constitution score in hit points and gain immunity to death effects and spells, such as *power word kill* or the monk's quivering palm ability, until the beginning of your next turn. Any damage that would cause you to have more negative hit points than your Constitution score is negated during this time. If using this ability results in a calamity, you cannot use this ability again for one minute. For more information about profane points and calamities, see *The Book of Forbidden Magic*.

#### Fleet Disappearance

You run around the corner and disappear, leading some to the conclusion that you can become invisible.

Prerequisites: Stealth 1 rank, Run.

**Benefit:** Whenever you use the run action, you gain a +4 bonus on all Stealth checks until the end of your next turn. Additionally, at the end of your movement, you may make a Stealth check as a free action. This feat does not give you the ability to use Stealth when you would otherwise not be able to.

#### Fog Hide

You love to hide from your foes, whether in thick fog or darkness, and make it difficult for your enemies to target you. **Prerequisites**: Stealth 1 rank, Blind Fight. **Benefit**: Whenever a creature attacks you, if you have miss chance for that attack, the attacker must roll the miss chance twice and take the worse result. You only gain this benefit while you are also benefiting from a dodge bonus to AC resulting from fighting defensively, using the Combat Expertise feat, or from having taken a total defense action.

#### Freezing Fist (Combat)

You can augment your already potent physical attacks with your freezing spirit, in order to cause frost burns and worse damage to those you touch with your bare skin.

#### Prerequisite: Stunning Fist.

**Benefit:** As a swift action, you may expend 1 use of your Stunning Fist attack in order to fill your hands with a frosty energy that causes all of your unarmed attacks to deal an additional 1d6 points of cold damage. This bonus lasts until the beginning of your next turn. If you have a *ki* pool, at the beginning of your next turn, you can expend 2 points from your *ki* pool. If you do, then the effect lasts for an additional turn. You may continue to extend the effect in this way as long as you have enough *ki* points to do so.

#### Frightening Magic

You can instill a sense of fear in spells you cast, terrifying your victims.

**Prerequisite:** Ability to cast 1<sup>st</sup>-level spells.

**Benefit:** Whenever you cast a spell, you may choose to add the fear descriptor to the spell as you cast it. If you do, treat the caster level of the spell as though it were two levels lower than it normally is.

#### Frozen Magic

You are able to tap into environmental factors in order to increase the potency of spells with the cold descriptor. **Prerequisite:** Ability to cast a spell with the cold descriptor. **Benefit:** While in areas of cold weather, your spells with the cold descriptor become more effective. In any area where the temperature is between 40° Fahrenheit or below, spells you cast with the cold descriptor have their saving throw DCs (if any) increased by +1. If these spells deal cold damage, that damage is increased by 1d4. If it is 10° Fahrenheit or colder, the saving throw DCs are increased by an additional +1. Finally, if it is -10° Fahrenheit or colder, spells with the cold descriptor that deal cold damage deal an additional 1d10 points of cold damage per level of the spell (instead of an additional 1d4).

#### Frozen Resolve

You can channel magical cold through your body, freezing your blood and shaking your nerves awake, which allows you to better resist attacks against your body.

**Prerequisite:** Ability to cast an arcane spell of 1<sup>st</sup> level or higher with the cold descriptor.

**Benefit:** As long as you have at least one arcane spell with the cold descriptor prepared, or have an unused spell slot which could be used to cast an arcane spell with the cold descriptor, you may attempt to fortify yourself against harm. As an immediate action, you may choose to gain a resistance bonus on Fortitude and Will saving throws equal to the spell level of the highest-level spell with the cold descriptor you could currently cast (*for example, a sorcerer with* wall of ice *available to cast could gain a* +4 *bonus, whereas a witch with* cone of cold *available could gain a* +6 *bonus*). This benefit lasts for 1 minute. Each time you activate this ability, you suffer 1d4 points of cold damage for each point of resistance bonus granted this way. If this cold damage is reduced or prevented in any way, then you do not gain the bonus.

#### Head Bash (Combat)

You use the heavy weight of your shield to smash your foes in the head and temporarily take them out of the fight. **Prerequisites**: Improved Shield Bash.

**Benefit**: Whenever you use a shield to deal at least 15 points of damage to a creature who is denied his Dexterity bonus to AC or who you are flanking, that creature must succeed on a Fortitude save (DC 10 + 1/2 your base attack bonus + your Strength modifier) or be staggered for 1 round. If he fails by 5 or more, he is dazed for 1 round, instead. If a creature is affected by this ability multiple times in the same round, the effects do not stack.

#### Hearty Health

You are exceptionally gifted at resisting ailments of the body. **Benefit:** Your extreme health allows you to suffer less as a result of being affected by a poison or disease. When you are affected by an enhanced disease or enhanced poison, you are treated as being at 1 stage lower than normal for the purposes of determining what symptoms you suffer from. If this would result in the poison or disease being at stage o, then you suffer no ill effects due to the afflictions symptoms. This feat has no impact on the effect of the enhanced disease or enhanced poison, only the symptom. See *Scourge: The Deluxe Guide to Disease and Poison* for more information on enhanced poisons and diseases.

#### Herbal Alchemist

Your study in the venerated art of alchemy has made you an expert at tapping the latent power of living and nonliving matter.

**Benefit:** You gain a +2 bonus on Craft (Alchemy) skill checks. This bonus stacks with the Skill Focus feat and similar effects. Additionally, the number of doses of a particular herb required to create a special substance is reduced by 1 (to a minimum of 1). See *A Necromancer's Grimoire: Secrets of the Herb* or *A Necromancer's Grimoire: Herbs of the Jungle* for more information on herbs and special substances made from herbs.

#### Herbal Assassin

You have long used herbs to create and enhance poisons, and have become a master at both resisting their harmful effects and increasing their deadly potential. **Benefit:** You gain a +2 bonus on all Fortitude saves against poisons. Additionally, whenever you create a poison from one or more herbs, increase the saving throw DC of that poison by +1. These bonuses stack with all other bonuses. See *A Necromancer's Grimoire: Secrets of the Herb* or *A Necromancer's Grimoire: Herbs of the Jungle* for more information on herbs and special substances made from herbs.

#### Herbal Explorer

You are an expert in the plant life of the natural world, allowing you to better survive in the wilderness and forage exceptionally well for food and profit.

**Benefit:** You gain a +2 bonus on all Survival checks, except those made to find and follow tracks. Additionally, the time

Table 2-4: Solo Feats		
Feats	Prerequisites	Benefits
Solo Confidence	Intimidate 1 rank	Use Intimidate to demoralize additional foes
Solo Defense	Character level 4th	+4 competence bonus to AC and +2 bonus to saving throws
Solo Redirect	Mobility, base attack bonus +6	Redirect a foe's attack of opportunity against another foe
Solo Spell Potency	Any two solo feats, character level 12th	+2 bonus to saving throw DCs of spells with a single target
Solo Strength	Character level 4th	Deal 2 extra damage with melee attacks when fighting 2 or more enemies
Solo Accuracy	Solo Strength, character level 8th	Gain +2 bonus on attack rolls when fighting 3 or more enemies
Solo Swiftness	Any two solo feats, character level 12th	Take an extra turn each round

required to forage for herbs is reduced by 1/2 for each forage attempt, to a minimum of 1 hour. See A Necromancer's Grimoire: Secrets of the Herb or A Necromancer's Grimoire: Herbs of the Jungle for more information on herbs and special substances made from herbs.

#### Herbal Grenadier

You are well versed in both the offensive and defensive applications of grenades and similar splash weapons. **Benefit:** You gain a +2 bonus on all saving throws against grenade-like weapons, splash weapons, and alchemist bombs. Additionally, the saving throw DC of any alchemical item, including herb-based special substances and specific applications, alchemist bombs, and any item created using Craft (Alchemy), is increased by +1. See *A Necromancer's Grimoire: Secrets of the Herb* or *A Necromancer's Grimoire: Herbs of the Jungle* for more information on herbs and special substances made from herbs.

### Improved Inspiration (Metaperformance)

You are able to go all-out on a particularly inspiring performance.

**Prerequisite:** Inspire courage, inspire competence, or inspire greatness bardic performance class feature.

**Benefit:** Whenever you use the inspire courage, inspire competence, or inspire greatness bardic performance, you can treat your bard level as four higher than it actually is for the purposes of determining what benefits are granted by the performance. If you do, each round that you maintain the performance counts as two rounds for the purposes of how many rounds you can perform each day.

#### In the Face of Fear

You are of the bravest and most stalwart sort, and you are at your best when faced with terrors which would send lesser heroes running for the hills.

#### Prerequisite: Iron Will.

**Benefit:** Whenever you make a saving throw against a fear effect, you gain a +1 bonus on all attack and weapon damage rolls for a number of rounds equal to your Wisdom modifier (minimum 1). If you have the bravery class feature, this bonus is equal to the bonus on saving throws against fear affects provided by bravery, instead.

#### **Interactive Penetration**

You can make the interactive portion of a spell affect your opponents more easily.

**Prerequisites:** Spell Penetration, ability to cast any interactive spell.

**Benefit:** The interactive abilities of interactive spells that you cast are not subject to spell resistance, even if the spell's main effect is subject to spell resistance. See *Advanced Arcana Volume V* for more information on interactive spells.

#### Intercept (Combat)

You can block an incoming attack with incredible speed. **Prerequisite**: Base attack bonus +6.

**Benefit**: When using the full-attack action, you may choose to forgo one of your attacks in order to try to intercept an incoming attack at a later time. You can choose to give up any of your attacks with your main weapon in this way, but not any attacks made with an off-hand weapon (such as if you would normally make a shield bash attack). If you forgo an attack in this way, then the next time you would be hit by a weapon attack, you may make a special d2o roll, adding the base attack bonus of the attack you forewent. If you are currently using a shield, you add your shield bonus to AC to this roll as well. If the result of the roll is higher than the attack roll, the attack automatically misses. You must declare that you are using this ability before learning whether or not the attack roll would otherwise have hit.

#### Interfering Critical (Combat, Critical)

Your critical hits create arcane interference, which makes it difficult for the victim to cast spells.

**Prerequisites:** Arcane Strike, Critical Focus, base attack bonus +11.

**Benefit:** Whenever you score a critical hit against an opponent, the victim gains 25% spell failure for all spells he casts for the next 1d4 rounds (this applies even if he is a divine spellcaster, and would not normally be subject to arcane spell failure). Multiple instances of this ability stack, but do not reset the duration of previous instances (so a character that was the victim of an Interfering Critical, and then another Interfering Critical two rounds later, would have 50% spell failure until the first instance of Interfering Critical ended).

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

#### Lay in Wait (Combat)

You like to wait for the enemy to meet you halfway, at which point you rush forward in a deadly charge. **Prerequisite:** Base attack bonus +6.

**Benefit:** Whenever you use the total defense action, if a character moves at least 10 feet in an area that is within 30 feet of you, if you have not yet made an attack of opportunity since the end of your most recent turn, as an immediate action you may move up to twice your speed and make a single melee attack against that creature. You cannot use this ability if anything would prevent you from charging the target (such as because there are obstacles in the way, or because the terrain does not allow charging, etc.). This movement provokes attacks of opportunity as normal. This attack counts against the number of attacks of opportunity you can normally make in a round.

#### Lethal Blow (Combat)

Sometimes you can make a perfect hit.

Prerequisite: Critical Focus.

**Benefit:** Whenever you make a roll to confirm a critical threat, if the confirmation roll would also be a critical threat, you may choose to increase the critical multiplier of your weapon by 1 for that attack, and make a new confirmation roll at a -5 penalty. This ability cannot be used to increase the critical multiplier of the weapon by an amount greater than the weapon's normal critical multiplier (for example, it could be used twice with a dagger or four times with a scythe).

#### Long Charge

You are an expert sprinter and have applied your extreme speed and skill at running to making exceptionally long charges, flying across the battlefield like a bolt of lightning. **Prerequisite:** Run.

**Benefit:** When you use the charge action, you may move up to three times your speed in a straight line before making your attack. Additionally, if you move more than twice your speed in this way, both the bonus to attack rolls and penalty to AC made as part of charging increase by 1.

#### Master Opportunist (Combat)

You are so practiced in taking advantage of the weaknesses of others that you can attack foes who expose themselves with blinding speed.

**Prerequisite:** Combat Reflexes or Expert Opportunist, base attack bonus +6.

**Benefit:** Whenever a creature provokes an attack of opportunity, you may make an additional attack of opportunity against that creature, assuming that you have enough remaining attacks of opportunity available to do so this round.

**Special:** You can take feat again when your base attack bonus reaches +11 and +16. Its effects stack.

#### Meditative Renewal

You have learned through meditation and focus to control your dreams, guiding your mind to unlock its full potential in the waking world.

Prerequisites: Perfect Rest, character level 5<sup>th</sup>.

**Benefit:** Whenever you awaken from rest, you may choose to make a single Intelligence, Wisdom, or Charisma check. If the result of the check is higher than your corresponding Intelligence, Wisdom, or Charisma score, you gain a +2 enhancement bonus to that ability score for 24 hours. You gain a +4 competence bonus on this ability check if you received complete bed rest.

#### Mutable Spell (Metamagic)

Your complete mastery over the arcane arts allows you to enhance spells practically on the fly. You can choose the amount of metamagic to apply in advance, and wait to decide what specific effects to apply until the last second. **Prerequisite:** Wizard level 20<sup>th</sup>.

**Benefit:** When you prepare a mutable spell, you can choose to have it take up a spell slot any number of spell levels higher than it normally would. When you cast the spell, you can apply any metamagic feats you know to the spell without increasing the spell's casting time or further increasing the spell level of the slot that it uses, provided that the metamagic feats that you apply would not increase the spell's level by more than the amount that you increased it with this feat (for example, if you prepared a mutable fireball in a 5<sup>th</sup>-level spell slot, when you cast that spell, you could choose to make it empowered, or both enlarged and silent, or you could heighten it to 5<sup>th</sup> level).

#### Numbing Cold

Constant exposure to the coldest elements has made you better able to withstand extreme cold.

Prerequisite: Base Fortitude save bonus +6.

**Benefit:** Whenever you would suffer cold damage, you may instead choose to treat it as nonlethal damage, instead. If you do, you suffer twice as much damage as you otherwise would have. The damage is still treated as being cold damage for the purposes of resistances, vulnerabilities, and immunity, but is nonlethal damage.

#### One Thousand Tiny Cuts

Your twin blades whirl at extreme speed, striking the target's vitals repeatedly.

**Prerequisites:** Two Weapon Fighting, sneak attack +2d6. **Benefit:** Whenever you use the full-attack action to make an attack against a creature you are flanking or that is denied its Dexterity bonus to AC, you may choose to reduce the amount of sneak attack damage you would inflict on a successful hit by 1d6 in order to reduce any penalties to your attack roll from two-weapon fighting by 2 for the purposes of that attack. Additionally, whenever you use this ability, you may choose to give up additional sneak attack damage dice. For each additional dice forfeited in this way, you gain a +1 competence bonus on the attack roll. This ability only applies to attacks made against creatures that are susceptible to precision-based damage.

#### Overwhelming Charge (Combat)

No foe can stand up to your ferocious assault. **Prerequisite:** Improved Bull Rush or Improved Trip. **Benefit:** Whenever you successfully deal damage with an attack made as part of a charge action, you may attempt a special combat maneuver check against the creature that you damaged. Apply any modifiers to your CMB that would apply to a bull rush or trip attempt. If the attempt is successful, the target is pushed back 5 feet and knocked prone.

#### Party Animal

You make the most of a good time, and are extra sensitive to things that lift your mood.

**Benefit:** Whenever you are currently benefitting from a morale bonus, you also gain a +1 bonus on ability checks, skill checks, and saving throws.

#### Perfect Control

You can act when others would be too impaired to do so. **Benefit:** If you have a condition which limits you to a single move action, you can make a standard action, instead. If you would be limited to a single standard action, you can make a full round's worth of actions, instead. Finally, if you are confused, you may roll twice and take your preferred result.

#### Perfect Rest

You have mastered sleep so that you might master awakening, rising refreshed and ready for the day ahead.

**Benefit:** Each time you rest, you may choose to either dream a dreamless sleep or enter your deeper mind while dreaming. If you choose to enter a dreamless sleep, you receive a +5 competence bonus on all Perception checks made while sleeping, and gain immunity to the *dream* and *nightmare* spells, as well as any similar spell or special ability which invades dreams. If you choose to enter your deeper mind, you suffer a -10 penalty on all Perception checks made while sleeping and automatically fail any saving throws against a *dream*, *nightmare*, or any similar spell or ability, but when you awaken, you gain a +2 bonus on all Intelligence, Wisdom, and Charisma ability checks made for the next 24 hours.

#### **Pinpoint Critical**

When you forcefully stab your foe in the kidneys, you ensure the impact will have the maximum effect on wounding his vitals.

**Prerequisites:** Critical Focus, sneak attack class feature. **Benefit:** Whenever you confirm a critical hit on an attack to which your sneak attack class feature applies, you deal an additional amount of damage equal to the number of sneak attack dice rolled for that attack, multiplied by the weapon's critical multiplier (*for example, if you would deal 3d6 points* of sneak attack damage with a dagger, you deal 3d6+6 instead, and if you would deal 4d6 points of sneak attack damage with a scythe, you would deal 4d6+16 instead).

#### **Potent Drinks**

You know the value of a refreshing beverage, and are able to make the most of what you drink.

**Benefit:** Whenever you drink a potion, or another liquid that has a caster level associated with it, you treat the potion's caster level as though it were 5 higher than it actually is.

#### Psionic Agility (Psionic)

You are intensely aware of your surroundings, and can use your psionic focus to react to events before they occur. **Benefit:** You gain a +2 bonus on Acrobatics and Escape Artist checks as long as you maintain psionic focus. Additionally, you can expend your psionic focus at any time in order to increase this bonus to +5, and increase your movement speed by 10 feet. These benefits last until the beginning of your next turn. See *Ultimate Psionics* from Dreamscarred Press for more information about psionics.

#### Psionic Athletics (Psionic)

Your body is powered by your mind, allowing you to perform great feats of athleticism.

**Benefit:** You gain a +2 bonus on Climb and Swim checks as long as you maintain psionic focus. Additionally, you can expend your psionic focus at any time in order to increase this bonus to +5 and gain a +4 bonus on all Strength checks (this bonus only applies to ability score checks, and not attack rolls, damage rolls, or Strength-based skill checks). These benefits last until the beginning of your next turn. See *Ultimate Psionics* from Dreamscarred Press for more information about psionics.

#### Psionic Awareness (Psionic)

Your mind is constantly alert to subtle clues that help you see through deceptions.

**Benefit:** You gain a +2 bonus on Perception and Sense Motive checks as long as you maintain psionic focus. Additionally, you can expend your psionic focus at any time in order to increase this bonus to +5, and gain a +1 insight bonus to AC. These benefits last until the beginning of your next turn. See *Ultimate Psionics* from Dreamscarred Press for more information about psionics.

#### Psionic Knowledge (Psionic)

You are able to store certain facts in the recesses of your mind, allowing for them to be easily recalled when the time is right.

**Benefit:** Choose any two Knowledge skills. You gain a +2 bonus on checks made with the chosen Knowledge skills as long as you maintain psionic focus. Additionally, you can expend your psionic focus at any time in order to increase this bonus to +5, and be treated as being trained in all Knowledge skills. These benefits last until the beginning of your next turn. See *Ultimate Psionics* from Dreamscarred Press for more information about psionics.

#### **Psionic Personality (Psionic)**

Your mind psychically brushes the minds of those around you, making them more susceptible to your requests. **Benefit:** You gain a +2 bonus on Diplomacy and Intimidate checks as long as you maintain psionic focus. Additionally, you can expend your psionic focus at any time in order to increase this bonus to +5 until the beginning of your next turn. If you do so, you may also make a Diplomacy or Intimidate check to improve a creature's attitude as a fullround action (note that this does not change the fact that Diplomacy is generally ineffective in combat and against creatures that intend to harm you in the near future). See *Ultimate Psionics* from Dreamscarred Press for more information about psionics.

#### Psionic Vitality (Psionic)

Your mind is able to lend durability and toughness to your body, making it tough enough to handle anything. **Benefit:** Whenever you become psionically focused, you gain 5 temporary hit points. These temporary hit points stack with any other source of temporary hit points, but are lost if you ever lose your psionic focus. Additionally, at any time, you can expend your psionic focus to gain DR 2/magic and acid, cold, electricity, and fire resistance 2 until the beginning of your next turn. See *Ultimate Psionics* from Dreamscarred Press for more information about psionics.

#### Quickened Interaction

You can interact with a spell at instant speed. **Prerequisite:** Ability to cast any interactive spell. **Benefit:** You may choose to activate the interactive ability of an interactive spell you cast as a free action; if you do, the spell immediately ends. See *Advanced Arcana, Volume V* for more information on interactive spells.

#### Religious Obedience (Chivalry)

Your faith in the purity of the church and your chosen deity, and willingness to accept their teachings and directions, shields you from the magic of your faith's foes. **Prerequisite:** Must worship a specific deity. **Benefit:** You gain a +2 bonus on saving throws made to resist arcane spells. This bonus stacks with those granted by Great Fortitude, Lightning Reflexes, and Iron Will. **Requirement:** In order to maintain the benefits of this feat, you must do a reasonable job of upholding the tenets of your deity's faith, and must obey all commands issued to you by legitimate agents of your deity. Finally, you must willingly fail all saving throws allowed to resist the spells and spell-like abilities of legitimate agents of your deity. Legitimate agents of your deity must present themselves as such in order for this requirement to apply.

#### Renew the Body

You awaken from rest having slept a night of dreamless sleep, restoring your body to its full potential.

Prerequisites: Perfect Rest, character level 5<sup>th</sup>.

**Benefit:** Whenever you awaken from rest, you may choose to make a single Strength, Dexterity, or Constitution check. If the result of the check is higher than your corresponding Strength, Dexterity, or Constitution score, you gain a +2 enhancement bonus to that ability score for 24 hours. You gain a +4 competence bonus on this ability check if you received complete bed rest.

#### Scaled Offense (Combat)

Gaining the higher ground is often critical to success in handto-hand combat, and you have learned that climbing above your foes leads to an exceptional advantage in combat. **Prerequisites:** Climb 1 rank, Athletic.

**Benefit:** Whenever you are climbing by using the Climb skill, you gain a +2 bonus to all attack and weapon damage rolls. Additionally, whenever you deal damage to a character that is currently using the Climb skill, he suffers a -5 penalty on all Climb skill checks for until the end of his next turn. This penalty does not stack with itself.

#### Scarring Critical (Combat, Critical)

Your critical hits leave wounds that are difficult to heal. **Prerequisites:** Critical Focus, base attack bonus +15. **Benefit:** Whenever you score a critical hit against an opponent, the damage inflicted by that critical hit cannot be healed through normal healing, including fast healing (but not regeneration). Even magical or supernatural healing requires a caster level check (DC 11 + your base attack bonus), or the healing has no effect on the damage inflicted by the critical hit.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

#### Shield Expert (Combat)

You have mastered using a shield as part of your defense, allowing you to expertly block incoming attacks through agility and grace.

**Prerequisites:** Combat Expertise, Shield Focus. **Benefit:** Whenever you use the Combat Expertise feat while wielding a light shield or a buckler, your shield bonus to AC increases by an amount equal to the dodge bonus to AC granted by the Combat Expertise feat. This bonus lasts until the beginning of your next turn.

#### Shield Push (Combat)

You use your shield as a battering ram in order to help you bull rush and overrun your foes.

**Prerequisites**: Improved Bull Rush, Improved Overrun. **Benefit**: Whenever you use the bull rush combat maneuver while you have a shield equipped, you may move the target an additional 5 feet if the equipped shield is a light shield or heavy shield, or an additional 10 feet if the shield is a tower shield. You must still successfully beat the target's CMD, or this feat has no effect.

#### Shot Into the Wind (Combat)

You are a warrior of the wild winds, loosing arrow after arrow into the biting gale with deadly efficiency.

Prerequisites: Survival 1 rank, Far Shot.

**Benefit:** You suffer no penalty for making ranged attacks in windy conditions and can even make ranged attacks in non-magical winds which would not normally permit ranged attacks. You may even make ranged attacks through magical winds which would ordinarily make ranged attacks impossible (such as a *wind wall* spell), but you suffer a -2 penalty on the attack roll. Finally, if you make a ranged attack against a target who is downwind of you, if the wind speed is 30 miles per hour or more, you gain a +2 bonus to attack and damage rolls made as part of that attack.

#### Sight the Unseen

When under attack by the unseen, you can usually spot your foe.

#### Prerequisite: Perception 1 rank.

**Benefit:** Whenever you are attacked by a creature you cannot see, you may immediately make a Perception check at a +10 bonus. If the check is successful, you are immediately aware of the target and can see them normally, and you are not denied your Dexterity bonus to AC against the attack. If the target moves, he may no longer be visible to you, and further Stealth checks made by the target are resolved normally.

#### Size Them Up

You know how to size up your targets at a glance, and adjust your approach accordingly.

Prerequisite: Bluff or Diplomacy 5 ranks.

**Benefit:** Whenever you meet someone for the first time, you may make a Sense Motive check (DC 20). This functions as the hunch use of the Sense Motive skill, but, in addition to the normal benefits, if the check is successful, you gain a +4 circumstance bonus on Bluff and Diplomacy checks made against that creature for the next 5 minutes.

#### **Skillful** Lockpick

You have a knack for opening locks, and, with enough time, can get past nearly anything.

Prerequisite: Disable Device 5 ranks.

**Benefit:** Even when you fail a Disable Device check made to open a lock, you make progress that you can use to eventually open it. If the result of your Disable Device check was no more than 10 lower than the DC, you gain a +2 competence bonus on any Disable Device checks made to open the same lock on the following round. If the result of your Disable Device check was no more than 5 lower than the DC, the bonus is +4, instead. If you do not attempt to open the lock again on the following round, the bonuses are wasted.

#### **Slaying Smite**

You are a master of punishing your most hated foes. **Prerequisites**: Favored enemy class feature, smite evil or smite good class feature.

**Benefit**: Whenever you use your smite ability against a creature who is also your favored enemy, the first attack deals twice the normal amount of smite damage against that target. If the damage would already be doubled, then you deal 3 times the normal amount of damage, instead.

#### Sleepless

You are used to late nights of excitement and revelry, and don't rely as heavily on sleep as others do.

Prerequisite: Constitution 10.

**Benefit:** You only need to rest for 4 hours in order to gain all the normal benefit of rest, including the ability to regain your daily spells. This does not allow you to regain spells more than once per day, if you did not already have that ability. You



also gain a +4 bonus on saving throws made to resist sleep effects, as well as saving throws and ability checks made to resist fatigue and exhaustion.

#### Slippery Defense (Combat)

Slick surfaces and narrow beams are your allies, as your masterful balance allows you to take advantage of the extra movement to better defend yourself while maintaining your balance.

Prerequisites: Acrobatic, Acrobatics 1 rank.

**Benefit:** Whenever you successfully make an Acrobatics skill check to balance on a wet or narrow surface, you gain a +4 dodge bonus to AC for 1d4 rounds. Additionally, as a standard action, you may attempt a DC 20 Acrobatics check, regardless of the type of surface you are on. If you succeed on the check, you gain a +2 dodge bonus to AC for 1d4 rounds.

#### Slow-Roast Spell (Metamagic)

You can take your time when casting a fire spell in order to increase its efficacy.

**Benefit:** The spell's casting time is twice what it normally would be, but any fire damage inflicted by the spell is increased by half, as though affected by Empower Spell. Any other effects of the spell that are not expressed as fire damage are unaffected. When determining the spell's new casting time, if the original spell had a casting time of 1 swift action, it increases to a move action, and if it was a move or standard action, it increases the casting times of spells

when applying metamagic apply that change before doubling the casting time in this way. A slow-roast spell uses up a spell slot one level higher than the spell's actual level.

#### Smiting Proclamation

You can proclaim your divine wrath against a group of creatures.

**Prerequisite**: Smite evil or smite good class feature. **Benefit**: Whenever you activate your smite ability against a creature, you may expend an additional use of your smite ability in order to gain the benefits of your smite against all applicable targets of the same CR and creature type within 30 feet of the original target.

#### **Sneak Thievery**

When you stab your foe in the back, you make sure to take something from him.

**Prerequisites:** Sleight of Hand 5 ranks, Improved Steal, sneak attack class feature.

**Benefit:** Whenever you successfully deal sneak attack damage to a creature, you may attempt a steal combat maneuver or Sleight of Hand skill check against that creature as a free action. You gain a bonus on this check equal to the number of sneak attack damage dice rolled as part of the attack. You cannot use this ability more than once per round.

#### Soft Landing

You always land on your feet and know how to take advantage of falling safely.

Prerequisite: Acrobatics 1 rank.

**Benefit**: You always land on your feet when you fall, and are not knocked prone, even if you suffer damage from the fall. Additionally, whenever you make an Acrobatics check to soften a fall, for every 5 points by which your Acrobatics check exceeds the DC (the typical DC is 15), you ignore an additional 10 feet fallen, reducing the damage from the fall accordingly.

#### Solo Accuracy (Solo)

Undaunted by multiple foes, you manipulate the flow of battle to make them create openings in each others' defenses. **Prerequisites:** Solo Strength, character level 8<sup>th</sup>. **Benefit:** As long as you are fighting alone against 3 or more enemies, you gain a +2 competence bonus on attack rolls.

#### Solo Confidence (Solo)

You are unintimidated by the numbers of your foes, and it shows.

Prerequisite: Intimidate 1 rank.

**Benefit:** As long as you are fighting alone against 2 or more enemies, whenever you use the Intimidate skill to demoralize an opponent, you can affect one additional opponent per two class levels you possess (rounded down, minimum 1 additional opponent).

#### Solo Defense (Solo)

Your fighting style allows you to turn attackers against one another, making you better defended when facing multiple foes.

Prerequisite: Character level 4<sup>th</sup>.

**Benefit:** As long as you are fighting alone against 2 or more enemies, you gain a +4 competence bonus to AC, and a +2 bonus to saving throws. These bonuses are halved if you are flanked.

#### Solo Redirect (Solo)

As you dodge and weave between your foes, you ensure that their attacks against you land on each other, instead. **Prerequisite:** Mobility, base attack bonus +6.

**Benefit:** As long as you are fighting alone against 2 or more enemies, whenever a creature makes an attack of opportunity against you and misses, you can choose to have the opponent redirect that attack of opportunity against another one of your enemies who is adjacent to the attacking creature. The attacking creature makes a new attack roll against the other creature, as though the other creature were the original target of the attack of opportunity.

#### Solo Spell Potency (Solo)

In a desperate situation, you can increase the effectiveness of your spells.

**Prerequisite:** Any two solo feats, character level 12<sup>th</sup>. **Benefit:** As long as you are fighting alone against 4 or more enemies, the saving throw DCs of spells that you cast which have a single target are increased by +1.

#### Solo Strength (Solo)

You know how to take advantage of the overconfidence of multiple foes, and hammer home your blows.

Prerequisite: Character level 4<sup>th</sup>.

**Benefit:** As long as you are fighting alone against 2 or more enemies, your melee attacks deal an additional 2 points of damage. This damage is multiplied in the event of a critical hit.

#### Solo Swiftness (Solo)

When overwhelmed with opponents, you are able to act and react with incredible speed.

**Prerequisite:** Any two solo feats, character level 12<sup>th</sup>. **Benefit:** As long as you are fighting alone against 4 or more enemies, you get to act twice each round: once on your normal initiative, and once on your normal initiative minus 10. This allows you to perform two actions per round that normally take an entire round, such as making a full-attack action. For the purposes of spells that have a duration of a round or longer, or trigger at the beginning of the round or the start of the creature's turn (such as saving throws against ongoing effects, or taking bleed damage), only your first turn each round counts toward such durations or triggers such effects. This ability does not stack with anything else that would grant you extra turns each round.

#### Sonorous Doom (Metaperformance)

You proclaim the target's inevitable demise with such provenance and gravitas that he can't help but believe it. **Prerequisite:** Dirge of doom bardic performance class feature.

**Benefit:** Whenever you use the dirge of doom bardic performance, you can make it a sonorous doom. If you do, the penalties that the subject suffers as a result of being shaken increase to -3. If you use this ability, then each round that you maintain the performance counts as two rounds for the purposes of how many rounds you can perform each day. If your bard level is 14 or higher, you can increase the penalties to -4, but doing so increases the difficulty of the performance, and each round counts as three rounds for the purposes of how many rounds you can perform each day.

#### Space Age Weapons

The advent of alien technology and the threat posed by extraterrestrials has prompted advances in weapon designs, which you have learned to integrate into existing weapons. Prerequisites: Craft (any) 1 rank, Exotic Weapon Proficiency. Benefit: You can upgrade any weapon of masterwork quality to space age efficiency. The cost to do so is equal to 100 gp x the price of the base item (minimum 100 gp, maximum 10,000 gp) (for example, a dagger could be made a space age weapon for 200 gp, while a revolver could be made a space age weapon for 10,000 gp). A space age weapon is always an exotic weapon and requires Exotic Weapon Proficiency to use. A space age weapon deals twice the normal amount of base weapon damage and has its critical multiplier increased by 1. Additionally, space age ranged weapons have their range increment increased by 50 feet, and space age firearms misfire only on a roll of 1.

#### Squeeze Mastery

You are adept at fighting while in claustrophobic environments.

Prerequisite: Escape Artist 5 ranks.

**Benefit:** You do not suffer the normal penalties for squeezing through or into a space that is at least half as wide as your normal space. Further, you can squeeze through or into spaces that are at least one-quarter as wide as your normal space, but if they are less than half as wide as your normal space, you suffer the normal squeezing penalties while doing so (-4 to attack rolls and AC, each square of movement counts as 2 squares). Finally, you gain a +5 bonus on Escape Artist checks made to fit through a tight space (but not other Escape Artist checks).

#### Steady Offense (Combat)

You do not lose nearly as much accuracy with each additional attack as other, lesser warriors do.

#### Prerequisite: Fighter level 20th.

**Benefit:** The penalty you suffer on additional attacks made as part of a full-attack action is reduced to -3 (*for example, a* 20<sup>th</sup>-level fighter with this feat that made a full-attack action would attack at base attack bonuses of +20/+17/+14/+11). This has no effect on any other penalties applied to your attacks, such as those imposed by two-weapon fighting.

#### **Steal Interaction**

You can interact with the spells of others. **Prerequisite:** Quickened Interaction.

**Benefit**: You may activate the interactive ability of an interactive spell cast by another character. If the spell's caster is not opposed to you activating the interactive ability of his spell, this does not require any more effort than activating the interactive ability of a spell you cast yourself. If the spell's caster is opposed to you activating the interactive ability of his spell, however, you must succeed on a caster level check (DC 6 + the spell's caster level) in order to do so. Either way, you cannot use the Quickened Interaction feat in conjunction with this ability. Using this ability does not prevent the spell's caster from using the interactive ability of the spell, nor are you considered to be in control of the spell for any other purposes (such as the ability to dismiss it, etc.). See Advanced Arcana, Volume V for more information on interactive spells.

#### Storm Seeker

You are able to fight more effectively in stormy conditions **Prerequisite:** Clear Eyes.

**Benefit:** You gain a +2 bonus on all attack and weapon damage rolls made in stormy weather (any weather with winds of 30 miles per hour or more). Additionally, the DC of any spell you cast with the air, cold, or electricity descriptor within such a weather condition is increased by +2.

#### Street Survivor

You've been on these streets for a long time and you've seen it all, making it near impossible to get one over on you. **Benefit:** As long as you're in an urban environment, you gain a +2 bonus on Perception and Sense Motive checks. This bonus does not stack with that granted by Alertness. Additionally, regardless of the type of environment you are in, the first time each day that a creature attempts a steal combat maneuver or Sleight of Hand check in order to take an item from you, the attempt automatically fails.

#### Strike Through (Combat)

When you attack a target with a melee weapon through another creature, you can attempt to impale the first target in order to damage both creatures.

**Prerequisite:** Weapon Focus with any reach weapon, or Lunge.

**Benefit:** You can attack through an opponent to hit a creature on the other side. In order to use this ability, you must be fighting with a reach weapon that deals piercing damage, or wielding any weapon that deals piercing damage and be using the Lunge feat. Choose two creatures that are adjacent to one another, with one being adjacent to you and the other being 5 feet away from you on the other side of the first creature. Whenever you make an attack against either of those creatures, you may make an additional attack at the same base attack bonus against the other creature. Both attacks suffer a -2 penalty, and the further creature.

#### Stumbling Critical (Combat, Critical)

Your critical hits send your opponents stumbling to the ground.

**Prerequisites:** Critical Focus, base attack bonus +13. **Benefit:** Whenever you score a critical hit against an opponent, the victim stumbles back under the force of your blow, causing him to move 5 feet directly away from you per point of critical multiplier of the weapon used for the critical hit, and falling prone at the end of their movement. This movement does not provoke attacks of opportunity. A successful Fortitude save (DC 10 + your base attack bonus) reduces this to moving 5 feet away from you, and negates the prone condition.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

#### Stupefying Critical (Combat, Critical)

When you hit somebody, he loses the will to fight. **Prerequisite:** Critical Focus.

**Benefit:** Whenever you successfully confirm a critical hit against a target, you may choose to deal damage as normal instead of dealing damage as though it were a critical hit. If you do, the target becomes stupefied for a number of rounds equal to the critical multiplier of the weapon you scored a critical hit with. A creature stupefied in this way cannot take the attack, full-attack, or charge actions, nor can he target any creature with a spell which deals damage, requires an attack roll, or has a saving throw entry denoted as other than harmless. The stupefied creature can otherwise act normally. **Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

#### Sudden Leap

You leap and jump out of the way with amazing skill, allowing you enable certain movements which would otherwise be impossible.

Prerequisite: Acrobatics 1 rank.

**Benefit**: You do not hamper movement for your allies, who may run or charge through a square you are occupying (provided some other feature of that space would not prevent your ally's run or charge action). Additionally, you never suffer damage from trample attacks, and gain a +4 bonus on Reflex saves against line attacks and a +4 bonus to your CMD vs. overrun attempts.

#### Sudden Sprint

You are capable of incredible bursts of speed and athleticism, allowing you to close great distances with ease.

**Benefit:** As long as you are not carrying more than a light load, you may sprint forward at incredible speed. This allows you to move up to 3 times your movement speed as a standard action, regardless of the type of armor you are wearing (armor may still reduce your speed). At the end of this movement, you become fatigued until the beginning of your next turn, and cannot make attacks of opportunity during this time.

#### Supreme Opportunist (Combat)

You have completely mastered the art of opportunistic combat, even surpassing the practiced defenses of so-called experts.

**Prerequisite:** Combat Reflexes or Expert Opportunist, base attack bonus +6.

**Benefit:** Whenever a creature performs a combat maneuver, you may make an attack of opportunity against that creature, even if they would not normally provoke an attack of opportunity for doing so (such as if they had the Improved Disarm feat, for example), albeit with a -5 penalty.

#### Supreme Precision

You know that everything has a weak spot, even if that isn't readily apparent to others.

Prerequisite: Rogue level 20th.

**Benefit:** Your sneak attack damage applies even to creatures that would normally be immune to sneak attacks or precision-based damage, although such creatures take only half as much sneak attack damage as an ordinary creature would. This feat does not allow the rogue to apply the master strike class feature to creatures that would normally be immune to sneak attack damage.

#### Swift Soothing (Metaperformance)

Your soothing performance can revitalize and reinvigorate your allies in the blink of an eye.

**Prerequisite:** Soothing performance bardic performance class feature.

**Benefit:** Whenever you use the soothing performance bardic performance, you can perform it with extreme rapidity, allowing the benefits to take place immediately, rather than at the end of four rounds. Using this performance in this way counts as 6 rounds of bardic performance for the purposes of how many rounds you can perform each day, even though it takes only a single round.

#### **Terrifying Blow**

You can force a shaken creature to run from you for a short time.

#### Prerequisite: Terror Strike.

**Benefit:** As a standard action, you can make a special terrifying blow melee attack. If the attack hits, it deals damage as normal. Additionally, if the target has the shaken condition, it must succeed on a Will save (DC 10 + 1/2 your base attack bonus + your Charisma modifier) or be forced to move at least 10 feet away from you on his next turn.

#### Terrifying Critical (Combat, Critical)

Your critical hits strike terror into the hearts of your victims. **Prerequisites:** Critical Focus, base attack bonus +15. **Benefit:** Whenever you score a critical hit against an opponent, the victim becomes thoroughly frightened by your display of martial might. The target must succeed on a Will save (DC 10 + your base attack bonus) or be frightened for 104 rounds. Even if the target succeeds on his Will save, he is shaken for 104 rounds.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

#### **Terror Strike**

You unleash a devastating blow, accompanied by a terrifying war cry, battle song, or similar display, crushing not just your foe's body, but also his spirit.

Prerequisite: Skill Focus (Intimidate).

**Benefit:** As a standard action, you can make a special terror strike melee attack. If that attack hits, it deals damage as normal and you may attempt an Intimidate check to demoralize the target of the attack as a free action. If the Intimidate check is successful, the target suffers a -1 penalty on all attack and weapon damage rolls made against you for 1 minute, in addition to the normal effects of demoralizing a foe. If the terror strike is made using the Awesome Blow, Power Attack, or Vital Strike feats, you gain a +2 bonus on the Intimidate check; these bonuses are cumulative.

#### The Dark One's Luck

In desperate situations you call upon the dark one, a fiend of immeasurable power, and say prayers unto him in order to gain a portion of his luck.

**Prerequisite:** Great Fortitude, or Iron Will, or Lightning Reflexes.

**Benefit:** Whenever you fail a saving throw, you may choose to gain 1 profane point. If you do, immediately reroll the saving throw with a +8 profane bonus. You do not automatically fail this saving throw on a result of a natural 1. See *The Book of Forbidden Magic* for more information on profane points.

#### **Tough Gut**

A healthy body allows you to shrug off poisons and diseases. **Prerequisites:** Great Fortitude, Toughness.

**Benefit:** As long as your current hit point total is equal to or greater than 50, you gain a +1 bonus on all Fortitude saving throws made to resist the effects of poisons and diseases. For every 50 hit points by which your current hit point total exceeds 50, this bonus increases by an additional +1. This bonus stacks with the one granted by the Great Fortitude feat.

#### **Tough Mind**

A healthy body contributes to a healthy mind, and as long as you remain in peak physical condition, you are better able to shrug off mental attacks.

Prerequisites: Iron Will, Toughness.

**Benefit:** As long as your current hit point total is equal to or greater than 50, you gain a +1 bonus on all Will saving throws made to resist mind-affecting effects. For every 50 hit points by which your current hit point total exceeds 50, this bonus increases by +1. This bonus stacks with the one granted by the Iron Will feat.

#### **Tough Moves**

A healthy body contributes to avoiding sudden dangers. **Prerequisites:** Lightning Reflexes, Toughness. **Benefit:** As long as your current hit point total is equal to or greater than 50, you gain a +1 bonus on all Reflex saving throws made to avoid traps. For every 50 hit points by which your current hit point total exceeds 50, this bonus increases by +1. This bonus stacks with the one granted by the Lightning Reflexes feat.

#### **Tough Resiliency**

You are a very tough individual, and become even more so when you come within inches of facing death. **Prerequisites:** Diehard, Toughness.

**Benefit:** Once per day, as an immediate action, you may gain 100 temporary hit points, which last for 1 minute. You can only use this ability if your current hit point total is less than 1/5 your maximum hit points.

#### **Toughened Survivor**

You are a real survivor, and you can handle nearly any situation through sheer toughness.

**Prerequisites:** Great Fortitude, Iron Will, Lightning Reflexes, Toughness.

**Benefit:** As long as your current hit point total is equal to or greater than 100, whenever you succeed on a saving throw made to resist an effect that deals hit point damage, you suffer half as much damage as you normally would from the source (*for example, if you succeeded on a saving throw made to resist a* fireball *spell, you would take only 1/4 the damage dealt by the* fireball *spell, rather than 1/2 the damage*).

#### Tower Shield Expert (Combat)

You have mastered the use of your tower shield, allowing you to make the most use out of its defensive qualities. **Prerequisites**: Tower Shield Proficiency, base attack bonus +6.

**Benefit**: When you use a tower shield to grant yourself total cover, choose two edges of your space to grant you total cover, instead of one. Additionally, as a move action, you can choose to provide adjacent creatures regular cover (instead of soft cover) from attacks which pass through the edges of your square which provide you total cover. This benefit lasts until the beginning of your next turn.

#### Turn Elementals

Your command of the elements allows you to rebuke creatures that are closely tied to them.

Prerequisite: Elemental Channel.

**Benefit:** As a standard action, you can use one of your uses of channel energy to cause all outsiders of the elemental subtype you selected for the Elemental Channel feat who are within 30 feet of you to flee, as if panicked. The outsiders receive a Will save to negate the effect (DC 10 + 1/2 your cleric level + your Charisma modifier). Each outsider that fails its save flees as though panicked for 1 minute, although they receive a new saving throw each round to end the effect. Even outsiders that are normally immune to fear effects can be affected by this ability, although they receive a +2 bonus on their saving throw. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).



#### Unscathed

You are blessed by good fortune which keeps you safe from harm, even through the worst the world has to offer. **Benefit:** As long as your current hit point total is equal to or greater than your maximum hit points, you gain a +2 luck bonus to AC and on all saving throws. If your current hit points are less than or equal to 1/2 your maximum hit points, however, you suffer a -1 penalty to AC and all saving throws, instead.

#### **Urban** Explorer

In a city you are like a lynx in a forest: buildings are your trees, sewers your logs, and adventure your prey. **Benefit:** You gain a +1 bonus on all Strength- and Dexteritybased skill checks made in urban areas. Additionally, once per day while in an urban environment, you can choose to take 10 on a single Acrobatics, Climb, or Escape Artist check.

Versatile Distraction (Metaperformance) You can counter other performances in unusual ways. **Prerequisite:** Countersong and distraction bardic performance class features.

**Benefit:** Whenever you use the countersong or distraction bardic performance, you can perform the other simultaneously. This effectively allows you to use the Perform skills associated with countersong to perform a distraction performance, and vice versa, and also allows you to combat sonic and language-dependent effects and patterns and

figments at the same time. Unlike most metaperformance feats, using this feat does not cause the performance to use additional daily rounds for each round it is maintained.

#### Vital Spell Power

Your spells are fueled by your very life-force; not just your force of will, but also your vital essence and physical energies. **Prerequisites:** Toughness, ability to cast 1<sup>st</sup>-level spells. **Benefit:** As long as your current hit point total is equal to or greater than 50, increase the saving throw DCs of spells you cast by +1. If the spell does not offer a saving throw, or the saving throw entry is denoted as harmless, then instead you treat your caster level as 2 higher for the purpose of that spell.

#### Watch Dog

You uphold the law, and looking out for those who don't is your main activity.

**Benefit**: While in an urban environment, you gain a +4 bonus on all Perception checks made to notice characters using the Stealth skill to hide, as well as on all Perception checks made to notice a character using the Sleight of Hand skill. Additionally, the range at which your shouts and signal whistles can be heard is doubled (Perception checks made to notice them suffer only half the normal penalty due to distance).

#### Weaponmaster of the Doomed Legion

You have sold your soul for conscription in the doomed legion, willing to spend your afterlife toiling in the armies of an unknown hell in exchange for sudden bursts of immense weapon skill.

Prerequisite: Weapon Focus (any).

**Benefit:** As a swift action, you may choose to gain 1 profane point. If you do, you gain a +1 profane bonus on attack and weapon damage rolls with the weapon for which you have Weapon Focus for 1 minute. This bonus increases by an additional +1 for each of the following feats you possess for the same weapon: Greater Weapon Focus, Greater Weapon Specialization, and Weapon Specialization. See *The Book of Forbidden Magic* for more information on profane points.

#### Weather Man

You have a gift for prediction and can detect subtle changes in the local flora, fauna, and the very air itself to determine what's coming your way.

Prerequisite: Survival 1 rank.

**Benefit:** You gain a +5 competence bonus on all Survival skill checks made to predict the weather. If you have 10 or more ranks in Survival, this bonus increases to +10. Additionally, you gain a sixth sense which serves to alert you if very severe weather is approaching. You are constantly aware if a very powerful storm (a monsoon, a typhoon, a hurricane, or a blizzard, as well as any weather condition involving 50+ mile per hour winds) is going to occur within a 1-mile radius of your location in the next month. You are aware of the type of upcoming severe weather, as well as the amount of time, in hours, until it arrives. Further, if a *control weather* spell, or similar effect, is used within a 10-mile radius of your location,

you immediately become aware of it, as well as what effect it will have on the weather. Finally, you gain a +2 bonus on all saving throws made to resist the effects of harsh weather, whether mundane or magical in origin.

#### Weed Whacker (Combat)

You are an expert at landing devastating blows on plant creatures.

Prerequisite: Base attack bonus +1.

**Benefit:** You gain a +2 bonus on damage rolls made against plant creatures. Additionally, increase the critical multiplier of any weapon you wield by 1 for the purposes of any attacks made against plant creatures.

#### Whispers from Beyond

You have become a master of your craft through following the tutelage of voices from beyond the mortal realm, though you know not the source of their profane mutterings.

#### Prerequisite: Skill Focus (any).

**Benefit:** Whenever you would make a skill check for a skill for which you have the Skill Focus feat, you may choose to gain any number of profane points. If you do, you automatically succeed at the skill check if it has a DC equal to or less than 10 times the number of profane points gained this way. If the number of profane points you gained is not enough to overcome the DC of the skill check, you may still attempt the check at your normal bonus. See *The Book of Forbidden Magic* for more information on profane points.

#### Wind Strider

You charge freely into the wind on foot or wing, laughing at the forces of nature.

#### Prerequisite: Str 15.

**Benefit:** If you would be checked by wind, you are instead able to move forward at half speed. If you would be blown away by the wind, you are instead checked by the wind.

#### Word of Honor (Chivalry)

Your word is your bond, and everyone knows it. **Benefit:** You gain a +2 bonus on Diplomacy checks. This bonus stacks with all other bonuses to your Diplomacy checks. Additionally, whenever you use Diplomacy to ask a creature to fulfill a request, you can promise them that you will repay them at a later date by performing a request of similar import for them. If you do, you gain a +5 bonus on the Diplomacy check, in addition to the +2 bonus above. **Requirement:** In order to maintain the benefits of this feat, you must never tell a lie or deliberately mislead others. Additionally, if you ever refuse to fulfill your promise to perform a service at a later date, for any reason, as long as the requested service is of a similar magnitude to the one you received, you lose the benefits of this feat.

#### Xenostudies

You have studied alien creatures and learned much about their biology and culture.

**Prerequisites**: 1 rank in 5 different Knowledge skills. **Benefit:** Whenever you use a Knowledge skill to identify a creature which is not native to your home world, you gain a +10 bonus on that check.

# **Monster Feats**

The following section provides new feats that are intended to be used by monsters. While player characters can take these feats, many of them require unique abilities that most characters do not possess.

#### Absorbent Insides (Monster)

As you devour creatures that you swallow whole, you drain their life essence in order to promote rapid healing. **Prerequisite:** Swallow whole ability.

**Benefit:** Whenever you inflict damage to a creature with your swallow whole ability, you heal a number of hit points equal to 1/2 the amount of damage that you inflict in this way.

#### Bear Fruit (Monster)

You are capable of producing nourishing and healing fruit from your body.

Prerequisite: Plant.

**Benefit:** As a standard action, you can cause your body to grow a piece of magical fruit, akin to a *goodberry*, but more concentrated. Any creature (including you) that consumes this fruit (a move action), immediately heals a number of hit points equal to 2d6 + your Hit Dice. You can use this ability once per day, plus an additional time per day for every three Hit Dice you possess.

#### Constricting Throat (Monster)

When you swallow a creature, your throat constricts, making it more difficult for them to escape.

**Prerequisite:** Swallow whole ability.

**Benefit:** Whenever you use your swallow whole ability, the swallowed creature is automatically pinned. The swallowed creature can attempt to escape the pin on its turn, as normal, using your normal CMD. Each round, when the creature is damaged by your swallow whole ability, if the creature is no longer pinned, you may make a grapple attempt as a free action to pin them again (you suffer a -10 penalty on this attempt).

#### Debilitating Constriction (Monster)

When you constrict your victims, their bodies are pinned in place, making it difficult for them to resist you. **Prerequisite:** Constrict.

**Benefit:** Whenever you successfully damage a creature with your constrict ability, for every 5 points of damage you inflict, the target suffers a -1 penalty on all checks made to escape or gain control of the grapple until the beginning of your next turn.

#### Table 2-5: Monster Feats

Feats	Prerequisites	Benefits
Absorbent Insides	Swallow whole ability	Heal a number of hit points when you use swallow whole
Bear Fruit	Plant	Grow fruit that heals hp
Constricting Throat	Swallow whole ability	Whenever you use swallow whole, the target is pinned
Debilitating Constriction	Constrict	The target of your constrict suffers a penalty to escape or gain control of the grapple
Distracting Rake	Rake	If you rake the target 2x in a round, he suffers - 5 to escape or gain control of the grapple
Durable Build	Toughness, construct	Gain 2 additional hit points per Hit Dice
Fast Digestion	Swallow whole ability	Deal additional acid damage when you use swallow whole
Fortified	Construct or undead	25% chance that a critical hit against you deals only normal damage
Healthy Separation	Split	When you use your split ability, both copies have 3/4 your hp
Improved Damage Reduction	Damage reduction	Your damage reduction improves by 1
Improved Fast Healing	Fast healing	Your fast healing is doubled
Iron Gullet	Swallow whole ability	More difficult for creatures to cut their way out of your stomach
Opportunistic Rake	Rake	You can direct your rake attacks at creatures you are not grappling
Photosynthesis	Plant	Gain fast healing 2 in bright light
Resilient Regeneration	Regeneration	Your regeneration is harder to stop
Quick Engulf	Engulf	Engulf creatures as part of a move action
Quick Rake	Rake	You can rake your foe on the same round you successfully grapple him
Safe Engulf	Engulf	It is easier for you to engulf your target and you avoid an attack of opportunity
Sizable Constriction	Constrict, size Large or larger	Deal extra damage when constricting creatures smaller than you
Sticky Engulf	Engulf	It is harder for creatures to escape from your grapple
Suffocating Constriction	Constrict	When you successfully constrict a creature, he becomes unable to breathe
Swift Swallow	Grab ability, swallow whole ability	Attempt to swallow immediately after you grab your target
Take Root	Plant	Root yourself into the ground to gain various bonuses
Three-Way Split	Split	You can choose to split into 3 copies
Vitriolic Engulf	Engulf, 10 Hit Dice	Creatures you engulf suffer an additional 2d6 acid damage
Voluntary Split	Split	You can use your split ability at any time

#### Distracting Rake (Monster)

You rain down blows upon creatures you grapple, making it difficult for them to focus on escaping.

### Prerequisite: Rake.

**Benefit:** Whenever you successfully hit a creature you are grappling with two or more rake attacks in a single round, that creature suffers a -5 penalty on all checks made to escape or gain control of the grapple until the beginning of your next turn.

#### Durable Build (Monster)

You were built with an exceptionally solid frame.

Prerequisites: Toughness, construct.

**Benefit:** You gain 2 additional hit points per Hit Dice you possess.

**Special:** You cannot select this feat if you have a Constitution score, or if you gain additional hit points as a result of a high ability score modifier of any kind. Bonus hit points based on size or from other sources do not prevent you from selecting this feat.

#### Fast Digestion (Monster)

You digest creatures you eat particularly quickly. **Prerequisite:** Swallow whole ability.

**Benefit:** When you swallow a creature whole, the amount of damage that that creature suffers each round as a result of being swallowed whole increases by 1d6 points of acid damage per four Hit Dice you possess (to a maximum of 5d6 for a creature with 20 or more Hit Dice). This is in addition to the normal damage inflicted by your swallow whole ability.

#### Fortified (Monster)

Your weak spots are difficult to harm, and not as weak as others might think.

#### Prerequisite: Construct or undead.

**Benefit:** Whenever you are the subject of a critical hit, a sneak attack, or another form of precision-based damage, there is a 25% chance that the additional damage is negated, and you take only normal damage from the attack. **Special**: You can take this feat multiple times. Each time you take it, the chance of negating additional damage from a critical hit, sneak attack, or other precision-based damage increases by 25%, to a maximum of 100%.

#### Healthy Separation (Monster)

When you split, the two halves become greater than the whole.

#### Prerequisite: Split.

**Benefit:** When you use your split ability, both copies have 3/4 the hit points that you had when you used the split ability (rounded down), instead of 1/2.

#### Improved Damage Reduction (Monster)

You are more resilient in combat than others of your kind. **Prerequisite:** Damage reduction.

**Benefit:** Your damage reduction improves by 1. This applies to all forms of damage reduction you possess, except for damage reduction that cannot be overcome by any means (DR/—).

**Special:** You may select this feat up to 5 times. Its effects stack.

**Special:** You must naturally possess damage reduction in order to select this feat. Damage reduction gained as a class feature, as a result of wearing adamantine armor, or from polymorph effects is not sufficient to allow you to select this feat.

#### Improved Fast Healing (Monster)

You heal supernaturally quickly, even for a creature of your kind.

Prerequisite: Fast healing.

**Benefit:** The number of hit points that you heal as a result of fast healing each round is doubled.

#### Iron Gullet (Monster)

When you swallow a creature whole, it is particularly difficult for that creature to escape.

Prerequisite: Swallow whole ability.

**Benefit:** When you swallow a creature whole, it is more difficult for that creature to escape from your insides. The armor class of your interior is equal to 10 + your full natural

armor bonus, rather than the usual 10 + 1/2 your natural armor bonus. If the armor class of your interior is already equal to or greater than this amount, it increases by +4, instead. Additionally, a creature attempting to cut its way free with a light slashing or piercing weapon must inflict an amount of damage equal to 1/5 your total hit points, instead of 1/10 your total hit points.

#### **Opportunistic Rake (Monster)**

You can twist your body in ways that allows you to make rake attacks against creatures other than the one you're grappling. **Prerequisite:** Rake.

**Benefit:** While grappling a creature, you can choose to make your rake attacks against creatures other than the one you are grappling. If you do, you suffer a -4 penalty on the attack roll. Additionally, while grappling, you can make attacks of opportunity with one of your rake attacks, even though a grappled creature normally cannot make attacks of opportunity (you still suffer a -4 penalty for making rake attacks against creatures other than the one you are grappling).

#### Photosynthesis (Monster)

You can draw upon sunlight in order to heal yourself. **Prerequisite:** Plant.

**Benefit:** Whenever you are in an area of bright light, you gain fast healing 2.

#### Resilient Regeneration (Monster)

Your regeneration is much harder to stop than others of your kind.

#### Prerequisite: Regeneration.

**Benefit:** In order for an attack to cause your regeneration to stop functioning, it must deal at least 5 points of damage of the appropriate type (*for example, a troll that was hit with a* flaming *weapon would continue to regenerate unless the weapon did* 5 *or more points of fire damage*). If you have 11 or more Hit Dice, the attack must deal at least 10 points of damage of the appropriate type, instead.

#### Quick Engulf (Monster)

You can engulf creatures at much greater speed than others of your kind.

Prerequisite: Engulf.

**Benefit:** You can engulf creatures as part of a move action. You must still move into the target's square, as normal for the engulf ability, and successfully engulfing a creature ends your movement. Using the engulf ability in this way does not prevent you from making other attacks in the same round.

#### Quick Rake (Monster)

You waste no time in attacking your foe once you have him in your grip.

#### Prerequisite: Rake.

**Benefit:** You may begin making rake attacks against a grappled foe on the same round that you successfully initiate the grapple, rather than having to wait until the following turn.

#### Safe Engulf (Monster)

When you engulf your prey, it is much harder for them to attempt to stop you.

Prerequisite: Engulf.

**Benefit:** Attempting to engulf a creature does not grant that creature an attack of opportunity against you. The target may still attempt a Reflex save to avoid being engulfed, but the DC of the saving throw is increased by +1.

#### Sizable Constriction (Monster)

You are able to use your bulk to crush smaller creatures more effectively.

Prerequisites: Constrict, size Large or larger.

**Benefit:** Whenever you use your constrict ability on a creature that is one or more size categories smaller than you are, you deal an additional amount of damage to that creature equal to 5 points per size category larger than it you are (for example, a Large creature constricting a Medium creature would deal 5 additional points of damage, while a Huge creature constricting a Small creature would deal 15 additional points of damage).

#### Sticky Engulf (Monster)

Your gooey embrace is much more difficult to escape than others of your kind.

#### Prerequisite: Engulf.

**Benefit:** When a creature that you have engulfed escapes from being pinned, you can choose to continue grappling it. If you do, you gain the grappled condition and are grappling the engulfed creature, but you remain in control of the grapple, and the engulfed creature remains inside you (and subject to your engulf damage) for as long as they remain grappled. If you successfully pin the engulfed creature, you are no longer considered grappled. If the grapple, it moves outside your body.

#### Suffocating Constriction (Monster)

When you put the squeeze on your victims, they are unable to breathe, and quickly suffocate in your grip.

#### Prerequisite: Constrict.

**Benefit:** When you successfully constrict a creature, that creature becomes unable to breathe for as long as you remain in control of the grapple. The creature must hold his breath or begin to suffocate. Additionally, as you constrict, you squeeze the air out of your target, hastening his eventual suffocation. Whenever you inflict damage with your constrict ability, for every 5 points of damage inflicted, the number of rounds that the target can continue to hold his breath before having to make Constitution checks is reduced by 1. Once the target is forced to make Constitution checks each round to continue holding his breath, each time you inflict damage with your constrict ability, the target must make a new Constitution check to continue holding his breath (the DC continues to increase with each check, as normal).

#### Swift Swallow (Monster)

You can swallow your victims all in one bite. **Prerequisites:** Grab ability, swallow whole ability. **Benefit:** Whenever you successfully use the grab special ability to grab a creature with a bite attack, you may immediately attempt a new combat maneuver check as a free action in order to swallow the opponent whole immediately, rather than having to wait until your next turn to do so.

#### Take Root (Monster)

You can extend tendrils into the ground in order to anchor yourself.

#### Prerequisite: Plant.

**Benefit:** As a move action, you can extend roots into the ground. While rooted in this way, you are unable to move from your square, but can otherwise act normally. You gain a +10 bonus to CMD for the purposes of overrun and trip combat maneuvers, as well as any effect that would cause you to leave your current square. Additionally, while rooted in this way you gain a +2 enhancement bonus to your Strength, Dexterity, and Constitution scores. You can uproot yourself as a full-round action.

#### Three-Way Split (Monster)

You can divide into three copies, rather than two. **Prerequisite: S**plit.

**Benefit:** Whenever you would split into two copies, you can choose to split into three copies, instead. If you do, each copy has 1/3 as many hit points as you had when the split occurred (rounded down). This otherwise functions as normal for the split ability.

**Special:** If you have the Healthy Separation feat, then each copy has 1/2 as many hit points as you had when the split occurred (rounded down), instead of the normal amount.

#### Vitriolic Engulf (Monster)

You digest those you engulf particularly quickly.

Prerequisite: Engulf, 10 Hit Dice.

**Benefit:** Creatures that you have engulfed suffer an additional 2d6 points of acid damage each round that they remain engulfed.

# Voluntary Split (Monster)

You can split on command.

Prerequisite: Split.

**Benefit:** You can use your split ability to transform into two copies of yourself at any time as a full-round action that provokes attacks of opportunity.

# Chapter 3: Obscure Arcana



Obscure Arcana is our weekly article devoted to providing exciting new spells for every spell list. In 2014, we created 152 new spells, ranging from o-level to 9th-level, divided amongst every spell list for classes from the *Pathfinder Roleplaying Game Core Rulebook*, the *Advanced Player's Guide*, *Ultimate Magic*, and the *Advanced Class Guide*.

This chapter contains all the content from Obscure Arcana produced over the course of 2014, with the exception of preview material from another product. Also included are spells from the article Summer Spells, originally published in Open Gaming Weekly, which was written by members of the Necromancers of the Northwest staff. First, the spell lists section provides summarized versions of all of the new spells, organized by the spell lists upon which they appear. Each spell list is further subdivided by spell level, within which the spells are listed alphabetically. After the spell lists, the full descriptions of each of the new spells is listed. These spells are are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass."

Several of the spells in this chapter contain material that references content from another Necromancers of the Northwest product. In these cases, a note at the end of the spell's description will provide information about what product contains the referenced content.

# Spell Lists

This section begins with a spell list for every spellcasting class that gains access to new spells in this tome, indicating which spells they gain and at what spell level. An <sup>M</sup> or <sup>F</sup> appearing at the end of a spell's name in the spell lists denotes a spell with a costly material or focus component, respectively. Additionally, a <sup>Te</sup> indicates that the spell has a temperature component. Such spells can only be cast if the caster is in an area where the temperature category matches the requirements listed by the spell. For more information about temperature categories, see Appendix 1: Weather Rules.

The spell lists are presented alphabetically by the name of the class, and the individual spells therein are presented alphabetically by name as well, except for those whose name begins with "greater," "lesser," "mass," or similar, in which case the spell is alphabetized by the second word of the spell's name, instead.

#### Alchemist Formulae

1st-level Alchemist Formulae

**Alchemical Aid** You gain a bonus equal to 5 + your caster level on a single Craft (alchemy) check.

Alien Air Sacs You grant a touched creature large, fleshy air sacs, which increase their buoyancy but make them easier to hit in combat. If your caster level is 5<sup>th</sup> or higher, the target gains limited ability to fly.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Bjorndach's Green Thumb** You gain a bonus equal to 5 + your caster level on the next check made to harvest or grow herbs.

**Coward's Flight** You can flee at incredible speeds, but become shaken if you attack or cast a hostile spell. **Disposable Shield** A floating shield of force grants a +3 shield bonus to AC for 1 min./level. You can end the spell prematurely to gain a +8 bonus for 1 round.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

#### 2<sup>nd</sup>-level Alchemist Formulae

**Alchemical Fusion** You fuse two alchemical items together, creating a single item with the effects of both.

Alien Eyes Up to 1 touched creature/3 levels grows a pair of alien eyestalks, which provide all-around vision, as well as some vision-based spell effects.

**Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Mage's Perfect Tan**<sup>Te</sup> You are protected from the effects of warm weather and gain fire resistance 1 for 24 hours. Additionally, at the end of the spell's duration, your skin darkens, granting a bonus on Charisma-based skill checks for 24 additional hours.

**Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.

#### 3<sup>rd</sup>-level Alchemist Formulae

**Bjorndach's Herb Enhancer** You enhance the potency of a single herb, making it produce more powerful preparations or

special compounds if it is used for such purposes. **Perfect Disguise** As *disguise self*, but the disguise is more elaborate, and you can also emulate an alignment. **Surging Speed** You are affected similarly to *haste* for 1 round/level. You can end the spell prematurely in order to take a full round's worth of actions.

#### 4<sup>th</sup>-level Alchemist Formulae

Alien Arms You replace the touched creature's arms with a number of tentacles equal to 2 + 1 per 3 caster levels for 1 minute/level. These tentacles can be used for natural attacks, grant additional attacks of opportunity, and provide bonuses on combat maneuver checks.

**Explosive Growth** You grow two size categories and gain a +12 bonus to your Strength score, but must succeed on a Fortitude save each round or explode.

Thick Skin<sup>M</sup> You gain DR 8/adamantine for 1 min./level. You can end the spell prematurely in order to negate the effects of a critical hit confirmed against you.

#### 5<sup>th</sup>-level Alchemist Formulae

**Blessing of Safety** You grant a touched creature DR 10/ adamantine and acid, cold, electricity, and fire resistance 10 for 1 round/level. If you have the protection domain, the DR increases to 15/adamantine and the energy resistance increases to 20.

**Eldritch Armor** You gain SR 10 + caster level for 1 min./level. You can end the spell prematurely to completely protect yourself from a single spell.

**Intense Immunity** You gain a variety of potent defensive benefits, but are more dramatically affected by things that overcome them.

#### 6th-level Alchemist Formulae

Alchemical Recurrence Agent For 1 round/level, whenever you are affected by a potion or extract, you are affected by it again on the next round, and the effects stack, even if they normally wouldn't.

**Golden Purity** The target gains SR 15 + caster level and a +2 bonus on saving throws for 1 round/level. If the target has a martial action pool, he can expend martial action points for additional benefits.

#### **Antipaladin Spells**

1<sup>st</sup>-level Antipaladin Spells

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Coward's Flight** You can flee at incredible speeds, but become shaken if you attack or cast a hostile spell.

**Crusader's Word** You grant a single living creature immunity to fear effects and a +1 morale bonus on attack and damage rolls for 1 round/level.

**Curse of Insatiable Hunger** You cause the target to begin starving at an incredible rate, suffering as though one day had passed each round for 2 rounds/level.

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Knight's Challenge** You and the target enter a duel, where no spells can be cast and neither of you can attack other characters. You can cast some spells while affected in this way, based on your base attack bonus.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

#### 2<sup>nd</sup>-level Antipaladin Spells

**Crawling Curse** You force the target to crawl about on hands and knees and follow you. The target is allowed a new save each round to end the effect.

**Curse of Contagion** The target suffers a -4 penalty on saving throws made to resist diseases. Characters immune to disease lose that immunity, instead.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

**Sentient Sword** You imprint your personality on a touched weapon for 24 hours.

**Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.

#### 3<sup>rd</sup>-level Antipaladin Spells

**Blood Brand** You cause a target's wounds to begin bleeding profusely, inflicting bleed damage equal to 1d6 + 1/2 your caster level. Further, if the target dies from this ability, it becomes a vampire spawn under your control.

**Invert Strength** You reverse a single creature's Strength bonus or penalty, making strong creatures feeble, and weak creatures strong, for a brief time.

**Venom Eyes** You cause the target to cry venomous tears, obstructing his vision and inflicting Strength, Dexterity, and Constitution damage.

#### 4<sup>th</sup>-level Antipaladin Spells

**Curse of Cowardice** The target suffers a -4 penalty on saves made to resist fear effects, loses immunity to fear, and may become frightened if reduced to less than 50% of his maximum hit points.

**Embody the Sultan** Your combat skills are increased immensely, making your attacks more accurate and your critical hits deal more damage and causing opponents to fly backward from the force of the blow.

**Mark of Damnation** You force the target to offer his soul to a devil, preventing him from being resurrected and marking him as a thrall of Hell.

**Progress Plague** You cause a diseased creature to suddenly suffer the effects of multiple days of being diseased.

#### **Bard Spells**

o-level Bard Spells

**Artist's Appraisal**<sup>F</sup> You gain detailed information about an art object or other valuable item.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

**Smoke Burst** You fill your square with a cloud of smoke, granting concealment.

#### 1<sup>st</sup>-level Bard Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by  $20^{\circ} + 2^{\circ}$  per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

Animate Snowman<sup>Te</sup> You cause a single snowman to come alive and serve you for 1 minute per caster level.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Coward's Flight** You can flee at incredible speeds, but become shaken if you attack or cast a hostile spell. **Create Iceball**<sup>Te</sup> You transform 1 snowball per caster level into a much more damaging ice ball, which deals 1d6 points of piercing damage plus 1 cold damage with a successful hit. **Crusader's Word** You grant a single living creature immunity to fear effects and a +1 morale bonus on attack and damage rolls for 1 round/level.

**Freeze Over** You cause up to 1 5-ft.-cube/level of water to freeze into ice.

**Locate Shop or Service** You sense the direction of a merchant or a serviceman who sells a particular item or performs a particular service.

**Mage's Intervention** You create a number of shields equal to 1/2 your caster level, which you can expend to gain a bonus to AC or Reflex saves for a single attack per shield. **Vacation From Curses** As *remove curse*, but the curse is lifted for only 24 hours.

#### 2<sup>nd</sup>-level Bard Spells

**Blessing of Madness** You remove a charm or compulsion effect from the target, but impose confusion for 1 round/level. If you have the madness domain, the target rolls the d% for confusion twice and you pick which result is used. **Blessing of the Community** Up to one creature/2 levels gains bonuses to attack, damage, AC, ability checks, skill checks, and saving throws as long as they are adjacent to another target. If you have the community domain, there are additional benefits.

**Bonfire of Revelry**<sup>Te</sup> You alter a controlled fire, causing it to give off feelings of good cheer and companionship. **Defensive Blur** You cause a creature you summoned to be affected by *blur* and *mirror image* for 1 round/level. **Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Mage's Icy Surface**<sup>Te</sup> You create a 40-ft.-radius area of slippery ice that makes movement difficult.

**Mage's Refreshing Beverage**<sup>Te</sup> You create one refreshing drink per 3 caster levels, which renders the imbiber immune to the effects of dehydration for 24 hours, and provides a +4 bonus on saving throws to resist desiccation effects and the effects of warm weather.

**Pumpkin Bomb** You create a small floating pumpkin which explodes when a creature comes near it, unleashing either a wave of healing or a harmful blast.

**Snowman Sight**<sup>Te</sup> You are able to see through the eyes of a touched snowman as long as you remain within medium range of it. This also allows you to see clearly through snow and fog.

**Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.
# 3rd-level Bard Spells

**Blossoming Attraction** You create a field of magic flowers in a 30-ft. radius. Humanoids in the field of flowers are compelled to stay, and have their attitudes towards other creatures improved.

**Crawling Curse** You force the target to crawl about on hands and knees and follow you. The target is allowed a new save each round to end the effect.

**Double Down** You create a perfect copy of a creature that you summoned, which also fights for you.

**Invert Strength** You reverse a single creature's Strength bonus or penalty, making strong creatures feeble, and weak creatures strong, for a brief time.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

**Perfect Disguise** As *disguise self*, but the disguise is more elaborate, and you can also emulate an alignment. **Surging Speed** You are affected similarly to *haste* for 1

round/level. You can end the spell prematurely in order to take a full round's worth of actions.

**Unpleasant Acceleration** You affect all creatures in a 20-ft.radius burst with *haste* for 1d6+1 rounds, but the experience is sickening and exhausting.

# 4<sup>th</sup>-level Bard Spells

**Bewildering Charm** You cause the target to become fascinated by you for 1 round/level, then confused for a short time, and then smitten with you, as though with *charm monster*, for 24 hours.

**Curse of Cowardice** The target suffers a -4 penalty on saves made to resist fear effects, loses immunity to fear, and may become frightened if reduced to less than 50% of his maximum hit points.

**Mage's Snowball Storm**<sup>Te</sup> You unleash a barrage of snowballs in a 20-ft.-radius area, inflicting 1d4 points of damage per caster level. Additionally, creatures damaged by the snowballs may be distracted by loose snow.

**Mirage** As *major image*, but the saving throw DC is partially dependent on the temperature conditions of the area the image appears.

**Spellsong of Dissent** You perform a song of rage that empowers your allies' attacks. This spell grants a bonus to attack and damaged based on the result of a Perform check you make.

Warding Wreath<sup>Te</sup> You imbue a special wreath with the ability to protect a single structure against cold, incorporeal creatures, and hostilities for 1 hour/level.

## 5<sup>th</sup>-level Bard Spells

**Certain Escape** You teleport a short distance. This spell is easy to concentrate on, and if you fail a concentration check to cast it, you can try again the next round with a bonus. **Instant Crowd** You create 3 quasi-real people per class level, which mill about and whose squares cannot be moved through easily.

**Paramuse**<sup>M</sup> You cause a creature to fall hopelessly in love with you, serving your every whim and providing inspiration for your bardic performance.

**Shadowbind** You pin the target's shadow in place, paralyzing him. Even if he escapes, the loss of his shadow weakens him for the spell's duration.

Spellsong of Sorrow You play a song of fear and

hopelessness, which imposes a penalty on AC, saving throws, and damage rolls based on the result of your Perform check. It also causes creatures in the area to become shaken, frightened, or panicked.

### 6th-level Bard Spells

**Fortune's Blessing** You can reroll a single d20 roll each round for 1 round/level. If you have the luck domain, you can also affect others with this ability.

**Golden Purity** The target gains SR 15 + caster level and a +2 bonus on saving throws for 1 round/level. If the target has a martial action pool, he can expend martial action points for additional benefits.

**Shadow Flight** You become invisible for 1 round/level and can immediately teleport to a nearby location that is shrouded in darkness, as *greater teleport*. Further, you summon shadow creatures in the place you teleported from. **Spellsong of Love** You play a song of harmony and love, which fascinates creatures within 100 feet, and makes them more likely to listen to your requests. The higher the result of your Perform check, the higher the penalty that each creature suffers on its saving throw.

#### **Bloodrager Spells**

1<sup>st</sup>-level Bloodrager Spells

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Disposable Shield** A floating shield of force grants a +3 shield bonus to AC for 1 min./level. You can end the spell prematurely to gain a +8 bonus for 1 round.

Knight's Challenge You and the target enter a duel, where no spells can be cast and neither of you can attack other characters. You can cast some spells while affected in this way, based on your base attack bonus.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Zanzibrast's Unfocusing Bolt** You fire a ray that deals 1d8 points of damage, and the target must make a Will save or be dazed and lose psionic focus.

# 2<sup>nd</sup>-level Bloodrager Spells

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Infectious Flame** You cause a target to catch fire, suffering 2d6 fire damage/round, and can cause the fire to spread from him to other targets.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

**Mage's Perfect Tan**<sup>Te</sup> You are protected from the effects of warm weather and gain fire resistance 1 for 24 hours. Additionally, at the end of the spell's duration, your skin darkens, granting a bonus on Charisma-based skill checks for 24 additional hours.

**Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.

# 3<sup>rd</sup>-level Bloodrager Spells

**Knightbane Lightning** You fire an unerring bolt of electricity that inflicts 2d6 points of electricity damage, plus 1d6 for every point of armor or shield bonus to AC that the target possesses.

**Snow Sphere**<sup>Te</sup> You create a ball of animated snow which can bull rush or engulf opponents, and which grows as it passes over snowy surfaces.

**Surging Speed** You are affected similarly to *haste* for 1 round/level. You can end the spell prematurely in order to take a full round's worth of actions.

# 4<sup>th</sup>-level Bloodrager Spells

**Blood Brand** You cause a target's wounds to begin bleeding profusely, inflicting bleed damage equal to 1d6 + 1/2 your caster level. Further, if the target dies from this ability, it becomes a vampire spawn under your control.

**Curse of Cowardice** The target suffers a -4 penalty on saves made to resist fear effects, loses immunity to fear, and may become frightened if reduced to less than 50% of his maximum hit points.

**Embody the Sultan** Your combat skills are increased immensely, making your attacks more accurate and your critical hits deal more damage and causing opponents to fly backward from the force of the blow.

Thick Skin<sup>M</sup> You gain DR 8/adamantine for 1 min./level. You can end the spell prematurely in order to negate the effects of a critical hit confirmed against you.

# **Cleric/Oracle Spells**

o-level Cleric/Oracle Spells

Artist's Appraisal<sup>F</sup> You gain detailed information about an art object or other valuable item.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

# 1<sup>st</sup>-level Cleric/Oracle Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by  $20^{\circ} + 2^{\circ}$  per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

**Crusader's Word** You grant a single living creature immunity to fear effects and a +1 morale bonus on attack and damage rolls for 1 round/level.

**Curse of Insatiable Hunger** You cause the target to begin starving at an incredible rate, suffering as though one day had passed each round for 2 rounds/level.

**Freeze Over** You cause up to 1 5-ft.-cube/level of water to freeze into ice.

**Locate Shop or Service** You sense the direction of a merchant or a serviceman who sells a particular item or performs a particular service.

**Rushing Wave** You create a wave of water which carries a creature 20 ft. + 5 ft./3 levels. If the target has a martial action pool, he can expend 4 martial action points to take a standard action for free at the end of the movement.

**Vacation From Curses** As *remove curse*, but the curse is lifted for only 24 hours.

# 2<sup>nd</sup>-level Cleric/Oracle Spells

**Blessing of Madness** You remove a charm or compulsion effect from the target, but impose confusion for 1 round/level. If you have the madness domain, the target rolls the d% for confusion twice and you pick which result is used.

**Crawling Curse** You force the target to crawl about on hands and knees and follow you. The target is allowed a new save each round to end the effect.

**Curse of Contagion** The target suffers a -4 penalty on saving throws made to resist diseases. Characters immune to disease lose that immunity, instead.

**Doom Ward** You gain a bonus on certain saving throws equal to 1/2 your caster level. Additionally, you can expend the spell prematurely in order to make nearby creatures make a saving throw or be affected by an effect you just made a save to resist.

**Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Mage's Perfect Tan**<sup>Te</sup> You are protected from the effects of warm weather and gain fire resistance 1 for 24 hours. Additionally, at the end of the spell's duration, your skin darkens, granting a bonus on Charisma-based skill checks for 24 additional hours.

**Mage's Refreshing Beverage**<sup>Te</sup> You create one refreshing drink per 3 caster levels, which renders the imbiber immune to the effects of dehydration for 24 hours, and provides a +4 bonus on saving throws to resist desiccation effects and the effects of warm weather.

**Pumpkin Bomb** You create a small floating pumpkin which explodes when a creature comes near it, unleashing either a wave of healing or a harmful blast.

**Stonelord's Blessing** You create a low wall of stone, which can impede movement and be used for higher ground. If you have the earth domain, the barrier is covered in spiky stones that damage those attempting to climb or stand on it.

# 3<sup>rd</sup>-level Cleric/Oracle Spells

Alter Disease You transform a disease that the target is suffering from into a completely different disease. Bonfire of Revelry<sup>Te</sup> You alter a controlled fire, causing it to give off feelings of good cheer and companionship. Defensive Blur You cause a creature you summoned to be affected by *blur* and *mirror image* for 1 round/level. Instant Oasis<sup>Te</sup> You create a pool of refreshing cool water in a 60-ft.-radius area.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

Knight's Challenge You and the target enter a duel, where no spells can be cast and neither of you can attack other characters. You can cast some spells while affected in this way, based on your base attack bonus.

**Mage's Refreshing Rain**<sup>Te</sup> You create rain in a 60-ft.cylinder area, which heals the effects of dehydration, heat, and starvation.

**Warding Wreath**<sup>Te</sup> You imbue a special wreath with the ability to protect a single structure against cold, incorporeal creatures, and hostilities for 1 hour/level.

# 4<sup>th</sup>-level Cleric/Oracle Spells

**Contagion Bolt** You fire a ray that deals 1d8 damage/2 levels, and exposes the target to a single poison or disease you are currently suffering from.

**Double Down** You create a perfect copy of a creature that you summoned, which also fights for you.

**Invert Strength** You reverse a single creature's Strength bonus or penalty, making strong creatures feeble, and weak creatures strong, for a brief time.

Knight's Mark You imbue the target with the power and resilience of a knight, granting immunity to fear, improved evasion, and a +2 bonus on attack rolls for 1 round/level. Mage's Aquatic Transport<sup>Te</sup> You create a pair of invisible water skis made of force, and an *unseen servant* to pull them. Progress Plague You cause a diseased creature to suddenly suffer the effects of multiple days of being diseased. Roast Skin<sup>Te</sup> You cause the target to become badly sunburned, rendering him sickened, imposing a penalty on saving throws to avoid pain effects, and causing them to be vulnerable to bludgeoning and slashing damage. Selective Shield You gain DR 5/— and SR 11 + caster level

against a specific creature you can see.

# 5<sup>th</sup>-level Cleric/Oracle Spells

**Blessing of Safety** You grant a touched creature DR 10/ adamantine and acid, cold, electricity, and fire resistance 10 for 1 round/level. If you have the protection domain, the DR increases to 15/adamantine and the energy resistance increases to 20.

**Blessing of the Community** Up to one creature/2 levels gains bonuses to attack, damage, AC, ability checks, skill checks, and saving throws as long as they are adjacent to another target. If you have the community domain, there are additional benefits.

**Eldritch Armor** You gain SR 10 + caster level for 1 min./level. You can end the spell prematurely to completely protect yourself from a single spell.

Enhance Poison You increase the saving throw DC of a single dose of poison.

**Healer's Blessing** Touched creature heals 5 hit points per caster level. If you have the healing domain, he is also cured of a variety of conditions.

**Sword of Victory** Touched weapon deals extra damage equal to your caster level on the next attack made with it, and a creature struck by the weapon is overcome with the urge to surrender. If your base attack bonus is +15 or higher, you can cast this as a free action.

# 6<sup>th</sup>-level Cleric/Oracle Spells

Adjust Temperature, Greater You set the temperature in a 1-mile/4 levels-radius area to any temperature category you choose.

**Blessing of the Sun** You create bright light in a 120-ft. radius that blinds creatures with darkvision. If you have the sun domain, this light also deals 5d6 damage/round to creatures that are susceptible to light.

**Ill Wind** Your surround one creature/3 levels with a harmful wind which imposes a -8 penalty on ranged attacks those creatures make, but grants a +4 bonus on ranged attacks made against them.

Nightsun<sup>Te</sup> You create a globe of magic light in the sky that raises the light level and temperature in a very wide area. Shadowbind You pin the target's shadow in place, paralyzing him. Even if he escapes, the loss of his shadow weakens him for the spell's duration. **Sin's Reward** You cause a creature to suffer the weight of its sins. The more evil the creature is, the more powerful the spell's effects.

# 7<sup>th</sup>-level Cleric/Oracle Spells

**Curse of Cowardice** The target suffers a -4 penalty on saves made to resist fear effects, loses immunity to fear, and may become frightened if reduced to less than 50% of his maximum hit points.

**Fortune's Blessing** You can reroll a single d20 roll each round for 1 round/level. If you have the luck domain, you can also affect others with this ability.

**Gaze of Justice** You gain a gaze attack that harms and staggers evil creatures.

**Golden Purity** The target gains SR 15 + caster level and a +2 bonus on saving throws for 1 round/level. If the target has a martial action pool, he can expend martial action points for additional benefits.

**Venom Eyes** You cause the target to cry venomous tears, obstructing his vision and inflicting Strength, Dexterity, and Constitution damage.

# 8<sup>th</sup>-level Cleric/Oracle Spells

**Blood Serpents** You cause the target's blood to animate in the shape of serpents and attack him, dealing more damage the more wounded the target is.

**Cobblequake** You create a localized earthquake which knocks your opponents to the ground and damages them, while aiding your allies. Only man-made surfaces are affected, and the spell is incredibly damaging to buildings. **Tourist's Blessing** Travel to any location on any plane, although there is a chance of not arriving exactly on target. If you have the travel domain, there are additional benefits.

# 9<sup>th</sup>-level Cleric/Oracle Spells

**Beastlord's Blessing** As *animal shapes*, but each target can also speak with animals for the spell's duration, and if you have the animal domain, there are additional benefits. **Vampiric Mist** You create a 20-ft.-radius fog of red mist which deals 5d4 damage/round to creatures within it, and heals you half that amount.

Wrath of the Divine Acid, cold, electricity, or fire rains from the sky in a massive area, harming those who do not worship your deity. This spell cannot be cast by characters of less than 20<sup>th</sup> level.

# **Druid Spells**

#### o-level Druid Spells

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

**Smoke Burst** You fill your square with a cloud of smoke, granting concealment.

# 1<sup>st</sup>-level Druid Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by  $20^{\circ} + 2^{\circ}$  per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

Animate Snowman<sup>Te</sup> You cause a single snowman to come alive and serve you for 1 minute per caster level.

**Bjorndach's Green Thumb** You gain a bonus equal to 5 + your caster level on the next check made to harvest or grow herbs.

**Create Iceball**<sup>Te</sup> You transform 1 snowball per caster level into a much more damaging ice ball, which deals 1d6 points of piercing damage plus 1 cold damage with a successful hit. **Freeze Over** You cause up to 1 5-ft.-cube/level of water to freeze into ice.

**Mage's Minor Sandcastle**<sup>Te</sup> You create a 10-ft.-by-10-ft. sandcastle, which provides total cover to creatures inside.

### 2<sup>nd</sup>-level Druid Spells

**Armor of the Woods** You improve a suit of armor or shield for 1 min./level. The exact nature of the improvement depends on the material the armor is made of.

**Blossoming Attraction** You create a field of magic flowers in a 30-ft. radius. Humanoids in the field of flowers are compelled to stay, and have their attitudes towards other creatures improved.

**Curse of Contagion** The target suffers a -4 penalty on saving throws made to resist diseases. Characters immune to disease lose that immunity, instead.

**Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Mage's Perfect Tan**<sup>Te</sup> You are protected from the effects of warm weather and gain fire resistance 1 for 24 hours. Additionally, at the end of the spell's duration, your skin darkens, granting a bonus on Charisma-based skill checks for 24 additional hours.

**Mage's Refreshing Beverage**<sup>Te</sup> You create one refreshing drink per 3 caster levels, which renders the imbiber immune to the effects of dehydration for 24 hours, and provides a +4 bonus on saving throws to resist desiccation effects and the effects of warm weather.

**Pumpkin Bomb** You create a small floating pumpkin which explodes when a creature comes near it, unleashing either a wave of healing or a harmful blast.

**Shield of Leaves** A swirling shield of leaves grants +2 AC and concealment, but can be blown away by wind or burned by fire.

**Snowman Sight**<sup>Te</sup> You are able to see through the eyes of a touched snowman as long as you remain within medium range of it. This also allows you to see clearly through snow and fog.

**Stonelord's Blessing** You create a low wall of stone, which can impede movement and be used for higher ground. If you have the earth domain, the barrier is covered in spiky stones that damage those attempting to climb or stand on it.

## 3<sup>rd</sup>-level Druid Spells

Animate Snowman Army<sup>Te</sup> As animate snowman, but you can animate up to 3 Medium snowmen per caster level. Bjorndach's Herb Enhancer You enhance the potency of a single herb, making it produce more powerful preparations or special compounds if it is used for such purposes. Bonfire of Revelry<sup>Te</sup> You alter a controlled fire, causing it to give off feelings of good cheer and companionship. Defensive Blur You cause a creature you summoned to be affected by *blur* and *mirror image* for 1 round/level. Instant Oasis<sup>Te</sup> You create a pool of refreshing cool water in a 60-ft.-radius area.

Knightbane Lightning You fire an unerring bolt of electricity that inflicts 2d6 points of electricity damage, plus

1d6 for every point of armor or shield bonus to AC that the target possesses.

**Mage's Refreshing Rain**<sup>Te</sup> You create rain in a 60-ft.cylinder area, which heals the effects of dehydration, heat, and starvation.

**Snow Sphere**<sup>Te</sup> You create a ball of animated snow which can bull rush or engulf opponents, and which grows as it passes over snowy surfaces.

### 4<sup>th</sup>-level Druid Spells

**Bjorndach's Snow Bear** You transmute nearby snow into a ferocious bear made of ice, which lasts for 1 minute/level. You do not control the bear, but it is friendly towards you. **Blinding Blizzard**<sup>Te</sup> You create a blizzard in a 6o-ft.-radius

cylinder, which lasts for 1 round/level. **Contagion Bolt** You fire a ray that deals 1d8 damage/2 levels,

and exposes the target to a single poison or disease you are currently suffering from.

**Double Down** You create a perfect copy of a creature that you summoned, which also fights for you.

**Enhance Poison** You increase the saving throw DC of a single dose of poison.

**Progress Plague** You cause a diseased creature to suddenly suffer the effects of multiple days of being diseased.

**Pumpkin Drop** You drop a pumpkin on the target, trapping their head within the gourd, which inflicts numerous penalties.

**Rapid Dehydration**<sup>Te</sup> You remove moisture from the target's body, causing him to rapidly dehydrate.

**Roast Skin**<sup>Te</sup> You cause the target to become badly sunburned, rendering him sickened, imposing a penalty on saving throws to avoid pain effects, and causing them to be vulnerable to bludgeoning and slashing damage.

**Sudden Heatstroke**<sup>Te</sup> The target suffers 1d6 nonlethal fire damage/level, which can't be healed in hot or warmer conditions, and is fatigued until the damage is healed. **Sunburn** You cause the target's skin to be damaged by exposure to bright light, and possibly more vulnerable to weapon damage, for 1 round/level.

**Warding Wreath**<sup>Te</sup> You imbue a special wreath with the ability to protect a single structure against cold, incorporeal creatures, and hostilities for 1 hour/level.

## 5<sup>th</sup>-level Druid Spells

Adjust Temperature, Greater You set the temperature in a 1-mile/4 levels-radius area to any temperature category you choose.

**Deadly Seed** You implant a seed in the target with a touch, which does 1d6/2 levels on the first round, and then half as many d6 each round after that. If the target dies, a massive tree grows from their corpse.

**Ill Wind** Your surround one creature/3 levels with a harmful wind which imposes a -8 penalty on ranged attacks those creatures make, but grants a +4 bonus on ranged attacks made against them.

Thick Skin<sup>M</sup> You gain DR 8/adamantine for 1 min./level. You can end the spell prematurely in order to negate the effects of a critical hit confirmed against you.

#### 6<sup>th</sup>-level Druid Spells

**Become Bane** You polymorph into a duplicate of a nearby creature, as though with *shapechange*, but you and the target are compelled to attack one another.

**Blessing of Safety** You grant a touched creature DR 10/ adamantine and acid, cold, electricity, and fire resistance 10 for 1 round/level. If you have the protection domain, the DR increases to 15/adamantine and the energy resistance increases to 20.

**Blessing of the Sun** You create bright light in a 120-ft. radius that blinds creatures with darkvision. If you have the sun domain, this light also deals 5d6 damage/round to creatures that are susceptible to light.

**Frosty Demise** You fire a ray of ice that entraps the target, damaging him and petrifying him in ice for up to 1 round/level. If the target escapes, the ice explodes in a 15-ft.-radius burst, dealing 5d6 points of piercing and slashing damage to everything in the area.

**Mitotic Cascade** You transform a summoned creature into multiple less-powerful summoned creatures, and those creatures become multiple even-less-powerful creatures, and so on.

**Snow Drift** You create a 30-ft. high drift of snow in a 30-ft.-radius area, potentially burying creatures beneath a mountain of loose snow.

Wild Vengeance You increase an animal's size by one step, and cause it to fall under your telepathic control for 1 round/ level.

#### 7<sup>th</sup>-level Druid Spells

Alien Arms You replace the touched creature's arms with a number of tentacles equal to 2 + 1 per 3 caster levels for 1 minute/level. These tentacles can be used for natural attacks, grant additional attacks of opportunity, and provide bonuses on combat maneuver checks.

**Barbeque Bolt** A ranged touch attack deals 1d6 fire damage/ level, and the target may suffer Strength and Dexterity damage from smoke that cures his flesh alive.

**Elemental Ward** You gain immunity to an energy type for 1 round/level. Additionally, you can expend the spell prematurely in order to unleash a 20-ft. blast of elemental energy that deals 1d10 points of damage/level.

**Fell Tree** You cause a single tree to instantly age, decay, and then explode in a shower of vital energy that deals 10d6 or 15d6 points of damage to everything in a 20-ft.-radius burst. **Golden Purity** The target gains SR 15 + caster level and a +2 bonus on saving throws for 1 round/level. If the target has a martial action pool, he can expend martial action points for additional benefits.

**Venom Eyes** You cause the target to cry venomous tears, obstructing his vision and inflicting Strength, Dexterity, and Constitution damage.

# 8<sup>th</sup>-level Druid Spells

**Swarm Slave** You transform the target into a bat, centipede, or spider swarm, and gain mental control over his actions. **Violent Blizzard** You create a 100-ft.-diameter blizzard, complete with high-speed wind and snow, obscuring vision, preventing ranged attacks, making it difficult to move, and inflicting cold damage.

# 9<sup>th</sup>-level Druid Spells

**Beastlord's Blessing** As animal shapes, but each target can also speak with animals for the spell's duration, and if you have the animal domain, there are additional benefits. **Cobblequake** You create a localized earthquake which knocks your opponents to the ground and damages them, while aiding your allies. Only man-made surfaces are affected, and the spell is incredibly damaging to buildings. **Verdant Awakening** You cause 1 massive tree to spring into existence each round, damaging and displacing creatures in

#### the area.

Wrath of the Divine Acid, cold, electricity, or fire rains from the sky in a massive area, harming those who do not worship your deity. This spell cannot be cast by characters of less than 20<sup>th</sup> level.

# **Inquisitor Spells**

o-level Inquisitor Spells

**Artist's Appraisal**<sup>F</sup> You gain detailed information about an art object or other valuable item.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

**Smoke Burst** You fill your square with a cloud of smoke, granting concealment.

#### 1<sup>st</sup>-level Inquisitor Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by 20° + 2° per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Crusader's Word** You grant a single living creature immunity to fear effects and a +1 morale bonus on attack and damage rolls for 1 round/level.

**Curse of Insatiable Hunger** You cause the target to begin starving at an incredible rate, suffering as though one day had passed each round for 2 rounds/level.

**Doom Ward** You gain a bonus on certain saving throws equal to 1/2 your caster level. Additionally, you can expend the spell prematurely in order to make nearby creatures make a saving throw or be affected by an effect you just made a save to resist.

**Locate Shop or Service** You sense the direction of a merchant or a serviceman who sells a particular item or performs a particular service.

**Vacation From Curses** As *remove curse*, but the curse is lifted for only 24 hours.

#### 2<sup>nd</sup>-level Inquisitor Spells

**Defensive Blur** You cause a creature you summoned to be affected by *blur* and *mirror image* for 1 round/level. **Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Knight's Challenge** You and the target enter a duel, where no spells can be cast and neither of you can attack other characters. You can cast some spells while affected in this way, based on your base attack bonus.

**Snowman Sight**<sup>Te</sup> You are able to see through the eyes of a touched snowman as long as you remain within medium range of it. This also allows you to see clearly through snow and fog.

# 3<sup>rd</sup>-level Inquisitor Spells

Alien Eyes Up to 1 touched creature/3 levels grows a pair of alien eyestalks, which provide all-around vision, as well as some vision-based spell effects.

**Blessing of the Community** Up to one creature/2 levels gains bonuses to attack, damage, AC, ability checks, skill checks, and saving throws as long as they are adjacent to another target. If you have the community domain, there are additional benefits.

**Double Down** You create a perfect copy of a creature that you summoned, which also fights for you.**Invert Strength** You reverse a single creature's Strength bonus or penalty, making strong creatures feeble, and weak creatures strong, for a brief time.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

**Knight's Mark** You imbue the target with the power and resilience of a knight, granting immunity to fear, improved evasion, and a +2 bonus on attack rolls for 1 round/level. **Roast Skin<sup>Te</sup>** You cause the target to become badly sunburned, rendering him sickened, imposing a penalty on saving throws to avoid pain effects, and causing them to be vulnerable to bludgeoning and slashing damage.

# 4<sup>th</sup>-level Inquisitor Spells

**Curse of Cowardice** The target suffers a -4 penalty on saves made to resist fear effects, loses immunity to fear, and may become frightened if reduced to less than 50% of his maximum hit points.

**Perfect Disguise** As *disguise self*, but the disguise is more elaborate, and you can also emulate an alignment. **Sword of Victory** Touched weapon deals extra damage equal to your caster level on the next attack made with it, and a creature struck by the weapon is overcome with the urge to surrender. If your base attack bonus is +15 or higher, you can cast this as a free action.

**Thick Skin<sup>M</sup>** You gain DR 8/adamantine for 1 min./level. You can end the spell prematurely in order to negate the effects of a critical hit confirmed against you.

# 5<sup>th</sup>-level Inquisitor Spells

**Blessing of Safety** You grant a touched creature DR 10/ adamantine and acid, cold, electricity, and fire resistance 10 for 1 round/level. If you have the protection domain, the DR increases to 15/adamantine and the energy resistance increases to 20.

**Eldritch Armor** You gain SR 10 + caster level for 1 min./level. You can end the spell prematurely to completely protect yourself from a single spell.

**Embody the Sultan** Your combat skills are increased immensely, making your attacks more accurate and your critical hits deal more damage and causing opponents to fly backward from the force of the blow.

**Shadowbind** You pin the target's shadow in place, paralyzing him. Even if he escapes, the loss of his shadow weakens him for the spell's duration.

# 6<sup>th</sup>-level Inquisitor Spells

**Blood Serpents** You cause the target's blood to animate in the shape of serpents and attack him, dealing more damage the more wounded the target is.

**Instant Crowd** You create 3 quasi-real people per class level, which mill about and whose squares cannot be moved through easily.

# Magus Spells

o-level Magus Spells

**Mage's Snowball**<sup>Te</sup> You conjure and throw a magical snowball that inflicts 1d2 points of cold damage on a successful hit, and may dazzle the target.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

**Smoke Burst** You fill your square with a cloud of smoke, granting concealment.

# 1<sup>st</sup>-level Magus Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by 20° + 2° per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Create Iceball**<sup>Te</sup> You transform 1 snowball per caster level into a much more damaging ice ball, which deals 1d6 points of piercing damage plus 1 cold damage with a successful hit. **Disposable Shield** A floating shield of force grants a +3 shield bonus to AC for 1 min./level. You can end the spell prematurely to gain a +8 bonus for 1 round.

**Mage's Intervention** You create a number of shields equal to 1/2 your caster level, which you can expend to gain a bonus to AC or Reflex saves for a single attack per shield.

**Rushing Wave** You create a wave of water which carries a creature 20 ft. + 5 ft./3 levels. If the target has a martial action pool, he can expend 4 martial action points to take a standard action for free at the end of the movement.

**Zanzibrast's Unfocusing Bolt** You fire a ray that deals 1d8 points of damage, and the target must make a Will save or be dazed and lose psionic focus.

# 2<sup>nd</sup>-level Magus Spells

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Infectious Flame** You cause a target to catch fire, suffering 2d6 fire damage/round, and can cause the fire to spread from him to other targets.

Knight's Challenge You and the target enter a duel, where no spells can be cast and neither of you can attack other characters. You can cast some spells while affected in this way, based on your base attack bonus.

**Mage's Icy Surface**<sup>Te</sup> You create a 40-ft.-radius area of slippery ice that makes movement difficult.

**Twin Arrow** You create 1 + 1/2 levels copies of a mundane or magical arrow.

# 3<sup>rd</sup>-level Magus Spells

**Knightbane Lightning** You fire an unerring bolt of electricity that inflicts 2d6 points of electricity damage, plus 1d6 for every point of armor or shield bonus to AC that the target possesses.

**Mage's Snowball Storm**<sup>Te</sup> You unleash a barrage of snowballs in a 20-ft.-radius area, inflicting 1d4 points of damage per caster level. Additionally, creatures damaged by the snowballs may be distracted by loose snow.

**Snow Sphere**<sup>Te</sup> You create a ball of animated snow which can bull rush or engulf opponents, and which grows as it passes over snowy surfaces.

**Surging Speed** You are affected similarly to *haste* for 1 round/level. You can end the spell prematurely in order to take a full round's worth of actions.

#### 4<sup>th</sup>-level Magus Spells

**Alchemical Fusion** You fuse two alchemical items together, creating a single item with the effects of both.

**Ill Wind** Your surround one creature/3 levels with a harmful wind which imposes a -8 penalty on ranged attacks those creatures make, but grants a +4 bonus on ranged attacks made against them.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

**Mirage** As *major image*, but the saving throw DC is partially dependent on the temperature conditions of the area the image appears.

**Sentient Sword** You imprint your personality on a touched weapon for 24 hours.

**Sudden Heatstroke**<sup>Te</sup> The target suffers 1d6 nonlethal fire damage/level, which can't be healed in hot or warmer conditions, and is fatigued until the damage is healed. **Sword of Victory** Touched weapon deals extra damage equal to your caster level on the next attack made with it, and a creature struck by the weapon is overcome with the urge to surrender. If your base attack bonus is +15 or higher, you can cast this as a free action.

**Thick Skin<sup>M</sup>** You gain DR 8/adamantine for 1 min./level. You can end the spell prematurely in order to negate the effects of a critical hit confirmed against you.

# 5<sup>th</sup>-level Magus Spells

Alien Arms You replace the touched creature's arms with a number of tentacles equal to 2 + 1 per 3 caster levels for 1 minute/level. These tentacles can be used for natural attacks, grant additional attacks of opportunity, and provide bonuses on combat maneuver checks.

**Barbeque Bolt** A ranged touch attack deals 1d6 fire damage/ level, and the target may suffer Strength and Dexterity damage from smoke that cures his flesh alive.

**Certain Escape** You teleport a short distance. This spell is easy to concentrate on, and if you fail a concentration check to cast it, you can try again the next round with a bonus. **Embody the Sultan** Your combat skills are increased immensely, making your attacks more accurate and your critical hits deal more damage and causing opponents to fly backward from the force of the blow.

**Smoking Flame** You cause the target to catch on fire, suffering 3d6 fire damage per round, and also creating a shroud of smoke in a 15-ft.-radius area.

#### 6<sup>th</sup>-level Magus Spells

**Blood Serpents** You cause the target's blood to animate in the shape of serpents and attack him, dealing more damage the more wounded the target is.

**Diminishing Flame** The target erupts in magical flames which cause his body to shrink as he burns.

**Frosty Demise** You fire a ray of ice that entraps the target, damaging him and petrifying him in ice for up to 1 round/ level. If the target escapes, the ice explodes in a 15-ft.-radius burst, dealing 5d6 points of piercing and slashing damage to everything in the area.

## Paladin Spells

1<sup>st</sup>-level Paladin Spells

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Crusader's Word** You grant a single living creature immunity to fear effects and a +1 morale bonus on attack and damage rolls for 1 round/level.

**Doom Ward** You gain a bonus on certain saving throws equal to 1/2 your caster level. Additionally, you can expend the spell prematurely in order to make nearby creatures make a saving throw or be affected by an effect you just made a save to resist.

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Knight's Challenge** You and the target enter a duel, where no spells can be cast and neither of you can attack other characters. You can cast some spells while affected in this way, based on your base attack bonus.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Vacation From Curses** As *remove curse*, but the curse is lifted for only 24 hours.

# 2<sup>nd</sup>-level Paladin Spells

**Blessing of the Community** Up to one creature/2 levels gains bonuses to attack, damage, AC, ability checks, skill checks, and saving throws as long as they are adjacent to another target. If you have the community domain, there are additional benefits.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

Knight's Mark You imbue the target with the power and resilience of a knight, granting immunity to fear, improved evasion, and a +2 bonus on attack rolls for 1 round/level. **Sentient Sword** You imprint your personality on a touched weapon for 24 hours.

## 3<sup>rd</sup>-level Paladin Spells

Halt Criminal As *hold monster*, but it is more or less effective depending on the number and types of crimes the creature has committed in the last 24 hours.

**Sin's Reward** You cause a creature to suffer the weight of its sins. The more evil the creature is, the more powerful the spell's effects.

**Sword of Victory** Touched weapon deals extra damage equal to your caster level on the next attack made with it, and a creature struck by the weapon is overcome with the urge to

surrender. If your base attack bonus is +15 or higher, you can cast this as a free action.

# 4<sup>th</sup>-level Paladin Spells

**Deconstruct Death** You inflict 1d6 points of damage/level to an undead creature. If this destroys the creature, you can restore it to life, as though with raise dead, although both you and the target suffer 2 negative levels.

**Embody the Sultan** Your combat skills are increased immensely, making your attacks more accurate and your critical hits deal more damage and causing opponents to fly backward from the force of the blow.

Gaze of Justice You gain a gaze attack that harms and staggers evil creatures.

# **Ranger Spells**

# 1<sup>st</sup>-level Ranger Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by  $20^{\circ} + 2^{\circ}$  per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

**Armor of the Woods** You improve a suit of armor or shield for 1 min./level. The exact nature of the improvement depends on the material the armor is made of.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Bjorndach's Green Thumb** You gain a bonus equal to 5 + your caster level on the next check made to harvest or grow herbs.

**Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Freeze Over** You cause up to 1 5-ft.-cube/level of water to freeze into ice.

**Shield of Leaves** A swirling shield of leaves grants +2 AC and concealment, but can be blown away by wind or burned by fire.

**Twin Arrow** You create 1 + 1/2 levels copies of a mundane or magical arrow.

#### 2<sup>nd</sup>-level Ranger Spells

**Blossoming Attraction** You create a field of magic flowers in a 30-ft. radius. Humanoids in the field of flowers are compelled to stay, and have their attitudes towards other creatures improved.

**Bonfire of Revelry**<sup>Te</sup> You alter a controlled fire, causing it to give off feelings of good cheer and companionship.

**Instant Oasis**<sup>Te</sup> You create a pool of refreshing cool water in a 60-ft.-radius area.

**Mage's Perfect Tan**<sup>Te</sup> You are protected from the effects of warm weather and gain fire resistance 1 for 24 hours. Additionally, at the end of the spell's duration, your skin darkens, granting a bonus on Charisma-based skill checks for 24 additional hours.

**Mage's Refreshing Beverage**<sup>Te</sup> You create one refreshing drink per 3 caster levels, which renders the imbiber immune to the effects of dehydration for 24 hours, and provides a +4

bonus on saving throws to resist desiccation effects and the effects of warm weather.

**Snowman Sight**<sup>Te</sup> You are able to see through the eyes of a touched snowman as long as you remain within medium range of it. This also allows you to see clearly through snow and fog.

**Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.

**Wild Vigor** Your animal companion gains benefits as though you were a higher-level character, and is even more effective within your favored terrains, for 1 minute/level.

#### 3<sup>rd</sup>-level Ranger Spells

Perfect Disguise As disguise self, but the disguise is more elaborate, and you can also emulate an alignment.
Summon Sleigh<sup>Te</sup> You conjure a sleigh and four dogs, which can pull the sleigh with ease. The sleigh passes over snowy terrain without difficulty, and lasts 1 hour/level.
Wild Vengeance You increase an animal's size by one step, and cause it to fall under your telepathic control for 1 round/ level.

#### 4<sup>th</sup>-level Ranger Spells

**Deadly Seed** You implant a seed in the target with a touch, which does 1d6/2 levels on the first round, and then half as many d6 each round after that. If the target dies, a massive tree grows from their corpse.

**Embody the Sultan** Your combat skills are increased immensely, making your attacks more accurate and your critical hits deal more damage and causing opponents to fly backward from the force of the blow.

**Mage's Aquatic Transport**<sup>Te</sup> You create a pair of invisible water skis made of force, and an *unseen servant* to pull them. **One With The Land** You gain a variety of benefits as long as you are in your favored terrain.

**Swarm Slave** You transform the target into a bat, centipede, or spider swarm, and gain mental control over his actions.

#### Shaman Spells

o-level Shaman Spells

**Artist's Appraisal**<sup>F</sup> You gain detailed information about an art object or other valuable item.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

#### 1<sup>st</sup>-level Shaman Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by  $20^{\circ} + 2^{\circ}$  per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

**Animate Snowman**<sup>Te</sup> You cause a single snowman to come alive and serve you for 1 minute per caster level.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Bjorndach's Green Thumb** You gain a bonus equal to 5 + your caster level on the next check made to harvest or grow herbs.

**Curse of Insatiable Hunger** You cause the target to begin starving at an incredible rate, suffering as though one day had passed each round for 2 rounds/level.

**Freeze Over** You cause up to 1 5-ft.-cube/level of water to freeze into ice.

**Locate Shop or Service** You sense the direction of a merchant or a serviceman who sells a particular item or performs a particular service.

**Rushing Wave** You create a wave of water which carries a creature 20 ft. + 5 ft./3 levels. If the target has a martial action pool, he can expend 4 martial action points to take a standard action for free at the end of the movement.

#### 2<sup>nd</sup>-level Shaman Spells

**Curse of Contagion** The target suffers a -4 penalty on saving throws made to resist diseases. Characters immune to disease lose that immunity, instead.

**Doom Ward** You gain a bonus on certain saving throws equal to 1/2 your caster level. Additionally, you can expend the spell prematurely in order to make nearby creatures make a saving throw or be affected by an effect you just made a save to resist.

**Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Pumpkin Bomb** You create a small floating pumpkin which explodes when a creature comes near it, unleashing either a wave of healing or a harmful blast.

**Shield of Leaves** A swirling shield of leaves grants +2 AC and concealment, but can be blown away by wind or burned by fire.

**Snowman Sight**<sup>Te</sup> You are able to see through the eyes of a touched snowman as long as you remain within medium range of it. This also allows you to see clearly through snow and fog.

**Stonelord's Blessing** You create a low wall of stone, which can impede movement and be used for higher ground. If you have the earth domain, the barrier is covered in spiky stones that damage those attempting to climb or stand on it. **Vacation From Curses** As *remove curse*, but the curse is lifted for only 24 hours.

# 3<sup>rd</sup>-level Shaman Spells

Alter Disease You transform a disease that the target is suffering from into a completely different disease. Animate Snowman Army<sup>Te</sup> As animate snowman, but you can animate up to 3 Medium snowmen per caster level. Bonfire of Revelry<sup>Te</sup> You alter a controlled fire, causing it to give off feelings of good cheer and companionship. Instant Oasis<sup>Te</sup> You create a pool of refreshing cool water in a 60-ft.-radius area.

**Mage's Refreshing Rain**<sup>Te</sup> You create rain in a 60-ft.cylinder area, which heals the effects of dehydration, heat, and starvation.

# 4<sup>th</sup>-level Shaman Spells

**Contagion Bolt** You fire a ray that deals 1d8 damage/2 levels, and exposes the target to a single poison or disease you are currently suffering from.

**Invert Strength** You reverse a single creature's Strength bonus or penalty, making strong creatures feeble, and weak creatures strong, for a brief time.

Warding Wreath<sup>Te</sup> You imbue a special wreath with the ability to protect a single structure against cold, incorporeal creatures, and hostilities for 1 hour/level.

# 5<sup>th</sup>-level Shaman Spells

**Enhance Poison** You increase the saving throw DC of a single dose of poison.

**Roast Skin**<sup>Te</sup> You cause the target to become badly sunburned, rendering him sickened, imposing a penalty on saving throws to avoid pain effects, and causing them to be vulnerable to bludgeoning and slashing damage.

## 6<sup>th</sup>-level Shaman Spells

Adjust Temperature, Greater You set the temperature in a 1-mile/4 levels-radius area to any temperature category you choose.

**Blinding Blizzard**<sup>Te</sup> You create a blizzard in a 60-ft.-radius cylinder, which lasts for 1 round/level.

**Ill Wind** Your surround one creature/3 levels with a harmful wind which imposes a -8 penalty on ranged attacks those creatures make, but grants a +4 bonus on ranged attacks made against them.

# 7<sup>th</sup>-level Shaman Spells

**Fortune's Blessing** You can reroll a single d20 roll each round for 1 round/level. If you have the luck domain, you can also affect others with this ability.

**Venom Eyes** You cause the target to cry venomous tears, obstructing his vision and inflicting Strength, Dexterity, and Constitution damage.

# 8<sup>th</sup>-level Shaman Spells

**Blood Serpents** You cause the target's blood to animate in the shape of serpents and attack him, dealing more damage the more wounded the target is.

**Fell Tree** You cause a single tree to instantly age, decay, and then explode in a shower of vital energy that deals 10d6 or 15d6 points of damage to everything in a 20-ft.-radius burst.

# 9<sup>th</sup>-level Shaman Spells

**Shadow Flight** You become invisible for 1 round/level and can immediately teleport to a nearby location that is shrouded in darkness, as *greater teleport*. Further, you summon shadow creatures in the place you teleported from. **Vampiric Mist** You create a 20-ft.-radius fog of red mist which deals 5d4 damage/round to creatures within it, and heals you half that amount.

# Sorcerer/Wizard Spells

o-level Sorcerer/Wizard Spells

**Artist's Appraisal**<sup>F</sup> You gain detailed information about an art object or other valuable item.

**Mage's Snowball**<sup>Te</sup> You conjure and throw a magical snowball that inflicts 1d2 points of cold damage on a successful hit, and may dazzle the target.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

**Smoke Burst** You fill your square with a cloud of smoke, granting concealment.

# 1st-level Sorcerer/Wizard Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by  $20^{\circ} + 2^{\circ}$  per caster level for 1 round/level, and possibly dazzle creatures with the sudden temperature change.

Alchemical Aid You gain a bonus equal to 5 + your caster level on a single Craft (alchemy) check.

**Alien Air Sacs** You grant a touched creature large, fleshy air sacs, which increase their buoyancy but make them easier to hit in combat. If your caster level is 5<sup>th</sup> or higher, the target gains limited ability to fly.

Animate Snowman<sup>Te</sup> You cause a single snowman to come alive and serve you for 1 minute per caster level.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Disposable Shield** A floating shield of force grants a +3 shield bonus to AC for 1 min./level. You can end the spell prematurely to gain a +8 bonus for 1 round.

**Explosive Dismissal** You case a creature that you summoned to explode, dealing 1d6 damage per spell level to creatures within 10 feet.

**Freeze Over** You cause up to 1 5-ft.-cube/level of water to freeze into ice.

**Locate Shop or Service** You sense the direction of a merchant or a serviceman who sells a particular item or performs a particular service.

**Mage's Minor Sandcastle**<sup>Te</sup> You create a 10-ft.-by-10-ft. sandcastle, which provides total cover to creatures inside. **Rushing Wave** You create a wave of water which carries a creature 20 ft. + 5 ft./3 levels. If the target has a martial action pool, he can expend 4 martial action points to take a standard action for free at the end of the movement.

**Zanzibrast's Unfocusing Bolt** You fire a ray that deals 1d8 points of damage, and the target must make a Will save or be dazed and lose psionic focus.

# 2<sup>nd</sup>-level Sorcerer/Wizard Spells

**Coward's Flight** You can flee at incredible speeds, but become shaken if you attack or cast a hostile spell. **Crawling Curse** You force the target to crawl about on hands and knees and follow you. The target is allowed a new save each round to end the effect.

**Doom Ward** You gain a bonus on certain saving throws equal to 1/2 your caster level. Additionally, you can expend the spell prematurely in order to make nearby creatures make a saving throw or be affected by an effect you just made a save to resist.

**Fencer's Delight** You increase a character's dueling ability, allowing him to make a single combat maneuver as a free action once per round. If the target has a martial action pool, he can expend martial action points for additional benefits. **Infectious Flame** You cause a target to catch fire, suffering 2d6 fire damage/round, and can cause the fire to spread from him to other targets.

**Mage's Icy Surface**<sup>Te</sup> You create a 40-ft.-radius area of slippery ice that makes movement difficult.

**Mage's Intervention** You create a number of shields equal to 1/2 your caster level, which you can expend to gain a bonus to AC or Reflex saves for a single attack per shield.

**Mage's Perfect Tan**<sup>Te</sup> You are protected from the effects of warm weather and gain fire resistance 1 for 24 hours. Additionally, at the end of the spell's duration, your skin darkens, granting a bonus on Charisma-based skill checks for 24 additional hours.

**Mage's Refreshing Beverage**<sup>Te</sup> You create one refreshing drink per 3 caster levels, which renders the imbiber immune to the effects of dehydration for 24 hours, and provides a +4 bonus on saving throws to resist desiccation effects and the effects of warm weather.

**Pumpkin Bomb** You create a small floating pumpkin which explodes when a creature comes near it, unleashing either a wave of healing or a harmful blast.

**Shield of Leaves** A swirling shield of leaves grants +2 AC and concealment, but can be blown away by wind or burned by fire.

**Snowman Sight**<sup>Te</sup> You are able to see through the eyes of a touched snowman as long as you remain within medium range of it. This also allows you to see clearly through snow and fog.

**Striking Shield** You create a wall of force on one side of your space, which provides total cover, moves with you, and can explode in a one-directional blast of force energy.

**Summon Sleigh**<sup>Te</sup> You conjure a sleigh and four dogs, which can pull the sleigh with ease. The sleigh passes over snowy terrain without difficulty, and lasts 1 hour/level.

**Vacation From Curses** As *remove curse*, but the curse is lifted for only 24 hours.

**Xybar's Gooey Summons** You cause a creature you summon to become gelatinous, rendering it immune to critical hits and allowing it to squeeze into smaller areas.

#### 3<sup>rd</sup>-level Sorcerer/Wizard Spells

**Accelerate Poison** You cause a poison already afflicting the target to quicken its pace.

**Alchemical Fusion** You fuse two alchemical items together, creating a single item with the effects of both.

Alter Disease You transform a disease that the target is suffering from into a completely different disease. Blessing of Madness You remove a charm or compulsion

effect from the target, but impose confusion for 1 round/level. If you have the madness domain, the target rolls the d% for confusion twice and you pick which result is used.

**Bonfire of Revelry**<sup>Te</sup> You alter a controlled fire, causing it to give off feelings of good cheer and companionship.

**Defensive Blur** You cause a creature you summoned to be affected by *blur* and *mirror image* for 1 round/level. **Expel Impurity** You violently purge the target of poison and

disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Instant Oasis**<sup>Te</sup> You create a pool of refreshing cool water in a 60-ft.-radius area.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

**Knightbane Lightning** You fire an unerring bolt of electricity that inflicts 2d6 points of electricity damage, plus 1d6 for every point of armor or shield bonus to AC that the target possesses.

**Mage's Snowball Storm**<sup>Te</sup> You unleash a barrage of snowballs in a 20-ft.-radius area, inflicting 1d4 points of damage per caster level. Additionally, creatures damaged by the snowballs may be distracted by loose snow.

**Sand Castle** You create a castle from existing sand in an outdoor area, which measures 15 ft. by 15 ft. and is 30 ft. tall. **Shadow Chains** The target is denied his Dexterity bonus to AC for 1 round/level. If you have a martial action pool, you can spend 8 martial action points to impose a further -2

penalty to attack rolls and saving throws.

**Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.

**Surging Speed** You are affected similarly to *haste* for 1 round/level. You can end the spell prematurely in order to take a full round's worth of actions.

**Unpleasant Acceleration** You affect all creatures in a 20-ft.radius burst with *haste* for 1d6+1 rounds, but the experience is sickening and exhausting.

## 4<sup>th</sup>-level Sorcerer/Wizard Spells

Alien Eyes Up to 1 touched creature/3 levels grows a pair of alien eyestalks, which provide all-around vision, as well as some vision-based spell effects.

Animate Snowman Army<sup>Te</sup> As animate snowman, but you can animate up to 3 Medium snowmen per caster level. Contagion Bolt You fire a ray that deals 1d8 damage/2 levels, and exposes the target to a single poison or disease you are currently suffering from.

**Double Down** You create a perfect copy of a creature that you summoned, which also fights for you.

**Invert Strength** You reverse a single creature's Strength bonus or penalty, making strong creatures feeble, and weak creatures strong, for a brief time.

**Mage's Aquatic Transport**<sup>Te</sup> You create a pair of invisible water skis made of force, and an *unseen servant* to pull them. **Mirage** As *major image*, but the saving throw DC is partially dependent on the temperature conditions of the area the image appears.

**Night Mist** You transform into a black, poisonous mist. This spell can only be cast in darkness, but can be cast as a free action when you enter an area of darkness.

**Pumpkin Drop** You drop a pumpkin on the target, trapping their head within the gourd, which inflicts numerous penalties.

**Roast Skin**<sup>Te</sup> You cause the target to become badly sunburned, rendering him sickened, imposing a penalty on saving throws to avoid pain effects, and causing them to be vulnerable to bludgeoning and slashing damage.

**Sudden Heatstroke**<sup>Te</sup> The target suffers 1d6 nonlethal fire damage/level, which can't be healed in hot or warmer conditions, and is fatigued until the damage is healed.

**Thick Skin<sup>M</sup>** You gain DR 8/adamantine for 1 min./level. You can end the spell prematurely in order to negate the effects of a critical hit confirmed against you.

**Twin Arrow** You create 1 + 1/2 levels copies of a mundane or magical arrow.

**Xybar's Unkillable Summons** You grant powerful defensive abilities, including DR 2/epic, acid, cold, electricity, and fire resistance 10, and regeneration 5 to a summoned creature.

# 5<sup>th</sup>-level Sorcerer/Wizard Spells

**Bjorndach's Snow Bear** You transmute nearby snow into a ferocious bear made of ice, which lasts for 1 minute/level. You do not control the bear, but it is friendly towards you. **Blessing of Safety** You grant a touched creature DR 10/ adamantine and acid, cold, electricity, and fire resistance 10 for 1 round/level. If you have the protection domain, the DR increases to 15/adamantine and the energy resistance increases to 20.

**Blood Brand** You cause a target's wounds to begin bleeding profusely, inflicting bleed damage equal to 1d6 + 1/2 your caster level. Further, if the target dies from this ability, it becomes a vampire spawn under your control.

**Certain Escape** You teleport a short distance. This spell is easy to concentrate on, and if you fail a concentration check to cast it, you can try again the next round with a bonus. **Enhance Poison** You increase the saving throw DC of a single dose of poison.

Knight's Mark You imbue the target with the power and resilience of a knight, granting immunity to fear, improved evasion, and a +2 bonus on attack rolls for 1 round/level. **Perfect Disguise** As *disguise self*, but the disguise is more elaborate, and you can also emulate an alignment.

**Progress Plague** You cause a diseased creature to suddenly suffer the effects of multiple days of being diseased. **Selective Shield** You gain DR 5/— and SR 11 + caster level

against a specific creature you can see.

**Stony Resolve** You transform yourself into stone in order to avoid a harmful effect. You can cast this as a free action when you fail a saving throw.

**Summon Greater Sleigh**<sup>Te</sup> As summon sleigh, but the sleigh is larger and pulled by eight spectral reindeer, which can also pull the sleigh through the air.

**Sunburn** You cause the target's skin to be damaged by exposure to bright light, and possibly more vulnerable to weapon damage, for 1 round/level.

Warding Wreath<sup>Te</sup> You imbue a special wreath with the ability to protect a single structure against cold, incorporeal creatures, and hostilities for 1 hour/level.

#### 6<sup>th</sup>-level Sorcerer/Wizard Spells

Adjust Temperature, Greater You set the temperature in a 1-mile/4 levels-radius area to any temperature category you choose.

Alien Arms You replace the touched creature's arms with a number of tentacles equal to 2 + 1 per 3 caster levels for 1 minute/level. These tentacles can be used for natural attacks, grant additional attacks of opportunity, and provide bonuses on combat maneuver checks.

**Barbeque Bolt** A ranged touch attack deals 1d6 fire damage/ level, and the target may suffer Strength and Dexterity damage from smoke that cures his flesh alive.

**Become Bane** You polymorph into a duplicate of a nearby creature, as though with *shapechange*, but you and the target are compelled to attack one another.

**Blinding Blizzard**<sup>Te</sup> You create a blizzard in a 60-ft.-radius cylinder, which lasts for 1 round/level.

**Ill Wind** Your surround one creature/3 levels with a harmful wind which imposes a -8 penalty on ranged attacks those creatures make, but grants a +4 bonus on ranged attacks made against them.

**Mage's Major Sandcastle**<sup>Te</sup> As *mage's minor sandcastle*, but the castle is larger and magically reinforced.

**Nightsun**<sup>Te</sup> You create a globe of magic light in the sky that raises the light level and temperature in a very wide area. **Shadowbind** You pin the target's shadow in place, paralyzing him. Even if he escapes, the loss of his shadow weakens him for the spell's duration.

**Smoking Flame** You cause the target to catch on fire, suffering 3d6 fire damage per round, and also creating a shroud of smoke in a 15-ft.-radius area.

# 7<sup>th</sup>-level Sorcerer/Wizard Spells

**Bewildering Charm** You cause the target to become fascinated by you for 1 round/level, then confused for a short time, and then smitten with you, as though with *charm monster*, for 24 hours.

**Diminishing Flame** The target erupts in magical flames which cause his body to shrink as he burns.

**Elemental Ward** You gain immunity to an energy type for 1 round/level. Additionally, you can expend the spell prematurely in order to unleash a 20-ft. blast of elemental energy that deals 1d10 points of damage/level.

**Golden Purity** The target gains SR 15 + caster level and a +2 bonus on saving throws for 1 round/level. If the target has a martial action pool, he can expend martial action points for additional benefits.

**Frosty Demise** You fire a ray of ice that entraps the target, damaging him and petrifying him in ice for up to 1 round/level. If the target escapes, the ice explodes in a 15-ft.-radius burst, dealing 5d6 points of piercing and slashing damage to everything in the area.

**Instant Crowd** You create 3 quasi-real people per class level, which mill about and whose squares cannot be moved through easily.

Mitotic Cascade You transform a summoned creature into multiple less-powerful summoned creatures, and those creatures become multiple even-less-powerful creatures, and so on.

**Snow Drift** You create a 30-ft. high drift of snow in a 30-ft.-radius area, potentially burying creatures beneath a mountain of loose snow.

**Xybar's Abberant Summons** You cause a creature summoned by a summoning spell to arrive with additional tentacles, or make its existing tentacles more powerful. **Zanzibrast's Mind Drain** You attack the target's mind, dealing 1d6 damage/level, or 1d8 damage/level if the target has psionic ability. Further, if the target has psionic powers, he loses power points as well.

#### 8<sup>th</sup>-level Sorcerer/Wizard Spells

**Assault Barrier** A ward of spectral weapons protects you from the first 10 points of bludgeoning, piercing, or slashing damage from each attack, and lashes out in bursts of force energy whenever you're hit in melee.

**Blood Serpents** You cause the target's blood to animate in the shape of serpents and attack him, dealing more damage the more wounded the target is.

**Cobblequake** You create a localized earthquake which knocks your opponents to the ground and damages them, while aiding your allies. Only man-made surfaces are affected, and the spell is incredibly damaging to buildings. **Mark of Damnation** You force the target to offer his soul to a devil, preventing him from being resurrected and marking him as a thrall of Hell.

Tourist's Blessing Travel to any location on any plane, although there is a chance of not arriving exactly on target. If you have the travel domain, there are additional benefits. Xybar's Dark Summons You infuse a summoned creature with vampiric power, causing its attacks to deal negative energy, and for it to heal itself whenever it inflicts damage. Zanzibrast's Psionic Inhibitor The target is inhibited from using psionics, and must spend twice as many power points in order to use psionic abilities for 1 min./level.

# 9<sup>th</sup>-level Sorcerer/Wizard Spells

**Mage's Mega Missile**<sup>F</sup> You fire 5 force missiles per caster level, and can target any given creature or object with a number of them equal to your caster level. This spell cannot be cast by characters of less than 20<sup>th</sup> level. **Shadow Flight** You become invisible for 1 round/level

and can immediately teleport to a nearby location that

is shrouded in darkness, as *greater teleport*. Further, you summon shadow creatures in the place you teleported from. **Vampiric Mist** You create a 20-ft.-radius fog of red mist which deals 5d4 damage/round to creatures within it, and heals you half that amount.

**Violent Blizzard** You create a 100-ft.-diameter blizzard, complete with high-speed wind and snow, obscuring vision, preventing ranged attacks, making it difficult to move, and inflicting cold damage.

# Summoner Spells

o-level Summoner Spells

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

**Smoke Burst** You fill your square with a cloud of smoke, granting concealment.

## 1<sup>st</sup>-level Summoner Spells

Alien Air Sacs You grant a touched creature large, fleshy air sacs, which increase their buoyancy but make them easier to hit in combat. If your caster level is 5<sup>th</sup> or higher, the target gains limited ability to fly.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Disposable Shield** A floating shield of force grants a +3 shield bonus to AC for 1 min./level. You can end the spell prematurely to gain a +8 bonus for 1 round.

**Explosive Dismissal** You case a creature that you summoned to explode, dealing 1d6 damage per spell level to creatures within 10 feet.

**Xybar's Gooey Summons** You cause a creature you summon to become gelatinous, rendering it immune to critical hits and allowing it to squeeze into smaller areas.

#### 2<sup>nd</sup>-level Summoner Spells

Alien Eyes Up to 1 touched creature/3 levels grows a pair of alien eyestalks, which provide all-around vision, as well as some vision-based spell effects.

**Blessing of the Community** Up to one creature/2 levels gains bonuses to attack, damage, AC, ability checks, skill checks, and saving throws as long as they are adjacent to another target. If you have the community domain, there are additional benefits.

**Defensive Blur** You cause a creature you summoned to be affected by *blur* and *mirror image* for 1 round/level. **Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.

**Summon Sleigh**<sup>Te</sup> You conjure a sleigh and four dogs, which can pull the sleigh with ease. The sleigh passes over snowy terrain without difficulty, and lasts 1 hour/level.

#### 3<sup>rd</sup>-level Summoner Spells

**Double Down** You create a perfect copy of a creature that you summoned, which also fights for you.

**Iron Challenge** You force a creature to attack you, instead of attacking any other targets. If you have a martial action pool, you can expend martial action points to increase your defenses against that creature.

**Surging Speed** You are affected similarly to *haste* for 1 round/level. You can end the spell prematurely in order to take a full round's worth of actions.

**Thick Skin<sup>M</sup>** You gain DR 8/adamantine for 1 min./level. You can end the spell prematurely in order to negate the effects of a critical hit confirmed against you.

**Xybar's Unkillable Summons** You grant powerful defensive abilities, including DR 2/epic, acid, cold, electricity, and fire resistance 10, and regeneration 5 to a summoned creature.

# 4<sup>th</sup>-level Summoner Spells

**Bjorndach's Snow Bear** You transmute nearby snow into a ferocious bear made of ice, which lasts for 1 minute/level. You do not control the bear, but it is friendly towards you. **Certain Escape** You teleport a short distance. This spell is easy to concentrate on, and if you fail a concentration check to cast it, you can try again the next round with a bonus. **Summon Greater Sleigh**<sup>Te</sup> As *summon sleigh*, but the sleigh is larger and pulled by eight spectral reindeer, which can also pull the sleigh through the air.

# 5<sup>th</sup>-level Summoner Spells

Alien Arms You replace the touched creature's arms with a number of tentacles equal to 2 + 1 per 3 caster levels for 1 minute/level. These tentacles can be used for natural attacks, grant additional attacks of opportunity, and provide bonuses on combat maneuver checks.

**Blessing of Safety** You grant a touched creature DR 10/ adamantine and acid, cold, electricity, and fire resistance 10 for 1 round/level. If you have the protection domain, the DR increases to 15/adamantine and the energy resistance increases to 20.

**Xybar's Abberant Summons** You cause a creature summoned by a summoning spell to arrive with additional tentacles, or make its existing tentacles more powerful.

# 6<sup>th</sup>-level Summoner Spells

Mitotic Cascade You transform a summoned creature into multiple less-powerful summoned creatures, and those creatures become multiple even-less-powerful creatures, and so on.

**Tourist's Blessing** Travel to any location on any plane, although there is a chance of not arriving exactly on target. If you have the travel domain, there are additional benefits. **Xybar's Dark Summons** You infuse a summoned creature with vampiric power, causing its attacks to deal negative energy, and for it to heal itself whenever it inflicts damage.

#### Witch Spells

o-level Witch Spells

**Artist's Appraisal**<sup>F</sup> You gain detailed information about an art object or other valuable item.

**Protection From Alcohol** You do not suffer any effects from consuming alcohol for 1 hour.

**Protection From Rain and Snow** You do not suffer penalties to Perception from rainfall, and any flames in your possession do not have a chance of being extinguished by rainfall for 10 minutes/level.

**Smoke Burst** You fill your square with a cloud of smoke, granting concealment.

#### 1<sup>st</sup>-level Witch Spells

Adjust Temperature You raise or lower the temperature in a 60-ft. radius by  $20^{\circ} + 2^{\circ}$  per caster level for 1 round/level,

and possibly dazzle creatures with the sudden temperature change.

Alchemical Aid You gain a bonus equal to 5 + your caster level on a single Craft (alchemy) check.

Animate Snowman<sup>Te</sup> You cause a single snowman to come alive and serve you for 1 minute per caster level.

Athletic Enhancement<sup>Te</sup> You grant the touched creature a +5 or higher bonus on Climb and Swim checks for 1 round/ level.

**Bjorndach's Green Thumb** You gain a bonus equal to 5 + your caster level on the next check made to harvest or grow herbs.

**Curse of Insatiable Hunger** You cause the target to begin starving at an incredible rate, suffering as though one day had passed each round for 2 rounds/level.

**Rushing Wave** You create a wave of water which carries a creature 20 ft. + 5 ft./3 levels. If the target has a martial action pool, he can expend 4 martial action points to take a standard action for free at the end of the movement.

**Vacation From Curses** As *remove curse*, but the curse is lifted for only 24 hours.

## 2<sup>nd</sup>-level Witch Spells

Alter Disease You transform a disease that the target is suffering from into a completely different disease. Blessing of Madness You remove a charm or compulsion effect from the target, but impose confusion for 1 round/level. If you have the madness domain, the target rolls the d% for confusion twice and you pick which result is used. Coward's Flight You can flee at incredible speeds, but become shaken if you attack or cast a hostile spell.

**Crawling Curse** You force the target to crawl about on hands and knees and follow you. The target is allowed a new save each round to end the effect.

**Curse of Contagion** The target suffers a -4 penalty on saving throws made to resist diseases. Characters immune to disease lose that immunity, instead.

**Doom Ward** You gain a bonus on certain saving throws equal to 1/2 your caster level. Additionally, you can expend the spell prematurely in order to make nearby creatures make a saving throw or be affected by an effect you just made a save to resist.

**Expel Impurity** You violently purge the target of poison and disease, curing him of those afflictions but inflicting damage based on the saving throw DC of the expelled poison or disease.

**Locate Shop or Service** You sense the direction of a merchant or a serviceman who sells a particular item or performs a particular service.

**Mage's Refreshing Beverage**<sup>Te</sup> You create one refreshing drink per 3 caster levels, which renders the imbiber immune to the effects of dehydration for 24 hours, and provides a +4 bonus on saving throws to resist desiccation effects and the effects of warm weather.

**Pumpkin Bomb** You create a small floating pumpkin which explodes when a creature comes near it, unleashing either a wave of healing or a harmful blast.

**Shield of Leaves** A swirling shield of leaves grants +2 AC and concealment, but can be blown away by wind or burned by fire.

**Snowman Sight**<sup>Te</sup> You are able to see through the eyes of a touched snowman as long as you remain within medium range of it. This also allows you to see clearly through snow and fog.

**Xybar's Gooey Summons** You cause a creature you summon to become gelatinous, rendering it immune to critical hits and allowing it to squeeze into smaller areas.

# 3rd-level Witch Spells

**Alchemical Fusion** You fuse two alchemical items together, creating a single item with the effects of both.

**Bonfire of Revelry**<sup>Te</sup> You alter a controlled fire, causing it to give off feelings of good cheer and companionship.

**Deadly Seed** You implant a seed in the target with a touch, which does 1d6/2 levels on the first round, and then half as many d6 each round after that. If the target dies, a massive tree grows from their corpse.

**Defensive Blur** You cause a creature you summoned to be affected by *blur* and *mirror image* for 1 round/level.

**Mage's Refreshing Rain**<sup>Te</sup> You create rain in a 60-ft.cylinder area, which heals the effects of dehydration, heat, and starvation.

**Pumpkin Drop** You drop a pumpkin on the target, trapping their head within the gourd, which inflicts numerous penalties.

**Shadow Chains** The target is denied his Dexterity bonus to AC for 1 round/level. If you have a martial action pool, you can spend 8 martial action points to impose a further -2 penalty to attack rolls and saving throws.

**Speed Trap** Your speed increases by 30 feet, and creatures that make attacks of opportunity against you risk becoming staggered for 1 round/level.

**Spell Gobbler** You steal a spell contained in another witch's familiar or a spellbook, allowing your own familiar to learn that spell.

**Unpleasant Acceleration** You affect all creatures in a 20-ft.radius burst with *haste* for 1d6+1 rounds, but the experience is sickening and exhausting.

#### 4<sup>th</sup>-level Witch Spells

**Accelerate Poison** You cause a poison already afflicting the target to quicken its pace.

Animate Snowman Army<sup>Te</sup> As animate snowman, but you can animate up to 3 Medium snowmen per caster level. Contagion Bolt You fire a ray that deals 1d8 damage/2 levels, and exposes the target to a single poison or disease you are currently suffering from.

**Double Down** You create a perfect copy of a creature that you summoned, which also fights for you.

**Enhance Poison** You increase the saving throw DC of a single dose of poison.

**Invert Strength** You reverse a single creature's Strength bonus or penalty, making strong creatures feeble, and weak creatures strong, for a brief time.

**Progress Plague** You cause a diseased creature to suddenly suffer the effects of multiple days of being diseased. **Rapid Dehydration**<sup>Te</sup> You remove moisture from the target's body, causing him to rapidly dehydrate.

**Roast Skin**<sup>Te</sup> You cause the target to become badly sunburned, rendering him sickened, imposing a penalty on saving throws to avoid pain effects, and causing them to be vulnerable to bludgeoning and slashing damage.

**Sudden Heatstroke**<sup>Te</sup> The target suffers 1d6 nonlethal fire damage/level, which can't be healed in hot or warmer conditions, and is fatigued until the damage is healed. **Warding Wreath**<sup>Te</sup> You imbue a special wreath with the ability to protect a single structure against cold, incorporeal creatures, and hostilities for 1 hour/level.

#### 5<sup>th</sup>-level Witch Spells

Alien Eyes Up to 1 touched creature/3 levels grows a pair of alien eyestalks, which provide all-around vision, as well as some vision-based spell effects.

**Certain Escape** You teleport a short distance. This spell is easy to concentrate on, and if you fail a concentration check to cast it, you can try again the next round with a bonus. **Curse of Cowardice** The target suffers a -4 penalty on saves made to resist fear effects, loses immunity to fear, and may become frightened if reduced to less than 50% of his maximum hit points.

**Ill Wind** Your surround one creature/3 levels with a harmful wind which imposes a -8 penalty on ranged attacks those creatures make, but grants a +4 bonus on ranged attacks made against them.

**Perfect Disguise** As *disguise self*, but the disguise is more elaborate, and you can also emulate an alignment.

**Xybar's Unkillable Summons** You grant powerful defensive abilities, including DR 2/epic, acid, cold, electricity, and fire resistance 10, and regeneration 5 to a summoned creature.

#### 6<sup>th</sup>-level Witch Spells

Adjust Temperature, Greater You set the temperature in a 1-mile/4 levels-radius area to any temperature category you choose.

**Become Bane** You polymorph into a duplicate of a nearby creature, as though with *shapechange*, but you and the target are compelled to attack one another.

**Bewildering Charm** You cause the target to become fascinated by you for 1 round/level, then confused for a short time, and then smitten with you, as though with *charm monster*, for 24 hours.

**Blinding Blizzard**<sup>Te</sup> You create a blizzard in a 60-ft.-radius cylinder, which lasts for 1 round/level.

**Blood Brand** You cause a target's wounds to begin bleeding profusely, inflicting bleed damage equal to 1d6 + 1/2 your caster level. Further, if the target dies from this ability, it becomes a vampire spawn under your control.

**Shadowbind** You pin the target's shadow in place, paralyzing him. Even if he escapes, the loss of his shadow weakens him for the spell's duration.

#### 7<sup>th</sup>-level Witch Spells

**Barbeque Bolt** A ranged touch attack deals 1d6 fire damage/ level, and the target may suffer Strength and Dexterity damage from smoke that cures his flesh alive.

**Blood Serpents** You cause the target's blood to animate in the shape of serpents and attack him, dealing more damage the more wounded the target is.

**Fortune's Blessing** You can reroll a single d20 roll each round for 1 round/level. If you have the luck domain, you can also affect others with this ability.

**Snow Drift** You create a 30-ft. high drift of snow in a 30-ft.-radius area, potentially burying creatures beneath a mountain of loose snow.

**Xybar's Abberant Summons** You cause a creature summoned by a summoning spell to arrive with additional tentacles, or make its existing tentacles more powerful. **Zanzibrast's Mind Drain** You attack the target's mind, dealing 1d6 damage/level, or 1d8 damage/level if the target has psionic ability. Further, if the target has psionic powers, he loses power points as well.

# 8th-level Witch Spells

**Elemental Ward** You gain immunity to an energy type for 1 round/level. Additionally, you can expend the spell prematurely in order to unleash a 20-ft. blast of elemental energy that deals 1dio points of damage/level. **Fell Tree** You cause a single tree to instantly age, decay, and then explode in a shower of vital energy that deals 10d6 or 15d6 points of damage to everything in a 20-ft.-radius burst.

**Mark of Damnation** You force the target to offer his soul to a devil, preventing him from being resurrected and marking him as a thrall of Hell.

Tourist's Blessing Travel to any location on any plane, although there is a chance of not arriving exactly on target. If you have the travel domain, there are additional benefits. Transmute Object to Candy You transform a single object into addictive candy, which compels those who eat it to keep eating, suffering Strength and Dexterity damage all the while. Xybar's Dark Summons You infuse a summoned creature with vampiric power, causing its attacks to deal negative energy, and for it to heal itself whenever it inflicts damage.

# 9<sup>th</sup>-level Witch Spells

**Command the Spirits** You summon four outsiders of different alignments, who are each either enslaved to your will, or do their best to destroy you. This spell cannot be cast by characters of less than 20<sup>th</sup> level.

Shadow Flight You become invisible for 1 round/level and can immediately teleport to a nearby location that is shrouded in darkness, as *greater teleport*. Further, you summon shadow creatures in the place you teleported from. Swarm Slave You transform the target into a bat, centipede, or spider swarm, and gain mental control over his actions. Vampiric Mist You create a 20-ft.-radius fog of red mist which deals 5d4 damage/round to creatures within it, and heals you half that amount.



# New Spells

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass."

# ACCELERATE POISON

School transmutation; Level sorcerer/wizard 3, witch 4 Casting Time 1 standard action Components V, S, M/DF (a fang from a rattlesnake) Range medium (100 ft. + 10 ft./level) Target one poisoned creature Duration instantaneous; see text Saving Throw Fortitude negates; Spell Resistance yes

You cause the progress of the poison in the target's body to accelerate greatly, causing him to suffer at an incredible pace. If the poison is an enhanced poison, it surges through the target's bloodstream, increasing its toxicity by 5. For more information on advanced poisons, see *Scourge: The Deluxe Guide to Disease and Poison*.

If the target is suffering from a non-enhanced poison, the poison's frequency occurs twice as often. This does not increase the total number of saving throws made to resist the poison, it just makes them occur at a quicker pace (so a duration of 1/round for 6 rounds would become 2/round for 3 rounds, instead).

Finally, regardless of whether the poison is enhanced or not, all saving throw DCs made to resist it are increased by +2. If the poison persists for more than 10 minutes, this increase only applies for the first 10 minutes after the spell is cast. If the target is suffering from more than one poison, only a single poison is affected. If you are aware of what poisons he is suffering from, you can choose which poison to affect. Otherwise one is affected at random.

#### ADJUST TEMPERATURE

**School** transmutation; **Level** bard 1, cleric/oracle 1, druid 1, inquisitor 1, magus 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action Components V, S Range 60 ft. Area 60-ft. radius emanation centered on you Duration 1 round/level

**Saving Throw** Fortitude partial, see text; **Spell Resistance** no

With a word, you supernaturally heat or chill the air around you. You can increase or decrease the temperature in the affected area by any amount desired, up to a maximum change equal to  $20^{\circ} + 2^{\circ}$  per caster level (to a maximum of  $60^{\circ}$ at  $20^{\text{th}}$  level).

The sudden change in temperature can be very disorienting, and if this spell is used to change the temperature from one temperature category to another, then any creature other than you that is in the affected area when the spell is cast, or enters the affected area while the spell is in effect must succeed on a Fortitude save or be dazzled for 1d4 rounds. Creatures with resistance to fire damage are immune to this effect if you raise the temperature, and creatures with resistance to cold damage are immune to this effect if you lower the temperature.

In addition to the above affects, creatures in the affected area are subject to the normal effects of the temperature category that the area is changed to. For more information on temperature categories, see Appendix 1: Weather Rules.

# ADJUST TEMPERATURE, GREATER

School transmutation; Level cleric/oracle 6, druid 5, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 round Components V, S Range touch Area see text Duration see text Saving Throw none, see text; Spell Resistance no

You command the temperature in the surrounding area, bending the natural world to your whims. Select a single temperature category (extreme cold, severe cold, cold, moderate, warm, hot, severe heat, or extreme heat): you change the temperature to match that temperature category in an area centered on the spot touched. The radius of the spell's area is a number of miles equal to 1 per 4 caster levels you possess (so a 20<sup>th</sup>-level caster would affect everything in a 5-mile-radius area). For more information on temperature categories, see Appendix 1: Weather Rules.

While this spell sets the natural temperature in the affected area to a certain point, it does not prevent other phenomenon in the area from adjusting the temperature. A fire still burns, and can still be used to warm a home and protect a character from the cold, for example. Magical attempts to alter the temperature in the affected area (such as with the *alter temperature* or *control weather* spells) fail unless the caster succeeds on a caster level check (DC II + your caster level).

The duration of the spell depends on the temperature that you selected, as indicated on the table below.

# Table 3-1: Greater Adjust TemperatureTemperature CategoryDuration

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School transmutation; Level alchemist 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a 6-oz. block of lead) Range personal Target you Duration see text

This spell sharpens your mind and opens it up to the wondrous insights of alchemy, improving your ability to create alchemical items. You gain a circumstance bonus equal to 5 + your caster level (to a maximum bonus of +10 at  $5^{\text{th}}$ level) on the next Craft (alchemy) check you make before the end of the day.

This spell can also be used to aid in the use of Craft (alchemy) to create items that take more than one day to create, but in such cases, the spell must be cast each day during the item's creation.

#### ALCHEMICAL FUSION

School transmutation; Level alchemist 2, magus 4, sorcerer/ wizard 3, witch 3 Casting Time 1 standard action Components V, S, F (a set of three iron rings) Range touch Target two or more alchemical items touched Duration instantaneous Saving Throw Fortitude negates (object), see text; Spell Resistance yes, see text

You magically fuse two alchemical items together, combining them into a single item with the properties of both. For the purposes of this spell, an alchemical item is any item that can be created with Craft (alchemy). The two target items are destroyed, and a new item, with the properties and abilities of both, is created in their place (for example, by targeting an alchemist's fire and a tanglefoot bag, one could create an item that, when thrown, would inflict fire damage and entangle nearby creatures).

Because the resulting item is not something that can be created with Craft (alchemy), this spell cannot be used on the objects that it creates to further combine them with other objects. Generally speaking, items created in this way have no value and cannot be sold.

If either of the touched objects are magic or attended by a creature other than you, those items are entitled to a saving throw to negate the effect, and if the objects have spell resistance, it applies. Otherwise, no saving throw is allowed.

If your caster level is 11<sup>th</sup> or higher, you can fuse three alchemical items together, instead of two.

An alchemist who prepares this spell as an extract can use it by pouring the extract on the target items. This is an exception to the way that alchemist extracts normally function.

# ALCHEMICAL RECURRENCE REAGENT

School transmutation; Level alchemist 6 Casting Time 1 standard action Components V, S, M (glass from a potion bottle) Range personal Target you Duration 1 round/level

This unstable extract causes your body to recycle the magical energies of potions and alchemical extracts, allowing you to gain a greater benefit from them. For the duration of the extract, whenever you would gain the benefit of a potion or alchemical extract, you also benefit from that potion or extract a second time on the following round. The second instance of the effect stacks with the first instance, even if it wouldn't ordinarily, but its duration ends when this extract's duration ends.

#### ALIEN AIR SACS

School transmutation; Level alchemist 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S Range touch Target living creature touched Duration 10 min./level Saving Throw Fortitude negates; Spell Resistance yes

One or more large, vein-covered, fleshy sacs of translucent skin develop on the target's body, which immediately fill with an alien gas that is lighter than air. This makes the target exceptionally buoyant, granting a +5 bonus on all Acrobatics, Climb, and Swim checks. It also makes the target a particularly large target, and increases the target's size penalty to AC by 2 (if the target does not normally have a size penalty to AC, it gains a size penalty of -2).

If your caster level is 5<sup>th</sup> or higher, the air sacs created by this spell are strong enough to allow the target to fly, albeit poorly. The target gains a Fly speed of 10 feet (clumsy). Because the target is so light, however, he has extreme difficulty dealing with adverse wind conditions, and is treated as two size categories smaller for the purposes of the effects of strong winds.

#### ALIEN ARMS

School transmutation; Level alchemist 4, druid 7, magus 5, sorcerer/wizard 6, summoner 5 Casting Time 1 standard action Components V, S, M (an appendage from an aberration or alien creature) Range touch Target living creature touched Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes

The target's arms twist and mutate into a mass of writhing, fleshy tentacles. The target loses his arms, dropping any held items, and losing the ability to use his hands, but retaining any magic items on his arms (including anything in the wrist, hand, and ring slots). In place of hands, the target grows a number of tentacles equal to 2 + 1 per 3 caster levels you possess (to a maximum of 8 tentacles at 18<sup>th</sup> level). These tentacles are primary natural attacks, and they inflict 1d8 points of damage if the target is a Medium creature, or 1d6 if the target is a Small creature. Further, the tentacles have a reach 5 feet greater than the target's normal reach (10 feet for most Medium or Small creatures), and the target may make one additional attack of opportunity per round per 4 caster levels you possess, though these extra attacks of opportunity must be made with one of the tentacles granted by this spell.

Finally, the target does not provoke attacks of opportunity for disarm, grapple, or steal combat maneuvers made with these tentacles, and gains a +5 bonus on combat maneuver checks made to attempt such combat maneuvers.

#### ALIEN EYES

School transmutation; Level alchemist 2, inquisitor 3, sorcerer/wizard 4, summoner 2, witch 5 Casting Time 1 standard action Components V, S, M (an eyeball from an aberration or alien creature) Range touch Targets up to one touched creature per 3 levels Duration 10 min./level

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

A pair of flexible, fleshy tentacles, about an inch in diameter and six inches long, emerge from the heads of each target, and on the end of each of these tentacles is a single, unblinking eyeball. Affected creatures are able to look in all directions simultaneously, granting a +8 bonus on sightbased Perception checks. Further, creatures flanking an affected target do not gain any benefits from flanking, and flanking the target in this way does not allow rogues to inflict sneak attack damage (unless the attacker's rogue level is at least 4 higher than your caster level).

Finally, when you cast this spell, choose one of the following senses or spell effects for every 5 caster levels you

possess: darkvision 60 ft., *detect magic, detect poison, detect secret doors, detect undead*, or low-light vision. Each target gains all of the chosen senses and spell effects for the spell's duration.

#### ALTER DISEASE

School transmutation; Level cleric/oracle 3, shaman 3, sorcerer/wizard 3, witch 2 Casting Time 1 standard action Components V, S, M/DF (a pinch of rat droppings) Range medium (100 ft. + 10 ft./level) Target one diseased creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

You channel eldritch energies into the microorganisms and tiny life forms which cause a disease, transforming them into something wholly different. This causes the target's disease to spontaneously become another disease of your choosing. If you choose an enhanced disease, its CR must be no greater than your caster level. Additionally, if you choose an enhanced disease, the target is treated as being in the disease's initial stage, even if he was in a different stage of the previous disease. For more information on enhanced diseases, see *Scourge: The Deluxe Guide to Diseases and Poisons*.

If the target creature normally spreads a disease with its natural attacks, he spreads the new disease instead of his normal one. The target also spreads the disease through any methods normal for that disease.

#### ANIMATE SNOWMAN

School transmutation; Level bard 1, druid 1, shaman 1, sorcerer/wizard 1, witch 1 Casting Time 1 round Components V, S, Te (cold or colder) Range touch Target Medium snowman touched Duration 1 min./level Saving Throw none; Spell Resistance no

A gleaming spark emerges from the end of your finger and into the target, filling it with life and allowing it to act, albeit for a short time. The target need not actually be a "snowman" in the strictest sense of the word: rather, the spell can target any object that was deliberately made from packed snow by a sentient creature, which is roughly Medium-sized. Objects made of ice or other materials cannot be affected by the spell, regardless of their shape, although man-made snow objects that do not in any way resemble humanoids (including snow castles, snow dogs, and so on) can be animated without difficulty, provided they are the right size.

The animated snowman has an AC equal to 10 + your primary spellcasting ability score modifier, and 3 hit points. It has a movement speed of 5 feet, and cannot run. The animated snowman can make a single slam attack with an attack bonus equal to 1 + your primary spellcasting ability score modifier (1d8 damage on a successful hit, half of which is cold damage and half of which is nonlethal damage). It is immune to cold damage, but is vulnerable to fire damage. The animated snowman cannot speak, but understands your commands and obeys them to the best of its ability. When standing still, the animated snowman does not appear to be alive, and creatures that do not already know its true nature must succeed on a Perception check (DC 20) to notice that it is alive.

At the end of the spell's duration, the animated snowman returns to normal. If the animated snowman is reduced to 0 hit points, it collapses into a pile of snow, and the spell immediately ends. For more information about snowmen, see Appendix 1: Weather Rules.

## ANIMATE SNOWMAN ARMY

School transmutation; Level druid 3, shaman 3, sorcerer/ wizard 4, witch 4 Casting Time 1 round Components V, S, Te (severe cold or colder) Range long (400 ft. + 40 ft./level) Target up to 3 Medium snowmen per level Duration 10 min./level Saving Throw none; Spell Resistance no

As animate snowman, except that it affects up to three snowmen per caster level, and you need not touch the snowmen to animate them. Unless you specifically choose otherwise, the spell simply animates all snowmen in range, beginning with the snowmen nearest to you, and continuing until it has animated the maximum possible amount of snowmen that it can, or until it has animated all snowmen within the spell's range.

Additionally, unlike *animate snowman*, you no longer need to verbally command the animated snowmen. Instead, they obey your mental commands, as long as they are within range of you. Snowmen that move outside of range remain animated and continue the last task that you gave them, but can no longer receive your mental commands.

#### **ARMOR OF THE WOODS**

School transmutation; Level druid 2, ranger 1 Casting Time 1 standard action Components V, S, DF Range touch Target one suit of armor or shield Duration 1 min./level Saving Throw Fortitude negates (object, harmless); Spell Resistance yes (object, harmless)

You infuse the touched object with supernatural woodland strength, greatly increasing the defensive value of natural materials. The exact effects depend on the object's construction. Non-metal armors and shield have their armor bonus to AC doubled for the duration of the spell (not including any enhancement bonus), and have their armor check penalties reduced by 1. A metal armor or shield touched becomes immune to the effects of rust and grants its wearer 1 point of damage reduction which cannot be overcome by any means. This damage reduction does not stack with any other damage reduction granted by the armor, but does stack with other damage reduction possessed by the character, such as by a high level barbarian.

## ARTIST'S APPRAISAL

School divination; Level bard o, cleric/oracle o, inquisitor o, shaman o, sorcerer/wizard o, witch o Casting Time 1 minute Components V, S, F (a jeweler's loupe worth at least 10 gp) Range touch Target art object touched Duration instantaneous Saving Throw none; Spell Resistance no

With a touch, you learn the history and value of a work of art. This spell can be used on any object worth at least 50 gp, which has no use other than as an art object (this includes expensive clothing items, jewelry, ornate knickknacks, paintings, sculptures, statuettes, and other objects). You immediately learn the object's value, as though you had succeeded on a DC 20 Appraise check to identify its value. Additionally, you learn everything that can be learned about the art object or the artist that created it with a result of 10 on the appropriate Knowledge check (typically Knowledge [history], Knowledge [local], or Knowledge [nobility]). This spell cannot reveal whether or not the object has magical properties, and such properties are not reflected in the value provided, or in the information granted by the spell. If the object has a value of more than 2,000 gp or less than 50 gp, the spell simply fails.

# ASSAULT BARRIER

School abjuration; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (a ring made from iron recycled from a sword used in combat) Range personal Target you Duration 1 round/level

When you cast this spell, you are surrounded by the phantom images of various weapons and implements of war, including axes, swords and spears, which lash out a tangible force whenever you are hit in combat. Choose bludgeoning, slashing, or piercing damage. You ignore the first 10 points of damage of the chosen type that you suffer from each attack. Additionally, whenever you are damaged by a melee attack, a wave of force energy erupts from you, damaging all creatures other than yourself in a 10-foot radius centered on you. Creatures in this area suffer 3d6 points of force damage.

# ATHLETIC ENHANCEMENT

School transmutation; Level alchemist 1, antipaladin 1, bard 1, bloodrager 1, inquisitor 1, magus 1, paladin 1, ranger 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, Te (warm or warmer) Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes

The favorite of spellcasters who want to encourage others to go outside and be active—or who find a sudden need to do so themselves, this spell causes the target to gain a +5 enhancement bonus to Climb and Swim checks. The enhancement bonus increases to +10 at caster level 5<sup>th</sup>, and to +15 (the maximum) at caster level 9<sup>th</sup>.

#### BARBEQUE BOLT

**School** evocation; **Level** druid 7, magus 5, sorcerer/wizard 6, witch 7

Casting Time 1 standard action Components V, S, M (a piece of charcoal) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous and 1 round/level; see text Saving Throw Fortitude partial, see text; Spell Resistance

yes

You unleash a bolt of smoking flame which explodes in a cloud that burns the target and surrounds him with magically-infused smoke. This spell requires a ranged touch attack. If you hit, the target immediately suffers 1d6 points of fire damage per caster level (to a maximum of 2od6 at 20<sup>th</sup> level), and is surrounded by a heavy smoke, which lasts for 1 round per caster level. While this smoke does not interfere with vision or breathing, each round the target must succeed on a Fortitude save or suffer a cumulative -1 penalty to his Strength and Dexterity scores as he is slowly smoked to perfection.

#### **BEASTLORD'S BLESSING**

School transmutation; Level cleric/oracle 9, druid 9 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Targets up to one willing creature per level, all within 30 ft. of each other Duration 1 hour/level (D) Saving Throw none; Spell Resistance yes (harmless)

This functions as *animal shapes*, except that each target is also affected by the spell *speak with animals* for the spell's duration, and you (if you choose to target yourself) gain a bonus equal to your caster level on all Diplomacy and Handle Animal checks made to influence animals or convince them to provide information or services to you.

If you have the animal domain, then the targets are affected as though by *beast shape IV*, instead of *beast shape III*, by which *animal shapes* would normally cause them to be affected. Additionally, if you have the animal domain, then for the spell's duration you can cast *charm animal* as a spelllike ability at will, and you can cast *dominate animal* as a spell-like ability up to three times during the spell's duration.

#### **BECOME BANE**

School transmutation (polymorph); Level druid 6, sorcerer/ wizard 6, witch 6 Casting Time 1 round Components V, S, F (a cracked mirror) Range personal; see text Target you; see text Duration 10 min./level (D) Saving Throw Will negates, see text; Spell Resistance no You transform yourself into an exact copy of another creature within 100 feet of yourself. That creature may make a Will save, and if the saving throw is successful, the spell fails, and you are not transformed. Otherwise, you transform into an exact duplicate of the creature, as though with the spell *shapechange*, except that you can only change shape once, rather than once per round, and you look exactly like the creature that you copied, and can easily pass for that creature, at least as long as you are not closely scrutinized. You gain a +40 bonus on Disguise checks made to appear as the copied creature.

The nature of the duplication is inherently combative, and as long as you are transformed in this way, you are plagued by a strong desire to slay the creature you copied, and vice versa. For the spell's duration, as long as you are within 30 feet of the creature you copied, at the beginning of your turn you must succeed on a Will save (DC equal to *become bane*'s saving throw DC) or else be compelled to attempt to slay the creature. Similarly, for the spell's duration, the creature you copied must succeed on a saving throw whenever it is within 30 feet of you, or else be compelled to attempt to kill you.

#### **BEWILDERING CHARM**

School enchantment (compulsion) [mind-affecting]; Level bard 4, sorcerer/wizard 7, witch 6 Casting Time 1 standard action Components V, S, M (a vial of perfume and sea water) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level and 24 hours; see text Saving Throw Will negates; Spell Resistance yes

You fill the head of the target with sweet visions of pleasant and wonderful things, clouding his mind to the subtle influence of your magic and rendering him in a state of pure bewilderment. The target must succeed on a Will save or become fascinated by you for a number of rounds equal to your caster level. When the fascination ends, whether because the duration elapsed, or because the fascination effect was ended early, the target must succeed on a secondary Will save or become confused. The confusion caused by this spell is somewhat peculiar: on a result that would normally indicate that the target damages himself, he attacks the nearest creature, instead. Further, the first time that the target is able to act normally, he must immediately make a new Will save. Success on this save ends the spell entirely. Failure on this save ends the fascination effect, but causes the target to view you as a trusted friend, as though by the spell charm monster, for the next 24 hours.

# **BJORNDACH'S GREEN THUMB**

School transmutation; Level alchemist 1, druid 1, ranger 1, shaman 1, witch 1 Casting Time 1 standard action Components V, S, M (a pinch of mulch) Range personal Target you Duration 24 hours or until expended

You bring your mind in harmony with nature, allowing you to serve as a better gardener and herbalist. You

gain a circumstance bonus equal to 5 + your caster level (to a maximum bonus of +10 at 5<sup>th</sup> level) on the next check you make to harvest or grow herbs. For more information on harvesting and growing herbs, see *A Necromancer's Grimoire: The Secret of Herbs* or *A Necromancer's Grimoire: Herbs of the Jungle.* 

# BJORNDACH'S HERB ENHANCER

School transmutation; Level alchemist 3, druid 3 Casting Time 1 standard action Components V, S, M (1 oz. of mineral water) Range touch Target herb touched Duration instantaneous Saving Throw none; Spell Resistance no

You infuse the touched herb with incredible energy, making it much more potent when fashioned into a preparation or compound. If the target is used to create a preparation or a special compound, any effects that depend on the amount by which the Craft check made to create that preparation or special compound exceeds the DC are treated as though the result of the Craft check were 10 higher than it actually was. This does not affect any other aspect of the Craft check, however, such as whether it is a success or failure, or the amount of time that it takes to perform. This spell only functions on raw herbs, and has no effect on other plants, alchemical ingredients, or finished alchemical items. For more information on harvesting and growing herbs, see A Necromancer's Grimoire: The Secret of Herbs or A Necromancer's Grimoire: Herbs of the Jungle.

#### **BJORNDACH'S SNOW BEAR**

School transmutation; Level druid 4, sorcerer/wizard 5, summoner 4 Casting Time 1 standard action Components V, S, M/DF (a frozen piece of honeycomb) Range close (25 ft. + 5 ft./2 levels) Effect one snow bear Duration 1 min./level Saving Throw none; Spell Resistance no

*Bjorndach's snow bear* can only be cast in an area with at least 1 foot of snow on the ground. With a howl of wind and the groaning sound of the mightiest animal of the frozen north, the snow in the area swirls and writhes into the form of a large bear made of pure snow, save for the eyes, teeth, and claws, which are made from magically hardened ice. The bear created by this spell is identical to a polar bear (see the *Pathfinder Roleplaying Game Bestiary*) with the following exceptions: a snow bear has DR 5/— and the cold subtype. Additionally, whenever the snow bear would suffer cold damage, it instead gains a +4 enhancement bonus to its Strength score until the beginning of its next turn. Finally, on a successful hit, the snow bear's natural attacks deal an amount of additional cold damage equal to 1d6 + 1 per 2 caster levels you possess.

The snow bear is not under your direct control when created, though he views you as friendly and behaves accordingly. The snow bear's natural reaction to other characters is indifference. You can attempt to influence the snow bear utilizing the Handle Animal skill. Other characters can also attempt to influence the snow bear in this way, but suffer a -10 penalty on the skill check. At the end of the spell's duration, the snow bear collapses in a pile of snow.

# **BLESSING OF MADNESS**

School enchantment (compulsion) [mind-affecting]; Level bard 2, cleric/oracle 2, sorcerer/wizard 3, witch 2 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one humanoid creature Duration instantaneous and 1 round/level; see text Saving Throw Will negates; Spell Resistance yes

You fill the target's mind with meaningless nonsense, forcing out anything that might have been there. If the target is under the effects of a charm or compulsion spell or effect, that charm or compulsion spell or effect immediately ends. If the target was suffering from more than one charm or compulsion effect, only the highest-level effect ends (if two or more are tied for highest-level, determine which one is ended randomly from among those). Regardless of whether or not the target was affected by a charm or compulsion effect, he is confused for 1 round per caster level.

If you have the madness domain, then each round, when the target rolls to determine how he will act that round, he rolls twice, and you choose which result he uses.

### **BLESSING OF SAFETY**

School abjuration; Level alchemist 5, cleric/oracle 5, druid 6, inquisitor 5, sorcerer/wizard 5, summoner 5 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You surround the target with a protective ward, granting DR 10/adamantine, and acid, cold, electricity, and fire resistance 10.

If you have the protection domain, the DR granted by the spell increases to 15/adamantine, and the acid, cold, electricity, and fire resistance increase to 20.

# **BLESSING OF THE COMMUNITY**

School enchantment; Level bard 2, cleric/oracle 5, inquisitor 3, paladin 2, summoner 2 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Targets up to one willing creature per 2 levels, all within 30 ft. of each other Duration 1 min./level (D) Saving Throw none; Spell Resistance yes (harmless) You create a subtle mental link between the targets, allowing them to draw upon one another for additional strength as long as they are near one another. Each target gains a +2 morale bonus on attack rolls, damage rolls, AC, ability checks, skill checks, and saving throws as long as at least one other target is adjacent to them. If four or more targets are adjacent to them, they receive a +4 bonus, instead.

If you have the community domain, the initial morale bonus increases to +4, and the bonus for having four or more adjacent affected creatures increases to +6.

#### **BLESSING OF THE SUN**

School evocation [light]; Level cleric/oracle 6, druid 6 Casting Time 1 standard action Components V, S, DF Range 120 ft. Area 120-ft.-radius emanation, centered on you Duration 1 round/level Saving Throw Fortitude partial, Fortitude half, see text; Spell Resistance no

You fill the affected area with supernaturally bright light. The light level in the area increases to bright light. Additionally, the light blinds creatures with darkvision. Each creature with darkvision in the spell's area at the time the spell is cast must succeed on a Fortitude save or be blinded for 1d4 minutes. Creatures with darkvision that enter the spell's area after it was cast must also make a save or be blinded in this way, though any given creature only needs to make this saving throw once per time this spell is cast.

If you have the sun domain, the light is physically painful to creatures that are weakened by sunlight. Any creature with a weakness to sunlight (including light sensitivity, light blindness, sunlight powerlessness, and other abilities specific to the creature, such as a vampire's aversion to sunlight) that enters or begins its turn within the affected area suffers 5d6 points of damage. A successful Fortitude save halves this damage.

# **BLINDING BLIZZARD**

School evocation (cold); Level druid 4, shaman 6, sorcerer/ wizard 6, witch 6 Casting Time 1 standard action Components V, S, Te (cold or colder) Range medium (100 ft. + 10 ft./level) Area cylinder (60-ft. radius, 40 ft. high) Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance no

At your command, furious gales of chilling wind appear, bearing with them a blanket of pale white snow. The affected area is filled with a terrible blizzard, which has a number of effects. The wind speed in the area is increased to windstorm (unprotected flames are automatically extinguished, there is a 75% chance that protected flames are extinguished, normal ranged attacks are impossible, ranged attacks with siege weapons suffer a -4 penalty, Perception checks suffer a -4 penalty, -8 instead if they rely on sound).

Additionally, snow fills the air and stings the eyes, dramatically reducing vision in the affected area. All vision,

including darkvision is obscured beyond 5 feet. A creature within 5 feet has concealment (20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The snow also quickly piles on the ground in the affected area: after 1d4 rounds, the affected area is blanketed in snow, and each square in the affected area costs 2 squares of movement to enter. After an additional 1d4 rounds, the affected area is covered in deep snow, and each square in the affected area costs 4 squares of movement to enter.

Finally, the biting winds are supernaturally cold, and each creature that enters or begins its turn in the affected area suffers 3d6 points of cold damage. A successful Fortitude save halves this damage.

# BLOOD BRAND

School transmutation; Level antipaladin 3, bloodrager 4, sorcerer/wizard 5, witch 6 Casting Time 1 free action; see text Components V, S Range see text Target one living creature Duration 1 round/level and 1 hour/level; see text Saving Throw Fortitude negates; Spell Resistance no

In order to cast this spell, you must deal damage to the target with a slashing or piercing weapon. If you do, you may immediately cast this spell as a free action that does not provoke attacks of opportunity. You may do so even if it is not currently your turn. When you cast this spell, it fills the target's blood with a dark taint which keeps the target's wound open and causes profuse bleeding. The target suffers an amount of bleed damage equal to 1d6 + 1/2 your caster level. This bleed damage cannot be stopped with a Heal check, and can be stopped by magical healing (such as *cure light wounds*) only if the caster succeeds on a caster level check (DC 11 + your caster level).

If the target dies as a result of this bleed damage, his body is immediately reanimated as a vampire spawn under your direct control. The spawn created by this ability are marked by a vile brand. Spawn created by this ability last for 1 hour/level before crumbling to dust.

You cannot cast *blood brand* if you already cast a spell since the beginning of your most recent turn, and if you cast *blood brand*, you cannot cast any other spells until the beginning of your next turn.

#### **BLOOD SERPENTS**

School necromancy; Level cleric/oracle 8, inquisitor 6, magus 6, shaman 8, sorcerer/wizard 8, witch 7 Casting Time 1 standard action Components V, S, M (a vial of snake blood) Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 round/level Saving Throw Fortitude negates, see text; Spell Resistance yes You cause the target's blood to animate and turn against him, flowing into snake-like ribbons which emerge from his open wounds and begin to bite him. Each round on your turn, beginning on the round that you cast the spell, these blood snakes strike the target. The amount of damage that they deal depends on how heavily wounded the target is: the more wounded he is, the more blood snakes there are attacking him, and the bigger they are. Use the following table to determine how much damage the blood snakes inflict on the target each round.

# Table 3-2: Blood Serpents

Target's Health	Damage
Uninjured (maximum hit points)	0
Lightly wounded(76-99% of max. hit points)	6d6
Moderately wounded (26-75% of max. hit points)	6d8
Heavily wounded (1% - 25% of max. hit points)	6d10

The target does not get an initial Fortitude save to resist the spell, but each round he may make a Fortitude save, and, if successful, he is not damaged by the spell that round. Creatures that do not have blood are immune to this spell.

# **BLOSSOMING ATTRACTION**

School conjuration (creation) [emotion, mind-affecting]; Level bard 3, druid 2, ranger 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft. /2 levels) Area 30-ft. radius burst Duration 10 min./level Saving Throw Will negates, see text; Spell Resistance yes

With soft words and gentle gestures, the ground explodes with color as hundreds of gorgeous wildflowers erupt from the earth in full bloom, their sweet scent filling the air. This spell may only be cast on natural ground with a hardness of less than 8. The spell's area immediately fills with beautiful and magical wildflowers that exude a sweet smell, which causes intense infatuation in humanoids. Humanoid creatures that enter or begin their turn within the spell's area must succeed on a Will save or have their attitude towards every other creature within the spell's area magically increased by 1 step (hostile becomes unfriendly, unfriendly becomes indifferent, indifferent becomes friendly, and so on). This effect lasts for as long as the affected creature remains within the spell's area.

Additionally, when the spell is cast, and once each minute thereafter, all creatures within the area must succeed on an additional Will save or be compelled to remain within the spell's area for one minute. Any hostile action against an affected creature immediately ends both the compulsion and the increase in attitude caused by the spell for that creature.

This spell can be made permanent with a permanency spell (caster level 10<sup>th</sup>, 5,000 gp).

# **BONFIRE OF REVELRY**

School enchantment (charm) [emotion, mind-affecting]; Level bard 2, cleric/oracle 3, druid 3, ranger 2, shaman 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, Te (hot or warmer) Range close (25 ft. + 5 ft./level) Target one campfire, bonfire, or other controlled fire Duration 1 hour/level Saving Throw Will negates, see text; Spell Resistance no

You fill the campfire with the essence of summer festivals and merrymaking in general, and the fire, in turn, disseminates this feeling throughout those who are near it. Each creature within the light of the campfire has his starting attitude towards all other creatures increased by one step for as long as he remains within the light of the campfire, and for 1d4 hours thereafter.

Additionally, affected creatures are filled with hope and good cheer, gaining a +4 bonus on saving throws made to resist negative emotions (including fear, sadness, and anger), though they also suffer a -2 penalty on saving throws made to resist charm effects. A successful Will save negates both the attitude adjustment and the saving throw adjustments. Any given creature only saves to resist the spell once: leaving and re-entering the light of the fire does not force or allow the character to make a new saving throw.

#### **CERTAIN ESCAPE**

School conjuration (teleportation); Level bard 5, magus 5, sorcerer/wizard 5, summoner 4, witch 5 Casting Time 1 standard action Components none Range medium (100 ft. + 10 ft./level) Target you Duration instantaneous

You instantly transport yourself from your current location to any other spot within range. You always arrive at exactly the spot desired, whether by simply visualizing the area or by stating direction. You do not need to have line of sight or line of effect to your intended destination. You can bring along objects, so long as their weight doesn't exceed your maximum load. If you arrive in a place that is already occupied by a solid body, you take 1d10 points of damage and are shunted to the nearest open space on a suitable surface.

*Certain escape* is easier to concentrate on, when it is cast, than most spells. If you fail a concentration check made to cast the spell defensively, or due to distractions or dangerous conditions (including taking ongoing damage, being damaged while casting the spell, being grappled or entangled, vigorous motion, and so on), the spell is not expended, and you can try casting the spell again on the next round. Further, you gain a bonus on such concentration checks based on the number of previous consecutive attempts to cast the spell. On your second attempt to cast the spell, you gain a +2 bonus on the concentration check; on each consecutive attempt, the bonus doubles (so you gain a +4 bonus on the third round of trying, +8 on the fourth round of trying, and so on, to a maximum bonus of +32 on the sixth round of trying).

# COBBLEQUAKE

School transmutation; Level cleric/oracle 8, druid 9, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (a small piece of a cobblestone) Range medium (100 ft. + 10 ft./level) Area all man-made surfaces in a 10-ft./level-radius spread Duration 1 round/level Saving Throw Reflex partial; Spell Resistance no

With a word, you cause all worked earth, masonry, cobblestones, and similar man-made surfaces in the affected area to roll and quake at your command. Each round on your turn (including the round in which the spell is cast), each creature in the affected area that is not one of your allies must succeed on a Reflex save or fall prone and suffer 2d6 points of bludgeoning damage. Creatures that are already prone when this occurs take 4d6 points of bludgeoning damage, instead (no save). Additionally, creatures in the affected area that are not your allies treat the affected area as difficult terrain for the spell's duration, and suffer a -2 penalty on attack rolls and AC for as long as they remain in the affected area, as the shifting of the ground interferes with their movements. Creatures in the affected area that are your allies instead gain a +2 bonus to attack rolls and AC as the ground shifts to aid them, instead of hinder them. Note that only man-made surfaces within the spread count as "affected area," and any natural earth or rock is unaffected.

This spell is incredibly damaging to structures built on the affected area, and inflicts 4d6 points of damage to each such structure each round. If less than half of the structure is on the affected area, the damage is reduced to 2d6. This damage is not subject to hardness.

### COMMAND THE SPIRITS

School conjuration (calling); Level witch 9 Casting Time 1 standard action Components V, S, F (a bone from an outsider) Range long (400 ft. + 40 ft./level) Effect four called outsiders Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance no

You mark the four corners and speak the dread words known only to your patron's favored disciples, commanding forth the appearance of powerful spirits and binding them to your service with a word. You must have a caster level of at least 20 to cast this spell. When you cast this spell, you summon one outsider with the chaotic subtype, one outsider with the evil subtype, one outsider of the good subtype, and one outsider with the lawful subtype, each of CR 20 or less. These creatures appear wherever you designate within the spell's range. Then, each creature summoned this way that is within 100 feet of you must immediately succeed on a Will save or fall under your control, as though by the spell *dominate monster*, for the spell's duration. Creatures that succeed on their saves are free to act as they please, and will almost certainly attack you, regardless of their alignment.



# **CONTAGION BOLT School** necromancy; **Level** cleric/oracle 4, druid 4, shaman

4, sorcerer/wizard 4, witch 4 **Casting Time** 1 standard action **Components** V, S **Range** close (25 ft. + 5 ft./2 levels) **Effect** one ray **Duration** instantaneous **Saving Throw** see text; **Spell Resistance** yes

You fire a ray of energy that deals 1d8 points of damage per two caster levels you possess. You must succeed on a ranged touch attack to hit the target. If the attack hits, in addition to dealing damage, if you are currently suffering from a poison or disease, the *contagion bolt* carries that infection to the target, who is immediately exposed to it, and must succeed on a saving throw (using the poison or disease's normal saving throw DC) or suffer its effects. If you are suffering from multiple poisons or diseases, you may choose which one of them is used for the purposes of this spell.

#### **COWARD'S FLIGHT**

School transmutation; Level alchemist 1, antipaladin 1, bard 1, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a hunk of cooked goose) Range personal Target you Duration 1 minute/level (D)

You gain momentous speed, as supernatural winds wrap you in a defensive cocoon and also spur you along at a great rate. Your movement speed increases to 100 feet and you gain a climb speed of 30 feet and a swim speed of 30 feet. Additionally, in any round in which you move at least 10 feet, you gain a dodge bonus to AC equal to 1/2 your caster level (to a maximum bonus of +5 at 10<sup>th</sup> level). This bonus lasts until the beginning of your next turn. If you use the run action, you move at 6 times your speed (600 feet), instead of the normal amount, and if you have the frightened or panicked condition, all your movement speeds are doubled. Finally, if you make an attack or cast a spell which targets a creature or which includes a creature in its area, *coward's flight* immediately ends and you gain the shaken condition for 1 minute, as the remaining cowardly forces are absorbed by your body.

#### **CRAWLING CURSE**

**School** enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, bard 3, cleric/oracle 2, sorcerer/wizard 2, witch

Casting Time 1 standard action Components V, S, M/DF (a live caterpillar) Range touch Target one living creature Duration 1 round/level Saving Throw Will negates; Spell Resistance no

This dire curse is aptly named, forcing the victim to crawl about, following you wherever you go and subjecting the target to meek obedience. For the spell's duration, the target falls to his knees, unable to walk normally, and feels compelled to follow you wherever you travel. The creature is treated as being prone, and cannot get up from prone by any means, and must move at least 10 feet closer to you each round, if able. This movement always provokes attacks of opportunity. Each round, the target receives a new Will save to end the spell's effects. If the target has suffered damage since the end of his last turn, he receives a +5 bonus on this Will save. If you attack the target during this time, the spell automatically ends.

# CREATE ICEBALL

School transmutation; Level bard 1, druid 1, magus 1 Casting Time 1 standard action Components V, S, Te (cold or colder) Range 10 feet Target up to 1 snowball/level Duration 1 round/level Saving Throw none; Spell Resistance no

You wave your hand, and the light and fluffy snowballs you indicate harden and grow sharp, menacing spikes made of black ice. The affected snowballs can still be thrown, as normal, but deal 1d6 plus the attacker's Strength modifier points of piercing damage and 1 point of cold damage in the event of a successful hit. The snowballs' range increment remains 15 feet, and is not affected in any way by this spell. For more information about snowballs, see Appendix 1: Weather Rules.

# **CRUSADER'S WORD**

School enchantment (compulsion) [language-dependent, mind-affecting]; Level antipaladin 1, bard 1, cleric/oracle 1, inquisitor 1, paladin 1 Casting Time 1 standard action Components V Range long (400 ft. + 40 ft./level) Target one living creature Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You speak inspiring words, calling those who hear you to arms and ridding them of fear and self-doubt. The target gains immunity to fear effects and a +1 morale bonus on attack and weapon damage rolls.

# CURSE OF CONTAGION

School necromancy [curse]; Level antipaladin 2, cleric/ oracle 2, druid 2, shaman 2, witch 2 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 hour/level Saving Throw none or Fortitude negates, see text; Spell Resistance yes

You sap energy from the target's immune system, making it difficult for him to fight off diseases. For the spell's duration, he suffers a -4 penalty on saving throws made to resist diseases. If the target is already suffering from one or more diseases when this spell is cast, this penalty also applies to his next saving throw to resist that disease, even if it is after the spell's duration ends.

If the target is immune to diseases because of a class feature, special ability, spell, or magic item, he does not suffer this penalty, but loses his immunity to diseases for the spell's duration, instead. Such characters are allowed a Fortitude save to negate the effect. If the target becomes diseased during the spell's duration, he continues to suffer from the disease even after the spell's effect ends and his immunity is regained, until the disease is cured. Creatures that are naturally immune to diseases due to their race or creature type are completely unaffected by this spell.

#### **CURSE OF COWARDICE**

School necromancy [curse, emotion, fear, mind-affecting]; Level antipaladin 4, bard 4, bloodrager 4, cleric/oracle 7, inquisitor 4, witch 5 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level (D) Saving Throw Will negates and Will partial, see text; Spell Resistance yes

You fill the back of the target's mind with doubts, worries, and fears, eroding his confidence and transforming him into a coward. For the spell's duration, the subject suffers a -4 penalty on saving throws made to resist fear effects, as well as on any other saving throws made to resist the shaken, frightened, or panicked conditions. If the target is normally immune to fear effects, he does not suffer this penalty, but instead loses that immunity for the spell's duration.

Additionally, for the spell's duration, any time the target is reduced to 50% or less of his maximum hit points, he must succeed on a Will save (the -4 penalty applies) or become frightened for 1d6 rounds. Whether he succeeds on this saving throw or not, the target is shaken any time that he is reduced to 50% or less of his maximum hit points while under the effects of this spell.

# **CURSE OF INSATIABLE HUNGER**

School necromancy [curse]; Level antipaladin 1, cleric/ oracle 1, inquisitor 1, shaman 1, witch 1 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 2 rounds/level (D) Saving Throw Fortitude negates; Spell Resistance yes

You instill in the subject an unbearable and overwhelming hunger. The subject immediately begins to starve, as though he had gone three days without consuming food. Further, each round, the subject must succeed on a Constitution check (DC 10 +1 per previous check) or suffer 1d6 points of nonlethal damage, as though an entire day had passed without consuming food. As with the normal rules for starvation, characters who suffer nonlethal damage in this way are fatigued, characters that suffer an amount of nonlethal damage equal to their current hit points begin to suffer lethal damage instead, and damage inflicted in this way cannot be healed by any means until the target consumes food.

If sufficient food to sustain the target for an entire day is available, the target can consume it as a full-round action that provokes attacks of opportunity. If he does, he can ignore the effects of this spell for three rounds, after which he must begin making Constitution checks again (the DC is reset to 10 in this case). Additionally, once the target has consumed food in this fashion, damage inflicted by this spell can be healed magically. The ability to be healed in this way is lost as soon as the subject suffers more damage from the spell, however.

## DEADLY SEED

School transmutation; Level druid 5, ranger 4, witch 3 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration special; see text Saving Throw Fortitude half, see text; Spell Resistance yes

You create a seed of magic which you implant in the touched creature. The seed utilizes the target's own life force to grow at astounding speed, damaging the target and sprouting into a full-grown tree. If the touch attack is successful, the target suffers an amount of damage equal to 1d6 per 2 caster levels you possess. On each following round, the target suffers an additional amount of damage equal to half the amount suffered on the previous round (expressed as a number of d6, rounded down). When this results in the amount of damage being od6, the spell ends (*for example, if the spell inflicted 10d6 points of damage the first round, it would deal 5d6 points of damage on the second round, followed by 2d6, then 1d6, and then the spell would end*). If the target dies as a result of this spell, a single massive tree immediately forms in the square in which the target died, and any equipment worn or held by the target at the time of death gains the broken condition. A successful Fortitude save halves the amount of d6 points of damage initially dealt by the spell on the first round, but no additional Fortitude saves are allowed.

#### DECONSTRUCT DEATH

School necromancy; Level paladin 4 Casting Time 1 standard action Components V, S, DF Range long (400 ft. + 40 ft./level) Target one undead creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You channel the unending energy of life into the target, transforming its undead flesh back into a living vessel, welcoming to the soul. The target suffers 1d6 points of damage per caster level you possess. If the damage is sufficient to destroy the target, then its soul is entitled a chance to return to the body and be returned to life as though by the spell *raise dead*, except that both you and the target gain 2 negative levels (a 1<sup>st</sup>- or 2<sup>nd</sup>-level character loses 2 points of Constitution instead). A successful Will save negates the damage and the *raise dead* effect.

# **DEFENSIVE BLUR**

School illusion (figment); Level bard 2, cleric/oracle 3, druid 3, inquisitor 2, sorcerer/wizard 3, summoner 2, witch 3 Casting Time 1 standard action Components V, S, M/DF (a piece of gossamer) Range close (25 ft. + 5 ft./2 levels) Target one summoned creature Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance no

You cause a creature summoned by you to become a blur of shadows and swirling images, making it very difficult to fight. This spell can only target a creature summoned by a *summon monster* or *summon nature's ally* spell. The affected creature becomes very difficult to see, as though affected by the spells *blur* and *mirror image*.

#### DIMINISHING FLAME

School transmutation [fire]; Level magus 6, sorcerer/wizard

Casting Time 1 standard action Components V, S, M (ashes from an incinerated horse and housefly) Range touch Target creature touched

# **Duration** 1 round/level **Saving Throw** Fortitude partial, Reflex partial; **Spell Resistance** yes

With a touch, you cause the target to shrink in size, converting their excess mass into a raging inferno which consumes the victim. You must succeed on a melee touch attack. If the attack hits, the target is enveloped in flames. Each round on your turn, beginning with the round the spell is cast, the target must succeed on a Fortitude save or be reduced in size by one size category, and suffer 4d8 points of fire damage as his mass is reduced. If this would reduce his size below Fine, he suffers an additional 4d8 points of fire damage, instead (for a total of 8d8 damage that round). Each round, the target may make a Reflex save to halve the fire damage that he suffers from this spell that round. The effects of decreasing in size in this way are outlined on the tables below.

Table 3-3: Size Changes					Natural
Old Size*	New Size	Str	Dex	Con	Armor
Fine	Diminutive	Same	-2	Same	Same
Diminutive	Tiny	2	-2	Same	Same
Tiny	Small	4	-2	Same	Same
Small	Medium	4	-2	2	Same
Medium	Large	8	-2	4	2
Large	Huge	8	-2	4	3
Huge	Gargantuan	8	Same	4	4
Gargantuan	Colossal	8	Same	4	5

\* Repeat the adjustment if the creature moves up more than one size.

# Table 3-4: Size Bonuses and Penalties

	AC/	CMB/		Stealth
Size	Attack	CMD	Fly Skill	Skill
Fine	8	-8	8	16
Diminutive	4	-4	6	12
Tiny	2	-2	4	8
Small	1	-1	2	4
Medium	0	0	0	0
Large	-1	1	-2	-4
Huge	-2	2	-4	-8
Gargantuan	-4	4	-6	-12
Colossal	-8	8	-8	-16

# **DISPOSABLE SHIELD**

School abjuration [force]; Level alchemist 1, bloodrager 1, magus 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level or until discharged

You create an invisible shield of force that hovers in front of you and deflects incoming attacks. You gain a +3 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. Additionally, at any time during the spell's duration, as an immediate action, you can expend the spell's remaining energy as a final burst of defensive power. If you do, the shield bonus to AC increases to +8 until the beginning of your next turn, after which the spell ends automatically.

# DOOM WARD

School abjuration; Level cleric/oracle 2, inquisitor 1, paladin 1, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (the whiskers from a rat) Range personal Target you Duration 1 min./level, or until discharged

You surround yourself with a palpable aura of defensive energy which protects you from various debilitating conditions and allows you to channel those same harmful forces outward in a sudden burst of energy. For the spell's duration, you gain a resistance bonus on all saving throws made to resist fear effects, paralysis, petrification, sleep, and stunning effects, as well as against any effect which would make you fatigued or exhausted, and against any effect which would make you sickened or nauseated. This resistance bonus is equal to 1/2 your caster level (rounded down, minimum 1, to a maximum of +5 at 10<sup>th</sup> level).

Additionally, whenever you make a saving throw against such an effect, whether or not you succeed, you can choose to discharge this spell in order to force all other creatures within 30 feet of you to be affected by the same effect that you just made a saving throw to resist, except that the saving throw DC is equal to *doom ward's* saving throw DC. You must declare that you are discharging the spell in this way before learning the result of your saving throw. Discharging the spell in this way ends the spell's effects.

#### DOUBLE DOWN

School conjuration (creation); Level bard 3, cleric/oracle 4, druid 4, inquisitor 3, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 standard action Components V, S, M/DF (a wishbone) Range close (25 ft. + 5 ft./2 levels) Area 30-ft. radius spread Duration special; see text Saving Throw Will negates (harmless); Spell Resistance no

You cause a creature that you summoned to fracture and become two separate creatures. This spell affects each creature in the spell's area that was summoned by a *summon monster* or *summon nature's ally* spell that you cast since the beginning of your last turn. Affected creatures instantly divide, creating an exact duplicate of the original in the nearest unoccupied space. Creatures created in this way fight on your behalf as though summoned by *summon monster I*, and are created with full hit points, even if the creature they split from is injured. The duration of this spell is equal to the duration of the spell that created the affected creature (and may vary from one copied creature to another), or 10 minutes, whichever is shorter.

# **ELDRITCH ARMOR**

School abjuration; Level alchemist 5, cleric/oracle 5, inquisitor 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level or until discharged

You gain spell resistance equal to 10 + your caster level. Additionally, at any time during the spell's duration, as an immediate action, you can expend the spell's remaining energy to ward yourself completely against a single spell. If you do, then *eldritch armor*'s effect automatically ends, but you can render yourself completely unaffected by a single spell that is subject to spell resistance, as though the caster had failed to overcome your spell resistance. You must use this ability before determining if the spell will overcome your spell resistance.

#### ELEMENTAL WARD

School abjuration; Level druid 7, sorcerer/wizard 7, witch 8 Casting Time 1 standard action

**Components** V, S, M/DF (an elemental's heart, worth 25 gp) **Range** personal

Target you

Duration 1 round/level, or until discharged

You speak mystic words and brilliant, brightly colored sigils appear all over your body. These sigils store up elemental energy to protect you from harm, but can also be unleashed in a deadly burst. When you cast this spell, choose one of the following energy types: acid, cold, fire, electricity, or sonic. Your body becomes covered in brightly colored sigils which can be read with a *read magic* spell or a successful Knowledge (arcana) check (DC 20), and when read, indicate the type of energy you chose when casting this spell. For the spell's duration, you gain complete immunity to the selected type of energy.

Additionally, at any time during the spell's duration, as a standard action, you may choose to discharge the spell, unleashing a wave of the energy stored in this spell to damage all other creatures within 20 feet of you. Characters caught in this blast suffer 1d10 points of damage of the chosen energy type per 2 caster levels you possess (to a maximum of 10d10 at 20<sup>th</sup> level). A successful Reflex save halves this damage.

#### EMBODY THE SULTAN

School transmutation; Level antipaladin 4, bloodrager 4, inquisitor 5, magus 5, paladin 4, ranger 4 Casting Time 1 standard action Components V, S, M/DF (a polished wooden club) Range personal Target you Duration 9 rounds

Sometimes referred to as "embody the caliph," or in primitive cultures as "soul of Ba'am," this spell transforms the caster into the greatest embodiment of physical prowess. You vastly increase in power and accuracy, granting you a +6 enhancement bonus on all weapon attack rolls (this does not stack with any enhancement bonus that applies to any weapon you wield), a +20-foot enhancement bonus to your movement speed, and a number of temporary hit points equal to twice your caster level. Additionally, whenever you confirm a critical hit, you deal an additional amount of damage equal to 1d10 times the weapon's critical multiplier, and push the target back 50 feet in a straight line. This movement does not provoke attacks of opportunity. If this movement is blocked by a creature or object, his movement ends, and both he and the struck creature or object suffer 3d10 points of damage from the impact.

#### **ENHANCE POISON**

School transmutation; Level cleric/oracle 5, druid 4, shaman 5, sorcerer/wizard 5, witch 4 Casting Time 1 standard action Components V, S, M/DF (a pinch of arsenic) Range close (25 ft. + 5 ft./2 levels) Target one dose of poison Duration 10 min./level Saving Throw Fortitude negates (harmless, object); Spell Resistance yes (harmless, object)

You increase the potency of the affected poison, making it more difficult to resist. The saving throw DC to resist the poison's effects increases to be equal to *enhance poison*'s saving throw DC. If the affected poison's saving throw DC is already equal to or higher than *enhance poison*'s saving throw DC, then the affected poison's saving throw DC is increased by +2, instead.

# EXPEL IMPURITY

School abjuration; Level alchemist 2, bard 2, cleric/oracle 2, druid 2, inquisitor 2, ranger 1, shaman 2, sorcerer/wizard 3, witch 2 Casting Time 1 standard action Components V, S, M/DF (a dried leech) Range touch Target creature touched Duration instantaneous Saving Throw Fortitude half, see text; Spell Resistance yes

You cause the target's body to forcefully expel any and all poisons and diseases that are currently affecting him. This is not so much a cure as a violent purge, however, and is a very unpleasant experience. If the target is not currently suffering from a poison or disease, this spell has no effect. If the target is suffering from a poison or disease, he suffers id6 points of damage. For every 2 points by which the poison or disease's saving throw DC exceeds 10, this damage increases by id6, (to a maximum of 10d6 points of damage for a poison or disease with a saving throw DC of 28). If the target is suffering from more than one poison and/or disease, use the higher saving throw DC. A successful Fortitude save halves this damage. Creatures that fail the Fortitude save by 5 or more are also nauseated for 1 round.

Regardless of the result of the Fortitude save, the target is immediately cured of all poisons and diseases from which he was suffering. Any diseases or poisons that cannot be cured by succeeding on one or more saving throws to resist their effects are not cured in this way.



# EXPLOSIVE DISMISSAL School evocation [force]; Level sorcerer/wizard 1, summoner

Casting Time 1 standard action Components V, S, M/DF (a fuse) Range close (25 ft. + 5 ft./2 levels) Target one summoned creature, see text Duration instantaneous Saving Throw Fortitude negates, Reflex half, see text; Spell Resistance yes

You cause a summoned creature to violently explode, damaging all nearby creatures. This spell can only target creatures that you summoned via *summon monster* or *summon nature's ally* spells. If the target fails its Fortitude save, it explodes, destroying it instantly and unleashing a wave of energy in a 10-ft.-radius spread. Creatures in the explosion's area suffer 1d4 points of force damage per spell level of the spell used to summon the target. A successful Reflex save halves this damage.

# **EXPLOSIVE GROWTH**

School transmutation (polymorph); Level alchemist 4 Casting Time 1 standard action Components V, S, M (boiling fat) Range personal Target you Duration 1 round/level

This unstable extract causes the imbiber to become filled with roiling chemical energy, which increases his size and strength far beyond what would be achievable by traditional magic. However, this process is extremely dangerous, and could result severe internal damage. Once consumed, you become 2 size categories larger, and gain a +12 size bonus to your Strength score. Each round that you remain under the effects of *explosive growth*, you must succeed on a Fortitude save or risk the potent chemicals in your veins having an explosive reaction, dealing 1d4 points of damage per caster level to you, and ending the spell.

### FELL TREE

School necromancy; Level druid 7, shaman 8, witch 8 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one tree Duration instantaneous Saving Throw see text; Spell Resistance yes

You rapidly age a tree, causing it to go through its entire lifecycle in an instant, releasing all the energy of its life and its death. The target immediately ages and dies, going through its lifecycle in the space of a few seconds. If the target was not a massive tree, then before it dies it grows to become one, harmlessly pushing any creatures or objects that share the tree's space into an unoccupied adjacent square. Regardless of whether or not the target was originally a massive tree, it then crumbles to dust, causing any creatures or objects in or on the tree to fall to the ground.

Additionally, a 20-ft.-radius burst of life energy erupts from the spot where the tree was, inflicting 10d6 points of damage to each creature in the affected area (if the target was originally not a massive tree, this damage is increased to 15d6, as the tree contained more vital life essence). A successful Reflex save halves this damage. Normal trees do not gain a saving throw to resist this spell, though certain special or magical trees may be entitled to a Fortitude saving throw at GM's discretion, or may simply be immune to the spell. The GM should determine if the tree is entitled a saving throw, and what modifier the tree should use on such a saving throw. This spell cannot be used to target plant creatures, even those that resemble trees, such as treants. For more information on the difference between typical trees and massive trees, see the Pathfinder Roleplaying Game Core Rulebook.

## FENCER'S DELIGHT

School transmutation; Level antipaladin 1, bard 2, bloodrager 2, inquisitor 2, magus 2, paladin 1, ranger 1, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, F (any light or one-handed bladed weapon) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance Yes (harmless)

With a word from you, the target's sword arm seemingly gains a life of its own, allowing it to strike and parry of its own accord, taking advantage of vulnerabilities that the target may not even notice. For the spell's duration, once per round, the target can make a single combat maneuver, in addition to any other actions he may take that turn (this combat maneuver does not count against the number of actions that he can take that turn).

If the target has a martial action pool, he can spend 6 martial action points as a free action when you cast this spell. If he does, then for the spell's duration he also gains a +2 bonus to CMB, as well as a +2 competency bonus to AC, as his weapon maneuvers of its own accord to protect him and enhance his attacks. For more information on martial action pools and martial action points, see A Necromancer's Grimoire: The Book of Martial Action.

# FORTUNE'S BLESSING

School divination; Level bard 6, cleric/oracle 7, shaman 7, witch 7 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level, or until discharged

You surround yourself with incredible good luck. Once per round, for the spell's duration, you can reroll a single d20 roll, such as an attack roll, ability check, skill check, or saving throw. You must take the second result, even if it is worse. You may wait to use this ability until after you have learned whether the roll was a success or failure.

If you have the luck domain, you can instead use this ability to cause another character within 30 feet of you to reroll a single d20 roll, instead of rerolling a roll of your own. The target must take the second result, even if it is worse. You may still wait until after learning whether the roll was a success or failure. The creature in question does not need to be willing to be affected by the spell.

#### FREEZE OVER

School evocation (cold); Level bard 1, cleric/oracle 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, F (a piece of glass in the shape of a perfect cube) Range touch Target body of water touched Duration instantaneous; see text

Saving Throw none; Spell Resistance no

At your touch, the water turns frigid and begins to harden into ice, which quickly spreads outwards. You freeze a volume of water equal to one 5-foot cube per caster level, centered on the touched point. If the touched body of water is small enough, this may freeze the entire body of water. Otherwise, the ice takes whatever shape the caster desires, provided that it is a single mass comprised of the appropriate number of 5-foot cubes. Any creatures in an area that freezes in this way are automatically pushed to the edge of the ice without taking any damage, and this movement does not provoke attacks of opportunity. If this would push them against a solid surface, or if the entire body of water becomes frozen, then they are pushed up onto the surface of the ice, instead.

The water remains frozen until it melts naturally. The amount of time required for it to do so depends on the temperature in the area, as outlined below.

# Table 3-5: Freeze Over Duration

Temperature	Melting Time
Cold or colder	N/A (does not melt)
Moderate	4d6 hours
Warm	4d6 minutes
Hot	2d4 minutes
Severe Heat	ıd4+ı rounds
Extreme Heat	1 round

#### FROSTY DEMISE

School evocation [ice]; Level druid 6, magus 6, sorcerer/ wizard 7 Casting Time 1 standard action Components V, S, M/DF (an icicle) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous and 1 round/level; see text Saving Throw Fortitude partial, Reflex partial, see text; Spell Resistance yes

From your fingertips issues a beam of freezing ice which super-cools the target, causing him to become encased in ice along with a cushion of volatile vapors, which will explode if the ice is cracked, spraying shards of razor-sharp ice everywhere. This spell requires a ranged touch attack to hit. If the attack hits, the target suffers 10d6 points of cold damage, and must succeed on a Fortitude save or become frozen and encased in ice. This effectively causes the target to gain the petrified condition for a number of rounds equal to your caster level, or until the target suffers at least 1 point of damage. Because of the hard shell surrounding the victim, he gains DR 10/- for as long as he is affected by this spell. Each round on his turn, the stunned character may attempt a Fortitude save in order to free himself enough to crack the ice. When the ice is cracked, either as a result of the target succeeding on his saving throw or because the target was dealt at least 1 point of damage, the ice explodes in a 15-footradius burst, dealing 5d6 points of slashing damage and 5d6 points of cold damage to all characters within that radius (including the target himself). A successful Reflex save halves this damage.

# GAZE OF JUSTICE

School evocation [good]; Level cleric/oracle 7, paladin 4 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level

Your eyes light up with pure, radiant white light, which burns evildoers who would dare look upon you. You gain a gaze attack with a range of 30 feet. Evil creatures affected by this gaze attack suffer 4d6 points of damage, and are staggered for 1 round. A successful Fortitude save halves this damage and negates the staggered condition.

#### **GOLDEN PURITY**

School abjuration; Level alchemist 6, bard 6, cleric/oracle 7, druid 7, sorcerer/wizard 7 Casting Time 1 round Components V, S Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance Yes (harmless)

The target's body begins to radiate golden light as his mind and body are brought into perfect harmony. The target gains spell resistance equal to 15 + your caster level, and gains a +2 morale bonus on all saving throws.

If the target has a martial action pool, he can spend 12 martial action points as a free action when you cast this spell. If he does, then for the spell's duration, he also gains a +4 competency bonus to all ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) for the spell's duration. For more information on martial action pools and martial action points, see *A Necromancer's Grimoire: The Book of Martial Action*.

# HALT CRIMINAL

School enchantment (compulsion) [law, mind-affecting]; Level paladin 3 Casting Time 1 standard action Components V Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance yes

With a shout of righteous authority, you cause criminals to freeze in their tracks. This functions as *hold monster*, except that the spell's saving throw DC depends on the number and magnitude of crimes that the target has committed in the last 24 hours, as outlined on the table below.

# Table 3-6: Halt Criminal

Crimes	DC
No crimes in the last 24 hours	-4
Each petty crime in the last 24 hours	+1
Each major crime in the last 24 hours	+2
Each violent crime in the last 24 hours	+3

*Pretty Crimes:* This consists of any minor crime that is not likely to result in more than a fine or a brief imprisonment. This includes such things as possessing contraband, tax evasion, public indecency, theft of items valuing no more than 1,000 gp, and so on.

*Major Crimes:* This includes more serious crimes that are of a non-violent nature, such as operating a smuggling ring, theft of items valuing more than 1,000 gp, kidnapping, blackmail, and so on.

*Violent Crimes:* This includes any crime that involves violence, such as assault, rape, and murder.

The increases to DC from multiple crimes stack. If more than one crime is committed as part of a single activity (such as assaulting someone and stealing their possessions, or not paying taxes on your illicit smuggling ring), then only the largest crime that was committed as part of that activity counts. The adjustments to the saving throw DC apply to the secondary saving throws, as well as the initial saving throw.

# HEALER'S BLESSING

School conjuration (healing); Level cleric/oracle 5 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless); see text

You mend the wounds of the touched creature, causing him to immediately regain a number of hit points equal to 5 per caster level you possess (to a maximum of 100 hit points at 20<sup>th</sup> level).

If you have the healing domain, the affected creature is also immediately cured of the blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, nauseated, sickened, and stunned conditions. Further, if the target is currently suffering from a poison or disease, he may make a new saving throw to resist that poison or disease, with a +4 bonus.

#### ILL WIND

School evocation [air]; Level cleric/oracle 6, druid 5, magus 4, shaman 6, sorcerer/wizard 6, witch 5 Casting Time 1 standard action Components V, S, M (a single leaf) Range medium (100 ft. + 10 ft./level) Target one creature/3 levels, no two of which may be more than 30 ft. apart Duration 1 round/level (D) Saving Throw Reflex negates; Spell Resistance no

Each target is surrounded by an angry, churning wind, which actively hinders them, interfering with their ranged attacks while actually aiding ranged attacks made against them. Each affected creature suffers a -8 penalty on ranged attacks of all kinds. Further, any ranged attacks made against a creature affected by this spell gain a +4 bonus to hit. This effect moves with the affected creature, following him wherever he goes.

#### **INFECTIOUS FLAME**

School evocation [fire]; Level bloodrager 2, magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (ashes from an incinerated rat) Range touch Target creature touched Duration 1 round/level Saving Throw Reflex partial; Spell Resistance yes

With a touch, you cause the target to burst into flames, which enshroud his body and can leap to other nearby creatures. You must succeed with a melee touch attack. If the attack hits, the target catches on fire, suffering 2d6 points of fire damage each round until the flames are extinguished (the DC of the Reflex save to put out the flames is equal to this spell's saving throw DC). Additionally, as a standard action, while the primary target is currently suffering ongoing fire damage from this spell, you can cause flames to lash out from him and strike an adjacent creature. The secondary target must succeed on a Reflex save or become enshrouded in flames, suffering id6 points of fire damage each round until the flame is extinguished. At the end of the spell's duration, all fires caused by the spell are immediately extinguished.

# INSTANT CROWD

School illusion (shadow); Level bard 5, inquisitor 6, sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect 3 quasi-real people/level Duration 1 min./level (D) Saving Throw Will disbelief, see text; Spell Resistance no You create a crowd of people from thin air. The illusory people that you create appear in unoccupied squares of your choice within the spell's range. Any creature that interacts with one of these illusory people is entitled to a Will save to disbelieve that individual person. Success allows the observer to disbelieve that individual person, but not any other quasi-real people created by the spell (each of which requires its own Will save).

The people created by this spell wander randomly, but never travel more than 60 feet from the spot in which they were created. They make small talk to one another and to other humanoid creatures, but anyone paying attention to their conversations quickly becomes aware of the fact that the things that they say are not in any way related (Sense Motive DC 5). The quasi-real people are treated as non-ally creatures for the purposes of moving through their squares, and have an effective CMD of 10 + your caster level. Creatures that successfully disbelieve an illusory person can move through their square without difficulty. You have no direct control over the individuals created by the spell, but automatically disbelieve them.

# INSTANT OASIS

School conjuration (creation); Level cleric/oracle 3, druid 3, ranger 2, shaman 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, Te (hot or warmer) Range touch Area 6o-ft.-radius, centered on spot touched Duration 10 min./level Saving Throw Reflex partial, see text; Spell Resistance no

At your touch, the ground in the affected area begins to harden, becoming water-tight, and four thin, 5-foot tall metal barriers rise up out of the ground to enclose the area, while pure, fresh spring water begins to bubble up seemingly from nowhere to fill what is now becoming a large pool. The affected area fills with pure, drinkable water, to a depth of five feet. Any creatures on the edge of the area can attempt a Reflex save to move out of the spell's area before it takes affect. For a Medium creature, being in the pool will mean being in chest-deep water with firm footing (such characters move at half speed, suffer a -2 penalty on attack rolls with slashing or bludgeoning weapons and deal half damage with such weapons). A character can also swim through the water with a successful DC 10 Swim check.

The water in an *instant oasis* is always cool, and any creature in the water is treated as being in an area two temperature categories lower than he is actually in. At the end of the spell's duration, the ground returns to normal, any remaining water that has not been consumed or stored in a waterskin or similar container vanishes, and the metal barriers fade into nothingness. For more information on temperature categories, see Appendix 1: Weather Rules.

# INTENSE IMMUNITY

School transmutation; Level alchemist 5 Casting Time 1 standard action Components V, S, M (the kidney stone of a goat) Range personal Target you Duration 1 hour/level

This highly unstable extract renders numerous potent defenses upon you, making it difficult to harm you. However, these same protective energies can have severe negative consequences on your organs and bloodstream, causing you to suffer from intense maladies of the same variety that the extract protects you against. This extract grants you immunity to curses, diseases, and poisons, as well as a +4 bonus to AC and an amount of spell resistance equal to 10 + your caster level.

Should one of these various dangers overcome this protection, however, you are more vulnerable to its effects than you would otherwise be. The first time that you would be affected by a curse during the duration of this extract, you must succeed on Fortitude save or suffer 1d4 points of Wisdom damage. The first time that you would be affected by a poison or disease during the duration of this extract, you must succeed Fortitude save or suffer 1d4 points of Constitution damage. The first time that you suffer damage during the duration of this extract, you must succeed on Fortitude save or suffer 2d4 point of bleed damage. The first time that your spell resistance is overcome during the duration of this extract, you must succeed Fortitude save or lose the ability to create extracts for 1 minute.

# INVERT STRENGTH

School transmutation; Level antipaladin 3, bard 3, cleric/ oracle 4, inquisitor 3, shaman 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/3 levels or 1 round/level; see text Saving Throw Fortitude negates; SR yes

This spell inverts the target's physical might, transforming mighty warriors into puny wretches, and feeble old men into powerful combatants. For the spell's duration, any Strength bonus that the target might possess is treated as a penalty, and any Strength penalty is treated as a bonus, instead (for example, a creature with a Strength score of '8 would have a total bonus of +1 on Strength checks, while a creature with a Strength score of 18 would have a total penalty of -4 on Strength checks). Regardless of what a creature's Strength score is, he cannot suffer a Strength penalty of more than -5 as a result of this spell (so even a creature with a Strength score of 22 or higher would still only be treated as having a -5 penalty to Strength checks). This applies to all things dependent on the creature's Strength score, including attack and damage rolls.

If the target's Strength score is 16 or higher, then the spell's duration is equal to 1 round per 3 caster levels you possess. Otherwise, the spell's duration is equal to 1 round per caster level you possess.

# IRON CHALLENGE

School enchantment (compulsion) [mind-affecting]; Level antipaladin 2, bard 3, bloodrager 2, cleric/oracle 3, inquisitor 3, magus 4, paladin 2, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance Yes

You issue a mortal challenge to the target, and the spell's magic grants the challenge an inescapable weight. For the spell's duration, the target cannot make attacks or cast hostile spells (spells that deal damage, cause death, impose negative conditions, and/or offer a saving throw that is not denoted as "harmless") that target creatures other than you. Similarly, if the target has any spell-like, supernatural, or extraordinary attacks, he cannot use them on any creature other than you. If the target is incapable of attacking you (such as because you are too far away, or are protected by a wall of force, or he does not know where you are), and there are no reasonable methods that he could take to be able to attack you by the end of his next turn (such as moving closer towards you, going around the wall of force or destroying it, or casting *invisibility purge*), the spell ends, and he can attack other creatures normally.

When you cast this spell, if you have a martial action pool, you can spend 6 martial action points as a free action. If you do, then your body becomes encased with spectral iron armor, which grants you a +4 bonus to AC against the target's attacks, and a +4 bonus on saving throws made to resist any spells, spell-like abilities, supernatural abilities, and extraordinary abilities originating from the target. These benefits last only as long as the spell does, and end if the spell's effects are ended prematurely. For more information on martial action pools and martial action points, see *A Necromancer's Grimoire: The Book of Martial Action*.

# KNIGHT'S CHALLENGE

School enchantment (compulsion) [mind-affecting]; Level antipaladin 1, bloodrager 1, cleric/oracle 3, inquisitor 2, magus 2, paladin 1 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target you and one creature Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance yes

You shout a word of knightly challenge imbued with magic that forces the target to duel you. For the duration of the spell, neither you nor the target may cast spells or attack characters other than one another. Only the target of the spell receives a Will save to negate this effect, and you are affected regardless of whether or not the target succeeds on his save.

While under the effects of this spell, you (but not the target) can only cast spells whose spell level is less than

or equal to 1/5 your base attack bonus (1<sup>st</sup>-level spells with a +5 base attack bonus, 2<sup>nd</sup>-level spells with a +10 base attack bonus, etc.).

# KNIGHT'S MARK

School transmutation; Level cleric/oracle 4, inquisitor 3, paladin 2, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (a piece of flag) Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You inscribe a glowing rune of power upon the target, imbuing him with the legendary prowess of the knight and granting him the power to stand up to the knight's greatest foes. The target gains immunity to fear effects, and the improved evasion rogue class feature. Additionally, as long as the target's base attack bonus is less than yours, he gains a +2 bonus on melee attack rolls for spell's duration.

# KNIGHTBANE LIGHTNING

**School** evocation [electricity]; **Level** bloodrager 3, druid 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a copper coin that has been struck by lightning) Range close (25 ft. + 5 ft./2 levels) Target one creature

**Duration** instantaneous **Saving Throw** Reflex half; **SR** yes

A bolt of lightning flies from your fingertips and strikes the target unerringly. The bolt deals 2d6 points of electricity damage, plus an additional 1d6 points of electricity damage for each point of armor or shield bonus to AC that the target currently possesses (for example, a creature wearing full plate and a heavy steel shield would take a total of 13d6 points of damage). You cannot inflict more dice of damage in this way than your caster level +5 (using the previous example, if your caster level was 6, you would inflict only 11d6 points of damage, instead of the full 13d6).

# LOCATE SHOP OR SERVICE

**School** divination; **Level** bard 1, cleric/oracle 1, inquisitor 1, shaman 1, sorcerer/wizard 1, witch 2

Casting Time 1 standard action

**Components** V, S, M (a piece of wood from a merchant's sign)

Range personal; see text

Target you

**Duration** concentration + 1 round/level; see text

You sense the direction of an established merchant or serviceman who sells a particular type of good or performs a specific service that you envision when you cast the spell. This spell only provides you with the location of the closest merchant or serviceman that meets the description, even if there are several nearby. If no such merchant or serviceman that meets the description exists within 1 mile per caster level you possess, the spell produces no result.

If you cease concentrating on the spell, it continues for up to 1 round per caster level you possess. You may resume concentrating on the spell during this time, but if you do, the number of rounds that you failed to concentrate count against the number of rounds that the spell will continue without your concentration if you cease concentrating again.

A spell known as *Quintin's mercantile beacon* is used by some business owners to cause any *locate shop or service* spell that could produce an affected shop or service as a result to do so instead of other results, even if the other results are closer. This practice is considered perfectly acceptable in some communities, considered bad business in others, and outright illegal in a few.

# MAGE'S AQUATIC TRANSPORT

School conjuration (creation); Level cleric/oracle 4, ranger 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, Te (warm or warmer) Range close (25 ft. + 5 ft./2 levels) Effect one pair of invisible water skis, and an invisible force to pull them Duration 1 min./level (D) Saving Throw none; Spell Resistance no

You create a pair of invisible skis, as well as an invisible force to pull them. You are able to see the skis clearly, as glowing, translucent shapes, though they are invisible to any other creature unless you specifically point the skis out to them, in which case they can see them as you do. The force that pulls the skis is completely invisible, and functions as an *unseen servant*, except that all that it can do is pull the skis at a rate of up to 200 feet per round. When you cast the spell, you can choose to have the skis appear on your feet, or in a location within range (it is a standard action to put on or remove the skis).

While wearing the skis, you move at half speed when walking, and can walk on water as well as you could on land. Additionally, while on water (or a similar liquid), you can direct the force that pulls the skis to pull you as a move action, in which case you can move up to 100 feet (by doing so twice in a round, you can move across water at a rate of 200 feet per round).

# MAGE'S ICY SURFACE

School evocation (cold); Level bard 2, magus 2, sorcerer/ wizard 2 Casting Time 1 standard action Components V, S, Te (cold or colder) Range close (25 ft. + 5 ft./2 levels) Area 40-ft.-radius emanation Duration 1 round/level Saving Throw see text; Spell Resistance no

Tiny motes of frost sprinkle from your fingertips in a wide arc, settling on the ground in the affected area and turning into a sheer plane of supernaturally slippery ice. Moving across the slippery ice is very difficult. A creature can move across the ice at 1/4 his normal movement speed without penalty. A creature attempting to move at half his normal movement speed or faster is carried forward by his own momentum, and has difficulty turning. Creatures moving at half their normal speed or faster in the affected area can only move in straight lines while moving across the affected area. A successful Acrobatics check (DC 10) allows such a character to exchange 10 feet of movement in order to make a single 90 degree turn as part of his movement. Only one such turn can be made per round.

Additionally, a creature attempting to move at his normal movement speed or faster must succeed on an Acrobatics check (DC 20) or slide an additional 5 feet across the ice, in the same direction it was already moving. For every 5 points by which the creature fails to meet the DC, he slides an additional 5 feet (so a result of 19 would cause the creature to slide 5 feet, while a result of 15 would cause him to slide 10 feet, and a result of 10 would cause him to slide 15 feet, and so on). Additionally, failing this check means that the creature must succeed on a Reflex save or fall prone at the end of his additional movement. Standing up from prone on the ice is difficult as well, and requires a successful DC 8 Acrobatic check.

Finally, characters attempting to run on the affected area suffer a -5 penalty on all Acrobatics check and Reflex saves made as a result of this spell.

### MAGE'S INTERVENTION

School abjuration; Level bard 1, magus 1, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a shield strap) Range personal Target you Duration 1 min./level, or until discharged

You surround yourself with a number of mobile and brightly colored shields of force energy, which swirl about you, ready to be directed in order to help absorb danger. You create a number of shields equal to 1/2 your caster level (rounded down, minimum 1). At any time during the spell's duration, as an immediate action, you may discharge one of these shields in order to absorb an incoming attack. If you do, you gain a +6 shield bonus to AC and a +3 bonus to Reflex saves. These bonuses apply to a single attack, spell, special ability, or other effect. When you have discharged all the shields created by this spell, it instantly ends.

# MAGE'S MAJOR SANDCASTLE

School conjuration (creation); Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S, Te (hot or warmer) Range o ft. Effect one large sandcastle, see text

**Duration** instantaneous and 1 hour/level; see text **Saving Throw** Reflex partial, see text; **Spell Resistance** no

This functions similarly to *mage's minor sandcastle*, except that the castle is much larger, and magically reinforced. The castle now contains a total number of 5-foot squares within its territory equal to four times your caster

level, and the walls of the castle are 20 feet tall. The exact layout of the castle is up to you, and can include courtyards, towers, stairs, multiple floors, and the like, and can take whatever shape you desire, within the above specifications. Because the sand is magically reinforced, the layout need not even be architecturally sound, though you cannot have obviously impossible things, like a floating island of sand. You can include doors in your sandcastle, and unlike *mage's minor sandcastle*, these are not simply gaps in the wall, but actual, functioning doors made of magically-bound sand.

The walls of a *major sandcastle* are thicker than those of a *minor sandcastle* (3 feet) and are magically reinforced. A given 5-foot section of wall (or a door) has hardness 2 and 5 hit points per caster level you possess, and a break DC equal to 5 + your caster level. Additionally, because the sand is magically reinforced, no amount of destruction of the walls can cause the roof to fall in. The castle also comes with a sand moat, which is a 20-foot-thick band of sand that encircles the castle and is treated as difficult terrain.

After 1 hour per caster level, the magical reinforcement fades, leaving only mundane sand behind. After this point, any architecture in the castle that cannot support itself immediately crumbles. Creatures in such areas fall, and creatures under such areas must succeed on a Reflex save (DC 20) or fall prone, and possibly be buried, depending on the quantity of sand. After this point, the walls have merely hardness o and 18 hit points, and a break DC of 14. Further, if damage caused to the castle after this point would cause any part of it to collapse, it does so, as described above. Any square in which the sand crumbles is treated as difficult terrain.

The sand created by *mage's major sandcastle* remains indefinitely, but tends to be scattered by natural erosion. The sandcastle typically collapses due to wind after 1d4 days in light or moderate wind, after 1d4 x 10 minutes in strong wind, or after 1d4 minutes in severe or stronger wind. The difficult terrain created by a collapsed sandcastle typically remains for 1d4 weeks in light or moderate wind, or 1d4 days in strong or stronger winds.

#### MAGE'S MEGA MISSILE

School evocation [force]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, F (a spellbook containing *magic missile*) Range long (400 ft. + 40 ft./level) Target one or more creatures or objects; see text Duration instantaneous Saving Throw none; Spell Resistance yes

With a series of complex arcane gestures and an extreme effort of will, you turn a simple magician's staple into a wave of unstoppable destruction, sending out a hundred or more projectiles of pure force which unerringly end the life of your foes and reduce castles to rubble. This spell can only be cast by characters with a caster level of 20 or higher. You create 5 force missiles per caster level, which each deal 1d4 + 1 points of damage. You can target any given creature with a maximum number of missiles equal to your caster level. Abilities that would deflect a *magic missile* spell do not deflect this spell, but can deflect up to 5 missiles per target (so a character targeted by 20 missiles that was affected by *shield* would only be affected by 15 missiles).

#### MAGE'S MINOR SANDCASTLE

School conjuration (creation); Level druid 1, sorcerer/wizard

Casting Time 1 standard action Components V, S, Te (hot or warmer) Range o ft. Effect one 10-ft.-by-10-ft. sand castle. Duration instantaneous Saving Throw Reflex partial, see text; Spell Resistance no

You create a castle made of sand, which builds itself around you. The castle covers a square 10 feet by 10 feet, and the walls are 10 feet high, and one foot thick. The walls provide characters within the castle total cover from characters outside the castle, and vice versa. They have hardness o and 6 hit points, and a break DC of 12. A 5-foot section of wall that is reduced to 0 hit points crumbles, and no longer provides cover. This causes the squares on both sides of that 5-foot section to be treated as difficult terrain, as they fill with displaced sand. At your discretion, when you create the sandcastle, you may select up to three 5-foot sections of wall to be "doors," in which case the wall does not extend to those sections.

If both 5-foot sections of any of the castle's four walls are missing (either they were destroyed, were made as doors, or a combination of the two), then the roof caves in on the two interior squares of the sandcastle that border the missing wall. Any creature standing in those squares must succeed on a Reflex save (DC II) or be knocked prone. Either way, this causes those squares to be treated as difficult terrain, as they are filled with sand. If four of the eight total 5-foot sections of wall are missing, then the entire sandcastle collapses, instead.

The sand created by *mage's minor sandcastle* remains indefinitely, but tends to be scattered by natural erosion. The sandcastle typically collapses due to wind after 1d4 hours in light or moderate wind, after 1d4 minutes in strong wind, or after 1d4 rounds in severe or stronger wind. The difficult terrain created by a collapsed sandcastle typically remains for 1d4 days in light or moderate wind, or 1d4 hours in strong or stronger winds.

# MAGE'S PERFECT TAN

School transmutation; Level alchemist 2, bloodrager 2, cleric/oracle 2, druid 2, ranger 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, Te (hot or warmer) Range personal Target you Duration 24 hours; see text

The magic of the spell absorbs the negative aspects of heat, and transforms them into a beautiful tan. For 24 hours after casting the spell, you are not affected by the adverse effects of the hot or severe heat temperature categories, and when exposed to extreme heat, suffer only the penalties normally associated with severe heat. You also gain fire resistance 1 for the spell's duration. Additionally, as



soon as the spell's duration ends, as long as you spent at least eight hours exposed to hot or warmer temperatures during the spell's duration, your skin darkens, developing a deep tan. This grants you a +2 bonus on all Charisma-based skill checks you make for the next 24 hours after the spell ends, at which time your skin returns to normal. For more information on temperature categories, see Appendix 1: Weather Rules.

# MAGE'S REFRESHING BEVERAGE

School conjuration (creation); Level bard 2, cleric/oracle 2, druid 2, ranger 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range o ft. Effect one glass of refreshing beverage/3 caster levels Duration instantaneous; see text Saving Throw none; Spell Resistance no

You conjure one or more glasses' worth of a special refreshing beverage which can stave off thirst and protect the drinker against heat. You must have a container (such as a glass, bucket, or waterskin) to keep the refreshing beverage in, or else it simply soaks into the ground, and is wasted. You create enough of the beverage for one character per three caster levels to gain the benefits of consuming it.

Anyone who drinks the *refreshing beverage* is immune to the effects of dehydration for the next 24 hours (after drinking the beverage, he can effectively go 2 days plus a number of hours equal to his Constitution score before he must make Constitution checks). While this does not make him immune to spells that rely on dehydration (such as *cup*
of dust<sup>APG</sup>), it does grant a +4 circumstance bonus on saving throws made to resist such effects. Additionally, for one hour after being consumed, the *refreshing beverage* grants a +4 circumstance bonus on saving throws made to resist the adverse effects of being exposed to environments where the temperature is hot or warmer. For more information on temperature categories, see Appendix 1: Weather Rules.

The *refreshing beverage* does not keep very well, and transforms to plain, ordinary water after 1 hour per caster level if it is not consumed.

#### MAGE'S REFRESHING RAIN

School conjuration (creation); Level cleric/oracle 3, druid 3, shaman 3, witch 3 Casting Time 1 standard action Components V, S, Te (hot or warmer) Range touch Area 6o-ft.-radius cylinder, centered on touched spot Duration 1 round/level Saving Throw Fortitude negates (harmless); Spell Resistance no

You cause a magic, refreshing rain to fall in the affected area, even if the sky is clear. This rain is particularly refreshing, and each round that a character is in the affected area, he heals 1d6 points of nonlethal damage caused by the effects of heat, dehydration, or starvation. Further, for any character that is exposed to the rain that has been making regular Fortitude saves to resist the effects of heat, or Constitution checks to resist the effects of dehydration or starvation, the DC for those Fortitude saves or Constitution checks is reset (for example, if the character had been exposed to hot temperatures for four hours, and the saving throw DC for his next Fortitude save to resist the effects of the heat would be 19, if he benefitted from this spell before making that save, then the DC would be reset to 15, instead).

#### MAGE'S SNOWBALL

School evocation (cold); Level magus o, sorcerer/wizard o Casting Time 1 standard action Components V, S, Te (cold or colder) Range close (25 ft. + 5 ft./2 levels) Effect one snowball Duration instantaneous and 1d4 rounds; see text Saving Throw Fortitude partial; Spell Resistance yes

You hold out your outstretched palm, and a perfect sphere of tightly packed and glistening snow forms within it. This is not normal snow, but a magical construct which is colder and more disorienting, exploding in a dazzling shower when it strikes something. Make a ranged touch attack. If the attack hits, the target takes 1d2 points of cold damage. Additionally, if the target takes at least 1 point of cold damage as a result of this spell, he must succeed on a Fortitude save or be dazzled for 1d4 rounds.

# MAGE'S SNOWBALL STORM

School evocation (cold); Level bard 4, magus 3, sorcerer/ wizard 3

Casting Time 1 standard action Components V, S, Te (cold or colder) Range long (400 ft. + 40 ft./level) Area 20-ft.-radius burst Duration instantaneous and 1d4 rounds; see text Saving Throw Reflex half, Fortitude partial, see text; Spell Resistance no

With a wave of your hand, hundreds of snowballs appear in the air and fly into the designated area, pelting all within with loosely-packed balls of snow. Each creature in the affected area takes 1d4 points of damage per caster level (to a maximum of 10d4 at 10<sup>th</sup> level), half of which (rounded up) is cold damage, the other half of which (rounded down) is nonlethal damage. A successful Reflex save halves this damage.

Additionally, any creature that takes at least 5 points of cold damage as a result of this spell must succeed on a Fortitude save or be sickened for 1d4 rounds, as they are distracted by supernaturally cold snow getting under their clothes, on their face, in their hair, etc.

#### MARK OF DAMNATION

School enchantment (compulsion) [evil]; Level antipaladin 4, sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V, S, M/DF (blood from a demon or devil) Range touch Target one living creature Duration permanent Saving Throw Will negates; Spell Resistance no

You compel the target to speak an ancient rite and join in a powerful unholy pact, gifting his soul to a powerful devil. While most characters that perform such a pact do so in exchange for power, because you are forcing the target into it, he gains nothing from it, and only suffers the consequences. On the target's next turn, he takes no action other than to recite ritual words offering up his soul to any devil who will claim it. At the end of his turn, a mark of pure evil and damnation, which appears as clawed hand blacker than black, appears upon the target's brow. Only evil characters and good characters can see the mark, and both recognize it as a sign of a pact with a powerful devil.

This infernal contract ensures that, should the target die while under the effects of this spell, his soul will be dragged to the lower planes. A character that dies under the effects of this ability cannot be returned to life by any means. Additionally, a character so marked is especially susceptible to attacks of creatures from the lower planes and suffers a -2 penalty on saving throws made to resist the spells and special attacks of outsiders with the evil subtype. This penalty is doubled against effects which allow the outsider to mentally control or possess the target. A *break enchantment* spell cast by a good character can remove this effect, as can a *wish* or *miracle* spell.

# MIRAGE

School illusion (figment); Level bard 4, magus 4, sorcerer/ wizard 4 Casting Time 1 standard action Components V, S, M (a pinch of black sand) Range long (400 ft. + 40 ft./level) Effect visual, auditory, and olfactory figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S) Duration concentration + 1 round/level Saving Throw Will disbelief (if interacted with), see text; Spell Resistance no

This functions as *major image*, except that the saving throw DC to disbelieve the spell is enhanced in places of high temperature. For each temperature category above warm that the environment is when a creature makes a saving throw to disbelieve *mirage*, the saving throw DC increases by +1 (so, the DC would be 15 + primary spellcasting ability score modifier in hot conditions, while it would be 16 + primary spellcasting ability score modifier in severe heat, and so on). Conversely, for each temperature category below warm that the environment is, the saving throw DC is reduced by 1. For more information on temperature categories, see Appendix 1: Weather Rules.

#### MITOTIC CASCADE

School transmutation; Level druid 6, sorcerer/wizard 7, summoner 6 Casting Time 1 standard action Components V, S, M/DF (a live earthworm) Range close (25 ft. + 5 ft./2 levels) Target one summoned creature Duration special; see text Saving Throw Will negates, see text; Spell Resistance no

You cause a summoned creature to spontaneously transform into multiple less powerful creatures. This spell can only target a creature summoned by a summon monster or summon nature's ally spell. If you are the one that cast that spell, the target is not entitled to a saving throw. At the beginning of your next turn, the target's body splits and is transformed into the shape of two creatures that can be summoned by the summon monster or summon nature's ally spell one spell level lower than the one used to summon it (for example, a creature summoned with summon monster VII would vanish be replaced by two creatures which could be summoned by summon monster VI). You choose which creature from the list that the target transforms into, but both resulting creatures must be of the same kind, and you cannot select a creature that you would not be able to select if casting the spell yourself.

All creatures created in this way are also subject to this spell, and every 1d3 rounds thereafter, on your turn, such creatures split into two new creatures from the summoning spell one level lower, as described above. Unless the original target was summoned by a spell you cast, these subsequent creatures are also entitled to a saving throw to resist being transformed in this way. Creatures that can be summoned by *summon monster I* or *summon nature's ally I* are not affected by this spell. This spell ends when the duration of the spell that summoned the original target would end, or when all of the creatures created from the original target are destroyed.

# NIGHT MIST

School transmutation; Level sorcerer/wizard 4 Casting Time 1 free action; see text Components V, S Range personal Target you Duration 1 round/level

Night mist can only be cast in areas of darkness. Whenever you enter an area of darkness, if you have not cast any spells yet this turn, you may cast *night mist* as a free action which doesn't provoke attacks of opportunity. If you do, you cannot cast another spell this round. Otherwise, *night mist*'s casting time is 1 standard action.

With an arcane gesture, you transform your body into a living, black, poisonous mist. This has several effects. You lose all your normal forms of movement, as well as all your normal attacks, and you cannot speak or cast spells for the spell's duration. You gain a fly speed of 30 feet with perfect maneuverability, and can occupy the squares of other creatures without impeding either your actions or their actions. If another creature enters or begins its turn within a square that you occupy, that creature must succeed on a Fortitude save (DC equal to *night mist's* DC) or suffer 1d2 points of Constitution damage. Characters immune to poison are immune to this effect as well.

Additionally, for the duration of the spell, you gain a number of defensive qualities. You become immune to normal weapons for the spell's duration, and you ignore an amount of damage from magical weapons and spells equal to your caster level. You gain immunity to bleed damage and magic sleep effects, and to the following conditions: blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, paralyzed, petrified, staggered, and stunned. Because of your amorphous form, you can flow into spaces as small as 1 inch in diameter. Strong winds in excess of 15 mph deal 2d8 points of damage to you each round that you remain exposed to them. While in this form, if you become exposed to bright light, you suffer 1d10 points of damage and the spell immediately ends.

At the end of the spell's duration, you return to your original form. If, when the spell ends, you are occupying a space that could not accommodate your original form, you instead appear in the nearest unoccupied space.

# NIGHTSUN School evocation [light]; Level cleric/oracle 6, sorcerer/ wizard 6 Casting Time 1 standard action Components V, S, Te (hot or warmer) Range see text Area see text Duration 10 min./level Saving Throw none; Spell Resistance no

You create a brilliant, burning light in the heavens that acts as a miniature sun over the local area. This light is 60 feet in diameter, and is created 2,000 feet directly above your current location, at the time *nightsun* is cast. This causes the light level in the area within 500 feet of where the spell was cast to become bright, the light level in the area 501 – 1,000 feet from where the spell was cast to become normal (or increased by one step, whichever is higher), and increases the light level by one step in the area 1,001 - 1,500 feet from where the spell was cast. The light itself is visible in the sky up to 5 miles away with a successful DC o Perception check, and the DC to see the light increases by +1 for every additional mile beyond that. Cloudy weather or terrain features might impact whether or not the light can be seen from certain locations.

In addition to raising the light levels, the *nightsun* also raises the temperature category in the area: the temperature category in the area within 500 feet of where the spell was cast increases by two steps, while the temperature category in the area 501 – 1,000 feet from where the spell was cast is increased by one step. *Nightsun* cannot increase the temperature category above severe heat (110° to 140°). For more information about temperature categories, see Appendix 1: Weather Rules.

You cannot cast this spell if there is a roof or ceiling less than 2,000 feet directly above you.

#### ONE WITH THE LAND

School divination; Level ranger 4 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level

You become one with the very land itself, embracing nature and spreading your consciousness throughout your surroundings. You can only cast this spell in one of your favored terrains. You gain perfect insight into your surroundings, granting you a +20 bonus to Perception checks so long as you remain within that favored terrain. Additionally, because you are one with the land, you are always treated as though you are flanking any creature you attack, even if you are the only character threatening him. Finally, you are not impeded by natural difficult terrain within that favored terrain (but not artificial difficult terrain, such as that created by a spell), and gain a +20-foot enhancement bonus to your movement speed.

#### PARAMUSE

School enchantment (charm) [mind-affecting); Level bard 5 Casting Time 1 standard action Components V, M (a box of sweets and a bouquet of flowers, with a combined price of 45 gp) Range close (25 ft. + 5 ft. /2 levels) Target one creature Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

You offer your flowers and candies and make a bold declaration of love. The target of this spell falls hopelessly in love with you and serves as your paramour and muse for the spell's duration. The target's attitude toward you is improved to helpful, and he takes a wild and passionate romantic interest in you, doing his best to gain your affections through conversation, giving of gifts, and other courtship rituals. Additionally, the target follows you and obeys any nondangerous requests you give without fail. Finally, so long as the target remains within 10 feet of you, your character level is treated as 4 levels higher for the purposes of any bardic performance ability you possess, and you use only 1 round of bardic performance for every 2 rounds that you perform. At the end of the spell's duration, the target remembers what occurred and may be hold a grudge, although creatures affected by this spell who are treated well by the caster may develop genuine feelings of affection.

#### PERFECT DISGUISE

School illusion (glamer); Level alchemist 3, bard 3, inquisitor 4, ranger 3, sorcerer/wizard 5, witch 5 Casting Time 1 immediate action Components V, S, F (a miniature porcelain mask) Range touch Target creature touched Duration 24 hours (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You instantly create an all-but-impenetrable magical disguise for the target. This functions as *disguise self*, except that the target can appear up to one size category larger or smaller, and can appear to be a creature of a different creature type. Further, the bonus on Disguise checks granted by the spell increases to +20. In addition to these benefits, you may choose a single alignment when you cast the spell (such as "chaotic good" or "true neutral"). Any attempts to detect the target's alignment treat him as though he were of the chosen alignment. Finally, the spell even hides itself, and cannot be detected with *detect magic*. Only spells of 6<sup>th</sup> level or higher are able to pierce this illusion and reveal the spell's magical aura.

Any creature that closely scrutinizes the target is entitled to a Will save to disbelieve the effect. Creatures that are not actively searching for a disguise suffer a -4 penalty on this saving throw, however.

# **PROGRESS PLAGUE**

School transmutation; Level antipaladin 4, cleric/oracle 4, druid 4, sorcerer/wizard 5, witch 4 Casting Time 1 standard action Components V, S, M (a diseased eyeball) Range medium (100 ft. + 10 ft./level) Target one diseased creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

You temporarily accelerate a single disease affecting a creature, causing it to progress to the next stage of the infection in mere moments. If the target is currently suffering from an enhanced disease, he immediately advanced to the next stage of that disease. If there is no next stage, he must make two additional Fortitude saves to resist the disease's effects immediately. Success on these saves does not contribute to reducing the disease's stage. For more information on enhanced diseases, see *Scourge: The Deluxe Guide to Poison and Disease*. If the target is currently suffering from a nonenhanced disease, he must immediately make two additional Fortitude saves to resist the disease's effects. Success on these saves does not contribute to being cured of the disease.

If the target is suffering from more than one disease, only a single disease is affected. If you are aware of what diseases he is suffering from, you can choose which disease to affect. Otherwise one is affected at random.

#### PROTECTION FROM ALCOHOL

School transmutation; Level alchemist 1, antipaladin 1, bard o, bloodrager 1, cleric/oracle o, druid o, inquisitor o, magus o, paladin 1, shaman o, sorcerer/wizard o, summoner o, witch o Casting Time 1 standard action Components V, S, M (two copper pieces)

Range personal Target you Duration 1 hour (D)

You are unaffected by any alcohol you consume for the next hour, protecting you from any and all effects, including both benefits and penalties from drinking it. Even after the spell ends, you do not suffer any ill effects from alcohol you consumed during the spell's duration, but any alcohol you drink afterwards affects you normally. This spell has no effect on any other drugs or poisons you might consume.

#### PROTECTION FROM RAIN AND SNOW

School abjuration; Level bard o, cleric/oracle o, druid o, inquisitor o, magus o, shaman o, sorcerer/wizard o, summoner o, witch o Casting Time 1 standard action Components V, S Range personal Target you Duration 10 min./level

You create an invisible magic bubble around yourself that protects you from the effects of falling snow and rain. In addition to keeping you dry, this reduces the penalty on Perception checks imposed by rain to -2, and protects any open flames that you have in your possession from the chance of being extinguished by the rain (if the wind speed is strong enough to have a risk of extinguishing the flames, that risk still applies separately). This spell has no effect on the penalty that rain imposes on ranged attacks, and has no effect on rain that is falling in winds of 21 mph or faster (strong or faster winds). This spell has no effect on rain, snow, or similar weather conditions caused by spells such as *sleet storm*.

#### PUMPKIN BOMB

School conjuration; Level bard 2, cleric/oracle 2, druid 2, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a piece of candy that is at least a year old)

**Range** close (25 ft. + 5 ft./2 levels) **Effect** one pumpkin bomb **Duration** 1 hour/level, or until expended, see text **Saving Throw** Reflex half, see text; **Spell Resistance** yes, see text

You conjure a small pumpkin, roughly two feet in diameter, in a single unoccupied square within range. The pumpkin glows with a sickly green aura, and floats roughly one inch off the ground. When the spell is cast, you must choose whether you would like the pumpkin to contain a "trick" or a "treat." The GM then rolls secretly to determine the result: there is a 75% chance that it contains the desired result, and a 25% chance that it contains the opposite. It is not possible to tell whether the pumpkin contains a trick or a treat by examining it. If left to its own devices, the pumpkin remains for up to 1 hour/level, before dissolving into mush.

If the pumpkin is conjured within 10 feet of a creature, or a creature moves within 10 feet of the pumpkin, it explodes. If the pumpkin contained a treat, then this explosion heals 6d6 points of damage to each creature within 20 feet of the pumpkin. Undead, constructs, and other creatures not healed by positive energy are unaffected by this. If the pumpkin contained a trick, the explosion instead inflicts 6d6 points of acid damage to each creature within 20 feet of the pumpkin. A successful Reflex save halves this damage. Spell resistance applies to the trick effect, but not to the treat effect.

#### PUMPKIN DROP

School conjuration (creation); Level druid 4, sorcerer/ wizard 4, witch 3 Casting Time 1 standard action Components V, S, M (a miniature gourd) Range close (25 ft. +5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Reflex negates; Spell Resistance no

You conjure an oversized, hollow pumpkin directly on the target's head, encasing him within the mushy gourd. If the creature succeeds on his Reflex save, the pumpkin falls harmlessly to the ground, where it dissolves into mush. Otherwise, the target is blinded, and is unable to breathe, although he can hold his breath normally. Further, the target suffers a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks, as well to AC, CMB, and CMD, due to the awkward weight of the pumpkin on its head.

The target can attempt to remove the pumpkin as a full-round action. Doing so requires that the target have two free hands, and succeed on a Strength check (DC 10 + your primary spellcasting ability score modifier + 1 for every 5 caster levels you possess), and provokes attacks of opportunity. Succeeding on this check end's the spell's effect entirely. Alternatively, the pumpkin can be sundered. It has AC 5 (plus any bonus that applies to the target's touch AC, unless the target willingly stands still for the attempt), hardness 2, and 1 hit point per caster level you possess. Any damage dealt to the pumpkin in excess of its hit points is dealt to the target. Reducing the pumpkin to 0 hit points also ends the spell's effect.



# **RAPID DEHYDRATION**

School transmutation; Level druid 4, witch 4 Casting Time 1 standard action Components V, S, M (a pinch of salt), Te (hot or warmer) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes

You cause the moisture in the target's body to suddenly evaporate, leaving him with an incredible thirst and in danger of dehydration. If the target fails his Fortitude save, then for the spell's duration, at the beginning of each of his turns, he must succeed on a Constitution check (DC 15 + 1 per previous consecutive check) or suffer 2d6 points of nonlethal damage. If the target suffers any nonlethal damage in this way, he becomes fatigued, and if he suffers more nonlethal damage in this way than 1/2 his maximum hit points, he becomes exhausted, instead. Nonlethal damage inflicted in this way can't be healed until the target drinks at least two gallons of fluid (for Medium creatures; half as much for Small characters). If the target becomes exhausted that way, he remains exhausted until the amount of nonlethal damage he is currently suffering from dehydration is less than 1/2 his maximum hit points, and if the target becomes fatigued in this way, he remains fatigued until he has healed all nonlethal damage suffered from dehydration.

If the target suffers an amount of nonlethal damage equal to his total hit points, he begins taking lethal damage, instead (and suffers the normal consequences of having nonlethal damage equal to his hit points). If the target consumes liquid on his turn (typically a move action), he does not need to make a Constitution check as a result of this spell on his next turn.

#### **ROAST SKIN**

School necromancy [curse]; Level cleric/oracle 4, druid 4, inquisitor 3, shaman 5, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, Te (hot or warmer) Range touch Target creature touched Duration 1 day/level Saving Throw Fortitude negates; Spell Resistance yes

You cause the target's skin to blister and crack, causing debilitating pain in the target, and making him more vulnerable. For the spell's duration, the target is sickened, and he suffers a -2 penalty on saving throws made to resist effects with the pain descriptor (this stacks with the -2 penalty to all saving throws inflicted by the sickened condition).

Additionally, for the spell's duration, the target is vulnerable to bludgeoning and slashing weapons, suffering half again as much damage (+50%) from attacks that deal such damage.

#### **RUSHING WAVE**

School conjuration (creation); Level cleric/oracle 1, magus 1, shaman 1, sorcerer/wizard 1, witch 1 Casting Time 1 move action Components V, S, M (a water-smoothed stone) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Reflex negates; Spell Resistance Yes

At your command, a wellspring of churning, frothy white water appears beneath the target's feet, lifting him a foot or so off the ground and carrying him along a path that you designate. The water can carry the target 20 feet, plus an additional 5 feet for every three caster levels you possess. The water can only carry the target over solid ground, and cannot carry him off the edge of a cliff, into a lake of molten lava, or into similar deadly hazards.

If the target has a martial action pool, he can spend 4 martial action points as a free action when you cast this spell. If he does, then at the end of this movement, he can take a standard action. For more information on martial action pools and martial action points, see *A Necromancer's Grimoire: The Book of Martial Action*.

# SAND CASTLE

School transmutation; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, F (a tiny shovel) Range close (25 ft. + 5 ft./2 levels) Effect one tower made of sand Duration 10 min./level Saving Throw Reflex partial, see text; Spell Resistance no Your eldritch words carry along the wind and cause the sands around you to swirl and form a huge, crenellated tower of pure sand and magic. This spell must be cast outside in a sandy area. At the point you designate, you create a huge tower of sand which is 15 feet by 15 feet and 30 feet tall, with space enough for 9 Medium creatures inside. The tower is featureless, and characters attempting to enter or leave the tower must destroy a wall in order to do so. The walls of the tower have hardness 4 and 10 hit points per caster level, to a maximum of 100 hit points at 10<sup>th</sup> level. Characters within the area where the tower is created may attempt a Reflex save in order to escape the tower as it is being constructed, with success indicating that the character arrives safely in any square adjacent to the tower.

# SELECTIVE SHIELD

School abjuration; Level cleric/oracle 4, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (a painted shield) Range personal Target you Duration 1 round/level

You surround yourself with potent abjurative energy which is focused against a specific creature, greatly enhancing your defensive capabilities against that particular foe. When you cast this spell, choose a single creature you can see. You gain DR 5/— against all attacks made by that creature, and gain an amount of spell resistance equal to your caster level + 11 against that creature's spells and spell-like abilities.

# SENTIENT SWORD

School transmutation; Level antipaladin 2, magus 4, paladin 2 Casting Time 1 round

Components V, S Range touch Target weapon touched Duration 24 hours Saving Throw Will negates (object); Spell Resistance yes (object)

You instill a small part of your consciousness into the touched item, granting it sentience. If the touched item is attended, you must succeed on a melee touch attack in order to touch it. The touched item becomes an intelligent item, with a personality based on your own personality. The item's alignment matches your alignment, and its Intelligence, Wisdom, and Charisma scores are each equal to your own Intelligence, Wisdom, and Charisma scores, respectively, but with a -4 penalty. None of the item's ability scores can exceed 18, even if your ability score is 22 or higher.

The item possesses the empathy and speech abilities of an intelligent item, and has senses to a range of 60 feet. Further, when *sentient sword* is cast, you can expend up to three 1<sup>st</sup>-level spells, two 2<sup>nd</sup>-level spells, and one 3<sup>rd</sup>-level spell, imbuing them into the intelligent item. If you do, then the intelligent item can cast each of those spells once as a spell-like ability. Its caster level is equal to your caster level, but it uses its own ability score modifiers to determine the saving throw DCs. Each spell level of spells imbued into the item increases its ego by +1.

# SHADOW CHAINS

School necromancy; Level sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, F (a piece of chain, at least 1 foot long, blackened by fire) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Reflex negates; Spell Resistance Yes

The target is surrounded by spectral black chains which attach to his limbs and extend through the air, disappearing after a few feet. These chains do not actually bind the target, and in fact are not even physically present, but still manage to dull the target's combat abilities and slow his responses. The target is denied his Dexterity bonus to AC for the spell's duration.

When you cast this spell, if you have a martial action pool, you can spend 8 martial action points as a free action. If you do, then the chains take on a greater metaphysical weight, imposing a -2 penalty on the target's attack rolls and saving throws for the spell's duration. For more information on martial action pools and martial action points, see *A Necromancer's Grimoire: The Book of Martial Action*.

#### SHADOW FLIGHT

School illusion (shadow) [shadow]; Level bard 6, shaman 9, sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, M/DF (a piece of sackcloth) Range personal Target you Duration instantaneous and 1 round/level; see text

You open a path to the Plane of Shadow, pulling massive amounts of shadow energy through the path while invisibly sneaking along the border between realms, allowing you to escape a short ways and leaving behind hideous shadow versions of creatures for your foes to face. When you cast this spell, you become invisible (as *invisibility*) and may magically travel, as though by *greater teleport*, to any area of dim light or darkness within 1 mile. The *invisibility* effect lasts for 1 round per level.

Additionally, at the point where you cast this spell, 2 random creatures from the Plane of Shadow, drawn from the *summon monster VIII* and *summon nature's ally VIII* lists, appear and fight your enemies to the best of their abilities, as though they had been summoned by *summon nature's ally I*. These creatures are only partially real, however, and any character that succeeds on a Will save to disbelieve them treats them as though they were 50% real, exactly as though they had been summoned using a *shadow conjuration* spell, except that they are treated as 50% real instead of 20% real.

# SHADOWBIND

School necromancy; Level bard 5, cleric/oracle 6, inquisitor 5, sorcerer/wizard 6, witch 6 Casting Time 1 round Components V, S Range medium (100 ft. + 10 ft./level) Target one creature with a shadow Duration 1 min./3 levels Saving Throw Will negates, see text; Spell Resistance yes

You pin the target's shadow in place, which prevents him from moving entirely. The target is paralyzed, even if he would normally be immune to paralysis. Each round, the target can attempt to free himself by making a Will save as a full-round action. If he succeeds, he pulls himself free of his shadow, which remains pinned where it is. This allows the target to act freely, but the loss of his shadow metaphysically weakens him, imposing a -1 penalty on attack rolls, damage rolls, ability checks, and skill checks for the remainder of the spell's duration. For every six caster levels you possess, this penalty increases by 1 (to a maximum of -4 at 18th level). This penalty only applies if the target has to forcibly free himself from his shadow: if the target succeeds on his initial Will save to resist the spell, his shadow is never pinned, and the spell has no effect at all. The target's shadow returns to him automatically at the end of the spell's duration.

Because this spell requires a shadow to work, it can only be cast if the target is in an area of dim light or brighter light conditions.

#### SHIELD OF LEAVES

School abjuration; Level druid 2, ranger 1, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

You surround yourself with a flurry of brightlycolored leaves, which protect you against incoming attacks. These leaves grant a +2 deflection bonus to AC, and also grant you concealment against all creatures (providing you with 20% miss chance). While the leaves serve as a potent defense, they are themselves somewhat fragile: the spell ends immediately if you are exposed to moderate or stronger winds, or if you are subject to a spell or ability with an area of effect which deals fire damage.

#### SIN'S REWARD

School evocation [good]; Level cleric/oracle 6, paladin 3 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one evil creature Duration see text Saving Throw Will negates; Spell Resistance yes

You disable, and possibly imprison, the target, as the weight of all of the target's sins is suddenly brought to bear against him. The exact effect of the spell depends on the strength of the target's evil aura, as defined by *detect evil*. If the target has a faint evil aura, he is dazed for 1 round.

If the target has a moderate evil aura, he is stunned for 1 round, then dazed for 1d4 rounds thereafter, and finally nauseated for 1d4 rounds after that.

If the target has a strong evil aura, he is paralyzed for 1 minute per caster level.

If the target has an overwhelming evil aura, he is affected as though by the spell *binding*. You may choose which version of *binding* the target is affected by, but unlike a *binding* spell, you cannot have assistants aid you in the spell to increase its caster level, nor can you adjust the spell's saving throw DC by setting a release condition (although you can still choose to set a release condition).

#### SMOKE BURST

School evocation; Level bard o, druid o, inquisitor o, magus o, sorcerer/wizard o, summoner o, witch o Casting Time 1 standard action Components V Range o ft. Effect a 5-ft. cube of smoke Duration 2 rounds Saving Throw none; Spell Resistance no

You create a cloud of thick black smoke, which fills your square, granting you concealment (20% miss chance) against all creatures that are not in your square, and granting them concealment against you. The concealment granted by this cloud is enough to allow you to make a Stealth check, although if you do not end your turn in cover or concealment, your stealth will immediately end, as normal for Stealth.

# **SMOKING FLAME**

School evocation [fire]; Level magus 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (ashes from a fir tree) Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude partial, see text; Spell Resistance yes

You lay your fingers on the target, causing him to erupt in fire and spew smoke into the air. You must succeed on a melee touch attack. If successful, the target is enveloped in flames, suffering 3d6 points of fire damage each round, and emitting a cloud of thick smoke in a 15-foot radius. This smoke is mundane in nature, and can be dispersed normally, although as long as the target continues to burn, new smoke is created each round.

As a standard action, you can cause a flare of bright red light to fill the smoke, reflecting off of it and potentially blinding any creatures within its area. Such creatures must succeed on a Fortitude save or be blinded for 1d4 rounds. Even if a creature succeeds on its Fortitude save, it is dazzled for 1d4 rounds, instead.

# **SNOW DRIFT**

School conjuration (creation); Level druid 6, sorcerer/ wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M/DF (a piece of glass carved in the shape of a snowflake)
Range medium (100 ft. + 10 ft./2 levels)
Effect 30-ft.-radius snow bank, 30 ft. high
Duration 1 round/level
Saving Throw Reflex partial, see text; Spell Resistance no

Throwing your arms wide and calling out with the force of glacial winds, you conjure a massive snow bank from nothingness, burying everything in the spell's area under 30 feet of loosely-packed powdered snow. Characters in the area who succeed on a Reflex save are able to scramble up the snow as it forms, to arrive at the top of the snow bank when it is fully created, effectively putting them at the top of a 30foot sheer plateau of snow in the same rough location they were in prior to the snow being formed. Characters who fail their Reflex save are instead buried under 30 feet of snow. The snow is magical in nature and does not apply enough pressure to crush those buried beneath it, but characters buried under the snow must hold their breath, and if they cannot, they may eventually suffocate.

As a swift action, trapped characters may attempt a DC 10 Strength check in order to move in the snow for 1 round. A trapped character can move through the snow with a successful Climb check (DC equal to your caster level). A character who has made his way off the ground who fails his Climb check by 5 or more slides 10 feet closer to the ground, but takes no damage from doing so. Moving horizontally in the snow is more difficult, and requires a DC 20 Strength check to move up to half the trapped creature's speed as a full-round action. Characters that are on top of the snow can walk on the snow normally.

Mundane fire is extinguished by the snow bank; however, magical fire burns the snow away rapidly. 5 points of fire damage is sufficient to burn away a 5-foot square of snow in the bank. At the end of the spell's duration, the snow instantly vanishes, causing characters to fall (and suffer fall damage if appropriate).

#### **SNOW SPHERE**

School conjuration (creation); Level bloodrager 3, druid 3, magus 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, Te (cold or colder) Range medium (100 ft. + 10 ft./level) Effect 5-ft.-diameter sphere Duration 1 round/level Saving Throw Reflex negates; Spell Resistance no

A man-sized ball of compact snow appears and begins to roll about at your command, crushing those it comes into contact with. The sphere appears in a square of your choice within range. It can moved up to 30 feet in a given round on a flat surface, or 60 feet going all downhill, or 15 feet going all uphill. Directing the sphere to move is a move action; otherwise, it merely stays at rest (assuming it is on a flat surface, otherwise it automatically rolls downhill at a rate of 60 feet per turn).

If the sphere enters a space with a creature, that creatures takes 2d6 points of damage, half of which is cold damage and half of which is nonlethal damage. Additionally, the sphere makes a bull rush attempt. The sphere's CMB for this purpose is equal to your primary spellcasting ability score (Intelligence for wizards, Charisma for sorcerers, etc.) plus any size bonuses, as appropriate (see below). If the sphere has moved at least 20 feet this round, it gains a +2 bonus on the bull rush attempt. As with all bull rush attempts, the sphere cannot bull rush a creature more than one size category larger than itself.

If the sphere successfully bull rushes the target, and the target is at least one size category smaller than the target, then target is engulfed into the sphere of snow. Such a creature is considered pinned, moves into the sphere's square, and moves with the sphere wherever it goes. The sphere's CMD for the purposes of escaping from it is equal to 10 + twice your primary spellcasting ability score modifier. If the sphere successfully bull rushes a target that is not at least one size category smaller than itself, the target is pushed, as normal for a bull rush attempt. The sphere always chooses to move with the target as far as it can.

Finally, as the sphere travels over snow-covered ground, it picks up more snow and continues to grow, increasing in size. The following table indicates how many squares of movement over snow is required to reach a certain size.

### Table 3-7: Snow Sphere

5-ft. Squares Moved	Size Category
0 - 14	Medium
15 - 30	Large
31 - 60	Huge
61 +	Gargantuan

#### SNOWMAN SIGHT

School divination (scrying); Level bard 2, druid 2, inquisitor 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 round Components V, S, Te (cold or colder) Range touch and medium (100 ft. + 10 ft./level); see text Target snowman touched Duration 10 min./level Saving Throw none; Spell Resistance no

You press your fingertips against the eyes of a snowman, and suddenly you see not through your own eyes, but through its coal-black ones. This spell creates an invisible magical sensor on the eyes of the affected snowman. For the spell's duration, as a swift action, you can switch between your own sight and seeing through this magical sensor. While viewing through the magical sensor, you see exactly what the snowman would see if it possessed sight, but are considered blind for the purposes of seeing from your own body. Once you have cast the spell, you are free to move away from the snowman, but can only view through its eyes when you are within medium range (100 ft. + 10 ft./level). If you go beyond that range, you are unable to see through the snowman's eyes until you move within that range again.

Unlike some other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it, however, the spell itself provides some supernatural enhancements to your vision: while viewing through the snowman's eyes, you can see through fog (but not smoke), snow, sleet, and hail as though it were not there, and these conditions do not impose any penalties on Perception checks made to view things through the snowman's eyes. Additionally, while viewing through the snowman's eyes, you may choose to see through snow on the ground, and objects made of snow, as though you had x-ray vision. You may suppress or resume this ability as a swift action.

#### SPEED TRAP

**School** transmutation; **Level** alchemist 2, antipaladin 2, bard 2, bloodrager 2, ranger 2, sorcerer/wizard 3, summoner 2, witch 3

Casting Time 1 standard action Components V, S, M/DF (a cone made from red glass) Range personal Target you Duration 1 round/level (D)

You are surrounded by a whirling red aura, which causes you to move faster, and entraps those who would strike against you. Your movement speed increases by 30 feet. Additionally, whenever a creature makes an attack of opportunity against you, he must succeed on a Will save, or else the spell saps his speed away, and he gains the staggered condition for the remainder of the spell. Each time a creature becomes staggered in this way, your movement speed is increased by an additional 20 feet. Attacks other than attacks of opportunity do not cause the target to suffer this effect.

# **SPELL GOBBLER**

School necromancy; Level witch 3 Casting Time 1 standard action Components V, S, F (a quill pen) Range touch Target familiar or spellbook touched Duration instantaneous Saving Throw Will negates; Spell Resistance yes

Your hand becomes enveloped in emerald-green energy. You must succeed on a melee touch attack to hit the target (unless the target is an unattended object, in which case you can touch it automatically). If the target is a familiar, or an attended or magical spellbook, it is entitled to a Will save. In the case of a non-magical, unattended spellbook, no saving throw is allowed.

You immediately become aware of all spells that the target knows (if it is a familiar) or that are contained within it (if it is a spellbook). You may choose a single spell from among these, which appears on the witch spell list at a spell level lower than the highest spell level that you can cast. If you do, the target loses that spell permanently (the spell vanishes from the page if the target is a spellbook, and the familiar loses access to it, if it is a familiar), and your familiar learns the spell immediately. Anyone who prepared a spell using the target does not automatically lose the spell that he prepared, but will be unable to prepare that spell using the target again in the future, unless the target regains the spell independently (using the normal methods for adding a spell to a spellbook or witch's familiar).

If this spell is cast targeting a familiar that is not used for spellcasting (such as a wizard's familiar), it has no effect.

#### SPELLSONG OF DISSENT

School enchantment (compulsion) [mind-affecting, sonic]; Level bard 4 Casting Time 1 standard action Components V Range long (400 ft. + 40 ft./level) Target one or more creatures Duration concentration, up to 2 rounds/level Saving Throw Will negates; Spell Resistance yes

You weave a spell of pure rage and dissension, which is infused by the power of a song of defiance, with more resonant songs having a greater effect. When you cast this spell, make a Perform (any musical instrument, or sing) check. For every 5 points by which the result of your check exceeds 20, affected creatures gain a +1 morale bonus on attack and damage rolls. This morale bonus stacks with that granted by a bardic performance, but not with morale bonuses granted by any other source. Affected creatures must also succeed on a Will save or be compelled to attack the nearest hostile creature with a melee attack, forgoing any non-physical means of combat, including the use of spells, spell-like abilities, and supernatural abilities, although extraordinary abilities like trip or grab can still be used. A creature that succeeds on his saving throw is immune to the effects of this spell, including the bonus to attack and damage rolls, for 24 hours. You can affect a number of creatures with this spell equal to 1/2 the ranks you have in the Perform skill that you used to make the Perform check for this spell.

#### SPELLSONG OF LOVE

School enchantment (charm) [mind-affecting, sonic]; Level bard 6 Casting Time 1 standard action Components V Range 100 ft. Area spherical emanation, centered on you Duration concentration, up to 3 rounds/level; see text Saving Throw Will negates; Spell Resistance yes

You infuse a wave of positive emotions and affection with the power of music, causing affected creatures to cease hostilities and embrace love. When you cast this spell, make a Perform (any musical instrument, or sing) check. For every 5 points by which the result of your check exceeds 30, affected creatures suffer a -2 penalty on their saving throw. A creature that is affected by this spell immediately becomes fascinated, and listens deeply to your song. For each minute an affected creature remains fascinated, his attitude improves by 1 step



towards you and your allies. A creature whose attitude is raised to helpful in this way remains helpful indefinitely, unless you or your allies do something to lower his attitude. Additionally, a creature whose attitude is raised to helpful in this fashion is far more likely to listen to your suggestions, and the DC for any Diplomacy check made against such creatures is decreased by 10, and the target suffers a -5 penalty on all Will saves made to resist your charm or compulsion effects.

#### SPELLSONG OF SORROW

School enchantment (compulsion) [mind-affecting, sonic]; Level bard 5 Casting Time 1 standard action Components V Range 100 ft. Area spherical emanation, centered on you Duration concentration, up to 1 min./level Saving Throw Will negates; Spell Resistance yes

You fill the air with misery and sadness with your dirge, causing woeful emotions in those who have the misfortune to hear your dread melody. When you cast this spell, make a Perform (any musical instrument, or sing) check. For every 5 points by which the result of your check exceeds 25, affected creatures suffer a -1 morale penalty to their AC, as well as on saving throws and all weapon damage rolls. There is no saving throw against this effect, though it ends immediately if an affected creature leaves the spell's area. Additionally, whenever a creature enters the spell's area, he must succeed on a Will save or become shaken for as long as he remains within the spell's area. A new saving throw must be made for every 5 consecutive rounds an affected creature remains within the spell's area, with a failure indicating that the target becomes shaken, or if already shaken, becomes frightened, or if already frightened, becomes panicked.

#### STONELORD'S BLESSING

School conjuration (creation) [earth]; Level cleric/oracle 2, druid 2, shaman 2 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect one low stone wall, up to 5 ft. long/level Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

You call into being a stone barrier, 5 feet thick, 3-1/2 feet tall, and up to 5 feet long per caster level. The barrier does not need to be in a straight line, and can curve or have sharp turns, but it must be a single contiguous shape. The barrier provides cover for Medium creatures standing behind it, and improved cover for Small creatures standing behind it. A given 5-foot segment of the barrier has hardness 8 and 900 hit points.

Climbing on top of the barrier requires a successful Climb check (DC 10), and counts as two squares of movement. Alternatively, a creature can attempt to jump on top of the barrier with a successful Acrobatics check. Creatures standing on top of the barrier have higher ground for the purposes of attacks made against creatures not on the barrier. If you have the earth domain, you can choose to have the barrier be covered in jagged, spiky stone protrusions. These protrusions inflict 1d4 points of piercing damage per caster level to any creature that attempts to climb the barrier. Any creature that ends its turn standing on the barrier also suffers this damage. You can safely climb and stand on the barrier without suffering this damage.

#### STONY RESOLVE

School transmutation; Level sorcerer/wizard 5 Casting Time 1 free action; see text Components V, S Range personal Target you Duration see text

In order to cast *stony resolve*, you must fail a saving throw. If you do, you may immediately cast *stony resolve* as a free action which does not provoke attacks of opportunity. You transform your body into a magical statue of yourself, and you gain the petrified condition for 1 round/level, or the duration of the effect which caused you to make the failed saving throw, whichever is longer. If the duration of the effect was permanent or instantaneous, you remain petrified indefinitely. While petrified in this way, you gain an amount of spell resistance equal to 11 + your caster level and gain hardness equal to your caster level. A *stone to flesh* spell can be used to counter this spell and can end its effects prematurely.

# STRIKING SHIELD

School abjuration; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a piece of wood splintered from a heavy shield) Range personal Target you Duration 1 min./level

You create a wall of invisible force which you can use to protect yourself and attack nearby enemies. Choose a single edge of your space. A transparent square of force energy appears on that edge, granting you total cover (but not concealment) from all attacks which pass through that edge of your space. The wall is as tall as it is wide (for Medium creatures, it is 5 ft. tall and 5 ft. wide, for Large creatures it is 10 ft. tall and 10 ft. wide, etc.), but is always exactly 1 inch thick. It has hardness 30 and 20 hit points per caster level (to a maximum of 200 hit points at 10<sup>th</sup> level). Contact with a *sphere of annihilation* or a *rod of cancellation* instantly destroys this wall, as does a *disintegrate* spell. Unlike a *wall of force*, the wall created by this spell is subject to *dispel magic*.

If you leave your square, the wall disappears, and reappears again after you finish moving. As a swift action, you may move the wall created by this spell, so that it occupies a different edge of your space. Finally, as a standard action, you can cause the wall to explode in a one-directional blast of force energy, which fills the area adjacent to the chosen edge of your space. Creatures in the affected area suffer an amount of force damage equal to 2d6 + 1/2 your caster level. A successful Reflex save halves this damage. Using this ability causes the wall to vanish until the beginning of your next turn.

### SUDDEN HEATSTROKE

School evocation [fire]; Level druid 4, magus 4, sorcerer/ wizard 4, witch 4 Casting Time 1 standard action Components V, S, Te (Hot or warmer) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Fortitude half; Spell Resistance yes

You dramatically raise the internal temperature of the target, causing him to suffer from a sudden heatstroke. The target suffers 1d6 points of nonlethal fire damage per caster level (to a maximum of 10d6 nonlethal fire damage at 10<sup>th</sup> level). If this causes the target to suffer more nonlethal damage than his maximum hit points, then any damage beyond that amount is lethal fire damage. Further, if the target takes any nonlethal fire damage as a result of this spell, he becomes fatigued, and remains fatigued until the nonlethal damage caused by this spell (or other heat sources) is healed. Finally, the damage caused by this spell cannot be healed as long as the target is in an area where the temperature is hot or warmer. For more information on temperature categories, see Appendix 1: Weather Rules.

#### SUMMON SLEIGH

School conjuration (summoning); Level ranger 3, sorcerer/ wizard 2, summoner 2 Casting Time 1 round Components V, S, M, Te (a fresh carrot; cold or colder) Range close (25 ft. + 5 ft./2 levels) Effect one sleigh, and creatures to pull it Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

You summon a sleigh, as well as a team of four dogs to pull it. The dogs arrive already hitched to the sleigh, wellrested, fed, and ready to serve. They serve willingly, and are well-trained, but are not combatants, and will not attack, even if commanded. The dogs can pull the sleigh at a speed of 50 ft. (100 ft. per round when double-moving, 200 ft. per round when running), provided that it is not carrying more than 600 lbs., otherwise they pull it at a speed of 40 ft. (80 ft. per round when double-moving, 160 ft. per round when running). The dogs are not able to pull the sleigh if it is loaded with more than 1,800 lbs. The dogs and sleigh can move over snow-covered terrain without penalty.

The sleigh itself takes up a space 5 ft. by 10 ft., and can comfortably seat four Medium-sized characters. At the end of the spell's duration the sleigh and dogs vanish.

# SUMMON GREATER SLEIGH

School conjuration (summoning); Level sorcerer/wizard 5, summoner 4 Casting Time 1 round Components V, S, M, Te (a handful of oats; cold or colder) Range close (25 ft. + 5 ft./2 levels) Effect one sleigh, and creatures to pull it Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

As summon sleigh, except that the sleigh is larger, and instead of four dogs, is pulled by a team of eight spectral reindeer. The reindeer are capable of flight, and are able to pull the sleigh at a fly speed of 80 ft. (160 ft. per round when double-moving, 240 ft. per round when running) with clumsy maneuverability, provided that the contents of the sleigh weigh less than 1,500 lbs. If the sleigh is carrying more weight than that, then they are unable to make it fly, and must move along the ground at a speed of 40 ft. (80 ft. per round when double-moving, 160 ft. per round when running). The reindeer are not able to pull the sleigh if it is loaded with more than 4,500 lbs. The reindeer and sleigh can rest upon snow as though it were a completely solid surface, move over snow-covered terrain without penalty, and cannot fall into snowdrifts or otherwise sink into the snow.

The reindeer themselves are spectral, and appear as faintly blue translucent images, with faint, twinkling lights reminiscent of stars dotting their spectral forms. They are incorporeal, and cannot be harmed, but are still able to pull the sleigh. Though the reindeer are capable of passing through solid objects, they will not do so willingly, making this of little benefit in attempting to navigate the sleigh in small spaces.

The sleigh takes up a space 10 ft. to a side, and can comfortably seat eight Medium-sized creatures. At the end of the spell's duration, the sleigh and reindeer vanish.

# **SUNBURN**

School evocation [fire] Level druid 4, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a piece of reflective glass) Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude partial, see text; Spell Resistance yes

You imbue the target with an extreme sensitivity to light, causing him to suffer persistent painful burns which leave hideous red marks on his skin. The target's skin becomes sensitive, causing him to suffer 2d6 points of fire damage every round that he remains in an area of bright light. If the target is in an area of bright natural sunlight (as opposed to light created by a *daylight* spell, or a similar effect), he suffers 4d6 points of fire damage, instead. Additionally, each round that the target suffers damage, he must succeed a Fortitude save or have his skin become even more fragile, causing him to suffer 1.5 times as much damage from any weapon attack made in the following round.

# SURGING SPEED

School transmutation; Level alchemist 3, bard 3, bloodrager 3, magus 3, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level or until discharged

You act and move more quickly than normal, and can expend the spell's energy for one truly impressive burst of speed. This functions as the spell *haste*, with a few exceptions. You do not gain the normal bonuses to attack rolls, AC, and Reflex saves. Additionally, at any time during the spell's duration, as an immediate action, you can expend the spell's remaining energy as a final burst of speed. If you do, then you may immediately take an additional round's worth of actions (such as a full-round action, or a standard action and a move action, etc). You can't cast spells with these extra actions, and do not gain *surging speed*'s benefits during these extra actions, because as soon as you expend the spell in this way (before the extra actions are taken), the spell ends.

#### SWARM SLAVE

School transmutation (polymorph); Level druid 8, ranger 4, witch 9 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Fortitude negates, Will partial; Spell Resistance yes

You transform the target into a deadly swarm that falls under your mental influence, allowing you to control its actions. The target receives a Fortitude save to resist the effects of this spell. If he fails this saving throw, he is transformed into your choice of one of the following types of swarms: centipedes, spiders, or wasps. He loses all his abilities and gains the abilities of the chosen swarm, though he retains his current hit points. This causes the target to gain swarm traits, the distraction special attack, and a swarm attack, which deals damage as the chosen type of swarm. If the target is transformed into a centipede swarm or spider swarm, he gains the appropriate poison ability, as well as the swarm's normal climb speed. If the target is transformed into a bat swarm, he gains the bat swarm's blindsense, low-light vision, and wounding abilities.

If the target fails his Fortitude saving throw, he must succeed on a Will saving throw (using the bonus he had before being affected by the spell) or fall under your command, allowing you to direct the swarm telepathically for the spell's duration. A target that succeeds his Will save is still transformed into a swarm of centipedes, spiders, or wasps, but is free to act as he wishes.

# SWORD OF VICTORY

School enchantment [good, mind-affecting, compulsion]; Level cleric/oracle 5, inquisitor 4, magus 4, paladin 3 Casting Time 1 standard action Components V Range touch Target weapon touched Duration 1 round/level Saving Throw Will partial; Spell Resistance Yes

You open your mouth to issue forth the sounds of a heavenly chorus, which gather around your weapon with a tangible force. The next attack with the target weapon deals an additional amount of damage equal to your caster level. Additionally, a creature who is hit by the blade is filled with the urge to surrender, and must succeed on a Will save or lose the will to fight, laying down his weapon and taking no hostile action for the duration of the spell. If the target is attacked again, he receives a new saving throw to negate this effect. In addition, if your base attack bonus is +15 or higher, you may cast this spell as a free action whenever you make a melee attack with a held weapon. If you do, you must target the held weapon.

#### THICK SKIN

**School** abjuration; **Level** alchemist 4, bloodrager 4, druid 5, inquisitor 4, magus 4, sorcerer/wizard 4, summoner 3 **Casting Time** 1 standard action **Components** V, S, M (gravel and dragon scales worth at least 250 gp)

Range personal Target you Duration 1 min./level or until discharged

Your skin hardens to a consistency like rock. You gain DR 8/adamantine. Once the spell has prevented a total amount of damage equal to 8 points per caster level (to a maximum of 120 points at 15<sup>th</sup> level), the spell automatically ends. At any time during the spell's duration, when a creature successfully confirms a critical hit against you, you can expend the spell's remaining energy in order to negate that critical hit, causing you to be affected as though it were a normal hit, instead. This ends the spell's effect.

# TOURIST'S BLESSING

School conjuration (teleportation); Level cleric/oracle 8, sorcerer/wizard 8, summoner 6, witch 8 Casting Time 1 standard action Components V, S, F/DF (a painting or other image of a location on the desired plane) Range personal or touch Target you and up to eight willing creatures joining hands Duration instantaneous Saving Throw none; Spell Resistance yes (harmless)

This favorite of planar travelers allows for instantaneous transport nearly anywhere in the multiverse, and functions similarly to a combination of a *plane shift* and *teleport* spell. This functions as a *teleport* spell, except that it can take you to any location on any plane of existence. The chance of success is still dependent on your familiarity with the destination, as per *teleport*, with a few minor alterations. If the result is "off target," there is a 50% chance that you arrive on the correct plane, but 50100 miles from the intended destination, and a 50% chance that you arrive on a plane that borders the plane you were trying to arrive on, in a random location. If the result is "similar area," then you arrive on a similar location on a different plane from the one you intended to arrive on (the plane itself may or may not be similar, but the location you arrive in always will be).

If you have the travel domain, you can roll twice and take the better result whenever you are determining whether or not you arrive at your intended destination.

#### TRANSMUTE OBJECT TO CANDY

School transmutation; Level witch 8 Casting Time 1 standard action Components V, S, F (a wooden spoon) Range touch Target one object whose volume is no greater than two 10-ft. cubes/level; see text Duration permanent; see text Saving Throw see text; Spell Resistance no

You transform a touched object made of wood, stone, or any other material with a hardness of 10 or less, into delicious candy or other sweets. This reduces the object's hardness to o, and its hit points become equal to 1 per inch of thickness. The exact nature of the candy is up to you (chocolate, gingerbread, peppermints, etc.), but regardless of the form that the candy takes, anyone who eats it must succeed on a Will save (saving throw DC equal to *transmute object to candy*'s saving throw DC), or be compelled to take no action other than to continue eating the candy for another minute, after which he may make another saving throw to end the effect. Any hostile actions taken against an affected creature end this compulsion, but for each minute that the affected creature continues to eat the candy, he suffers 2 points of Strength and Dexterity damage.

The affected object remains as candy indefinitely, but a successful *dispel magic* spell will return it to its natural state (any damage that may have been done to the object while it was made of candy remains, although any candy that was eaten does not transmute back).

#### **TWIN ARROW**

School conjuration (creation); Level magus 2, ranger 1, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M/DF (a notched arrowhead) Range touch Target arrow touched Duration 1 round/level Saving Throw none; Spell Resistance no

You magically create a number of arrows in your hand, which are identical in every way to the target arrow. The replicated arrow has all the same mundane and magical properties as the targeted arrow, although if the arrow has an enhancement bonus or special abilities that are enhancement-bonus equivalent, the amount of enhancement bonus that you can copy with this spell is equal to 1/5 your caster level (rounded down, minimum 1 point of enhancement bonus). You choose which abilities and how much enhancement bonus are copied onto the created arrows, up to this maximum, but the copies must have at least 1 point of enhancement bonus in order to have any special abilities. Each arrow must be fired within the spell's duration or it fades into nothingness. The number of arrows created is equal to 1 + 1 for every 2 caster levels you possess.

# **UNPLEASANT ACCELERATION**

School transmutation; Level bard 3, sorcerer/wizard 3, witch

Casting Time 1 standard action Components V, S, M (a 3-legged spider) Range long (400 ft. + 40 ft./level) Area 20-ft.-radius burst Duration 1d6+1 rounds Saving Throw Fortitude negates and Fortitude partial, see text; Spell Resistance yes

You accelerate those within the spell's area beyond their natural constraints, dramatically increasing their speed at the expense of their physical well-being. All creatures in the area must attempt an initial saving throw, whether they want to resist the spell or not. If they succeed, the spell has no effect; if they fail, they gain the sickened condition and all the benefits of a *haste* spell for 1d6+1 rounds. After this time, all affected creatures must succeed on a secondary Fortitude save or become exhausted. Creatures that succeed on their second saving throw are fatigued, instead.

# VACATION FROM CURSES

School abjuration; Level bard 1, cleric/oracle 1, inquisitor 1, paladin 1, shaman 2, sorcerer/wizard 2, witch 1 Casting Time 1 standard action Components V, S Range touch Target creature or object touched Duration 24 hours Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Originally invented by a wizard with a short temper and a long memory, who made a habit of cursing anyone who he felt had wronged him (including such things as making fun of his hat or selling him stale bread), he used this spell on holidays and other special occasions to grant the victims of his spells a brief respite. *Vacation from curses* functions as *remove curse*, except that the curses are not actually removed, but are instead suppressed for 24 hours. Any given creature or object cannot benefit from this spell more than once per week.

# VAMPIRIC MIST

School necromancy; Level cleric/oracle 9, shaman 9, sorcerer/wizard 9, witch 9 Casting Time 1 round Components V, S, M (the severed fang of a vampire) Range close (25 ft. + 5 ft./2 levels) Effect vampiric fog spreads in a 20-ft. radius Duration 1 round/level Saving Throw Fortitude half, see text; Spell Resistance yes

You conjure into being a cloud of angry red swirling mist, which drains the life force of those within it. This functions as *fog cloud*, except that each round on your turn, including the turn in which you cast the spell, the cloud inflicts 5d4 points of damage to each creature within it. A Fortitude save halves this damage. For every two points of damage inflicted in this way, you regain 1 hit point.

#### VENOM EYES

School transmutation [evil, poison]; Level antipaladin 3, clerics/oracle 7, druid 7, shaman 7 Casting Time 1 standard action Components V, S, DF Range touch Target one living creature Duration 1 round/level Saving Throw Fortitude negates and Fortitude partial, see text; Spell Resistance yes

The target's eyes fill with poison as they begin to cry tears of burning venom. The target is entitled to an initial saving throw to negate the spell entirely. If this fails, the venom running from his eyes makes seeing difficult, and as a result, the target treats all creatures as though they had concealment (20% miss chance). Because of the nature of the spell, the target's vision is never obstructed against gaze attacks as an effect of this venom, though he can still avert his gaze or close his eyes normally. Additionally, each round the target must succeed on a Fortitude save or suffer 1 point of Strength, Dexterity and Constitution damage, and be nauseated for 1 round. Any effect which cures poison also removes the effects of this spell.

#### VERDANT AWAKENING

School conjuration (creation); Level druid 9 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Effect one massive tree/level Duration 1 round/level; see text Saving Throw Reflex negates, see text; Spell Resistance no

You become filled with the wild and untamed power of life, granting you the ability to create trees from nothingness. Immediately upon casting this spell, and once each round thereafter, as a standard action, you can cause a single massive tree to spring into existence in a spot you designate within the spell's area. A tree which springs into life this way causes significant damage to creatures and objects within its square, dealing 5d8 points of bludgeoning damage and pushing Medium or smaller creatures and objects 15 feet



in a random direction. A successful Reflex save negates this effect and causes the character to either move to an adjacent square or to the top of the tree (their choice). Trees created by this spell remain indefinitely. For more information on massive trees, see the *Pathfinder Roleplaying Game Core Rulebook*.

# VIOLENT BLIZZARD

School evocation (cold); Level druid 8, sorcerer/wizard 9 Casting Time 1 standard action

**Components** V, S, M (an icicle that has been encased in amber)

Range long (400 ft. + 40 ft./level) Area 100-ft.-diameter cylinder, 100 ft. high Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance no

Crying out to nature and filling the very air with the essence of cold, a vortex of snow explodes from the point you designate, creating an instant blizzard. The area of the spell fills with snow, which obscures vision beyond 5 feet, and characters 5 feet away or more gain concealment (20% miss chance) against all attacks. High winds and swirling snow make ranged attacks within the blizzard impossible, and all such attacks automatically miss. These high winds also make it difficult to move in the storm, and all characters within the spell's area must succeed on a Strength check (DC 20)

in order to move, and do so at half their normal speed. Each round that a character remains within the storm, he suffers 5d6 points of cold damage and is staggered for 1 round. A successful Fortitude save halves this damage and negates the staggered effect.

# WARDING WREATH

School abjuration; Level bard 4, cleric/oracle 3, druid 4, shaman 4, sorcerer/wizard 5, witch 4 Casting Time 1 minute Components V, S, F, Te (a wreath made of holly; cold or colder) Range see text Effect wards one building Duration 1 hour/level Saving Throw Will partial, see text; Spell Resistance no

At your touch, the wreath begins to glow with a faint but unmistakable golden light. In order for this spell to have any effect, the wreath must then be hung outside the entrance of some sort of building or other enclosed space (such as the front door of a house, above a cave entrance, and so on). The wreath then wards the enclosed space, providing a number of beneficial effects. The wreath can only ward an area of up to 500 square feet per caster level (to a maximum of 5,000 square feet, at 10<sup>th</sup> level), and if the enclosed space is larger than that, only the 500 square feet/level of area nearest the wreath gains the benefits. Even if the enclosed area is smaller than the square footage allowed, this spell can only grant its benefit to one enclosed structure (such as a house, castle, or cave), and the benefits do not extend beyond that structure's borders.

The temperature in the warded area is kept at a comfortable warmth, and the entire warded area remains in the warm temperature category  $(61 - 85^{\circ} \text{ F})$ . Any attempt to magically alter the temperature in the warded area fails unless its caster succeeds on a caster level check (DC 11 + your caster level).

Additionally, the wreath provides a magical barrier that is difficult for incorporeal creatures to cross. Any incorporeal creature attempting to enter the warded area must succeed on a Will save, or be unable to enter the warded area for the spell's duration. This same protection applies to the wreath itself, and any incorporeal creature attempting to remove or destroy the wreath must succeed on a Will save or be unable to do so for the spell's duration.

Finally, the wreath fills the warded area with a sense of calm and peace, making it difficult to perform violent acts in the warded area. Each creature in the warded area that attempts to take a hostile action (such as making an attack roll or combat maneuver check, or casting a spell that deals damage or allows a saving throw that is not denoted as "harmless") must succeed on a Will save or be unable to perform that action. Such a creature can attempt a new saving throw each round to perform the action.

If the wreath is removed or destroyed at any point during the spell's duration, the spell ends immediately.

# WILD VENGEANCE

School transmutation; Level druid 6, ranger 3 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one animal Duration 1 round/level Saving Throw Will negates, Fortitude partial; Spell Resistance yes

You take magical control of a nearby animal and increase it to great size, imbuing it with the strength of nature. If the target fails its Will save, it falls under your perfect telepathic control and obeys your commands to the best of its ability. It requires no action to direct an animal to act in a particular way with this spell. Additionally, if the target fails its Fortitude save, its size increases by 1 step, providing it with all the normal benefits conferred for increasing in size, as summarized by the tables below.

Table 3-8: Size Changes					Natural
Old Size*	New Size	Str	Dex	Con	Armor
Fine	Diminutive	Same	-2	Same	Same
Diminutive	Tiny	2	-2	Same	Same
Tiny	Small	4	-2	Same	Same
Small	Medium	4	-2	2	Same
Medium	Large	8	-2	4	2
Large	Huge	8	-2	4	3
Huge	Gargantuan	8	Same	4	4
Gargantuan	Colossal	8	Same	4	5

\* Repeat the adjustment if the creature moves up more than one size.

# Table 3-9: Size Bonuses and Penalties

	AC/	CMB/		Stealth
Size	Attack	CMD	Fly Skill	Skill
Fine	8	-8	8	16
Diminutive	4	-4	6	12
Tiny	2	-2	4	8
Small	1	-1	2	4
Medium	0	0	0	0
Large	-1	1	-2	-4
Huge	-2	2	-4	-8
Gargantuan	-4	4	-6	-12
Colossal	-8	8	-8	-16

# WILD VIGOR

School transmutation; Level ranger 2 Casting Time 1 standard action Components V, S, M (a boar's heart) Range touch Target your animal companion Duration 1 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You fill your animal companion with the strength and vigor of the wild land, imbuing him with additional

power and granting him more abilities. For the spell's duration, your animal companion gains abilities as though you were a druid of your ranger level. The animal companion does not gain additional feats or skills as a result of this process, though it gains all the other benefits conferred as a result of your higher druid level, including gaining additional Hit Dice. Additionally, as long as your animal companion is within a terrain it is native to or in one of your favored terrains, it gains fast healing equal to 1/2 your caster level.

# WRATH OF THE DIVINE

School conjuration [acid, cold, electricity, or fire]; Level cleric/oracle 9, druid 9 Casting Time 1 standard action Components V, S, DF Range long (400 ft. + 40 ft./level) Area 1,500-ft.-radius spread Duration 1 round/level Saving Throw none; Spell Resistance no

You open your arms to the heavens, shouting a prayer to the divine for the destruction of the heretics and infidels who besmirch their holy name. This spell can only be cast by characters with a caster level of 20 or higher. For the spell's duration, holy cleansing energy (acid, cold, electricity, or fire) rains from the sky in the affected area, while the name of your deity rings clear in thunder, proclaiming judgment on the unfaithful. The type of damage inflicted by the spell must be chosen as the spell is cast. All characters within the area who do not worship your deity suffer 2d8 points of damage each round. Half the damage is damage of the chosen type, but the other half results directly from divine power and is therefore not subject to energy resistance or immunity. The direct interference of a deity can end this effect early, but typically not until at least one minute after the spell is cast.

As a full-round action, at any time during the spell's duration, a character within the spell's area can drop to his knees and begin verbally confessing his sins and promising to follow your deity, declaring himself a convert to your faith. If he does, he suffers no further ill effects from this spell. Those who convert in this fashion tend to receive the close scrutiny of their new deity for some time, to ensure that the conversion was genuine, and harsh punishments typically await those who make false conversions.

# XYBAR'S ABERRANT SUMMONS School transmutation; Level sorcerer/wizard 7, summoner 5, witch 7 Casting Time see text Components V, S, M (the beak of a squid) Range see text Effect alters one summoned creature Duration see text Saving Throw none; Spell Resistance no

This spell may be cast as a free action as part of casting any spell of the summoning subschool which summons one or more creatures. Otherwise, the spell has no effect.

The summoned creature gains four primary tentacle attacks, which deal 1d4 points of damage each, if the creature

is Medium-sized. Further, the summoned creature gains the grab universal monster special ability, which applies to each of these tentacle attacks. If the summoned creature already possesses four or more tentacle attacks, then it does not gain these benefits, and instead its existing tentacle attacks deal damage as though the summoned creature were two size categories larger than it actually is.

These effects last for 1 minute per caster level you possess, or until the spell that summoned the creature ends, whichever comes first. If more than one creature is summoned by the summoning spell that is cast in conjunction with *Xybar's aberrant summons*, only one of the summoned creatures is affected.

#### **XYBAR'S DARK SUMMONS**

School transmutation; Level sorcerer/wizard 8, summoner 6, witch 8 Casting Time see text Components V, S, M (a pinch of ash from the corpse of a vampire) Range see text Effect alters one summoned creature Duration see text Saving Throw none; Spell Resistance no

This spell may be cast as a free action as part of casting any spell of the summoning subschool which summons one or more creatures. Otherwise, the spell has no effect.

The summoned creature is infused with negative energy and a hunger for the life force of living creatures. The summoned creature gains the lifesense universal monster ability. Additionally, each of the summoned creature's natural attacks inflicts an additional 3d6 points of negative energy damage to living creatures (it has no effect on undead or creatures that are neither living nor dead). Finally, whenever the summoned creature inflicts negative energy damage with one of its natural attacks, it heals a number of hit points equal to 1/2 the amount of negative energy damage it inflicted (rounded down).

These effects last for 1 minute per caster level you possess, or until the spell that summoned the creature ends, whichever comes first. If more than one creature is summoned by the summoning spell that is cast in conjunction with *Xybar's dark summons*, only one of the summoned creatures is affected.

# **XYBAR'S GOOEY SUMMONS**

School transmutation; Level sorcerer/wizard 2, summoner 1, witch 2 Casting Time see text Components V, S, M (a pinch of mucus) Range see text Effect alters one summoned creature Duration see text Saving Throw none; Spell Resistance no

This spell may be cast as a free action as part of casting any spell of the summoning subschool which

summons one or more creatures. Otherwise, the spell has no effect.

The summoned creature's body is comprised of a gelatinous goo, instead of its normal composition. It is immune to precision-based damage and critical hits, due to a lack of true anatomy, and its fluid shape allows it to move through an area as small as one-quarter its space without squeezing, or one-eighth its space when squeezing.

These effects last for 1 minute per caster level you possess, or until the spell that summoned the creature ends, whichever comes first. If more than one creature is summoned by the summoning spell that is cast in conjunction with *Xybar's gooey summons*, only one of the summoned creatures is affected.

# **XYBAR'S UNKILLABLE SUMMONS**

School transmutation; Level sorcerer/wizard 4, summoner 3, witch 5 Casting Time see text Components V, S, M (a small iron rod)

Range see text Effect alters one summoned creature Duration see text Saving Throw none; Spell Resistance no

This spell may be cast as a free action as part of casting any spell of the summoning subschool which summons one or more creatures. Otherwise, the spell has no effect.

The summoned creature gains DR 2/epic; acid, cold, electricity, and fire resist 10; and regeneration 5. The summoned creature's regeneration can only be overcome by damage from epic sources. Additionally, the summoned creature does not automatically depart when reduced to 0 hit points, as long as its regeneration is functioning.

These effects last for 1 minute per caster level you possess, or until the spell that summoned the creature ends, whichever comes first. If more than one creature is summoned by the summoning spell that is cast in conjunction with *Xybar's unkillable summons*, only one of the summoned creatures is affected.

#### ZANZIBRAST'S MIND DRAIN

School necromancy; Level sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, M (a pinch of monkey brains) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Will partial; Spell Resistance yes

You violently empty the target's mind, and use the expended energy to cast a free spell. If the target succeeds on his saving throw, he suffers 1 point of damage per caster level you possess (maximum 20), as his mind is violently assaulted, but is otherwise unaffected. If the target fails his saving throw, he suffers 1d4 points of damage per caster level you possess, or if he has a power point reserve, he suffers 1d6 points of damage per caster level you possess, instead (maximum 20d4 or 20d6 if the target has a power point reserve). If the target has a power point reserve and fails his saving throw, he also loses a number of power points from that reserve equal to your caster level. If the target loses any power points in this way, you may immediately cast any spell that you can currently cast, whose spell level is less than or equal to 1/5 the number of power points the target lost in this way (to a maximum of a 4<sup>th</sup>-level spell with 20 power points lost). Casting the spell in this way is a free action, and does not expend the spell slot used to prepare or cast the spell.

#### ZANZIBRAST'S PSIONIC INHIBITOR

School abjuration; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (ground crystal dust) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level (D) Saving Throw Will negates; Spell Resistance yes

You wrap the target in magical auras that interfere with psionic ability. For the spell's duration, whenever the target attempts to spend a power point for any reason, he must expend 2 power points to accomplish the same effect, instead. This does not affect the maximum number of power points the target can spend in one turn.

#### ZANZIBRAST'S UNFOCUSING BOLT

School evocation; Level bloodrager 1, magus 1, sorcerer/ wizard 1 Casting Time 1 standard action Components V, S, F (a 2-inch long wooden mallet) Range close (25 ft. + 5 ft./2 levels) Effect one ray Duration instantaneous

Saving Throw Will partial; Spell Resistance yes You fire a bolt of green-and-orange energy from your fingertip. You must succeed on a ranged touch attack in

order to hit your target. If the attack hits, the target suffers 1d8 points of damage, and must succeed on a Will save or be dazed for 1 round and lose his psionic focus. Non-humanoid creatures and creatures with 5 or more Hit Dice are dazzled instead of dazed, but still lose psionic focus.



# Chapter 4: Exotic Encounters



Exotic Encounters is our weekly article devoted to providing terrifying and wondrous new monsters for players to face. Originally a series of products that provided alternate versions of existing monsters, Exotic Encounters became a weekly article at the beginning of 2014, during which time it transitioned to mainly providing entirely new monsters. In 2014, we created 30 new monsters, with at least one monster at each CR from 1 to 20. Additionally, there are four templates, each of which is designed to be applied to a different type of elemental creature. Finally, Exotic Encounters is also where we chose to debut new races this year, and we produced no less than 10 player character races.

This chapter contains all the content from Exotic Encounters produced over the course of 2014, with the exception of preview material from another product. First, the 30 monsters are listed in alphabetical order, with one monster appearing on each page. Some of the monsters have had their ecology sections expanded (or, in rare cases, reduced) from the original article in which they debuted, to allow them to fit one per page in this fashion.

After all of the monsters, there is a page that provides a variety of helpful tables and demographic information for finding a specific monster, including Table 4-1: Monsters by CR. Next, the four elemental templates are listed in alphabetical order.

After this, each of the ten player character races is presented, in alphabetical order. Each of these has an extensive flavor description, providing information about their racial culture and heritage, as well as game rules for characters of that race. Further, each of these races' sections also includes a selection of alternate favored class bonuses for members of that race, and a racial archetype. This additional content came from other articles on the Necromancers of the Northwest website, except for a small amount, which were made specifically for this book, and are not found elsewhere.

# Aegisphere

Before you is a massive sphere of gleaming metal. It is seamless and perfectly smooth. After a moment, there is a faint whirring sound, and four long, gleaming metal tentacles extend from the sphere from previously unseen holes. Each tentacle ends in a grasping four-pincer claw, which snaps menacingly. In the center of the sphere, previously hidden, is a massive, glowing red eye, which scans you with cold malevolence.

#### AEGISPHERE

CR 18

XP 153,600 LN Huge construct (robot)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, *greater arcane sight, true seeing*; Perception +34

#### DEFENSE

AC 33, touch 17, flat-footed 31 (+7 deflection, +2 Dex, +16 natural, -2 size)

**hp** 292 (25d10+65 plus 90 hp force field)

Fort +10, Ref +12, Will +10

**Defensive Abilities** deflection array, hardness 15, improved force field; **Immune** cold, construct traits; **Resist** acid 20, electricity 20, fire 20; **SR** 33

Weaknesses vulnerable to critical hits, vulnerable to electricity

# OFFENSE

Speed 20 ft.; fly 60 ft. (perfect)

Melee 4 claws +29 (1d8+5 plus 3d6 electricity/19-20) Ranged 4 plasma beams +25 touch (5d8 plasma damage) Space 15 ft.; Reach 20 ft.

Special Attacks flux cannon

Spell-Like Abilities (CL 20th)

Constant—greater arcane sight, true seeing

At will—greater scrying, invisibility (self only), reverse gravity

3/day—control construct<sup>UM</sup>, forcecage, greater prying eyes, plane shift, power word stun, temporal stasis

1/day—time stop

# STATISTICS

# **Str** 20, **Dex** 14, **Con** —, **Int** 24, **Wis** 10, **Cha** 10 **Base Atk** +25; **CMB** +32 **CMD** 51

Feats Blind-Fight, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [arcana]), Skill Focus (Perception), Toughness, Weapon Focus (claw)
Skills Climb +41, Disable Device +30, Fly +34, Knowledge (arcana) +41, Knowledge (History) +35, Knowledge (planes) +35, Perception +34, Sense Motive +28, Spellcraft +32; Racial

Modifiers +8 Climb

Languages Common

SQ projection

ECOLOGY

**Environment** any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

**Deflection Array (Su):** An aegisphere gains a deflection bonus to AC equal to its Intelligence score.

Flux Cannon (Su): As a standard action, an aegisphere can fire a deadly beam of pulsing energy from its central eye. This takes the form of a 200-foot line that deals 10d10 points of plasma damage (half electricity and half fire) to each creature in the area. A successful Reflex save (DC 29) halves this damage. The aegisphere must wait 2d4 rounds between each use of this ability. The saving throw DC is Intelligence-based.

**Improved Force Field (Su):** An aegisphere's force field is more advanced than that of most other robots. An aegisphere's force field has fast healing 25, instead of the normal amount, and if the force field is reduced to 0 hit points, it reactivates after one hour, instead of after 24. Finally, as long as the aegisphere's force field is active, it gains spell resistance equal to 15 + the aegisphere's CR (this spell resistance is included in the aegisphere's statistics).

**Projection (Sp):** As a standard action, an aegisphere can project a hologram of itself anywhere within 1 mile of its current location. This functions as *project image*, except as follows. The aegisphere can have the hologram take any appearance that it wishes (if it chooses to appear as a specific individual, it must succeed on a Disguise check, opposed by viewers' Perception checks. Failure indicates that it is obviously not who it appears to be, and grants a +5 bonus on Will saves to disbelieve the illusion; the aegisphere gains a +20 bonus on Disguise checks for this purpose). The aegisphere does not need to have line of effect from itself to the projected image, and the aegisphere can activate its spell-like abilities through the projected image as though they were spells.

# Ecology

Exactly who or what created the aegispheres is unknown, but it is generally accepted that these powerful creatures are among the most advanced creations known to man, and fuse magic and technology in ways that few have been able to achieve. Some even theorize that the aegispheres have not actually been created yet, and, in fact, have arrived in the present day from the future by means of some kind of time travel. Even those who have been forthcoming with the humanoid races refuse to speak about their origin, leaving much about these creatures shrouded in mystery.

It is believed that there are exactly 13 aegispheres, and the creatures themselves claim that this is the case, but those who distrust the robots' motives suspect that there may be many more. At any given time, at least 7 of the aegispheres can be found in a low orbit, circling the planet and, apparently, watching it from above. Up to 6 aegispheres at a time may descend to the earth below to carry on various activities. Their exact itineraries are hard to know, but there have been a few cases where an aegisphere has been confirmed to have meddled in humanoid affairs. They generally operate through pawns or other operatives, whom they interact with only in their projected form, meaning that most of these pawns believe they are working for a more conventional authority. Why the aegispheres intervene in humanoid affairs is unknown. While some have theorized that they are here to guide humanity to a prosperous future, others believe that the machines may be trying to manipulate history for some far more nefarious purpose.

# Angel, Karlitia

Descending through the storm is an inhumanly beautiful woman. About her, the raging fury of the blizzard abates to a mild drift, the snow wafting with a slow inevitability that is both gentle and terrifying. From her shoulders spread two gracefully beating owl's wings with feathers of the brightest silver and purest white, and in her strong hands she carries a shield and lance which shed a bright light, like a deep blue aurora. Most terrible of all is her statuesque face, unmoving in its serenity and embodying a calm resolve, which seems to crush all hope of resistance and assures you that this creature is an inevitable, unavoidable force.

# ANGEL, KARLITIA

# XP 9,600

LG Medium outsider (angel)

**Init** +9; **Senses** darkvision 60 ft., *detect chaos, detect evil, detect good, detect law, see invisibility*; Perception +25 **Aura** frozen calm, protective aura

# DEFENSE

AC 24, touch 15, flat-footed 19 (+5 Dex, +7 natural, +2 shield) hp 149 (13d10+78)

**Fort** +11, **Ref** +13, **Will** +15; +4 vs. poison **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 21

#### OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee +1 holy frost lance + 19/14/9 (1d8+6/x3 plus 1d6 cold damage plus 2d6 vs. evil creatures)
Special Attack frosty gaze, icy prison
Spell-Like Abilities (CL 13<sup>th</sup>)
Constant—detect chaos, detect evil, detect good, detect

law, see invisibility

3/day—dispel evil, ice storm, wall of ice 1/day—cone of cold (DC 19), freezing sphere (DC 20)

#### STATISTICS

# Str 20, Dex 20, Con 20, Int 13, Wis 20, Cha 18 Base Atk +13; CMB +18; CMD 33

Feats Alertness, Combat Expertise, Fly-by Attack, Great Fortitude, Improved Initiative, Iron Will, Toughness Skills Diplomacy +20, Fly +23, Knowledge (religion) +17, Knowledge (planes) +17, Perception +25, Sense Motive +25, Use Magic Device +20

Languages Celestial, Draconic, Infernal; truespeech

# ECOLOGY

Environment any good-aligned plane Organization solitary

**Treasure** standard (+*1 frost holy lance*, heavy steel shield, and other treasure) SPECIAL ABILITIES

Aura of Frozen Calm (Su): The area within 10 feet of the karlitia is constantly filled with softly-falling snow and an intangible, but overwhelming, sense of calm. Characters within the area are immune to emotion spells and effects. Additionally, any character affected by an emotion effect has that effect suppressed while within the area. Finally, any character within the area ceases to benefit from the barbarian rage class feature and has any confusion or insanity effect suppressed while within the aura of frozen calm.

**Frosty Gaze (Su):** As a standard action, the karlitia can turn her frosty gaze upon a living creature within 30 feet, affecting him with a deep cold that pierces the hearts of even the sturdiest of mortals. When she turns her gaze upon a character in this fashion, he must succeed on a Fortitude save (DC 20) or suffer 2d6 points of cold damage, and have his cold resistance (if any) reduced by 10 for 1 minute. A karlitia can use this ability at will. The saving throw DC is Charismabased.

Icy Prison (Su): The most famous and feared ability of the karlitia is her ability to imprison creatures pierced by her lance in magical ice, preventing them from moving and slowly freezing them to death. As a full-round action, the karlitia may make a special attack with her lance at her highest base attack bonus. If the attack is successful, it deals damage as normal and encases the target in ice, unless he succeeds on a Fortitude save (DC 20). A character trapped in ice is incapable of moving or making any action requiring movement, and is denied his Dexterity bonus to AC, though he is not considered helpless and he does not drop held items. Each round the target remains imprisoned in ice, he suffers 2d6 points of cold damage. As a full-round action, a character imprisoned in ice can attempt to shatter the prison by making a Strength check (DC 20). Additionally, dealing 25 points of damage or 10 points of fire damage to the icy prison destroys it, freeing the trapped character. The saving throw DC is Charisma-based.

# Ecology

**CR 10** 

The karlitia is an angel born from the frozen and icy reaches of the heavens, and she serves as a champion of passionless good and cold reason. Karlitias serve celestial armies as messengers and guards, avoiding direct combat for the most part and instead ensuring that the will of the forces of good is carried out with efficiency. Occasionally, karlitias are sent to the Material Plane to address the sins of apathetic mortals, or are sometimes sent to punish those who have not done enough to help others. These angels lack the capacity for pity, and as a result have been known to bring dire punishments on mortals whose perceived sins would be readily dismissed by other good-aligned outsiders.

Karlitias are seen as an omen of judgment to come, and the appearance of a karlitia often heralds a period of reflection and repentance from mortals. Others interpret the coming of the karlitia as a sign of judgment passed upon a community, and their coming is soon followed by lengthy inquisitions and trials. Called or summoned karlitias serve their masters extremely faithfully and without fail, even in tasks that they might otherwise find reprehensible. Calling a karlitia is dangerous, however, as it is a sure way to draw the angel's attention to oneself, and the cold-hearted instruments of divine judgment have long and perfect memories.

# Aryiogh

A massive, armored sphere, dominated by a gaping maw ringed with teeth, is supported by three thick, insectile legs which drive it towards you with great speed. Three immense tentacles lash about, each with a heavy carapace and tipped with a venom-dripping stinger the size of a spear.

# ARYIOGH

XP 3,200

NE Large aberration Init +1; Senses blindsense 60 ft.; Perception -1

# DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size) hp 95 (10d8+50) Fort +10, Ref +4, Will +6

# OFFENSE

# Speed 30 ft.

Melee 3 tentacles +11 (1d8 + 5 plus paralytic venom) Space 10 ft., Reach 15 ft.

**Special Attacks** devour, impale, limited attack, paralytic venom, rancid cloud, swallow whole (2d6 + 7 plus 2d6 acid damage, AC 15, 15 hit points)

# **STATISTICS**

Str 20, Dex 13, Con 20, Int 5, Wis 8, Cha 6 Base Atk +7; CMB +13; CMD 24 Feats Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Power Attack Skills Survival +12 Languages Aklo

# ECOLOGY

**Environment** any

**Organization** solitary, pair, cult (3-5 plus 2d8 noncombatant slaves of various humanoid races) **Treasure** none

SPECIAL ABILITIES

**Devour (Ex):** As a move action, an aryiogh can attempt to maneuver a grappled creature into its mouth in order to swallow it. In order to accomplish this, it must succeed on a grapple combat maneuver check and a DC 15 Dexterity check. If it succeeds on both these rolls, the creature is automatically swallowed whole. An aryiogh cannot swallow creatures without using this ability.

**Impale (Ex):** As a standard action, an aryiogh can attempt to impale a creature on one of its barbed tentacles. In order to do so, it must succeed on a melee attack against the target at a -5 penalty. If the attack hits, the target is treated as though it had been grappled and automatically suffers 1d8 +5 points of damage each round. The target is also subject to the aryiogh's paralytic venom ability each round. When an aryiogh impales a creature on a tentacle in this way, the aryiogh loses access to that tentacle attack for as long as it is impaling the target. An aryiogh can impale as many as three creatures at once. Limited Attack (Ex): Because of the unusual shape of an aryiogh's body, each of its tentacles must attack a different target each round.

**Paralytic Venom (Ex):** Each of an aryiogh's tentacles is tipped with a poisonous stinger, which injects venom that causes temporary paralysis. Any creature that becomes exposed to the aryiogh's paralytic venom must succeed on a Fortitude save (DC 20) or become stunned for 1 round. The saving throw DC is Constitution-based. Creatures immune to poison are immune to this ability.

**Rancid Cloud (Ex):** An aryiogh's body is filled with a reeking pus, and the aryiogh can draw on this in order to release a cloud of horrid-smelling gas as a full-round action. When it uses this ability, all creatures within a 10-foot radius of the aryiogh must succeed on a Fortitude save (DC 20) or become nauseated. The saving throw DC is Constitutionbased. Creatures immune to poison are immune to this ability.

# Ecology

CR<sub>7</sub>

A distant relative of the otyugh, the aryiogh is a massive subterranean predator of unknown origin. An aryiogh's body is made up of a caustic and vile smelling pus, contained within a vast armored carapace. The pus expands and contracts, serving as all of the aryiogh's muscles and organs at once. The aryiogh also boasts a set of poisonous stingers which contain a venom that causes paralysis in those it comes into contact with.

Though possessed of only barely better than animal intelligence, aryioghs have some traces of a crude society. Aryiogh society revolves almost exclusively around the worship of the obscure and dark god Eiroyit, who is known only to the aryioghs themselves. Aryioghs construct massive underground temples using slave labor and carry out the foul god's sinister and obscure purpose with zealous devotion.

Eiroyit's aryiogh-constructed temples tend to be of incredible size and utilize a strange and complex combination of geometries, which most find unsightly and associate with wicked purpose. Despite being so aesthetically displeasing, these fantastic temples demonstrate an architectural ability far in advance of the typical aryiogh intellect. Temples are generally made from bone and covered with a fleshy membrane which is presumed to be excreted from the aryiogh itself. Temple structures tend to have many chambers devoted to profane and practical purposes, and can vary in size from a single large building to entire underground cities, the scope of which is unmatched on the surface.

Though most aryioghs are mercifully primitive and crude, a few seem possessed of hyper-intellect far beyond that of humans. These aryioghs lead vast conspiracies in the name of Eiroyit, and can often be found at the head of cults devoted to the dark god.

# Behemoth, Skittering

A hairy, bulbous black body sits atop eight spidery legs, which move with surprising speed, despite being as thick as tree-trunks. A pair of huge pincers, appearing large enough to cut a galleon in two, extend from the front of its body, flanking a mouth-like orifice that constantly drips a sizzling grey ichor. Most unsettling of all, what appears to be a blackscaled serpent of incredible size emerges from the back of the creature like a tail. This serpentine head bobs and weaves in the air, looking for prey to crunch with its eight-foot fangs.

# **BEHEMOTH, SKITTERING**

# XP 819,200

N Colossal magical beast Init +8; Senses blindsense 60 ft., darkvision 60 ft.,

tremorsense 120 ft.; Perception +30

# DEFENSE

**AC** 40, touch 6, flat-footed 36 (+4 Dex, +34 natural, -8 size) **hp** 507 (35d10+315); regeneration 20

Fort +29, Ref +25, Will +16

**Defensive Abilities** unstoppable; **DR** 15/epic; **Immune** ability damage, ability drain, aging, bleed, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 34 **Weaknesses** vulnerable to miracles and wishes

# OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft.
Melee 2 pincers +34 (4d8+12 plus grab/17-20), bite +34 (5d8+6 plus grab and poison)
Space 30 ft.; Reach 30 ft. (50 ft. with bite)
Special Attacks acid web (+31 ranged, DC 35, 70 hp, 10d6 acid), ruinous, swallow whole (12d6 acid damage and 12d6 bludgeoning damage, AC 44, 101 hp)

#### **STATISTICS**

Str 22, Dex 18, Con 26, Int 10, Wis 17, Cha 19 Base Atk +35; CMB +49 (+51 sunder); CMD 63 (75 vs. trip) Feats Ability Focus (poison), Combat Reflexes, Constricting Throat\*, Great Fortitude, Improved Critical (pincer), Improved Initiative, Improved Sunder, Intimidating Prowess, Iron Gullet\*, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Intimidate, Perception), Swift Swallow\*, Toughness, Weapon Focus (bite, pincer) Skills Climb +34, Intimidate +34 (+54 in dim light or darkness), Perception +30, Stealth +8 (+28 in dim light or darkness, +20 Stealth in dim light or darkness Languages Aklo (can't speak)

SQ massive pincers, skittering surge

ECOLOGY

**Environment** any underground **Organization** solitary or pair **Treasure** none

SPECIAL ABILITIES

Acid Web (Ex): A skittering behemoth is capable of spitting nets made of spider-like webbing from its

lower mouth. This functions similarly to the web universal monster ability, with a few exceptions. The webs have a range increment of 50 feet, and a maximum range of 500 feet. The number of hit points that a 5-foot-square section of webbing has is equal to twice the skittering behemoth's Hit Dice, rather than being equal to its Hit Dice, and the DR of a 5-foot-square section of webbing is equal to 10/—, instead of the normal amount. Finally, the web is acidic, as well as sticky, and any creature that is entangled in the web at the end of its turn suffers 10d6 points of acid damage. Simply touching the web inflicts 1d6 points of acid damage. The skittering behemoth can spit webs in this way up to 8 times per hour, rather than 8 times per day.

**Massive Pincers** (Ex): A skittering behemoth's two massive pincers are razor sharp, and incredibly lethal. The skittering behemoth adds twice its Strength modifier to the damage dealt by the pincers, and their critical multiplier is increased to 19-20 (before being further adjusted by Improved Critical).

**Poison (Ex):** A skittering behemoth's fangs deliver a hallucinogenic poison, which causes its victims to suffer horrible waking nightmares.

Poison: Bite—injury; save Fort DC 37; frequency 1/ minute for 6 minutes; effect 1d4 Wisdom damage, and the target must succeed on a Will save (DC 37) or be panicked for 1 minute; cure 2 consecutive saves. The panic is treated as a mind-affecting fear effect.

**Skittering Surge (Ex):** Once per minute, a skittering behemoth can move up to 5 times its movement speed as a single move action.

# Ecology

CR 23

The skittering behemoth is a force of divine retribution, sent out by the gods to strike against those that have sufficiently angered them. This particular behemoth seems to be made up of several of the creatures most feared in human minds: the spider, the scorpion, and the snake, and while other behemoths may have their place as undisputed masters of the land, sea, and sky, these horrible monstrosities are perhaps the most horrifying of all of the behemoths.

While they appear to have two mouths, only the serpent head on the creature's "tail" possesses an actual mouth (or an actual head, for that matter). The opening on the front of the creature's body serves only to allow it to spin webs (and, when the need arises, spit them).

Very few have suffered the skittering behemoth's venom and survived (in large part because those who are injected with the poison are almost always swallowed at the same time, and spend their last few moments in a panicinduced helplessness before they are digested), but those who have claim that the venom shows a creature's very worst fears. Supposedly, the venom helps overcome these fears, if the victim survives, and has been sought as a cure for this purpose, although in the few cases where a sample has been successfully collected, administering the poison led the subject to fall into a sleep from which he never awoke, leaving some to question the truthfulness of these claims.

# Chimera, Marsh

This creature resembles a giant snake, with two additional heads: one which resembles that of an enormous fly, and another with the long, toothy grin of a crocodile. The creature rears up before you and waves its tail menacingly, showing off the three-foot razor-sharp protrusion of bone at the end.

# CHIMERA, MARSH

CR 9

XP 6,400

CE Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 23, touch 11, flat-footed 21 (+1 Dex, +1 dodge, +12 natural, -1 size)

hp 126 (12d10+60)

Fort +12, Ref +9, Will +7

# OFFENSE

Speed 30 ft., swim 60 ft.

**Melee** bite +15 (2d6+4), bite +15 (1d8+4 plus poison), tongue +15 touch (3d6 acid), tail slap +10 (2d8+6 plus rattling blow) **Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** ambush, breath weapon (30-ft. cone, 8d6 acid damage, Reflex DC 20 half, usable every 1d4 rounds)

STATISTICS

Str 19, Dex 12, Con 18, Int 4, Wis 13, Cha 10 Base Atk +12; CMB +17; CMD 28 (can't be tripped) Feats Dodge, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness Skills Perception +13, Stealth +7 (+11 in swamps and marshes), Swim +16; Racial Modifiers +2 Perception, +4 Stealth in swamps and marshes Languages Draconic

ECOLOGY

**Environment** temperate swamps **Organization** solitary, pair, clutch (3-6), or nest (7-12) **Treasure** standard

SPECIAL ABILITIES

Ambush (Ex): A marsh chimera is an ambush predator, and is particularly effective in acting quickly and decisively to end a conflict. A marsh chimera can take a full round's worth of actions during a surprise round, and gains a +2 bonus on attack and damage rolls made on the first round of combat (whether that is a surprise round or not).

**Poison (Su):** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Dexterity damage; *cure* 1 save. A creature whose Dexterity is reduced to 0 by this poison is physically transformed into a venomous snake, as though by the spell *baleful polymorph*.

**Rattling Blow (Su):** The base of a marsh chimera's tail blade is ringed with a rattle, similar to that of a rattlesnake, which makes an unnerving noise whenever the

marsh chimera successfully hits a creature with its tail slap attack. A creature hit by the marsh chimera's tail slap attack must succeed on a Will save (DC 17) or be shaken for 1d4 rounds. The saving throw DC is Dexterity-based.

# Ecology

Marsh chimeras are not actually believed to be related to the more well-known type of chimera, but instead get their name from their superficial similarity to such creatures. Whereas the "average" chimera takes the form of a lion with the heads of a dragon and a goat, the marsh chimera resembles a giant serpent with the heads of a fly and a crocodile. Beyond their multiple heads, however, the two species do not have terribly much in common.

The exact origins of marsh chimeras are unclear, and, much like other chimeras, there is rampant speculation on the subject, most of which involves experiments by mad wizards, the dark imaginations of evil fey, or the whims of some strange god.

A marsh chimera's heads act independently of one another, and occasionally squabble with and bite at one another. While the central snake head is generally the dominant one, this can vary from one marsh chimera to another. In addition to acting independently and vying for control, the marsh chimera's heads have distinct personalities. However, they tend to fall almost universally into certain patterns. The crocodile head is brutishly violent, always eager to kill, maim, and devour with reckless and often senseless abandon. The snake head is scheming and clever, though owing to the creature's generally feeble intellect, this manifests itself only as primitive cunning and the barest traces of common wisdom. However, in more advanced or more intellectually powerful marsh chimeras, the serpent head is capable of advanced and long-term planning, often to the cruel detriment of all those around it. The fly head, on the other hand, is thought to be the most alien, and its motives are both cruel and often inscrutable. It is theorized that the fly head may in fact be possessed of a great intellect, but of such a wildly unknown sort as to be difficult to apply in the world in which it lives.

Marsh chimeras tend to fall in the marauding beasts category of magical creatures, and their behavior is both dangerous and generally unpredictable. Encountered in the wild, marsh chimeras are cruel and persistent ambush hunters that favor attacking with superior numbers as well as surprise, though are perfectly happy to attack those they perceive as weaker then themselves alone, especially when hungry. Because of their fierce combat abilities and sharply limited intellect, marsh chimeras are often employed as magical guardians by wizards and alchemists. Powerful swamp-dwelling wizards and shamans often transform into marsh chimeras in order to gain access to their potent poison, as well as to infiltrate marsh chimera nests and steal marsh chimera eggs, which fetch a price of 13,000 gp on the black market.

# Chuul, Angler

This hulking creature walks upright, but has a body reminiscent of a crab or lobster, covered in hard chitinous plates and bearing two enormous pincers. A forest of long, snaking tendrils hangs from its maw, and a single tentacle extends from its forehead, bearing a strangely luminescent fleshy sac on the end, which dangles in front of the creature's head.

# CHUUL, ANGLER

# XP 12,800

CE Large aberration (aquatic) Init +7; Senses darkvision 60 ft.; Perception +25

#### DEFENSE

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size) hp 152 (16d8+80) Fort +10, Ref +8, Will +12

Immune poison

#### OFFENSE

Speed 30 ft., swim 20 ft.

**Melee** 2 claws + 20 (3d6+8 plus grab) and tentacle +14 (grab plus stunning sting)

Space 10 ft.; Reach 5 ft. (10 ft. with tentacle)

**Special Attack** constrict (3d6+8), crushing grip, mesmeric light, paralytic tentacles

#### **STATISTICS**

Str 27, Dex 16, Con 20, Int 10, Wis 14, Cha 5

Base Atk +12; CMB +21 (+25 grapple); CMD 34 (38 vs. trip) Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack, Step Up, Weapon Focus (claw) Skills Knowledge (nature) +14, Perception +25, Sense Motive +9, Stealth +18, Swim +35 Languages Common SQ amphibious

#### ECOLOGY

**Environment** temperate coasts and oceans **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

**Crushing Grip (Ex):** As long as an angler chuul is using one or both of its claws to conduct a grapple, it can crush its opponents with its vice-like grip, dealing more and more damage each turn. Each consecutive round in which an angler chuul successfully constricts a creature while grappling with its claw, it deals an additional 2d6 points of damage (to a maximum of 10d6 additional damage on the sixth consecutive round).

**Mesmeric Light (Su):** An angler chuul's dangling head light produces an eerie luminescence that fascinates those who gaze upon it too closely. This functions as a gaze attack with a range of 30 feet. Affected creatures are fascinated by the angler chuul. A successful Will save negates the effect, and affected creatures are allowed a new saving throw each round. Creatures that successfully resist the effect are still potentially subject to it on future rounds, but any creature that has succeeded on a Will save to resist the effect in the last 24 hours gain a +4 bonus on all saving throws made to resist this ability.

**Paralytic Tentacles** (Ex): An angler chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw, but do not directly deal damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the angler chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes id8+7 points of damage each round from the creature's mandibles.

**Stunning Sting (Ex):** Although not as concentrated as the paralytic secretion it uses when grappling a foe with its tentacles, an angler chuul's tentacle attack can still weaken its prey. When an angler chuul hits a creature with its tentacle attack, it does no damage, but the target must succeed on a Fortitude save (DC 23) or be stunned for 1 round. A creature that is grabbed as a result of the angler chuul's tentacle attack is automatically transferred to its tentacles. See paralytic tentacles, above.

# Ecology

CR 11

Terrifying creatures of the deep, angler chuuls thankfully spend most of their time much further away from land than their lesser cousins, and are much less likely to be encountered. The feature that most distinguishes them from the standard chuul is the glowing appendage atop their head, which they use to fascinate their prey before moving in for the kill. Most encounters with angler chuul are decided almost right away, but take quite some time to reach their conclusion, as the deadly ambush predator quickly grabs hold of a victim and then slowly squeezes the life out of them. While eating habits vary, many angler chuul seem to prefer to use their claws to literally cut their victim in half at the waist, and then use their tentacles to suck out the gooey insides.

Typically only found in the depths of the ocean, angler chuuls do routinely converge on nearby coastlines once per year, during spawning season, where these creatures can often be found up and down the coast, seeking out mates and laying their clutches of eggs. Like many marine creatures, angler chuuls abandon their eggs once laid, making their young easy prey for predators of all kinds.

Occasionally, angler chuuls are brought up by fishermen on accident or are encountered by victims of a shipwreck, but in general, angler chuuls pose little threat to surface-dwelling people and are considered to be a danger mostly to sea-dwelling peoples. Aquatic races such as merfolk and sahuagin often experience problems with angler chuuls raiding deep sea trade routes. Owing to this danger, many undersea civilizations make it a priority to eliminate angler chuuls while they are still in the egg, before they pose any further danger to their people. To that end, only the best hidden of angler chuul nests remain untouched. Apart from civilized peoples, angler chuuls generally enjoy a high spot on the food chain feasting on crustaceans, deep sea fish, and squid.

# Clockwork Knight

This creature takes the form of a knight mounted atop a horse, but both knight and horse appear to be made of metal, with whirring cogs and churning pendulums making up its form. Perhaps most disturbing of all, the knight and his horse are clearly one complete creature, and the clockwork from one extends into the other without barrier.

### CLOCKWORK KNIGHT

CR 10

#### XP 9,600

N Large construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

AC 25, touch 13, flat-footed 21 (+2 Dex, +2 dodge, +12 natural, -1 size) hp 121 (13d10+50)

Fort +4, Ref +8, Will +4

**DR** 10/adamantine; **Immune** construct traits **Weaknesses** vulnerable to electricity

# OFFENSE

**Speed** 50 ft. **Melee** +*1* lance +22/+17/+12 (1d8+13/x3) **Space** 10 ft.; **Reach** 5 ft. (10 ft. with lance)

**STATISTICS** 

Str 28, Dex 15, Con —, Int —, Wis 11, Cha 1
Base Atk +13; CMB +23; CMD 37
Feats Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Ride-By Attack<sup>B</sup>, Spirited Charge<sup>B</sup>
SQ durable frame, inefficient winding, mounted body, proficient, swift reactions, undersized weapons

ECOLOGY

**Environment** any **Organization** solitary, pair, trio, troop (3-8), or brigade (6-12 plus 12-14 clockwork soldiers) **Treasure** standard (+*1 lance*, other treasure)

SPECIAL ABILITIES

**Durable Frame** (Ex): A clockwork knight is built in a fashion that protects its gears and with several redundant and backup parts, making it more durable than other constructs of a similar size. It gains 20 bonus hit points in addition to those granted to it for being Large size.

**Inefficient Winding (Ex):** Built for speed and power rather than endurance, a clockwork knight can function for only 1 day per 2 Hit Die every day it is wound.

**Mounted Body** (Ex): A clockwork knight is treated as though it were mounted at all times. Additionally, the clockwork knight gains Ride-By Attack and Spirited Charge as bonus feats, even though it doesn't meet the prerequisites.

**Proficient (Ex):** A clockwork knight is proficient with all simple and martial weapons.

Undersized Weapons (Ex): Although a clockwork knight is Large, it is fashioned to resemble both a mount and a rider, and its torso is the same size as that of a Medium humanoid. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most clockwork knights).

# Ecology

Like other clockwork creatures, a clockwork knight is a complex creation of gears and cogs, which, through great feats of engineering genius, is able to function in ways that replicate living creatures. Clockwork knights are favored primarily by eccentric wizards and nobles who have need of an army from time to time in order to battle their neighbors, but who either do not have the skills and charisma necessary to manage a real army, or who feel that clockwork knights are more cost-effective in the long run. In some places, clockwork knights are modified in various ways and made to fight each other for sport in grand arenas, though this is somewhat rare, due both to the expense and the lack of blood produced by such sport.

Clockwork knights can be produced at various levels of competency depending on the skill of the craftsman creating them, and while clockwork knights tend to be fairly effective, if uncreative, combatants, some are poorly crafted or poorly maintained and are barely a match for simple farmers and peasants. At the same time, some clockwork knights are even more powerful than their typical counterparts, being nearly invincible. Still other clockwork knights are purpose-built to perform some knightly task. This typically means slaying dragons, a necessary duty that many feel too dangerous to risk actual intelligent life. Clockwork knights built for such a purpose usually carry energy resistance and spell resistance enchantments which, in combination with their natural immunity to fear, aid the clockwork knight in its impossible task.

While powerful combatants, it is important to note that clockwork knights' skill at war depends entirely on their commander, and as such, armies consisting entirely of clockwork knights are often uncreative and easily exploited.

Clockwork knights are known to be unusually quirky constructs, and though they should perform tasks exactly as issued and without emotion, for reasons unknown, many show signs of bravado, good cheer, and recklessness. On occasion, clockwork knights develop intellect and personality, learning to wind themselves and rising up to overthrow their former masters. Rumors exist of a singular clockwork kingdom, originally crafted by an eccentric wizard emperor for his amusement. It is said that in the time since the wizard's demise, all the clockwork constructions developed intellect and have been existing on their own ever since. This kingdom, if it does exist, is said to boast a large army of clockwork knights far in advance of any other clockwork army ever fielded, which defends the hidden kingdom from outside interference.

# Cosmic Ooze

The sky is filled with an enormous, writhing darkness, blacker even than the light-deprived vacuum of space. The mass twists and roils with acidic bubbles boiling about the surface of the gelatinous mass. Looking closely, the features of dozens of screaming humanoids can be observed trapped in perpetual suffering just below the caustic surface.

# COSMIC OOZE

CR 20

# XP 307,200

CE Colossal ooze

**Init** +4; **Senses** blindsight 1,000 ft.; Perception +0 DEFENSE

AC 2, touch 2, flat-footed 2 (-8 size)

hp 527 (34d8+374)

Fort +23, Ref +13, Will +13

**Defensive Abilities** ooze traits; **Immune** mind-affecting effects, death effects

OFFENSE

Speed fly 200 ft. (perfect)

**Melee** slam +34 (4d8+24 plus 10d10 acid damage plus grab/19-20)

**Special Attack** absorb, combine, preserve, slime tornado (100 ft. high, 4d8+24 damage plus 10d10 acid, DC 53). STATISTICS

Str 42, Dex 10, Con 30, Int 1, Wis 10, Cha 10 Base Atk +25; CMB +49 (+53 grapple); CMD 59 Feats Awesome Blow, Blind-Fight, Cleave, Critical Focus (slam), Great Cleave, Great Fortitude, Greater Vital Strike, Iron Will, Improved Critical (slam), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (fly), Toughness, Vital Strike, Weapon Focus (slam) Skills Fly +40

SQ assimilate, ooze traits ECOLOGY

Environment any Organization solitary Treasure standard SPECIAL ABILITIES

**Absorb (Ex):** If a cosmic ooze begins its round grappling a creature, it can swallow that creature as a free action. Each round on its turn, a swallowed creature suffers 10d10 points of acid damage. A swallowed creature is considered to have the grappled condition; however, he can escape the grapple (and the ooze) by succeeding on a DC 20 Strength check.

Assimilate (Su): The cosmic ooze gains access to the abilities of all creatures it has absorbed, so long as they remain within its body. This grants the cosmic ooze all the skill ranks, feats, and languages each assimilated creature possesses, allows the cosmic ooze to treat its Intelligence, Wisdom, and Charisma scores as being equal to those of any assimilated creature (if they are higher than its own), and allows the cosmic ooze to cast any spell an assimilated creature has prepared as a spell-like ability with a caster level of 20 (saving throws are Charisma-based). If it does, that spell is considered expended by the assimilated creature, who is not able to re-prepare spells as long as it is absorbed.

**Blindsight** (Ex): The cosmic ooze's blindsight ability

has been specially adapted to the emptiness of space, and is able to function even in a total vacuum.

**Combine** (Ex): Two cosmic oozes can combine, forming into a single more powerful whole. When this occurs, the two creatures combine their current and maximum hit points, and the resulting creature gains a +6 bonus to its Strength score. Once combined, the two cosmic oozes can never separate, and thus they rarely choose to do this unless it is critical to their survival.

**Preserve** (Ex): A creature engulfed by a cosmic ooze normally suffers 10d10 points of acid damage each round; however, a cosmic ooze can choose to protect any number of creatures inside its body from this damage as a free action each round, in order to continue benefitting from its assimilate ability.

**Slime Tornado (Su):** As a full-round action, the cosmic ooze can transform into a tornado 10 feet wide at the base, 100 feet tall, and 30 feet wide at the top. While in this form, it can move 1,000 feet as a full-round action, although it must move along the ground in a straight line. This ability otherwise functions as the whirlwind universal monster ability, except that any creature sharing a space with the cosmic ooze at the end of the cosmic ooze's turn suffers 10010 points of acid damage, in addition to the normal effects of a whirlwind. Any creature trapped in the whirlwind when the cosmic ooze ends the effect is automatically engulfed by it, and creatures that were engulfed by the cosmic ooze when it activates this ability automatically become trapped by the whirlwind (and subject to damage each round).

# Ecology

These horrible creatures can trace their origins to the deepest reaches of space, on a lone planet now devoid of other life. In the dying days of the star which this planet orbited, the star spilled a strange and cosmic magic onto the planet, which imbued the native slime-like creatures there with incredible powers of growth and consumption. Driven by hunger, the massive beasts destroyed all life on their home world, absorbing its power into themselves. Throughout this process, they eventually learned the secrets to escape their doomed home world. Now the monsters travel in drifting colonies throughout space, laying waste to unsuspecting worlds in a search for ever greater power.

While normally unintelligent, some of the most powerful cosmic oozes have trapped highly intelligent but frail wizards and sorcerers inside of them, preserving these casters indefinitely in order to access their spell powers and great intellect. When in possession of an advanced intellect, cosmic oozes have cruel and often sadistic personalities that lead them on long campaigns of torment and slaughter. Such brief spells of violent intellect have been known to lead to the prolonged suffering of many worlds doomed to be consumed by the cosmic ooze's unquenchable appetite for destruction and power. Worlds so victimized might experience enslavement and genocides prior to their inevitable destruction, and planets suffering thusly are often made to worship the cosmic oozes as gods. Still other intelligent cosmic oozes desire to gain a greater intellect, and might seek out the strongest intellects to absorb into themselves.

# Demon, Maw (Shycharum)

This creature could almost resemble a huge dog, if not for the fact that its skin is a hairless, cracked leather the color of dried blood, it has no eyes, and its enormous mouth is filled with a wall of serrated, foot-and-a-half long fangs. Its mouth seems too huge for its body, its lips unable to cover its teeth, giving it the appearance of being locked in an endless and unnerving grin.

#### DEMON, MAW (SHYCHARUM)

# XP 2,400

CE Large outsider (chaotic, demon, evil)

**Init** +4; **Senses** blindsight 60 ft., scent, smell fear; Perception +10

#### DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size) hp 60 (8d10+16)

Fort +8, Ref +10, Will +1

**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

#### OFFENSE

Speed 40 ft.

Melee bite +11 (3d6+4 plus grab/18-20 x3) Space 10 ft.; Reach 5 ft. Special Attacks razor jaws, sneak attack +4d6, swallow whole (2d6+2 acid damage, AC 12, hp 6)

#### STATISTICS

Str 17, Dex 18, Con 14, Int 3, Wis 8, Cha 15 Base Atk +8; CMB +12; CMD 26 Feats Combat Reflexes, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite) Skills Perception +10, Stealth +11 Languages Abyssal; telepathy 100 ft. SQ reactive invisibility

# ECOLOGY

**Environment** any (Abyss) **Organization** solitary or pair **Treasure** incidental

SPECIAL ABILITIES

**Razor Jaws (Ex):** A maw demon's oversized fangs are incredibly sharp and deadly. They deal more damage than a creature of the maw demon's size could normally deal with a bite attack. Additionally, they threaten a critical hit on a result of 18-20, and have a critical multiplier of x3.

**Reactive Invisibility (Su):** As a move action, a maw demon can cause itself to become invisible. The process is not instantaneous, however, and the maw demon seems to slowly fade from view. As soon as it activates this ability, the maw demon's body becomes translucent, and it gains concealment from all creatures (granting it a 20% miss chance for any attacks made against it). At the end of the maw demon's next turn, the rest of the maw demon's body, with the exception of its massive fangs, completely fades away. This grants it total concealment (50% miss chance) against all attacks, but other creatures can still pinpoint the maw demon's location, and are not treated as being flatfooted for the purposes of attacks that it makes. At the end of the maw demon's following turn, it becomes completely invisible, as the spell *invisibility*.

If the maw demon makes an attack or other hostile action, it immediately becomes entirely visible again, losing any concealment or invisibility that it gained as a result of this ability.

**Smell Fear (Ex):** A maw demon can locate a shaken, frightened, or panicked creature more easily with its scent ability. It gains a +10 bonus on Perception checks made to find such creatures using its scent ability, and can identify them from up to a mile away, instead of up to 30 feet away. Finally, it gains a +5 morale bonus on damage rolls made against creatures with the shaken, frightened, or panicked conditions.

# Ecology

CR 6

Maw demons do not have a name for their own species, having just barely more than animal intelligence, but other demons generally refer to them as shycharum (shi-kah-rum). Ambush predators, they spend most of their time invisibly roaming the abyss in search of prey. When attacking groups, they prefer hit-and-run tactics, and will typically stalk a party for some time in order to identify the weakest member, then pounce upon him and, if possible, devour him whole. They then run off, becoming invisible again, and repeat the process once they've finished digesting the first victim. Maw demons are intensely attracted to the scent of fear, and can pick up the scent of fear from incredible distances.

Maw demons are sometimes kept as pets or guardians by other demons or by powerful spellcasters. While maw demons prefer to be able to roam freely, their slightlymore-than-animal intelligence allows them to adjust to such situations fairly well, and they can generally be trained to serve in such a capacity. Clever owners of maw demons take advantage of the creature's ability to detect fear by installing several fear-inducing traps, and allowing the maw demon free rein to roam through their dungeon.

Maw demons that are improperly bound or summoned carelessly are extremely dangerous, and unlike many of their more civilized kin, they will not bargain or make deals of any kind with their would-be masters, instead attacking all at once in order to eat their new prey. On the other hand, because maw demons are such simple creatures, skilled summoners have little trouble convincing or forcing maw demons to do what they want, as the beasts have only crude bargaining skills. Maw demons are usually easily swayed by offers of food or a chance at carnage, and can be easily bullied by those stronger than them.

Maw demons are not complex creatures ,though they do have something resembling a passion for exotic and particularly delicious meats. In addition, the maw demon is not only attracted to the smell of the chemicals released by the body when it experiences fear, but also find it a highly desirable taste. As such, maw demons vastly prefer to eat complex beings not only capable of feeling fear, but which feel fear in more chemically complex and interesting ways.

# Demon, Rovilax

The creature before you is a hulking, brutish figure that appears to be carved from molten rock, and veins of bright red glowing magma can be seen crisscrossed over its features. Its eyes and mouth appear to be little more than holes from which a bright-hot light shines intently. It roars and beats its chest with its fists, which ignite in dancing scarlet flames.

# DEMON, ROVILAX

#### CR 17

#### XP 102,400

CE Large outsider (chaotic, demon, evil, extraplanar) Init +5; Senses darkvision 60 ft.; Perception +28

#### DEFENSE

AC 30, touch 10, flat-footed 29 (+1 Dex, +20 natural, -1 size) hp 287 (23d10+161); regeneration 10 (good weapons, good spells)

#### Fort +22, Ref +8, Will +17

**Defensive Abilities** painful invigoration; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

# OFFENSE

# Speed 30 ft.

Melee 2 slams +28 (4d8+5 plus 2d6 fire/19-20) Space 10 ft.; Reach 10 ft.

**Special Attacks** breath weapon (60-ft. cone or 120-ft. line, 10d6 fire damage, Reflex DC 28 half, usable every 1d4 rounds), unholy flames

Spell-Like Abilities (CL 15<sup>th</sup>; concentration +16)

1/day—summon (level 4, 2d4 babaus 30%, 1d4 nabasus 30%, or 1 glabrezu 40%)

# STATISTICS

Str 20, Dex 12, Con 24, Int 8, Wis 14, Cha 12 Base Atk +23; CMB +29; CMD 40 Feats Cleave, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Critical (slam), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack, Vital Strike, Weapon Focus (slam) Skills Climb +31, Intimidate +32, Knowledge (planes) +25, Perception +28, Swim +31

Languages Abyssal, Celestial, Draconic

ECOLOGY	
Environment any (the Abyss)	
Organization solitary	
Treasure incidental	
SPECIAL ABILITIES	

**Painful Invigoration (Su):** A rovilax demon's natural regeneration intensifies when it takes damage. For every 5 points of damage that the rovilax demon suffers, its regeneration increases by 1 at the start of its next turn. The rovilax demon's regeneration cannot increase beyond 1/4 its maximum hit points (typically 71). Damage that the rovilax demon inflicts upon itself does not cause its regeneration to increase.

Additionally, as the rovilax demon's regeneration increases, it also causes the demon to temporarily bulk up,

developing more muscle mass and size. When the rovilax demon's regeneration increases to 15, and every 5 points of regeneration thereafter, its Strength score increases by 2 (to a maximum Strength increase of 12). When the rovilax demon's regeneration increases to 30, and every 20 points of regeneration thereafter, it increases in size by one size category. This size change does not affect its ability scores or natural armor, but affects its space and reach, the size bonuses and penalties to its AC, attacks, CMB, CMD, Fly, and Stealth, and also causes the damage dice for its slam attacks to increase by one dice size (4d10 at Huge, 4d12 at Gargantuan, and 4d20 at Colossal). The rovilax demon's size cannot increase beyond Colossal in this way.

Each minute that the rovilax demon does not suffer any damage, its regeneration decreases by 5 (to a minimum of 10). As its regeneration decreases, increases to its Strength score or size caused by previous increases to its regeneration are lost.

Unholy Flames (Su): A rovilax demon's fists are wreathed in dark red flames, which inflict an additional 2d6 points of fire damage with each successful hit. The rovilax demon's breath weapon is made of the same dark red unholy fire. Fire damage inflicted by either of these methods cannot be healed by divine magic, although it can be healed by arcane spells that restore hit point damage, as well as by normal rest.

# Ecology

Rovilax demons are among the most terrifyingly unstoppable creatures ever to crawl out of the deepest and darkest pits of the lower planes. These juggernauts roam the Abyss with relative freedom, as even demons who are much more powerful than they are know that defeating these monstrosities permanently is all but impossible without the aid of holy weapons or magic to overcome their incredible regenerative abilities. In fact, on more than one occasion, when a rampaging rovilax demon proved too disruptive and arrogant to bear, powerful demons have actually called upon mortal adventurers with access to such weapons and spells to kill the rovilax demon for them (this is typically accomplished either through coercion or deceit).

Some scholars argue that rovilax demons are a reflection of the self-hatred inherent in the Abyss and every demon, citing the fact that they generally prove far more disruptive and troublesome to demonic society than they are beneficial, and the fact that their peculiar power seems to tie directly into masochistic and self-loathing tendencies. Others consider this to be nothing more than wishful thinking, and point out that, although it is not common, there are plenty of cases where rovilax demons have been either manipulated or browbeaten by greater demons and cowed into servitude, hardly making them the "demonic antithesis" that the former scholars make them out to be. Such "domesticated" rovilax demons are often used as siege weaponry, and are typically whipped (quite literally) into a frenzy and then, once they grow to massive size and have all but unstoppable regeneration, unleashed upon their masters' foes. Despite some differences of opinion, all scholars agree that rovilax demons are a fairly difficult subject to study, owing to their extreme power, and that debate about such a dangerous beast is best conducted from afar.

# Dryad, Autumn

While surely beautiful, the elvish-seeming woman before you conveys a sense of rot and decay which mars her good looks and charms. Unlike others of her kind, this dryad offers no teasing words or playful laughter, and instead lurches towards you with outstretched claws like twisted wood. It is only up close that you see her dead eyes and notice she does not breathe.

# DRYAD, AUTUMN

### XP 3,200

CR<sub>7</sub>

# CE Medium fey Init +5; Senses low-light vision; Perception +14

#### DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge) hp 84 (8d6+56); Fort +16, Ref +18, Will +16 DR 10/cold iron Weaknesses tree dependent

#### OFFENSE

**Speed** 30 ft., swim 20 ft. **Melee** 2 claws +9 (1d6+4) **Special Attacks** corrupting caress, kiss of blight

### STATISTICS

Str 18, Dex 21, Con —, Int 16, Wis 17, Cha 25 Base Atk +4; CMB +9; CMD 31 Feats Agile Maneuvers, Combat Reflexes, Dodge, Weapon Finesse Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +15 Languages Aklo, Common, Sylvan

SQ autumn tree meld, semblance of undeath, unearthly grace

ECOLOGY

**Environment** any forest **Organization** solitary, pair, or pack (3 – 12) **Treasure** none

SPECIAL ABILITIES

Autumn Tree Meld (Sp): An autumn dryad can meld with any tree, as though by the spell *meld into stone*. While so melded, the autumn dryad gains fast healing 2, but the tree slowly becomes overwhelmed with the power of autumn. Each round, some of the tree's leaves or needles turn brown and fall off. Within 1d6 rounds, the tree will no longer have any leaves or needles, at which time the effect automatically ends and the autumn dryad is forced out of the tree. Leaves and needles removed in this way grow back in 24 hours.

**Corrupting Caress (Su):** An autumn dyad can fill any living creature she touches with the essence of decay that fuels her power. This requires a successful melee touch attack that does not provoke attacks of opportunity and deals 1d4 points of Strength damage on a successful hit. A creature reduced to o Strength in this fashion instantly dies, as its body becomes the host for a twisted tree which rapidly grows from its corpse, reaching the height of a small tree in 1d4 rounds. These trees always appear somewhat sickly and bear colorful, brown-spotted leaves of yellow or orange. The autumn dryad treats all trees created in this way as the tree to which she is dependent (with her tree dependent ability) and can move within 300 yards of any tree she creates in this way.

**Kiss of Blight (Su):** An autumn dryad can kiss a creature or plant in order to affect it with a severe blight that causes it rapidly wither away and die. If the creature is unwilling, the autumn dryad must succeed on a melee touch attack that provokes attacks of opportunity. Upon a successful deliverance of the kiss, the target suffers penalties as though he were the next age category older than he actually is. The target gains no bonuses in this way. The target does not actually age as a result of this ability, and this ability cannot inflict penalties due to age beyond venerable (or the equivalent). A plant affected by this ability actually ages 100 years. Living creatures stop suffering these penalties after 24 hours, but the effects to plants are permanent. In either case, a successful Fortitude save (DC 22) negates the affect.

**Semblance of Undeath** (Ex): An autumn dryad is filled with the energy of dying leaves and gains some of the benefits of being an undead creature. An autumn dryad has no Constitution score and uses her Charisma modifier for determining her hit points and Fortitude saves. An autumn dryad also gains immunities as though she were an undead creature, except that she can still be affected by mindaffecting effects normally. She is not healed by negative energy damage, but is damaged by both positive and negative energy.

**Tree Dependent (Su):** An autumn dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Charisma damage, and another 1d6 points of Charisma damage every day that follows—eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

**Unearthly Grace (Su):** An autumn dryad adds her Charisma modifier as a deflection bonus to AC and to all saving throws.

# Ecology

Autumn dryads are often created when their sacred tree's leaves change for autumn, coupled with an unnatural, inauspicious, or evil event. However they come to be, autumn dryads are terrible creatures of great malice and wicked intention. Their experiences leave them forever tainted, wiping away the dryad's former nature, whatever it may have been, and replacing it with a sickening desire to watch the world around wither and decay. They pollute the land, kill local animals, and transform the local humanoid population into their sickly trees, which are constantly locked in a state of eternal fall and often disease-ridden.

# Flame Rider

This creature appears almost human, but its body is covered in intimidating black plate mail that appears to be made of burning coals, wreathing its body in flames. From the back of its closed helmet extends a flowing mane of fire.

# FLAME RIDER

# XP 4,800

CE Medium fey (fire) Init +7; Senses darkvision 60 ft., smoke vision; Perception +18

DEFENSE

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

hp 97 (13d6+52); fast healing 5

Fort +8, Ref +11, Will +10

**Defensive Abilities** flame implements, flame touch; Immune fire; SR 19

Weaknesses vulnerable to cold and sonic, water weakness, wind weakness

# OFFENSE

Speed 30 ft.

Melee +2 flaming burst heavy flail +12/+7 (1d10+6 plus 1d6 fire/19-20) or gore +9 (2d6+3 plus 1d6 fire)

Spell-Like Abilities (CL 10<sup>th</sup>; concentration +13)

**Constant**—pass without trace

At will—ash storm, burning hands (DC 14), color spray (DC 14), heat metal (DC 15), ghost sound (DC 13), phantom steed

1/day—freedom of movement, wall of fire

# **STATISTICS**

# Str 17, Dex 16, Con 18, Int 14, Wis 15, Cha 17 Base Atk +6; CMB +9; CMD 22

Feats Improved Initiative, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Weapon Focus (heavy flail)

Skills Acrobatics +19, Handle Animal +16, Intimidate +16, Knowledge (nature) +18, Perception +18, Ride +22, Sense Motive +18, Stealth +19

Languages Common, Elven, Sylvan SQ rider's grace

# ECOLOGY

**Environment** any warm **Organization** solitary, pair, or cavalry (3 – 12) Treasure standard

SPECIAL ABILITIES

Flame Implements (Su): A flame rider wears full plate armor and wields a +2 flaming burst heavy flail that are both made of burning coals, magically hardened to the consistency of steel. Its armor has no armor check penalty. When a flame rider dies, its armor and flail continue to burn for 1d6 rounds (dealing 1d6 points of fire damage to any creature that touches them), after which they collapse into a pile of loose soot.

Flame Touch (Su): A flame rider's body is incredibly hot to the touch. Any creature that hits the flame rider with a melee attack made with a natural weapon or unarmed strike suffers 1d6 points of fire damage. Additionally, a flame rider can ignite any unattended, nonmagical object with a hardness of 7 or less merely by touching it (a move action). Fires started in this way may spread, if left unchecked.

Rider's Grace (Su): A flame rider magically protects any mount it rides from the effects of fire and flame. rendering that mount immune to fire damage and able to breathe smoke as though it were pure air. The flame rider is able to breathe smoke in this way, as well.

**Smoke Vision** (Ex): A flame rider can see perfectly in smoky conditions (such as those created by pyrotechnics).

Water Weakness (Su): A flame rider suffers physical damage when exposed to water. A flame rider suffers double damage from any spell with the water descriptor that inflicts damage. Additionally, a flame rider hit with a bucket of water (or a similar amount of water) suffers 2d6 points of damage. A successful ranged touch attack may be required to hit the flame rider with the water. Flame riders in conditions of rain, snow, sleet, or hail suffer 1d6 points of damage per round. Flame riders submerged entirely in water suffer 5d6 points of damage per round.

Wind Weakness (Su): A flame rider suffers physical damage when exposed to strong winds. Each round that the flame rider is exposed to strong or stronger winds (21+ mph), he suffers 1d6 points of damage per round. This damage increases to 3d6 for severe or stronger winds (51+ mph).

# Ecology

**CR 8** 

These terrifying fey are opposing counterparts to the dreaded cold riders in more ways than one. Where cold riders are associated with ice and winter, and bear the resemblance (and, according to some tales, hearts) of stags, flame riders carry the power of fire, and prefer warmer climes, and bear a resemblance to lions. The two fey share a special enmity, and will slay each other on sight, ignoring all else in order to do so.

If the rumors are true, that cold riders are the result of a hideous evil queen of witches torturing fey, removing their hearts and replacing them with those of stags, then it seems clear that flame riders are some sort of similar creation, intended to counteract those dark soldiers. Who might be creating these flame riders is uncertain, and some have even posited that they are created spontaneously by the very essence of fairy lands themselves, in order to avenge those corrupted and turned into cold riders.

The one thing that flame riders and cold riders have in common, however, is their evil nature, and their love of slaughter and death. In addition to being mighty warriors, flame riders are also masterful huntsmen and take great pleasure in engaging in fantastic chases of their victims. Of course, the flame riders' favorite prey are cold riders, whom they spend long periods of time tracking down, only slaughtering lesser victims as a distraction from this truer pleasure. While flame riders may be no ally of cold riders, they are certainly not friends to any other creature, either.

# <u>Flamespit</u>

This creature is a long, thin lizard. It is about three feet tall off the ground, but nearly eight feet in length. Its body is a bright red color, with bands of yellow and orange across its back. As it opens its mouth, red-hot flames lick the sides of its face from within, and it hisses menacingly.

# FLAMESPIT

XP 800

N Medium magical beast

**Init** +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 34 (4d10+12) Fort +9, Ref +7, Will +2 Resist fire 10

OFFENSE

Speed 30 ft.

Melee bite +7 (1d8+4 plus grab and scorch) Ranged flameball +7 (1d6 fire plus see text) Special Attacks scorch

# STATISTICS

Str 17, Dex 16, Con 17, Int 2, Wis 12, Cha 6 Base Atk +4; CMB +7 (+11 grapple); CMD 20 (24 vs. trip) Feats Great Fortitude, Skill Focus (Perception) Skills Climb +7, Perception +9, Stealth +11 (+15 in undergrowth); Racial Modifiers +4 Stealth (+8 in undergrowth)

SQ expert climber

# ECOLOGY

**Environment** hills, mountains, and undergound **Organization** solitary, mated pair, or pack (3-12) **Treasure** incidental

SPECIAL ABILITIES

**Expert Climber** (Ex): A flamespit's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, a flamespit is treated as constantly being under a natural version of the spell *spider climb*.

**Flameball** (Ex): As a standard action, a flamespit can launch a ball of flaming mucus from its mouth as a projectile weapon. Treat this as a ranged touch attack with a range increment of 5 feet, and a maximum range of 30 feet. If the attack hits, the target suffers 1d6 points of fire damage, and his body is coated with the flaming material, causing him to catch on fire. For more information on catching on fire and putting out fires, see the *Pathfinder Roleplaying Game Core Rulebook*.

**Scorch (Ex):** A flamespit naturally produces flames in special sacs in its body, which it can release into its mouth when attempting to subdue its prey. Whenever the flamespit successfully initiates or maintains a grapple, it inflicts 1d4 points of fire damage. These flames serve to distract the victim as they cook him, and the target suffers a penalty to CMB and CMD equal to the amount of damage inflicted in this way until the end of the flamespit's next turn. These penalties do not stack: if the creature would suffer from two such penalties, use the highest.

# Ecology

CR 3

Known in some areas as "spitting land-drakes," or "fire lizards," and often mistaken by those who encounter them as hatchling red dragons, these nasty, brutish creatures are not related to dragons in any way, although they do have a number of similar features. A flamespit is in many ways like a far more mundane giant lizard, and its claim to fame is that it has a pair of special pouches in its body that contain volatile chemicals that ignite when exposed to air. These "flame sacs" can be used to produce flame within the flamespit's mouth whenever it is stressed or hunting. The main use for these flames is to sear the flesh of the flamespit's victims, which not only provides it with far more nourishing and easily-digestible cooked meals, but also serves to weaken the victim's defenses and allow the flamespit to keep its grasp.

The flames have a variety of other uses, however. Flamespits are fairly territorial creatures, and they will often mark their territory to others of their kind by charring patches of ground, the bark of trees, and so on. In mating season, male flamespits compete against one another by creating larger and more colorful displays of flame from their mouths, as the flamespits can alter this coloration by controlling the mixture of chemicals that they release from their flame sacs.

Flamespits tend to live in remote areas far from most civilizations, owing to a greater abundance of live prey animals found further into the wilderness. Equally at home in forests and deserts, flamespits are generally successful hunters, owing to their natural advantages. Even so, flamespits live in protective burrows, natural outcropping, and caves, in order to protect them from giant birds who can mistakenly prey upon the flamespits. While a meal of flamespit is rarely lethal to these creatures, the flame sacs contain a toxic chemical which can make their predators sick or which can combust during digestion, inflicting minor wounds. Humanoids who eat flamespits first remove their flame sacs to ensure a safer meal. Flamespits tend to provide very nutritious meals due to the abundance of nutrients consumed and efficiently processed by the flamespit compared to other creatures.

While flamespits favor small, burrowing animals, they are ill-tempered and easily provoked by larger creatures, quick to resort to violence which leads to confrontations with bigger and more dangerous creatures. Flamespits are terribly aggressive combatants, attacking without mercy and rarely fleeing from even hopeless battles. While lone flamespits are rarely a danger to well-prepared humanoids, in areas where they are abundant flamespits can attack in packs, acting as a group to kill off more powerful prey. Though in times like these they show a willingness to work together, after the killing is done, flamespits revert to their territorial ways, squabbling among themselves over who actually gets to eat. It is recommended that travelers who wish to avoid extreme danger keep clear of flamespits during mating season, when flamespits of both sexes are at their most aggressive and found together in the largest numbers.

# <u>Gozar</u>

This massive creature resembles a giant jellyfish and hangs unnaturally in the air, bobbing and weaving as its body pulses and undulates. Unlike a true jellyfish, however, its long tendrils end in wicked, barbed hooks which gleam with venom. A handful of shorter tendrils, located just around the creature's downward-facing mouth, all end with small pincers which snap eagerly.

# GOZAR

XP 19,200

N Huge vermin Init +1; Senses darkvision 60 ft.; Perception +0

# DEFENSE

AC 9, touch 9, flat-footed 8 (+1 Dex, -2 size) hp 225 (18d8+144) Fort +19, Ref +7, Will +6 Defensive Abilities amorphous, death throes; DR 15/ piercing or slashing; SR 23; Immune mind-affecting effects

#### OFFENSE

**Speed** fly 60 ft. (perfect), swim 40 ft. **Melee** 4 stings +17 (2d6+6 plus poison), 4 claws +17 (1d8+6 plus grab)

Space 15 ft., Reach 20 ft. (10 ft. with claws)

#### STATISTICS

Str 22, Dex 13, Con 26, Int —, Wis 11, Cha 1 Base Atk +13; CMB +21; CMD 32 (can't be tripped) Skills Fly +5, Swim +14 SQ compression, rubbery hide

### ECOLOGY

**Environment** any **Organization** solitary, pack (2-5), or swarm (6-24) **Treasure** none

#### SPECIAL ABILITIES

**Amorphous (Ex):** The gozar's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

**Compression** (Ex): The gozar can move through an area as small as one-quarter its space without squeezing, or one-eighth its space when squeezing.

**Death Throes (Ex):** When a gozar dies, its body begins to pulse and undulate for 1d4 rounds, after which it explodes in a shower of gel. Each creature within 100 feet must succeed on a Reflex save (DC 27), or be exposed to the gozar's poison.

**Poison (Ex):** Death throes or stings—contact or injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength and Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based. **Rubbery Hide (Ex):** A gozar's body is naturally rubbery, and it reflects the power of melee attacks made against it, knocking back unprepared attackers. Whenever a creature hits a gozar with a melee attack, the gozar may immediately make a combat maneuver check. If the result is greater than the attacker's CMD, then the attacker is pushed back 5 feet.

# Ecology

CR 12

Unusual creatures that are believed to be the distant relatives of jellyfish, these beautiful and majestic—albeit somewhat alien— creatures can often be found floating in packs or swarms which drift along the horizon, bobbing and weaving through the air as they are blown on various crosswinds. Gozars are prized and admired by many for their beauty, as their skin constantly shifts colors and reflects light in unusual and breathtaking ways, but these creatures are best admired from afar, for though they appear to be gentle giants wafting serenely on the breeze, they are, in fact, dangerous predators.

A gozar's numerous tentacles end in sharp, barbed, hook-shaped stingers, except for four much shorter tentacles that end in pincer-shaped claws. These are the only hard parts of the creature's body, and have a hard carapace, whereas the rest of its body is a soft, pliable, rubbery structure. They hunt silently, floating through the air, and descend rapidly on their victims from above, catching them unaware, and attempting to disable them with their very potent and debilitating poison. They prey primarily on cattle and other livestock, but when the wind takes them to places where such prey is not available, they have been known to prey on other creatures, including humanoids. Because gozar are poisonous, unpleasantly rubbery, and travel in packs, they have no known natural predators, though occasionally very powerful and territorial creatures will attack a gozar herd, usually to their regret.

Gozar packs thankfully move very slowly over land, allowing the wind to direct them. This means that most of the time, intelligent creatures who are aware of the danger gozar present can evacuate an area long before the gozar arrive to menace the population. Since it is impractical to organize large hunting parties to deal with the gozar, it is much more common to assuage the threat of a gozar herd by using powerful magic in order to cause the winds to change course, directing the gozar to less populated areas. However, because of their mode of travel, gozar commonly get caught up in windstorms and can suddenly be thrust upon a community in the wake of being devastated by a powerful storm.

Gozar are competent swimmers and still return to the water to breed, preferring lakes or ponds to the ocean, but using whatever is nearby. While gozar herds abandon their prodigy after laying egg-like structures ,they also kill and eat almost everything in the nearby area, assuring that their young rise safely from the water, creating a new gozar herd.

# Giant Songbird

The beautiful winged creature before you resembles a typical bird, with long gleaming feathers, big bright eyes, and a long, pointed beak. The creature's chest puffs out from its body, and as it opens its beak, a glorious song emanates from within the creature, overwhelming your senses.

# GIANT SONGBIRD

# CR 6

XP 2,400 CN Large magical beast Init +6; Senses Perception +11

#### DEFENSE

AC 16, touch 15, flat-footed 10 (+6 Dex, +1 natural, -1 size) hp 76 (8d10+32) Fort +9, Ref +12, Will +2 Defensive Abilities musical mind

#### OFFENSE

Speed 10 ft., fly 60 ft. (good) Melee bite +9 (1d8+3) Space 10 ft.; Reach 10 ft. Special Attacks lullaby, song of bewilderment

#### **STATISTICS**

Str 14, Dex 22, Con 16, Int 12, Wis 10, Cha 16 Base Atk +8; CMB +11; CMD 27 Feats Ability Focus (lullaby, song of bewilderment), Power Attack, Toughness Skills Fly +21, Perception +11, Stealth +13 Languages Common

#### ECOLOGY

**Environment** temperate forests **Organization** solitary, pair, or nest (1-2 plus 3-4 non combatant hatchlings) **Treasure** none

#### SPECIAL ABILITIES

**Lullaby (Su):** A giant songbird has the ability to sing a magically infused lullaby which can cause fatigue and even force characters to fall asleep. As a standard action, the giant songbird can sing a lullaby, causing each character within 30 feet to succeed on a Will save (DC 19) or become fatigued for 3 rounds. If a creature is already fatigued when he is affected by this ability, he instead becomes exhausted for 3 rounds, then fatigued for 3 rounds after that. If a creature is already exhausted when he is affected by this ability, he instead falls unconscious for 3 hours. This is a sonic mind-affecting effect.

**Musical Mind (Ex):** Because of a giant songbird's musical mindset, it is immune to the effects of bardic performance and gains a +2 bonus on all saving throws against sonic spells and effects.

**Song of Bewilderment (Su):** A giant songbird has the ability to sing a magical song which causes confusion and disorientation in those who hear it. As a full-round action, the giant songbird can sing a song of bewilderment, forcing all characters within 30 feet to succeed on a Will save (DC 19) or gain the confused condition for 1d4 rounds. This is a sonic mind-affecting effect. A creature that succeeds on his saving throw is immune to this effect for 24 hours.

# Ecology

Giant songbirds resemble their normal kin in all superficial ways, except for their great size. Because of this, giant songbirds have regionally diverse appearances, with those living in tropical climates being prone to bright colors and long feathers, while those in more temperate climates tend to be brown or gray and have much less exotic-looking feathers. Similarly, while all giant songbirds share a certain disposition for merriment and chaos, actual social patterns and cultures vary widely from region to region and tend to reflect the locals' ideas of an unrestrained and dangerously chaotic society. While not universally the case, most giant songbirds get along well with fey creatures of all sorts and often form makeshift alliances with such creatures, with the aim of stealing from and pranking lesser beings. In such arrangements, usually the fey are the dominant party, though occasionally a giant songbird will become charismatic enough to lead a small band of fey raiders and plunderers.

Giant songbirds are intelligent and often enjoy elaborate, and sometimes life-threatening, pranks on ground-bound creatures. These pranks usually involve singing the land-bound creatures to sleep so that the giant songbird or his allies can steal from them or eat their food. Unfortunately, giant songbirds often don't realize the consequences of leaving unconscious humanoids in a wood full of hungry monsters. Giant songbirds employ a similar tactic when hunting, using their magical songs to disable their prey before moving in for the kill. While possessed of a song which can confuse others, giant songbirds rarely use this song unless threatened or angered, because of its obvious potential to cause damage.

Giant songbird communities tend to be nomadic and highly mobile, especially in forested regions where food is plentiful and cover from predators is widely available. As such, most giant songbird colonies tend to cover large ranges. Left to their own devices, giant songbirds spend much of their time apart from the greater community, living instead in small family units which roam their territory without end, rarely seeing their neighbors. It is these small familial groups that most other creatures are familiar with. However, as intelligent beings, giant songbirds often form a sort of loose society which, contrary to their nature, serves a similar function to the governments of humanoid cultures. These governmental bodies are generally ruled by a council of the most powerful giant songbirds, who are typically bards or sorcerers, though in rare cases may be druids, rangers, or similar classes. These councils hold a sort of friendly meeting called a tweenon with some regularity, where giant songbirds can gather to discuss their exploits and activities and share information regarding good hunting and other trivial concerns.

While a council presides over these meetings, a giant songbird council only wields real authority in times of crisis, when the community is threatened by some larger danger. In such times, giant songbirds prefer to avoid confrontation and often leave their former homes in a mass exile in order to find a new land where they can conduct their business in peace. These exoduses are known as chant migrations and can see hundreds of giant songbirds traveling across the land, causing all manner of problems for communities unlucky enough to be in their path.

# Hag, Spring

The woman before you has skin that resembles a frog's, and hair that looks like nothing so much as draped moss. She squints at you suspiciously before licking her lips and calling out to you.

# HAG, SPRING

XP 1,200

# CN Medium monstrous humanoid

Init +1; Senses darkvision 90 ft.; Perception +10

# DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 39 (6d10+6) Fort +5, Ref +6, Will +6 DR 5/slashing; SR 15

# OFFENSE

# Speed 30 ft.

Melee 2 claws +10 (1d4+4 plus sprouting seed) Spell-Like Abilities (CL 7<sup>th</sup>)

Constant—pass without trace

At will—animal growth, beast shape II, plant growth, tree shape, whispering wind

3/day—charm animal, bear's endurance, bull's strength, cat's grace, control plants

1/day—summon nature's ally IV

# STATISTICS

Str 19, Dex 12, Con 12, Int 15, Wis 13, Cha 14 Base Atk +6; CMB +10; CMD 21 Feats Brew Potion, Combat Casting, Great Fortitude Skills Bluff +8, Disguise +8, Knowledge (nature) +8, Perception +10, Sense Motive +7, Stealth +10 Languages Aklo, Common, Giant SQ hedge potions

#### ECOLOGY

**Environment** temperate and warm forests and marshes **Organization** solitary or coven (3 hags of any kind) **Treasure** standard

# SPECIAL ABILITIES

**Hedge Potions (Su):** A spring hag does not need to prepare or expend a spell in order to brew a potion of that spell, and as such can brew potions of spells from any spell list. She cannot brew potions of spells whose spell level is higher than 2<sup>nd</sup> level, however.

**Sprouting Seed (Su):** Whenever a spring hag successfully hits a creature with one of her claw attacks, she can choose to embed a seed from under one of her fingernails in the wound. If she does, then from the seed powerful vines begin to sprout, which quickly sap the victim's health and bind him in place. The victim can make a Fortitude save (DC 14) when the seed is first implanted in order to negate this effect. Otherwise, on the target's first turn after being damaged, visible vines begin to extend from the wound, and he suffers 1d4 points of damage. At this stage, the vines themselves have no effect, but on the target's next turn, the vines begin to wrap around his body, restricting his movements, and imposing a -2 penalty to attack rolls and AC, and he again suffers 1d4 points of damage. On the target's third turn after the seed is implanted, he suffers another 1d4 points of damage and is treated as being entangled, in addition to the previous effect. On the target's fourth turn after the seed is implanted, and each round thereafter, he suffers another 1d4 points of damage, and the vines attempt to grapple him, in addition to the previous effects. The vines have a CMB of +8 for this purpose, and do not damage the target on a successful grapple attempt, but instead attempt to pin him and keep him pinned.

The seed can be removed from the victim with a successful Heal check (DC 18) or by cutting it out, a fullround action that inflicts 2d8 points of slashing damage to the victim. Each round after the first that the vines are allowed to grow, the DC of the Heal check increases by +1 (to a maximum DC of 25), and the amount of slashing damage that is inflicted if it is cut out increases by +2 (to a maximum of 2d8+10). The spring hag can remove the seed at any time by speaking a single word, and doing so does not harm the victim.

# Ecology

One of the friendliest types of hags, spring hags are still far from trustworthy, and their mercurial tendencies and almost feral lifestyle means that even though they are not evil, it is still best to avoid them whenever possible, as very few have any qualms about devouring humans, and though they may genuinely be glad to talk to you and not even intend to do you ill at first, it takes only one wrong word, or even just a passing bout of hunger, for the hag to change her mind. Spring hags are wild creatures that are in some way infused with the powers of spring, life, and growth, and they are perhaps the most primal and uncorrupted type of hag. They are well known for the terrifying seeds which they keep hidden beneath their long, sharp fingernails, and some scholars believe that these hags may in fact be part plant themselves, and that the seeds are actually a part of the hag.

Spring hags are incredibly fond of chickens and roosters, and often keep large groups of these birds with them at their homes. In fact, the coops in which they keep these fowl are often nicer than the hags' own homes, which tend to be little more than caves or mud hovels. It would be wise to note that for spring hags these chickens and roosters are cherished pets, not food stuffs, and insinuating otherwise is a sure way to earn a spring hag's anger. This fondness for their pets does not, however, extend to eggs, which the spring hag quite enjoys in a wide variety of styles, and will happily offer some to passersby.

Spring hags despise the colder seasons of fall and winter, and as such are rarely seen outside of extremely temperate or tropical climates where the change in temperature is not so severe. In other areas, spring hags are known to dwell in secret caves and grottoes where spring perpetually holds sway.

# <u>Iktha'ar</u>

The man before you tosses aside his shirt, revealing two pairs of sucker-covered tentacles extending from his abdomen. Perhaps even more disturbing, in the center of his stomach is a large, oval-shaped opening, and beneath folds of flesh, you can see a horrible black beak, which gnashes the air at you as the man, grinning, begins to close on you.

#### IKTHA'AR

#### CR 3

**XP 800** 

NE Medium monstrous humanoid Init +6; Senses darkvision 60 ft.; Perception +7

# DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 30 (4d10+8) Fort +5, Ref +6, Will +4 Immune poison; Resist acid 5

OFFENSE

Speed 30 ft.

Melee 4 tentacles +5 (1d4+1 plus grab) Special Attacks belly feed, mucus spray

# STATISTICS

Str 13, Dex 15, Con 14, Int 13, Wis 10, Cha 11 Base Atk +4; CMB +5 (+9 grapple); CMD 17 Feats Improved Initiative, Great Fortitude Skills Bluff +4, Disguise +4 (+24 to appear as a humanoid), Perception +7, Sense Motive +4, Stealth +9; Racial Modifiers +20 Disguise to appear as a humanoid Languages Aklo, Common

# ECOLOGY

**Environment** any **Organization** solitary, pair, or cult (3-13) **Treasure** standard

#### SPECIAL ABILITIES

**Belly Feed (Ex):** While grappling, an iktha'ar can press the beak-like opening in its belly against its opponent, and attempt to cut open his belly to consume his organs. Whenever the iktha'ar successfully maintains a grapple, it automatically inflicts 2d8 points of damage to any armor or clothing that the target may be wearing, which ignores hardness of less than 15. If the target's armor or clothing have the broken condition, or the target is not wearing armor or clothing that covers his belly, then the iktha'ar instead inflicts 2d4 points of bleed damage to the target as it slices open his stomach and begins to feast on his entrails. This also causes the victim to go into shock, and he must succeed on a Fortitude save (DC 13) or be paralyzed for 1d4 rounds. The saving throw DC is Strength-based.

**Mucus Spray (Ex):** As a standard action, an iktha'ar can spew a torrent of mucus from the opening in its belly. This takes the form of a 30-foot line or a 15-foot cone. Each creature in the affected area must succeed on a Reflex save (DC 14) or be covered in the mucus, which has weak paralytic properties, reducing affected creatures' movement speeds by half (rounded down, minimum speed of 5 feet) and causing their muscles to weaken, imposing a -4 penalty to CMB and

CMD. These effects last for 1 minute, or until the affected creature is thoroughly rinsed with clean water. The iktha'ar must wait at least one hour between uses of this ability. Creatures that are immune or resistant to poison or paralysis are similarly immune or resistant to this ability. The saving throw DC is Constitution-based.

# Ecology

When clothed, an iktha'ar can easily pass as a human or similar creature, as the bizarre aspects of their anatomy are readily hidden by clothing. An iktha'ar's most distinguishing feature is its maw, a large second mouth located in the middle of its abdomen, surrounded by four tentacles, which it uses to grab hold of prey and keep them close while its harder-than-steel beak slices the victim open and greedily devours his organs and vital fluids. In fact, an iktha'ar's "human" mouth is not used for eating at all, only for breathing and speaking, one of the few difficulties that these creatures face in infiltrating human society.

Though they do not generally use them unless absolutely necessary, iktha'ar are proficient with simple weapons, and most are proficient with martial weapons. They are also proficient with light armor, though generally prefer not to wear it, as it makes it difficult for them to feed (requiring either that the armor be removed, or that it be ruined by slicing through it with their maw). As such, iktha'ar prefer to assume the roles of civilians when infiltrating a human society, tending towards those occupations that don't require armor.

As iktha'ar require a diet of humanoid organs to survive, they are almost exclusively found near humanoid societies to ensure a steady supply of food. Iktha'ar prefer to infiltrate society directly, assuming the role of one of its populace in order to easily gather food. While many iktha'ar in this position tend to take on unassuming societal roles so as not to attract suspicion, other clever or lucky iktha'ar have managed to achieve such high rank as to be beyond reproach of society. These noble iktha'ar seem to have no more insidious motive than ensuring that they, and perhaps other associated iktha'ar, have a steady supply of humans to devour. Less enterprising or less successful iktha'ar still assume societal roles which put them near people. Innkeepers are perhaps the most popular, as this allows them to meet a wide variety of strangers, most of whom won't be missed by the local townsfolk. For similar reasons, assuming the role of town guard or bounty hunter is common, as many civilizations don't ask too many questions as to what happens to criminals. Only the most degenerate, impatient, and cowardly of iktha'ar choose to remain on the outskirts of society, preying on humanoids like common beasts. These tend to form cults or other bands and make their home in the sewers of cities, or outside of townships in caves or similar areas.

Rumors persist of iktha'ar colonies where thousands of iktha'ar live in underground vaults and worship dark gods, unknown to other races. These colonies are said to be sustained by cultivated slave populations, which live to feed the iktha'ar and serve as pawns in their sinister rituals. If such places do exist, no adventurer has ever found them, and the origins of such rumors are always difficult to track down.
# Juba Frog

This massive frog is the size of a horse, its huge bulbous eyes staring at you intently. The back of its slick green body is covered with numerous three-foot-long quills, which drip with a strange ichor. Without warning, it opens its gaping maw and a blast of sound like an immense foghorn hits you full in the face.

### JUBA FROG

XP 1,200

N Large animal

Init +5; Senses low-light vision, scent; Perception +3

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) hp 38 (4d8+20) Fort +9, Ref +5, Will +0

**Defensive Abilities** quills

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### OFFENSE

Speed 30 ft., swim 30 ft.

**Melee** bite +8 (1d8+6 plus grab) or tongue +8 touch (grab) **Space** 10 ft.; **Reach** 5 ft. (15 ft. with tongue)

**Special Attacks** bellowing croak, pull (tongue, 5 feet), swallow whole (3d6 acid and bludgeoning damage, AC 13, 3 hp), tongue

STATISTICS

### Str 23, Dex 12, Con 20, Int 1, Wis 8, Cha 6

Base Atk +3; CMB +10 (+14 grapple); CMD 21 (25 vs. trip) Feats Combat Reflexes, Improved Initiative Skills Acrobatics +11 (+15 jumping), Perception +3, Stealth +1 (+5 in swamps), Swim +14; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth (+8 in swamps)

ECOLOGY

**Environment** warm marshes **Organization** solitary, pair, or army (3-8) **Treasure** none

SPECIAL ABILITIES

**Bellowing Croak (Ex):** As a move action, a juba frog can unleash a bellowing croaking sound, which forces all creatures within 30 feet of it to succeed on a Fortitude save (DC 17) or be deafened for 1d4 rounds. This is a sonic effect. The saving throw DC is Constitution-based.

Additionally, several juba frogs working together can use their bellowing to weaken their prey before hunting. If three or more juba frogs use this ability each round for an hour or more, all creatures that are able to hear them (Perception DC o at a distance of 1 mile from the frogs) must succeed on a Will save (DC 17) or be unnerved by the constant ominous croaking, becoming shaken for 1 hour and suffering 1 point of Wisdom damage. This is a sonic mindaffecting fear effect. The saving throw DC is Constitutionbased.

Quills (Ex): A juba frog's back is covered with long, spiked quills, coated in poison. Any creature that hits a juba frog with a natural attack or unarmed strike, or which gains control of a grapple with a juba frog, is automatically struck by one of these quills, suffering 1d4 points of piercing damage and being exposed to juba frog poison.

Juba Frog Poison: Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1 Str damage; cure 1 save.

**Tongue (Ex):** A juba frog's tongue is a primary natural attack with reach equal to three times its normal reach. A juba frog's tongue deals no damage on a hit, but can be used to grab. A juba frog does not gain the grappled condition while using its tongue in this manner.

### Ecology

CR 4

Juba frogs are terrors that stalk tropical swamps and jungles, and which natives quickly learn to avoid, lest they become the juba frog's next meal. These massive amphibians are primarily active at night, and often spend several hours during the twilight croaking loudly and in great numbers, to soften up any nearby prey before they begin their hunt. Although juba frogs do wander in search of prey in the night, making them much more active hunters than many frogs, they are still fairly sedentary, and rarely travel more than one or two miles in search of a meal. Creatures who are able to escape a juba frog will find that it is not interested in pursuing them very far, and will quickly lose interest, which is why most of those who are familiar with the animal recommend running away at full speed on sight.

It is unclear whether the juba frog developed its signature long quills as a defense mechanism or a hunting tool. They are clearly more useful for defensive purposes, but juba frogs have very few natural predators, begging the question of what they would be protecting themselves from. On the other hand, the spines themselves serve little purpose for the juba frog's normal hunting methods. Scholars have suggested that they may be vestigial features, such as to protect them from natural predators that no longer exist, or that the juba frogs may in fact be evolving in ways that will make them more useful offensively, a thought which is very unsettling to those who live near the creatures.

Even though juba frogs will eat almost any animal prey, they greatly prefer to devour giant insects and arthropods, which are their favorite meal. However, when those are not to be found, juba frogs primarily eat wild pigs, lizards, snapping turtles, and other creatures of similar size which are found in great numbers in their marshy homes. Though juba frogs will happily eat humanoids and other intelligent creatures, they won't go far out of their way to do so, and are easily deterred by a concentrated attack. Most often, a juba frog reduced to fewer than 60% of its health will flee from danger, unless it is very close to finishing its prey or blinded by rage or magic. As such, juba frogs pose a much greater danger to the livestock of humanoid communities than to its people.

Juba frogs are generally only hunted by humanoids who value their quills for use as weapons or art objects, and who seek their poison either for use in combat or to be used to derive antitoxin. Juba frogs' only natural predators are magical beasts immune to poison, dragons, and, in the case of juvenile juba frogs, older juba frogs.

# Jungle Hagkin

Out of the shrubbery emerges a hunched over crone, smearing a thick paste upon yellowing claws. She smiles with crooked teeth and cruel eyes before vanishing into the jungle mists with a shrieking cry of mocking laughter.

### JUNGLE HAGKIN

CR 2

XP 600 CE Medium monstrous humanoid Init +6; Senses low-light vision; Perception +8

#### DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 22 (3d10+6) Fort +3, Ref +5, Will +5 Immune poison

#### OFFENSE

Speed 30 ft. Melee 2 claws +6 (1d4+2) Special Attacks camouflage, curse of poison

#### **STATISTICS**

Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 12 Base Atk +3; CMB +5; CMD 17 Feats Improved Initiative, Weapon Focus (claw) Skills Craft (alchemy) +6, Intimidate +7, Perception +8, Stealth +8 Languages Common, Sylvan SQ grow herb

#### ECOLOGY

Environment warm forests

**Organization** solitary, pair, or coven (3d6 plus 1 anis hag, 1 green hag, and 1 night hag) **Treasure** standard

#### SPECIAL ABILITIES

**Camouflage** (Ex): A jungle hagkin has a special natural magic which allows her to blend into her surroundings. Any round she does not make an attack, she gains concealment (20% miss chance) until she chooses to make an attack. Additionally, while so concealed, she receives a +8 racial bonus to her Stealth checks and can use the Stealth skill to hide even when observed.

**Curse of Poison (Su):** As a standard action, a jungle hagkin can cause a single living creature within 30 feet to become exceptionally vulnerable to poisons, causing the target to suffer a -4 penalty on all saving throws made to resist poison for 1 round.

**Grow Herb (Su):** A jungle hagkin can spend a fullround action in order to grow a single herb, which can be of any type which grows natively in a jungle environment. She can then harvest a single dose of that herb from that plant as a free action.

### Ecology

Hagkin are twisted humanoids resulting from the dilution of hag blood over the centuries. Hagkin strongly

resemble their distant relatives in a physical sense, including the warty skin and misshapen bones, but tend to have slightly more savage bearings and expressions, making them look less like exaggerated crones and more like degenerated and vile versions of early humans. Jungle hagkin in particular are known for their savage appearance, which stems from a potent bond with the harsh homes that feed their powers. While jungle hagkin are able to draw upon the land for supernatural powers, they lack much of the magical strength of true hags, and instead utilize this bond with the land to enhance their savage cunning in order to survive.

Jungle hagkin live in the deep and remote jungles far from civilized tribes, who view hagkin as evil and suspicious, a reputation they have earned through centuries of savage treachery. Instead, most jungle hagkin live in isolation, with each claiming a small part of the jungle as her own. An area occupied by a jungle hagkin tends to be easily distinguished by the wide array of poisonous jungle herbs growing in close concentration. These deadly gardens are created as a result of the jungle hagkin's supernatural bond with the jungle. The bounty of plants helps to enhance the jungle's ecosystem, while the poisonous herbs extracted from the plants aid the jungle hagkin in hunting prey and defending their homes.

When threatened, jungle hagkin rely almost exclusively on the potent herbs native to the jungle, both because of their familiarly with these herbs and because of their ability to create more of them, making the herbs a readily available source of power. A jungle hagkin's other abilities enhance her use of these special herbs, allowing her to easily withdraw from combat to plant and harvest more herbs while avoiding her enemies' attacks, and enhancing the herbs' efficacy as weapons. Only when surprised or cornered does a jungle hagkin turn to her claws, and usually then only for as long as it takes to flee from danger. That said, jungle hagkin are rarely surprised, and are most often encountered in combat as a result of an ambush set by a jungle hagkin in search of meat or mischief.

Jungle hagkin prefer humanoid meat to all other sorts, and often make their homes close to paths they know humanoids will travel in order to procure their favorite snack. Some jungle hagkin practice witchcraft in order to lure victims into their carefully planned ambushes, while others simply pose as something more innocent in order to convince travelers to have a cup of herb-poisoned tea prior to devouring them. Jungle hagkin do not eat their prey raw, instead flavoring their victims with pseudo-magical herbs they grow themselves. While jungle hagkin generally have to slay their prey in order to procure their meat, when the opportunity presents itself, the bestial humanoids delight in capturing live prey and using the cooking process to finish them off. To that end, jungle hagkin often anonymously employ trappers and other agents to procure living humanoids for them to feast on. These agents most often end up as meals themselves, though not until they have fully served their purpose.

Occasionally, jungle hagkin ally themselves with true hags for the benefits of both groups. In such cases, the true hags always assume leadership roles.

# Mist Stalker

The fog around you suddenly coalesces into an all too familiar form: the bent and wizened shape of your own, longdead grandfather. He beckons to you before his misty shape roils and reforms into the form of a comely young woman.

### MIST STALKER

### CR 1

**XP 400** N Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex) hp 9 (1d8+5) Fort +2, Ref +1, Will +2 Defensive Abilities incorporeal; Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +1 (1d3 Charisma damage) Special Attacks absorb memories, alter form

Spell-Like Abilities

At will—obscuring mist STATISTICS

# Str —, Dex 12, Con —, Int 12, Wis 10, Cha 14

Base Atk +0; CMB +0; CMD 13 Feats Toughness Skills Bluff +3, Fly +13, Knowledge (local) +2, Perception +4, Stealth +5 Languages Common, Aklo SQ incorporeal, misty body

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or fog of war (3-6 plus 1 spectre or ghost)

Treasure none

SPECIAL ABILITIES

Absorb Memories (Su): Whenever a mist stalker deals Charisma damage using its touch attack, it learns what its victim knew. For each point of Charisma damage dealt, the mist stalker acquires 2 years of the target's memories. These memories last for 1 year before fading away. If the mist stalker reduces a character to 0 Charisma in this way, the mist stalker becomes a ghost of the character reduced to 0 Charisma in this way for 1 year.

Alter Form (Sp): A mist stalker can alter its shape in any way it pleases, as though by the spell *veil*, except that it always appears misty and wispy. It usually uses this ability to appear as a creature from the memories it has drained.

**Misty Body (Su):** Because a mist stalker is made of mist and not entirely incorporeal, a mist stalker suffers 1 point of damage from a hit from non-magical weapon.

### Ecology

A mist stalker is a ghost-like creature created from those who die lacking a sense of identity or memory. Some mist stalkers are amnesia victims, some had their minds devoured by aberrations, and some were prisoners who forgot who they were. More than anything, mist stalkers desire a sense of identity and memories to call their own. Maddened by emptiness and unable to create new memories for themselves, mist stalkers devour the memories of the living.

As a mist stalker consumes memories, its sense of identity becomes stronger, allowing it to fill the void left by its death. If a mist stalker absorbs a target's entire sense of identity, it can take on the form of that victim's ghost, effectively replacing its lack of identify with the target's memories and continuing its undead existence. While mist stalkers retain all the memories and knowledge of their victims, they don't necessarily retain their personalities, and may have wildly different dispositions than those whose identity they adopt. Even these absorbed memories are fleeting, however, and a mist stalker is damned to an eternal existence without a true sense of identity until it is granted release, a process which involves either discovering the identity of a mist stalker and telling it who it was, or putting it to rest by force.

Driven by an absolute desire to fill the void in their souls left by losing their memories, mist stalkers pose an extreme danger to all beings with a sense of self. Luckily, mist stalkers are generally tied to a specific place, usually a place with significance to them, often to the place where they died. As such, mist stalkers are most commonly encountered in forgotten prisons, drowned towns, and long abandoned ruins.

Rarely, a mist stalker who has absorbed a sense of identity is able to travel to a place significant to that person before losing their memories once more. In these unusual cases, the mist stalker is often mistaken for a ghost, and those who encounter it may attempt to put the creature to rest using methods to free ghosts from their eternal torment. Unfortunately, researching into the life of the person whose memories the mist stalker has assumed and any reasonable means of putting that persons spirt to rest are insufficient to put the mist stalker to rest. This is further hampered because many mist stalkers convince themselves, at least for a time, that they are the personage whose identity they have assumed, and failed attempts to put their spirit to rest confuse and madden mist stalkers, possibly shaking their illusion of identity and returning them to their nightmare of amnesia. This is a sin that all mist stalkers find unforgivable, and which drives them further into a violent madness, until they have assumed another identity.

Occasionally, mist stalkers who go through a long existence of plundering identities find a sense of self as a mist stalker, and reinvent themselves as living incarnations of hunger or malice. Sadly, even these mist stalkers find a gaping whole in themselves that craves a true identity, and as they become increasingly convinced that they are lying to themselves about their newly chosen role, they find themselves drifting ever further back to a complete lack of identity.

# Night Mist

As you feed upon your victim, a red mist descends from the air to feast on the pair of you, turning you instantly from predator to prey.

### NIGHT MIST

XP 38,400

NE Large undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +3

### DEFENSE

AC 22, touch 22, flat-footed 18 (+9 deflection, +4 Dex, -1 size) hp 174 (12d8+120)

### Fort +13, Ref +8, Will +9

Defensive Abilities incorporeal; Immune undead traits

#### OFFENSE

Speed 30 ft.

Melee -

**Special Attack** cruomancy (cruomancer level 12), drain blood

#### **STATISTICS**

Str —, Dex 18, Con —, Int 10, Wis 12, Cha 28
Base Atk +9; CMB +14 (+18 grapple); CMD 28
Feats Alertness, Blood Dart, Blood Wall, Call Blood, Toughness, Vampire's Bite<sup>B</sup>, Vein of Empathy
Skills Bluff +21, Perception +3, Sense Motive +20, Stealth +19, Survival +13
Languages Common
SQ one with the night

### ECOLOGY

Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

**Cruomancy:** A night mist has a cruomancer level equal to it's Hit Dice, typically 12, and has access to the following vampire feats: Blood Dart, Blood Wall, Call Blood, Vampire's Bite, Vein of Empathy.

**Drain Blood (Su):** Whenever a night mist begins its round in a square occupied by one or more other creatures, any creature sharing a square with the night mist suffers 1d6 points of Constitution damage. The night mist gains a number of temporary blood points equal to 1/5 the Constitution damage dealt this way (total among all affected creatures, rounded down). If a creature sharing a square with the night mist has a blood point pool with blood points in it, it loses 1 blood point for each point of Constitution damage it would otherwise take. The night mist gains 1 blood point for each blood point lost in this way. A successful Fortitude save (DC 25) negates this effect (whether Constitution damage or loss of blood points).

**One with the Night (Su):** A night mist can become invisible, as the spell *invisibility*, in areas of darkness or less light.

### Ecology

**CR 14** 

Night mists are hideous undead predators that stalk the streets of major cities, hungering for blood to fuel their wicked magic. These creatures, while not mindless, are driven by a single-minded hunger which consumes them constantly. Consequently, their intellect is used almost exclusively for tormenting their prey.

Scholars have long debated the origins of the night mist, with some claiming they are the ghosts of vampires, while others have claimed them to be demons. The truth is unknown, though the fact that the night mists relentlessly hunt vampires has led some to conclude that they are some kind of curse from an evil god who holds a distaste for vampirism. Others are quick to point out that vampires and their prey makes for easy and convenient sources of blood.

Night mists utilize the same blood magic available to all disciples of cruomancy, though their particular talents tend to lend themselves more closely to cruomancy abilities which manipulate blood in someway. The actual abilities of an individual night mist vary from entity to entity, though since many cruomantic powers require a physical form, the night mist's selection is somewhat more limited than most vampiric creatures. Some scholars have theorized that night mists learn their blood magic from their victims in the same way they drain their blood, and that somehow the two events are linked. Others dismiss this theory, citing that night mists often employ blood powers without having ever fed upon a vampire. Whatever the case, more powerful night mists often have access to a wide array of potent blood powers.

Because night mists do not need to bite their victims in order to feed, and because they are able to feed on several creatures at once, night mists are extremely efficient hunters and, when threatened, often demonstrate seemingly limitless reserves of blood to power their magic. Though capable of feeding on the blood of any creature, Blood mists are inherently cruel and enjoy consuming the life force of intelligent creatures, reveling in the screams of their victims. As a result, night mists are found almost exclusively in large urban settlements, where humanoids and the vampires that prey on them are found in abundance. On extremely rare occasions, night mists can be found in long abandoned caves or tombs, starving and waiting patiently for their next meal.

Rumors persist of a means to trap or bind a night mist, allowing those who know such secret techniques to use them as guardians. This practice can be observed in the strongholds of liches and other hideous beings who lack the blood the night mists crave. Occasionally, a mortal villain will employ night mists as guardians or servants, but must do so at extreme risk, lest they accidentally become the victim of their own servitors. The methods of binding a night mist to one's will are known only to a few, though the vile wizard Therimicus is said to describe the ritual in full detail in his black grimoire, *Nessravium*.

The vampire feats possessed by the night mist can be found in the appendix section of this document, as well as in *Scions of the Vampire: Blood, Shadow, and Smoke*, from which they are originally derived.

# **Raigor**

This hulking brute towers over you. It vaguely resembles a massive, 40-foot tall gorilla, though if possible it seems to be even more muscular than those creatures. It walks more or less upright, and the earth shakes as it moves. It lets out a mighty roar and beats its palms to its chest, and you see arcs of electricity crackle across its body.

### RAIGOR

CR 19

**XP 204,800** N Colossal magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +27

#### DEFENSE

AC 31, touch 5, flat-footed 28 (+3 Dex, +26 natural, -8 size) hp 378 (28d10+224)

Fort +23, Ref +21, Will +15

**DR** 15/adamantine; **Immune** ability damage, ability drain, disease, energy drain, paralysis, polymorph, petrification; **Resist** acid 15, cold 15, fire 15

Defensive Abilities drain electricity, rock catching

OFFENSE

Speed 40 ft., climb 40 ft.

**Melee** bite +29 (4d6+9), 2 claws +29 (2d8+9)

Ranged rock +23 (4d8+13)

Space 30 ft.; Reach 30 ft.

**Special Attacks** lightning fists, rend (2 claws, 2d8+13), rock throwing, surge of strength, vengeance bolts

**Spell-Like Abilities** (CL 19<sup>th</sup>, concentration +22) 3/day—call lightning storm (DC 18) 1/day—control weather

STATISTICS

Str 28, Dex 16, Con 24, Int 11, Wis 19, Cha 17

Base Atk +28; CMB +45 (+47 bull rush, +47 grapple, +49 sunder); CMD 58 (+60 vs. bull rush, grapple, or sunder) Feats Awesome Blow, Combat Reflexes, Greater Sunder, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Climb), Skill Focus (Perception), Toughness

**Skills** Climb +40, Perception +27, Stealth +4, Swim +26

ECOLOGY	
Environment warm forests	
Organization solitary	
Treasure standard	
SPECIAL ABILITIES	

**Drain Electricity (Su):** A raigor is invigorated and empowered by electricity. Whenever a raigor would suffer electricity damage, it heals 1/2 that amount of damage, instead. Any healing in excess of the raigor's maximum hit points is converted into stored electrical energy, at a rate of 1 charge point per 2 points of excess healing. A raigor can store up to 24 charge points at any one time. Raigors have several special abilities that allow them to expend charge points for various benefits. **Lightning Fists (Su):** As a swift action, a raigor can expend 5 charge points to cause arcing waves of electrical energy to dance across its claws. This causes its claw attacks to inflict an additional 3d6 points of electricity on a successful hit, and its rend attack to deal an additional 5d6 points of electricity damage. This benefit lasts for 1d4 rounds.

# **Surge of Strength (Su):** As a swift action, by expending 8 charge points, a raigor can gain a temporary surge of strength and vigor. The raigor gains a +8 enhancement bonus to its Strength and Constitution scores. This bonus lasts for 1d4 rounds.

**Vengeance Bolts (Su):** As a move action, by expending 12 charge points, a raigor can cause electricity to wrap around its body, arcing and rolling along its form and punishing those who would harm it. This grants the raigor SR 30, and also causes any creature that hits the raigor with a natural attack, unarmed strike, or melee weapon made primarily of metal to suffer 6d6 points of electricity damage. A successful Reflex save (DC 31) halves this damage. These benefits last for 1d4 rounds. The saving throw DC is Constitution-based.

### Ecology

Believed to be the favored children of an obscure (and quite possibly dead) god of storms and lightning, these massive beasts are in many ways the embodiments of the fury of the storm. Highly deadly even in the best of conditions, the beasts are truly terrifying when a steady source of electricity is nearby, something that they can more or less count on, as they are able to call up massive thunderstorms and lightning strikes, and often do so specifically to heal or charge themselves. Although they are capable of creating their own storms, the beasts react extremely violently to stormy weather, which seems to agitate and excite them to no end. Some scholars believe that the raigor mistake these natural storms for the presence of another raigor, although this theory has never been proven. Nonetheless, it is during the stormy seasons that these creatures are the most dangerous, and protracted or powerful storms can often drive them into a frenzy that may lead them to destroy nearby settlements.

Luckily, raigor tend to live in remote areas far away from most humanoid settlements, often in tropical island archipelagos where powerful storms are common. Of course, it may be that raigor do not avoid humanoid settlements out of any conscious choice, but rather that they have destroyed whatever settlements may have been in their territory in the past, and that humanoids have wisely chosen to settle elsewhere. Very rarely, primitive humanoid civilizations who are aware of a raigor may choose to form their settlements around the great beast, worshiping it as a god in the hopes that its might will protect them. Certainly, rumor of a raigor nearby is enough to keep most would-be foes far afield. It may be that raigor-worshiping civilizations are not so mad as they might at first seem, as several such groups are rumored to have existed for centuries. It is the practice of those who worship the raigor, as well as those who wish to appease the beast's mighty wrath to save their homes, to leave it offerings.

# Runic Servant

This strange creature resembles a stone pillar that has been covered with a variety of strange runes, which glow in various colors. Six spider-like stone legs emerge from a point half-way up the pillar, and as you watch, it lifts itself up and begins shambling towards you.

### RUNIC SERVANT

CR 2

### **XP 600** N Medium construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception

### DEFENSE

AC 10, touch 10, flat-footed 10 hp 26 (3d10+10) Fort +1, Ref +1, Will +2 Defensive Abilities hardness 8; Immune construct traits Weaknesses weak to magic

OFFENSE

**Speed** 30 ft. **Melee** 4 slams +3 (1d4) **Special Attack** whirlwind slam

#### **STATISTICS**

**Str** 10, **Dex** 10, **Con** —, **Int** —, **Wis** 12, **Cha** 8 **Base Atk** +3; **CMB** +3; **CMD** 13 (21 vs. trip) **Feats** Combat Expertise<sup>B</sup>, Power Attack<sup>B</sup> **SQ** automatic recovery, fragile construction, healing explosion

#### ECOLOGY

**Environment** any **Organization** solitary, pair, or squad (3-12) **Treasure** none

### SPECIAL ABILITIES

Automatic Recovery (Su): A runic servant that is reduced to 0 hit points is not destroyed. Instead, it begins recharging, healing itself at a rate of 1 hit point per hour, during which time it is dormant and unable to act. Once it is restored to full hit points, it animates again. Alternatively, casting *make whole* immediately restores it to full hit points and usefulness. A runic servant can be permanently destroyed by being dismantled (this requires 1 hour of work and a successful DC 20 Disable Device check), or destroyed completely (such as with *disintegrate*, or by reducing it to -50 hit points or fewer).

**Bonus Feats:** A runic servant's extensive magical programming allows it to adopt a variety of tactical approaches, granting it the use of Combat Expertise and Power Attack as bonus feats, even though it does not meet the prerequisites.

**Fragile Construction** (Ex): A runic servant is particularly vulnerable to attacks, and gains only 10 bonus hit points from its size, instead of the normal 20.

Healing Explosion (Su): When a runic servant is reduced to o hit points, it releases a wave of healing energy,

which heals 3d8+3 points of damage to each living creature in a 30-foot-radius area.

Weak to Magic (Su): A runic servant is particularly vulnerable to magic. Its hardness does not apply to damage from spells or spell-like abilities, and it suffers half again as much damage (150%) from spells and spell-like abilities that deal damage. Further, it suffers a -2 penalty on saving throws made to resist spells (although it remains immune to any spell that does not affect constructs).

Whirlwind Slam (Ex): As a full-round action, a runic servant can flail all of its legs in the air, spinning its cylindrical body and creating a whirlwind of rune-covered stone. This allows the runic servant to make a total of eight slam attacks, although each attack suffers a -2 penalty, and no single creature can be targeted by more than three of the attacks.

### Ecology

Runic servants were created to serve as target practice and sparring partners for young mages, allowing them to practice their offensive magic in a safe environment that simulates the dangers of combat. Although they do not make for exceptional combatants, they are actually very sophisticated constructs, and are capable of being commanded to fight in eight different combat styles, including aggressive, defensive, passive, and swarm tactics. In theory, each runic servant is capable of standing in for several opponents, as it is able to use its spider-like legs to rain blows from a variety of different directions simultaneously.

Due to their ability to repair themselves and withstand a surprising amount of damage, some individuals—typically spellcasters—choose to use runic servants as guardians, rather than as training instructors. In these cases, the runic servant's healing explosion ability is typically deactivated (this can be done on command). Most who are able to afford better constructs to serve as defenders do so, however.

Some very powerful mages choose to create more advanced versions of runic servants so that they may practice awesome offensive magic without having to worry about hurting anyone (or revealing the true scope of their power to enemies). These more advanced runic servants feature more potent defensive abilities, and are typically imbued with at least some amount of spell resistance, to force the mage to outthink his foe rather than merely overpower it.

### Construction

A runic servant's body is built from 600 pounds of magically treated stone, engraved with a variety of mystic runes.

### RUNIC SERVANT CL 7<sup>th</sup>; Price 6,000 gp

**Construction Requirements** Craft Construct, animate object, geas/quest, mass cure light wounds, mending; **Skill** Craft (sculptures); **Cost** 3,000 gp

# Sewer Horror

This massive creature is a horrible amalgamation of a rat, a cockroach, and a crocodile. Its overall shape is like that of an enormous rat, but its snout is long and full of razorsharp crocodile teeth. Its fur comes in patches and clumps, around which are hardened green scales. On its back is a pair of fine gossamer wings like those of a fly or cockroach.

### **SEWER HORROR**

XP 25,600

N Huge magical beast Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +8

Aura stench (DC 24, 10 rounds)

### DEFENSE

AC 28, touch 10, flat-footed 26 (+2 Dex, +18 natural, -2 size) hp 207 (18d10+108)

Fort +16, Ref +13, Will +6

DR 10/magic; Resist acid 5, cold 5, electricity 5, fire 5

### OFFENSE

**Speed** 50 ft.; climb 50 ft.; fly 80 ft. (average); swim 50 ft. **Melee** 2 claws +22 (1d8+6 plus curse of sewage), bite +22 (2d6+9 plus curse of sewage/x3), tail slap +17 (2d6+3/19-20) **Space** 15 ft.; **Reach** 10 ft. (15 ft. with tail slap) **Special Attacks** noxious breath (60-ft. cone, disease, Fortitude negates, usable every 1d4 rounds), powerful bite, razor tail

#### **STATISTICS**

### Str 22, Dex 14, Con 20, Int 7, Wis 10, Cha 5 Base Atk +18; CMB +26 CMD 38

Feats Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Fly, Perception, Stealth), Toughness

Skills Climb +14, Fly +10, Perception +11, Stealth +14, Swim +14; Racial Modifiers +8 Perception, +8 Stealth

### ECOLOGY

Environment any urban

Organization solitary, pair, or brood (1-2 plus 2-12 young) Treasure standard

SPECIAL ABILITIES

**Curse of Sewage (Su):** Any creature damaged by a sewer horror's claw or bite attack must succeed on a Fortitude save (DC 24) or be afflicted with its curse of sewage. Affected creatures suffer a -5 penalty on saving throws made to resist diseases and poisons. Further, any attempts to magically cure the victim of poisons or diseases automatically fail. The curse lasts indefinitely, and can only be removed with *break enchantment* or more powerful magic.

Noxious Breath (Ex): As a standard action, a sewer horror can spray forth a disgusting mixture of sewage, bile, and worse substances in a 6o-foot cone. Each creature in the affected area is subjected to a single non-magical disease of the sewer horror's choice (typically slimy doom). The saving throw DC of the disease is normal, but the onset period is bypassed, and the disease takes effect immediately. Additionally, the number of saves necessary to cure the disease is increased by 1. Creatures already suffering from the chosen disease are not affected, so if the sewer horror uses the ability more than once on the same creature, it typically chooses a different disease the second time.

**Powerful Bite (Ex):** A sewer horror's jaws are particularly powerful, and it applies 1.5 times its Strength modifier as a bonus on damage rolls with its bite attacks. Additionally, its bite attack has a critical multiplier of x3.

**Razor Tail (Ex):** A sewer horror's long, whip-like tail is surprisingly deadly, striking with shockingly high speeds, and it threatens a critical hit on a roll of 19 or 20.

### Ecology

**CR 13** 

Sewer horrors are the result of an experiment by an elven wizard by the name of Tyranius the Deranged. According to his journals, Tyranius was attempting to create a perfect predator to wipe out the human race. His reasoning was that by combining verminous species like rats and insects, which are attracted to human waste and filth and live in human society, with a powerful and established predator, such as the crocodile, he could create a creature that would be well-adapted enough to live and hunt in human communities, but would eat humans themselves, rather than their refuse. Unfortunately for Tyranius, he was found out by a group of human adventurers and died when, in the middle of battling them, he was pushed into the cage of one of his creations. Unfortunately for the world, several of his pets had already been released, and they have since spread to a number of cities, where they thrive.

Tyranius may have been more successful than he realized. While the creatures are happy to devour any humanoid, rather than just humans, as the elf had hoped (in fact, they are also happy to eat a wide variety of nonhumanoid creatures), so far their numbers have not reached a high enough point in any given city to have a noticeable effect on the population, and, in general, their diet tends to primarily revolve around other animals and sewer creatures, with the sewer horrors only eating those humanoids foolish enough to wander into the sewers. There are a few exceptions, however, and cases in which a sewer horror grew bold enough to stalk city streets have proven truly horrific in a few cities.

While sewer horrors possess a surprising intelligence, their natural proclivity is towards stalking and perhaps adaptive problem solving, rather than on planning. Thankfully, this means that sewer horrors are generally incapable of employing a strategy beyond simple ambush tactics and scouting ahead for potential escape routes. However, rumors tell of an especially intelligent sewer horror who has achieved some talent in the arcane arts. This beast is said to use its magic to impersonate humanoids in order to wander city streets or travel from town to town in search of victims. For most sewer horrors, however, brute strength and sheer size is more than enough to terrorize their foes.

It is unknown exactly how sewer horrors travel from one city to another, as they have never been seen outside of an urban environment. Their young are born quite small, about the size of a large house cat, and so it is theorized that the sewer horror deliberately places its young in crates being shipped out of the city in the hopes that they will reach another suitable location.

# Shadow Creeper

While the creature seems in some ways to be humanoid, its body is entirely black, like an impossibly deep shadow, and its limbs are extremely limber and dexterous. It speaks with a sweet voice as its form melds into that of beautiful woman; it's almost enough to make you ignore the venom-dripping dagger that appears like magic in its delicate fingers.

SHADOW CREEPER	
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### XP 25,600

N Medium fey Init +13; Senses low-light vision; Perception +18

#### DEFENSE

AC 28, touch 24, flat-footed 14 (+1 dodge, +13 Dex, +4 natural) hp 112 (15d6+60)

Fort +9, Ref +22, Will +9

**Defensive Abilities** immune to traps, just a blur **DR** 15/cold iron

### OFFENSE

**Speed** 30 ft., climb 30 ft., swim 30 ft. **Melee** MW dagger +21/16 (1d4/17-20 x2) **Special Attacks** critical sneak, sneak attack +8d6

### STATISTICS

Str 10, Dex 36, Con 18, Int 13, Wis 10, Cha 18 Base Atk +7; CMB +7; CMD 30 Feats Dodge, Combat Expertise, Greater Steal, Improved Critical (dagger), Improved Feint, Improved Steal, Skill Focus (Sleight of Hand), Weapon Finesse Skills Acrobatics +31, Bluff +22, Climb +8, Diplomacy +22, Disable Device +28, Perception +18, Sleight of Hand +37, Stealth +31, Swim +8 Languages Aklo, Common SQ change shape (*polymorph*, any humanoid or monstrous humanoid of Medium size or smaller), master thief, superhuman agility

### ECOLOGY

**Environment** any urban **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

**Critical Sneak** (Ex): A shadow creeper multiplies sneak attack damage when it confirms a critical hit.

**Immune to Traps (Su):** A shadow creeper does not set off traps and is immune to any effect of a non-magical trap, including damage from the trap, but not poison or other secondary conditions of the trap.

Just a Blur (Su): Whenever a shadow creeper moves at least 60 feet in one round, it gains total concealment until the beginning of its next turn, as it becomes nothing more than a blur.

**Master Thief (Ex):** A shadow creeper is a perfect thief and treats all rogue class skills as class skills.

**Supernatural Agility (Su):** A shadow creeper's extremely lithe limbs allow it to take 10 on Acrobatics checks

and contort itself into extremely thin shapes. As such, it can squeeze into any space that a Fine creature could fit in.

### Ecology

CR 13

The perfect thief, the shadow creeper is an otherworldly entity obsessed with stealing, killing, and corrupting others into stealing and killing on their behalf. Though fey creatures, shadow creepers have little to do with wilderness, instead drawing their connection to the wild from the natural impulse to act in accordance with one's desires and with complete disregard for the laws of others. While many fey are chaotic and disdain laws as silly notions, the shadow creeper actively opposes the laws of civilizations, undermining them whenever they can, usually by performing impossible crimes which highlight the failings of the law and the people's ability to enforce them.

Shadow creepers favor crimes which are thought to be impossible, out of a twisted combination of love of challenge and joy of causing people to lose faith that their rules, laws, and law enforcement can keep them safe. Shadow creepers favor high profile targets such as crown jewels or well-protected political figures. They employ a wide variety of techniques to accomplish their goals, including con artistry, violence, and simply skillful thieving. Whatever the methods taken, shadow creepers never take credit for their crimes and leave unsolved mysteries in their wake, further flummoxing law enforcement.

Shadow creepers take great joy in convincing mortals to commit crimes and turn against their own institutions of justice and harmony. They accomplish this through two main means. The first is by inspiring would-be criminals with their feats of derring-do. In addition to the greatness of the committed crime itself, shadow creepers commonly manipulate press and mistrials alike to further spread word of their actions and glorify them. In service to this goal, shadow creepers will sometimes attempt crimes that are, at least in the eyes of the public, viewed as good for the common people, even if they do not normally meet the shadow creeper's high standards for criminal activity. Of course, shadow creepers with the aim of remaining anonymous often commit these acts under false names, which tend to be both exotic and easy to remember. A few shadow creepers will even foist off credit for their crimes on an unsuspecting rogue, forcing him into a life of crime for which he is well-suited, but which he perhaps would not have otherwise chosen for himself.

The second method employed by shadow creepers is far more direct. They gather skilled criminals around them, whether by simply recruiting a skilled group of individuals for a specific job with promises of pay, by extorting formerly innocent people into doing their dirty work in an attempt to force them into a life of banditry, or even by forming guilds of thieves or assassins and running things secretly from the shadows. When they can, shadow creepers prefer to force otherwise good people into betraying the system they once put their faith in, and can go to very elaborate ends to ensure that they achieve their goal, perhaps killing loved ones and pinning the blame on town guards, or employing simpler means such as direct threats to get others to cooperate in their wicked schemes.

# Shield Beetle

This immense beetle towers over you. Its beady black eyes are nearly as large as you are, and its massive shell is almost certainly thicker and harder to penetrate than many castles. Its body gleams with a strange iridescence in the light.

### SHIELD BEETLE

### XP 51,200

N Colossal vermin

**Init** -2; **Senses** darkvision 60 ft., tremorsense 200 ft.; Perception +2

#### DEFENSE

AC 34, touch 8, flat-footed 34 (+8 deflection, -2 Dex, +26 natural, -8 size) hp 275 (22d8+176) Fort +21, Ref +5, Will +9 Defensive Abilities fortified body, reflective shell; DR 10/—;

SR 31; Resist acid 10, cold 10, electricity 10, fire 10; Immune mind-affecting effects

Weaknesses vulnerable in flight

### OFFENSE

Speed 40 ft., fly 80 ft. (clumsy) Melee gore +18 (4d6+15) Special Attacks rolling trample (4d6+15, DC 31) STATISTICS Str 30, Dex 6, Con 26, Int —, Wis 14, Cha 7 Base Atk +16; CMB +34; CMD 50 Feats Awesome Blow<sup>B</sup>, Power Attack<sup>B</sup> Skills Fly -8; Racial +10 Fly ECOLOGY

### **Environment** any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

**Fortified Body** (Ex): A shield beetle is not subject to critical hits or precision-based damage.

**Reflective Shell (Su):** A shield beetle's shell is highly polished and reflective, and radiates an aura of magical protection. The shield beetle gains a deflection bonus to AC equal to its Constitution modifier. Additionally, its spell resistance is 5 higher than normal for a creature of its CR. Further, whenever the shield beetle is the target of a spell, if that spell fails to overcome its spell resistance, the spell is reflected back at the caster, as though the caster had been the original target.

**Rolling Trample (Ex):** A shield beetle can roll itself into a massive ball of armored flesh, crushing everything in its path. This functions as the trample universal monster ability, except that the shield beetle can move up to four times its speed while trampling, but must move in a straight line. The shield beetle cannot trample while flying.

**Vulnerable in Flight (Ex):** A shield beetle must open its hard carapace in order to spread its wings and fly, and its underside is much more poorly armored than its top. These factors combine to reduce the shield beetle's natural armor bonus to AC by 8 and its DR by 5 while it is flying.

### Ecology

CR 15

While these titanic insects are primarily known for being all but impervious to attack, their name actually comes from their appearance: when seen from great distances, a shield beetle's rainbow-iridescent shell takes on a metallic sheen, and when seen from above, its form resembles a popular shape of shield, with the overall shape of a slightly elongated oval with a tapered bottom and three points at the top. On the beetle, two of these points come from the carapace on its back, which extend a dozen feet or so past the rest of its body on the corners, and the middle point comes from the beetle's massive horn.

These beetles are not malicious, and do not feed on humans. Instead, their diet consists of trees, which they leave stripped down to a stump in most cases (a shield beetle can strip a small forest in a matter of weeks). Because they do not actively seek humans out, and because they are so difficult to miss, they are rarely a danger to humanoid creatures, as long as those creatures are intelligent enough to get out of their way. That said, wandering shield beetles can be quite devastating to farms, and, in rare cases, even towns and cities, as they are all but impossible to stop, and crush everything in their wake. In a few rare cases, they have actually been known to develop a taste for buildings made of wood, and have devoured entire settlements.

Shield beetles have no natural predators, owing to their massive size and extreme physical power, though on occasion a shield beetle's hunger has driven it into the path of powerful dragons and other titanic beasts which are capable of killing the monster, and storm giants have been known to hunt shield beetles in order to make lighter, more powerful armor and weapons from their carapaces. The most common danger to shield beetles comes from druidic peoples inhabiting the wild lands the beetles feast on. While shield beetles can generally overpower small or disorganized groups, larger circles with powerful spellcaster can easily defeat the titanic beetles. Further, druid circles and affiliated groups make it their business to seek out and destroy the eggs of shield beetles in an effort to wipe out their population.

Some humanoids embrace the shield beetle, however, and have even been known to form nomadic communities whose very survival is dependent on the creature. These bands typically remain on the move for most of their lives, following the shield beetle in large wagon trains. They eat the animals displaced by the shield beetle's wanderings and use its dropping for a wide variety of household needs. Some of these communities even use magic to help guide the shield beetle away from populated areas or towards especially fertile feeding grounds. These groups in the shadow of the mighty beetle often enjoy relative safety, so long as they are careful to avoid getting in the monster's way. These makeshift communities also keep and tend shield beetle eggs and larva, ensuring that the effort to wipe the beasts from the world is not entirely successful.

# Training Dummy

These dummies come in a wide variety of forms and designs, but most are Medium humanoids and like this one are quite unadorned, made of featureless wood and iron. It shambles forward with relative harmlessness, swinging slowly and gently threatening you with nothing more than a harsh lesson should you fail to kill it.

### TRAINING DUMMY

CR 1

### XP 300

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

### DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 25 (1d10+20)

Fort +0, Ref +0, Will +0

Defensive Abilities construct traits, resilient, training aid

OFFENSE

Speed 30 ft.

**Melee** 2 slams +3 (1d4+2 nonlethal damage)

STATISTICS

Str 14, Dex 10, Con -, Int 1, Wis 10, Cha 10 Base Atk +1; CMB +3; CMD 13 Feats Power Attack Skills Escape Artist +1 Languages none (understands Common) SQ command responsive

ECOLOGY

Environment any urban

**Organization** solitary, pair, or classroom (10-30) **Treasure** none

SPECIAL ABILITIES

**Command Responsive** (Ex): A training dummy is designed to be a training aid, not a treasure guardian or assault weapon, and as such can be commanded to cease its attack by anyone. In order to do this, the commanding creature must ask the training dummy to stop (or start) attacking them and succeed on an opposed Charisma check.

**Resilient** (Ex): A training dummy is much more difficult to destroy than a common construct, as it would be difficult to replace them each time one was defeated. When a training dummy is reduced to o hit points or fewer, it is not destroyed. Instead, it falls inert until restored above o hit points. A training dummy which is reduced below -50 hit points is completely destroyed.

**Training Aid (Ex):** A training dummy is designed to help train in the use of techniques and is protected by an intense magic which reduces all damage dealt to it to 1, except damage dealt by attacks made as part of, or modified by, a technique feat. This includes both weapon damage and hit point damage dealt by spells.

### Ecology

The training dummy is a basic construct inlaid with powerful enchantments in order to instruct young warriors

in the ways of combat artistry. While various schools and academies claim to have been the originators of these dummies, their wide use and long tradition makes any of these claims as likely as the next. The most commonly accepted theory is that the legendary academies of the graceful swallow created these strange devices, though this is also unproven.

A training dummy is a barely intelligent construct empowered with just enough intellect to allow it to take orders and prevent it from accidently killing trainees. Very rarely, however, these training dummies develop a more advanced intellect and go rogue. Such terrible devices are hunted down by martial adepts at all costs, for even the creature's mediocre offensive abilities could pose a real threat to civilians and even untrained warriors, due to their potent defensive magic.

It was after one such incident that a devious warrior and practitioner of the infinite shadow martial action school developed an ingenious plan to create an army of better equipped training dummies in order to conquer his enemies. Known only as the Iron Shadow, the warrior's plan seemed to be going off without a hitch, largely due to the training dummies' exceptional defensive abilities as well as the lack of training by common soldiers, and numerous cities and town ships fell to his mighty forces. However, when word got out of his dread plot, a group of shadow assassins adhering to the old tenets of their organization decided to use their skills to protect the people where traditional soldiers and guards could not. Suddenly, the battle began to turn against the Iron Shadow, who was himself captured and executed, just as his forces were routed.

During the Iron Shadow's uprising, a promising warrior mage who was skilled in the art of constructing artificial life was so impressed with the artistry of the martial adepts that he decided to create a wide variety of specialized and advanced training dummies. These advanced models are modified to improve the training of martial adepts and are employed in academies throughout the world. Each of these advanced models features small augmentations in their abilities in order to make them more challenging, and to force students to use specific techniques to succeed against them. Typical examples include training dummies whose training aid special ability is also protected against one or more martial styles or specific maneuvers, requiring one to use uncommon techniques to succeed. Others are more offensively minded and might have improved tactics and skills. These models receive a bonus technique feat and a bonus teamwork feat and are typically deployed in groups. Stronger models exist for very advanced students and are created with more Hit Dice, armed with weapons, or programmed with a wider variety of martial technique feats. It is rumored that some training dummies bestow knowledge of a single martial action technique to those fighting it, allowing them to try out a technique they don't know on the construct before choosing to train fully in that maneuver.

Training dummies are typically available for purchase at a price of 1,000 gp per Hit Dice the training dummy possesses, though the secrets of their creation are known only to a few.

# Verdant Damnation

This hideous monstrosity shambles out of the jungle's depths. Standing at a great height, its body seems to be made of a great tree trunk and propelled by hundreds of twisted roots. The main body is surrounded by writhing vines that lash out violently in a storm of death. The crest of the beast is crowned by a wide array of flowers the size of your head in every hue imaginable, producing a sweet smell.

### VERDANT DAMNATION

### XP 76,800

N Gargantuan plant

Init -3; Senses blindsight 120 ft.; Perception +27

### DEFENSE

AC 27, touch 3, flat-footed 27 (-3 Dex, +24 natural -4 size) hp 372 (24d8+264)

Fort +24, Ref +5, Will +8

**Defensive Abilities** ironwood form, mindless, plant traits **DR** 10/piercing and slashing

# OFFENSE

### Speed 30 ft.

Melee mass of vines (2d6 tentacles) +29 (2d8+15 plus grab) Space 20 ft.; Reach 20 ft.

**Special Attacks** constrict (2d8+15), mass of vines, poison cloud, strangle

### STATISTICS

Str 40, Dex 5, Con 30, Int —, Wis 10, Cha 5 Base Atk +18; CMB +37 (+41 grapple); CMD 44 (+48 grapple) Feats Ability Focus (poison cloud)<sup>B</sup>, Toughness<sup>B</sup> Skills Perception +27

#### ECOLOGY

**Environment** any forest

Organization solitary or escort (1 plus 2-12 standard treants) Treasure standard

### SPECIAL ABILITIES

**Ironwood Form (Su):** A verdant damnation has the ability to transform the wooden portion of its body into wood hard as iron, making it exceptionally difficult to harm. The verdant damnation gains a natural armor bonus to AC equal to its Constitution modifier (typically +10), and its damage reduction cannot be overcome except by adamantine weapons. While in this form, it cannot move, and it suffers a -3 penalty on the roll to determine the number of tentacles it can attack with using its mass of vines ability. Activating or deactivating this form is a standard action which does not provoke attacks of opportunity.

**Mass of Vines (Ex):** A verdant damnation's body contains a mass of tentacle-like vines which can attack its foes. Each round, roll 2d6 to determine the number of tentacle attacks it can make that round. For each creature that it is currently grappling, reduce the result by 1. Note that the verdant damnation must still make a full-attack action to make more than a single tentacle attack on any given round, regardless of the amount rolled. **Poison Cloud (Ex):** A verdant damnation's body is covered in flowers that constantly produce a cloud of vapor which affects the minds and bodies of all living creatures within a 50-foot radius. All living creatures within that area must succeed on a Fortitude save (DC 34) or become sickened for 1 round, and then must succeed on a Will save (DC 34) or be compelled to move at least 5 feet closer to the verdant damnation. Creatures already adjacent to the verdant damnation are immune to the second effect. The saving throw DC is Constitution-based, and includes a +2 bonus from Ability Focus.

**Strangle (Ex):** A verdant damnation chokes the life out of its prey. Creatures the verdant damnation is grappling must hold their breath or begin to suffocate. Each round that a creature the verdant damnation is grappling suffers damage as a result of the constrict attack, he must succeed on a Fortitude save (DC equal to the amount of damage dealt by the constrict attack that round) or have the remaining number of rounds that he can hold his breath before needing to make Constitution checks to do so reduced by 1 additional round.

### Ecology

**CR 16** 

The living embodiment of the most deadly and vile of jungles, the verdant damnation is one of the most feared plants of all. Its body consists of a single massive tree, surrounded by a mass of tentacle-like vines which lash about for prey. Finally, it is covered in numerous flowers which contain tiny mouths, used to devour food. Though not intelligent, verdant damnations are often directed by jungle deities or powerful druids to serve their wicked ambitions. Left to their own devices, verdant damnations are driven primarily by mindless hunger and fierce territorial instincts. Since verdant damnations are the embodiment of verdant realms, they do not reproduce naturally, meaning the creatures are exceedingly rare. Because of their extremely remote habitats, they rarely interact with humanoids, except when driven to do so.

It is not uncommon for those who share a habitat with a verdant damnation to worship the creature as a god and to leave sacrifices for the beast in order to keep its hunger at bay and to keep the creature itself as far from the rest of them as possible. Wherever they dwell, verdant damnations inspire rumors and terrified whispers about their presence. Owing to these facts, those who learn about the creatures rarely seek them out.

It is rumored that the mightiest of verdant damnations exists within a hidden garden, abandoned since the beginning of time, which bears a magical fruit that imparts great wisdom and power to those mighty enough to slay the abomination. Some versions of the tale instead state that the fruit is poisonous, or that the verdant damnation is unconquerable, except by those already in possession of great wisdom and power. Still others dismiss the whole tale as rumor spawned by those who witnessed the majesty of the verdant damnation and escaped with their lives.

# Wyrm Snake

The serpentine creature before you defies normal explanation. From head to tail, it is fully 50 feet long and nearly 4 feet thick at the waist. The creature is covered in green and gold scales which gleam in the sunlight. The fangs of this immense snake drip with amber-colored venom, and its emerald eyes glare forward hungrily.

### WYRM SNAKE

### CR 17

**XP 102,400** N Gargantuan animal **Init** +5; **Senses** Perception +35

### DEFENSE

AC 34, touch 7, flat-footed 23 (+1 Dex, +27 natural, -4 size) hp 299 (26d8+182) Fort +21, Ref +18, Will +13 Immune poison

#### OFFENSE

Speed 50 ft., climb 20 ft.

**Melee** bite +24 (4d6+9 plus grab plus poison/19-20), slam +24 (2d6+9 plus grab)

#### Space 20 ft.; Reach 20 ft.

**Special Attacks** bleeding attack, constrict (2d6+14), greater swallow, swallow whole (2d6 bludgeoning damage plus poison, AC 23, hp 27), venom spray

### STATISTICS

**Str** 28, Dex 12, Con 22, Int 1, Wis 16, Cha 4 **Base** Atk +19; CMB +32; CMD 43

**Feats** Alertness, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Armor, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness, Vital Strike

Skills Climb +26, Perception +36, Sense Motive +5

#### ECOLOGY

**Environment** warm and temperate forests **Organization** solitary **Treasure** none

SPECIAL ABILITIES

**Bleeding Attack (Ex):** In addition to being highly poisonous, a wyrm snake's venom also causes wounds to fester and remain open, leading to them bleed profusely. A character who takes damage from the wyrm snake's bite attack also suffers 2d6 points of bleed damage. This bleed damage cannot be healed by any means while the target is suffering from the wyrm snake's poison.

**Greater Swallow** (Ex): A wyrm snake swallows prey of up to Huge size whole and has exceptionally powerful muscles for doing so. A newly swallowed creature cannot act for 1d4 rounds after being swallowed by the wyrm snake.

**Poison (Ex):** Bite—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 1d4 Str, Dex, and Con; *cure* 2 saves.

**Venom Spray** (Ex): A wyrm snake has specialized venom sacks which can expel poison from its mouth at extreme velocity. As a full-round action, a wyrm snake

can expel poison in a 6o-foot cone, exposing characters within the area to the its poison. The wyrm snake becomes nauseated for 1d4 rounds after using this ability.

### Ecology

Wyrm snakes are massive predatory snakes living in the most remote of jungles. Remnants from a prehistoric time, when megafauna were much more common, the wyrm snake was the apex predator of its time. At their peak, wyrm snakes were relatively widespread, with perhaps as many as 2 dozen or so living on any given continent and sharing the wealth of food among themselves. Early civilizations worshiped wyrm snakes as gods, fearing their destructive potential and in awe of their sheer size and power. Over time, changing climates and diminishing habitats would greatly reduce wyrm snake populations. Today they are all but extinct, found only in remote areas where megafauna still thrive, and are rarely seen in significant numbers.

Wyrm snakes are fiercely territorial, non-social animals, and require vast tracks of land to themselves, which leads to few meetings between the great beasts. Wyrm snakes are incredibly long-lived creatures, capable of living for more than 2,000 years. Mating occurs only very infrequently, perhaps once every 600 or 700 years. Eggs can take as many 120 years to hatch and are typically laid underground or in very remote areas. When born, a wyrm snake is 10 feet long and nearly 6 inches thick. By the time they reach full maturity, they can be as large as 60 feet and weigh several tons.

Though nearly extinct today, if anything this has caused cults surrounding the wyrm snake to deify them further, misunderstanding their practical uniqueness for a sign of divinity. Cults surrounding the creatures can be widespread in remote areas, if secretive, and devote themselves to the great beasts in the misguided belief that they will favor them in some way. Such cults carefully tend to eggs and often build their temples around them, seeking strength in the powerful beasts. Other cult activities commonly include working to sustain the creatures' staggering diet of large prey animals, as well as a variety of righteous or nefarious doings beyond the care or concern of wyrm snakes. Cults led by powerful druids and shamans often seek some way to control the wyrm snake and bring it under their power. Though no cult is known to have succeeded in this endeavor as of yet, the remoteness and secrecy of such things makes information difficult to gather.

Early wyrm snakes were occasionally captured by very powerful demons to be kept as pets. In the ages since, fiendish varieties of wyrm snakes have survived and thrived in the lower planes, where food is plentiful and often within easy reach of such a powerful monster. While few demons keep wyrm snakes these days, some consider it a sign of high station to command wyrm snakes as mounts and warriors in their armies. Some of these lower planes wyrm snakes have a potent intellect, and when called to the Material Plane revel in the role of god, which their more mundane kin are unable to appreciate. Such fiendish wyrm snakes are a real threat to the world at large, and require equally potent threats to deal with.

# Zombie, Spellbane

Enshrouded in a pale blue veil, this creature was once clearly human, and though now broken and twisted, it somehow maintains a beauty in death which defies explanation. Its beautiful and cracked face wears a look of pure malice as it approaches you, arms outstretched as if to strangle you.

### ZOMBIE, SPELLBANE

### XP 2,400

NE Medium undead Init +0; Senses darkvision 60 ft.; Perception +1

#### DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural) hp 52 (7d8+21)

Fort +5, Ref +2, Will +6 Defensive Abilities immune to magic, mindless; Immune

undead traits

#### OFFENSE

#### Speed 30 ft.

Melee 2 slams +6 (1d4 +1 plus grab) Special Attack curse of silence, curse of stillness, drain magic, grab

### **STATISTICS**

**Str** 12, **Dex** 10, **Con** —, **Int** —, **Wis** 12, **Cha** 16 **Base Atk** +5; **CMB** +6 (+10 grapple); **CMD** 16

#### ECOLOGY

**Environment** any **Organization** solitary, pair, or doom (3d10 + 1 evil cleric of 10<sup>th</sup> level or higher) **Treasure** standard

### SPECIAL ABILITIES

**Curse of Silence** (Su): A spellbane zombie is able to curse creatures with a kiss. In order to do this, it must first successfully grapple a creature. If it does, the spellbane zombie may choose to deliver its curse instead of doing damage. A character it kisses must succeed on a Will save (DC 16) or be unable to speak or cast spells with verbal components for 24 hours, or until the spellbane zombie is slain, whichever comes first.

**Curse of Stillness** (Su): A spellbane zombie is able to curse creatures with a kiss. In order to do this, it must first successfully grapple a creature. If it does, the spellbane zombie may choose to deliver its curse instead of doing damage. A creature targeted with this curse must succeed on a Fortitude save (DC 16) or suffer 1d2 points of Strength and Dexterity damage and be unable to cast spells with somatic components for 24 hours, or until the spellbane zombie is slain, whichever comes first.

**Drain Magic (Su):** A spellbane zombie can drain the enchantment from a magic item it touches. In order to do this, it must succeed on a touch attack against the creature holding the item (if the item is held) or against the item (if the item is unattended). The item then must succeed on a Fortitude save (DC 16) or be drained of all its magic, becoming mundane for 24 hours, or until the spellbane zombie is slain, whichever comes first.

**Immune to Magic (Su):** A spellbane zombie is completely immune to harm from most magical sources. A spellbane zombie suffers no damage from spells or spell-like abilities (except for *holy word* and *undeath to death*), and is immune to magic weapons, except for good-aligned weapons, effectively having an unlimited amount of damage reduction against such attacks. In order to overcome this immunity, a weapon must actually be good-aligned (such as a weapon with the *holy* special ability or a weapon affected by an *align weapon* spell) and not just have a suitably high enhancement bonus. A spellbane zombie is affected normally by mundane weapons, supernatural or extraordinary abilities, and the energy created by the channel energy class feature.

### Ecology

CR 5

Spellbane zombies are the risen bodies of those creatures slain by magic for no cause other than that the slayer could do so. Spellbane zombies hate and envy the living with a mindless passion, and are attracted to the presence of spellcasters who wander too near to their resting place.

Spellbane zombies blindly hate magic of all kinds and seek to kill those who posses it at all costs. They favor killing spellcasters above all else, but also are known to attack those who carry magic items or are under the effects of powerful spells. A spellbane zombie's natural resistance to magic and other inherited powers make it an extremely dangerous foe for even the most powerful of adventurers, though it poses an even greater threat to spellcasters, who often have virtually no defense against them. Because a spellbane zombie suffers no damage from attacks with magical weapons, powerful characters are often at more of a disadvantage than the uninformed and inexperienced adventurers more likely to wander into their territory. Because of the way in which they are created, it is advised that adventurers plundering the areas where great and evil mages of ages past practiced magic exercise care.

The term spellbane zombie itself is something of a misnomer, as they are not actually zombies in the true sense of the word, but are instead an entirely unique undead creature which arises from extraordinary circumstances. Since the spellbane zombie superficially resembles the person it used to be, and because they return to life as an undead, they were called zombies by the adventurers who first encountered them. The name was used so commonly that the creatures became generally known by it. Though spellbane zombie is the most common name to call these creatures, they have several other names, including magiceater, returned, and arcaneslain. As unintelligent undead, the spellbane zombies have no name for themselves and care little what their would-be victims call them, being driven only by a singular and all-consuming hatred for the force which so senselessly claimed their lives in a time long forgotten.

# **Monster Demographics**

The following section provides a breakdown of the monsters in this book, organizing them by CR, name, terrain, and type.

# Monsters by Terrain

The following section lists the monsters in this book by the terrain in which they appear. Within each terrain type, the monsters are presented in alphabetical order.

Any: aegisphere, aryiogh, clockwork knight, cosmic ooze, flame rider, gozar, iktha'ar, karlitia angel, maw demon, mist stalker, night mist, rovilax demon, runic servant, shield beetle, spellbane zombie

**Coast:** angler chuul

**Forests:** autumn dryad, giant songbird, jungle hagkin, raigor, spring hag, verdant damnation, wyrm snake

Hills: flamespit

Mountains: flamespit

Ocean: angler chuul

Swamp: juba frog, marsh chimera, spring hag

Underground: flamespit, skittering behemoth

Urban: sewer horror, shadow creeper, training dummy

# Monsters by Type

The following section lists the monsters in this book by their creature type. Within each creature type, the monsters are presented in alphabetical order.

Aberration: angler chuul, aryiogh

Animal: juba frog, wyrm snake

**Construct:** aegisphere, clockwork knight, runic servant, training dummy

Fey: autumn dryad, flame rider, shadow creeper

Magical Beast: flamespit, giant songbird, marsh chimera, raigor, skittering behemoth, sewer horror

Monstrous Humanoid: iktha'ar, jungle hagkin, spring hag

**Ooze:** cosmic ooze

Outsider: karlitia angel, maw demon, rovilax demon

Plant: verdant damnation

Undead: mist stalker, night mist, spellbane zombie

Vermin: gozar, shield beetle

### Monsters by CR

The following table lists the monsters in this section by CR, from lowest to highest, and also lists the page number for each monster. If two monsters have the same CR, they are listed in alphabetical order.

### Table 4-1: Monsters by CR

CR	Monster	Page
1	Mist stalker	146
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# **Templates**

The following section provides four new templates, each of which can be applied to a specific type of elemental. They are presented in alphabetical order.

### Benthic

Benthic water elementals hail from the very depths of the elemental Plane of Water, where no life can exist easily. Often, benthic creatures have a predatory nature that few other water elementals share. Benthic elementals have a number of potent water-related abilities.

### **Creating a Benthic Creature**

"Benthic" is an inherited template which can be applied to water elementals of any size or type.

**CR:** Same as the base creature +2.

**Size:** Benthic water elementals are larger than typical water elementals. Increase the size category of a benthic water elemental by one step, to a maximum size of Gargantuan. Apply all appropriate adjustments for the creature's new size, including ability score adjustments.

**Defensive Abilities:** A benthic water elemental gains the defensive ability described below.

*Hide in Water (Sp):* Benthic water elementals can hide in the water as the spell *invisibility*, but only while submerged in at least 2 feet of water. Benthic water elementals can use this ability at will.

**Special Attacks:** A benthic water elemental gains the special attack described below.

Drown (Sp): Whenever a benthic water elemental is in control of a grapple, in addition to doing damage, it can force its foe to hold his breath or drown. See drowning for more information.

**Spell-like Abilities**: A benthic water elemental gains spell-like abilities based on its Hit Dice, as described below. It can use each of its spell-like abilities 3 times per day.

5 HD: A benthic water elemental with 5 or more HD can cast obscuring mist as a spell-like ability 3 times per day.

*10 HD*: A benthic water elemental with 10 or more HD can cast *water breathing* as a spell-like ability 3 times per day. Additionally, it can dispel *water breathing*, and any other spell, spell-like ability, or supernatural ability that grants the ability to breathe underwater, by expending one use of this spell-like ability.

15 HD: A benthic water elemental with 15 or more HD can cast *control water* as a spell-like ability 3 times per day.

### Crag

Crag earth elementals are larger and more heavily armored than their brethren, with large earthen structures which fortify their bodies. Crag earth elementals tend to be sedate, but are quick to anger when disturbed.

### **Creating a Crag Creature**

"Crag" is an inherited template which can be applied to earth elementals of any size or type.

**CR:** Same as the base creature +2.

**Size:** Crag earth elementals are larger than typical earth elementals. Increase the size category of a crag earth elemental by one step, to a maximum size of Gargantuan. Apply all appropriate adjustments for the creature's new size, including ability score adjustments.

**Defensive Abilities:** A crag earth elemental gains the defensive ability described below.

*Earthen Shell (Sp):* A crag earth elemental can surround itself with its earthy body. Whenever it takes the total defense action, its DR is increased by 5/-.

**Special Attacks:** A crag earth elemental gains the special attack described below.

Hammer Smash (Sp): Whenever a crag earth elemental confirms a critical hit, it deals x4 damage instead of x2 and knocks the target 10 feet back. If the target encounters an obstacle in this range, it suffers additional damage equal to the crag earth elemental's slam attack.

**Spell-like Abilities:** A crag earth elemental gains spell-like abilities based on its Hit Dice. It can use each of its spell-like abilities 3 times per day.

5 HD: A crag earth elemental with 5 or more HD can cast mud ball<sup>APG</sup> as a spell-like ability 3 times per day.

10 HD: A crag earth elemental with 10 or more HD can cast *stone shape* as a spell-like ability 3 times per day.

15 HD: A crag earth elemental with 15 or more HD can cast *transmute rock to mud* and *transmute mud to rock* as spell-like abilities a total of 3 times per day.

# Ephemeral

Ephemeral air elements are composed of thin air and can return to it at will; they also have greater control of the air around them, allowing them to create deadly cyclones. Ephemeral air elementals tend to be aloof and unconcerned with others, though those that do earn their ire find them to be destructive and persistent in their wrath.

### **Creating an Ephemeral Creature**

"Ephemeral" is an inherited template which can be applied to air elementals of any size or type.

**CR:** Same as the base creature +2.

**Size:** Ephemeral air elementals are larger than typical air elementals. Increase the size category of an ephemeral air elemental by one step, to a maximum size of Gargantuan. Apply all appropriate adjustments for the creature's new size, including ability score adjustments.

**Defensive Abilities:** An ephemeral air elemental gains the defensive ability described below.

Thin Air (Su): As a standard action, an ephemeral air elemental can become insubstantial, gaining the incorporeal special quality and all benefits of being incorporeal. An ephemeral air elemental can end this effect as a swift action, becoming corporeal again.

**Special Attacks:** An ephemeral air elemental gains the special attack described below.

*Cyclone (Su):* Regardless of his size, the first time each round a creature comes into contact with the ephemeral air elemental's whirlwind attack, he suffers damage equal to its slam attack. This is in addition to any damage actually dealt by the whirlwind. Additionally, a creature which succeeds on his second Reflex save against the whirlwind is knocked prone if he is small enough to have been picked up by the whirlwind.

**Spell-like Abilities:** An ephemeral air elemental gains spell-like abilities based on its Hit Dice. It can use each of its spell-like abilities 3 times per day.

*5 HD*: An ephemeral air elemental with 5 or more HD can cast *gust of wind* as a spell-like ability 3 times per day.

10 HD: An ephemeral air elemental with 10 or more HD can cast wind wall as a spell-like ability 3 times per day.

*15 HD:* An ephemeral air elemental with 15 or more HD can cast *control wind* as a spell-like ability 3 times per day.

# **Ghost Flame**

Ghost flame fire elementals burn brightest on the elemental Plane of Fire and are more truly in connection with fire than a typical fire elemental. Less solid than others of their kind, ghost flame fire elementals are still able to wreak havoc on the physical world and will take any opportunity to engage in wanton destruction.

### **Creating a Ghost Flame Creature**

"Ghost flame" is an inherited template which can be applied to fire elementals of any size or type.

CR: Same as the base creature +2.

**Size:** Ghost flame fire elementals are larger than typical fire elementals. Increase the size category of a ghost flame fire elemental by one step, to a maximum size of Gargantuan. Apply all appropriate adjustments for the creature's new size, including ability score adjustments.

**Defensive Abilities:** A ghost flame fire elemental gains the defensive ability described below.

Insubstantial (Su): A ghost flame fire elemental is made from pure fire and is thus difficult to harm. A ghost flame fire elemental suffers only half damage from all nonmagical attacks and spells, except those which deal cold damage. Additionally, a ghost flame fire elemental gains a +2 dodge bonus to AC against weapon attacks, except those made with a *frost, icy burst,* or *ghost touch* weapon.

**Special Attacks:** A ghost flame fire elemental gains the special attack described below.

Arcing Flame (Su): A ghost flame fire elemental can create an arc of flame as a standard action. This requires a ranged touch attack with a range of 30 feet. If the attack is successful, the target is treated as though he were affected by the ghost flame fire elemental's burn special attack, suffering damage and being forced to succeed on a saving throw or catch on fire.

**Spell-like Abilities:** A ghost flame fire elemental gains spell-like abilities based on its Hit Dice. It can use each of its spell-like abilities 3 times per day.

*5 HD:* A ghost flame fire elemental with 5 or more HD can cast *burning hands* as a spell-like ability 3 times per day.

10 HD: A ghost flame fire elemental with 10 or more HD can cast *wall of fire* as a spell-like ability 3 times per day.

15 HD: A ghost flame fire elemental with 15 or more HD can cast *delayed blast fire ball* as a spell-like ability 3 times per day.

# <u>Akori</u>

The akori is an odd, plant-like creature that dwells deep in remote places. Unique among plant creatures for their inherent connection to humanity, akori have little in common with other monstrous plants and in many ways serve as a sort of bridge between common humanoids and garden variety plants. Bizarre in shape and temperament, there is little doubt, however, that akori are far from the usual humanoid. These alien creatures rarely choose to interact on a large scale with other civilized races who cannot understand their culture, and thus it is uncommon to encounter an akori outside of the adventuring profession.

**Physical Description:** Akori are truly strange to behold. Their bodies are made from soft stem- or vine-like cords covered with large green leaves wrapped tightly around each other, forming a large stalk roughly 5 feet tall. Lacking legs or feet, the akori is propelled by a mass of root-like vines at the base of the stalk. At the center of the stalk, two sets of 10 long grassy appendages serve as a combination of fingers and arms and allows the akori to manipulate objects in much the same way a human does, though with twice as many fingers, given that the akori lack specialized thumbs. At the top of the stalk, amid a crown of large, fern-like leaves is the akori's head, which consists of a small mouth for digesting food and a single large eye which is adapted for seeing in both the light and the dark. Akori speak with shrill and reedy voices.

**Society:** Akori society is as odd as their physical appearance and is completely alien to those members of other civilizations who come into contact with it. Strangely enough, the most common thing to confuse or baffle observers is that the akori are completely genderless. Akori reproduce asexually and thus have no concept of gender within their isolated communities. Akori adventurers often find the idea that akori should assume a gender role confusing, if novel, and rarely do so unless they spend extensive time out in the world. As a result, there are no gendered pronouns in the akori language (such as he/she or him/her) and all people are referred to by name, or by "akori" followed by some descriptor.

The akori also do not need many of the same things humans and other races do: they need not hunt for food as the sun alone provides adequate nourishment, and they are well adapted to living in a wide variety of harsh environments, meaning that the struggle for survival is effortless for the akori. Driven neither by a need to reproduce nor eat, akori are occupied with their comfort and with their curiosity. Akori cities occupy vast caverns under harsh and often rather poisonous jungles, and feature great buildings constructed from giant nutshells and the exoskeletons of monstrous vermin. Great crystalline structures provide constant sources of bright, nourishing light to keep the akori healthy and happy. In addition to this, akori cities often contain vast insect farms which breed new and everchanging varieties of bug for the akori to feast upon. Akori curiosity drives them to try all sorts of things, ranging from the innocent and benign to the truly depraved and twisted.

**Relations:** Most civilized races ignore the akori for the simple lack of knowing that they are there. When a member of a civilized race does encounter an akori, he tends to think of the strange creature as a monster, and so violence is the most common outcome of akori interactions with other races. Akori never come to fully trust members of other races; failing to understand them on any real level, they only very rarely try. That being said, simple curiosity or mutual interest make akori excellent, if somewhat fickle, allies.

Alignment and Religion: Nearly all akori are some kind of neutral alignment, with true neutral being the most common alignment. The akori outlook is wildly different from that of the rest of the world, and their society embraces all akori regardless of their motivations, so long as their actions are not detrimental to their society at large. Thus a neutral evil akori who performed a vivisection on a dwarf in front of its family in order to see their reactions would not be looked down upon in their society, any more than one who spent all their time giving money to human churches in order to see if things would really improve as a result. An akori who attacked another akori, however, would be ostracized from akori society at the very least.

Almost all akori worship nature, and they have a strong druidic traditions focusing on reverence for plant life, particularly for intelligent plants, which surely are nature's greatest wonder. A handful of akori adopt religions from other lands, though this is viewed as strange and unwelcome.

Adventurers: Akori adventurers are most often curious about the world, and find that their curiosity is difficult or impossible to satisfy in a controlled setting. Most akori adventurers are druids or rangers, favoring careers that expand nature's influence and championing the causes of plants everywhere.

Names: Aestivalis, Argostemma, Athemis, Chloria, Cyanus, Florian, Gypsophil, Purpurea, Rhan, Viloa.

# **Racial Traits**

The following are the default racial traits for akori.

### **Standard Racial Traits**

- Ability Score Racial Traits: Akori are hale and hearty while remaining wise to the ways of nature, but are extremely slow and ponderous for creature of their size. Akori gain a +2 bonus to their Constitution and Wisdom scores, while receiving a -2 penalty to their Dexterity.
- **Size**: Akori are Medium creatures with and thus receive no bonuses or penalties due to their size.
- **Type:** Akori are humanoids with the akori subtype. They are also treated as being plants for the purposes

of any spell or effect that applies to plant creatures, but do not gain any of the traits of the plant type.

- **Base Speed:** Akori have a base speed of 20 feet.
- Languages: Akori begin play speaking Common and Akori. Akori with a high Intelligence score can choose from the following additional languages: Aklo, Aquan, Elven, Gnome, Sylvan and Terran.

### **Defense Racial Traits**

- **Resistant to Poison (Ex):** An akori's plant-like body makes it highly resistant to poisons that affect most other humanoids, granting it a +4 bonus on saving throws made to resist the harmful effects of poison.
- Hearty (Ex): An akori's vegetative body makes it resistant to many of the woes of humanoid creatures, granting it a +2 racial bonus on all saving throws made to resist sleep, stunning, and paralysis effects.

### **Other Racial Traits**

• **Modular Body** (Ex): All akori have one of three body types which grant it additional abilities. Once chosen, the type of body modification cannot be changed, except through magic which would alter the akori's body (such as an *alter self* or *reincarnate* spell). The three body forms are flowering, bark, and creepers, and have the following characteristics:

*Bark (Ex):* An akori with the bark body form is covered in a dense bark that serves as a natural armor. This grants a +1 natural armor bonus to AC.

*Creepers (Ex):* An akori with the creepers body form has a body covered in mobile vines designed for slowly climbing up structures. Akori with this body type gain a climb speed of 10 feet.

*Flowering (Ex):* A flowering akori is covered in colorful flowers which exude a sweet scent. These flowers give the akori a pleasant appearance and put those who smell the akori at ease, granting the akori a +2 bonus on all Charisma-based skill checks.

Light-Nourished (Ex): An akori draws its sustenance and much of its power from the surrounding light. In areas of normal light, the akori is constantly sustained and becomes immune to the fatigued and exhausted conditions (an akori that already has the fatigued or exhausted condition recovers from that condition in 1/4 the normal amount of time as long as it is in an area of normal or brighter light). Additionally, so long as an akori spends at least 8 hours per day in areas of normal or brighter light, it does not need to eat, though it still must consume water. In areas of bright light, an akori is further empowered, gaining a+1 racial bonus on all ability checks, skill checks, and saving throws. Conversely, an akori is weakened in areas of darkness. Whenever an akori is in an area of

darkness, he suffers a -1 penalty on all attack and damage rolls. Additionally, an akori who spends at least 24 hours in an area of darkness becomes exhausted.

# **Favored Classes**

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

**Barbarian:** The barbarian's natural armor bonus to AC increases by +1/4.

**Cleric:** The cleric gains 1/2 of an additional daily spell slot of the highest spell level she can currently cast. These slots can only be used to prepare spells from the plant domain. The cleric can prepare spells from the plant domain in these spell slots, even if she wouldn't otherwise be able to cast those spells.

**Druid:** The druid gains 1/2 of an additional daily spell slot of the highest spell level she can currently cast.

**Inquisitor:** The inquisitor adds +1/2 on Intimidate and Perception checks made against humanoids.

**Ranger:** The ranger's natural armor bonus to AC increases by +1/4.

### **Racial Archetype**

The following archetype is available to akori druids.

### Akori Plantfriend (Druid)

Akori plantfriends are druids devoted to the preservation of their fellow plants and plant creatures. As survival of local plant life is of chief importance to the akori, these druids are revered in their culture. This archetype is only available to akori characters.

**Plant Focused (Ex):** An akori plantfriend is a master of casting spells which manipulate and aid plants. Whenever an akori casts a spell which targets a plant, she is treated as though her caster level were two higher than it actually is.

This ability replaces the wild empathy class feature.

**Plant Form (Ex):** Beginning at 9<sup>th</sup> level, whenever the akori assumes the form of a plant creature using a polymorph effect (including using wild shape) to replicate *plant shape*, she gains an additional +2 bonus to any ability score enhanced by that spell. This bonus increases by an additional +2 at 17<sup>th</sup> level.

This ability replaces the venom immunity class feature.

# Arthubel

Specially bred by aboleths in order to provide a superior slave race in their underwater home, the arthubel are an industrious and capable race of builders and guardsmen. Until very recently, the arthubel were kept in isolation by their aboleth masters, but after generations of slavery, fate intervened, destroying their creators and allowing the arthubel to command their own destinies. Left without a home and more enemies than they can count, arthubel have been forced into a life fraught with danger and excitement.

**Physical Description:** The arthubel are crustaceanlike humanoids with a tauric body. They have four chitinous legs which propel them on land and through the water at great speed. Their upper body is rubbery and highly reminiscent of humans, with an upright torso and two arms. Their bodies tend to be very well muscled beneath the rubbery shell that keeps their skin from deteriorating in the water. Their heads are similar to those of other creatures of the deep oceans, looking like some ancient fish with exaggerated jaws and large, well-developed reflective eyes. Males have more chitin on their torso and arms, giving them a look of being armored at all times, while females are slightly larger and lither in appearance. All arthubel speak with a quick, clicking voice, difficult for most others to understand.

**Society:** The arthubel were created by a colony of aboleths to serve them as a superior race of slaves. The initial desires of the aboleths were to create a race which could breed true, unlike their skum servants, and which would be better able to move about underwater and skilled enough to build their cities. The experiments were successful, and the arthubel quickly supplanted the skum within the colony. The new slaves were bred to be perfect servants and were imbued with intense loyalty, as well as great skill in both industrial labor and creative artisanship. For untold generations the arthubel toiled for their aboleth masters, building fantastic cities and serving as front line troops in their conflicts with other underwater creatures.

Eventually, the colony of aboleths came into conflict with a kraken sorcerer of such immense power that they could not hope to prevail against it. The aboleths and their fortress city were destroyed, and the only remnants of their legacy were the hordes of arthubel living in crowded subterranean vaults beneath the city. Emerging to find their life work gone and their masters dead, the arthubel found themselves alone and unsheltered. Coupled with a new found freedom in the withdrawal of magical compulsion, the arthubel were lost. At first, they survived on pure instinct, and it would be some time before they began to come together and form societies.

Arthubel society today is driven by industrial merit and sees every member of society dedicated to craftsmanship and duty to the whole. They live in vast vault-like cities of exceptional, if uncreative, beauty, and are ruled by extremely totalitarian local governments. Known for being outstanding craftsman, arthubel builders and smiths are in high demand, which allows commerce to drive their success.

**Relations:** Though initially suspicious of other races, the arthubel's skill at craftsmanship and need for commerce has led to an open trade policy and given rise

to cosmopolitan attitudes. While arthubel get along well with most aquatic races, they have a strong memory of their aboleth oppressors and kraken destroyers and so avoid the terrors of the deep with a near religious fervor. The arthubel have only very limited contact with surface races, doing some work with friendly coastal communities. However, they usually contract with merfolk, or another common aquatic race, to handle the negotiations in such matters, as most civilized races have difficulty understanding arthubel speech and view their hideous appearance as a sign of danger.

Alignment and Religion: Because of their heritage and industrious nature, most arthubel are lawful in alignment. They look for structure in all things and thrive on discipline and order. Most arthubel find chaotic ideas to be very disturbing and have little tolerance for such things. Chaotically-aligned arthubel are most often rebels or criminals in hiding from the rest of arthubel society. Arthubel are most often neutral, finding ideals of goodness and evil to be dangerous extremes that disrupt the harmony and order on which they thrive. Arthubel worship gods of the sea and gods of artifice common to the region they live in and have no religion of their own.

Adventurers: Arthubel adventurers are most often guards or traveling craftsmen whom circumstance has forced into danger. Arthubel are well suited to careers as wizards, as their magical abilities and wide array of crafting abilities suit the arhubel's disposition. Other arthubel choose to pursue a martial career and find work as fighters or cavaliers, finding those classes to align with their ideas of order and structure.

Male Names: Artic, Chiploth, Forit, Gliple, Notitch, Phratic, Quilit, Shoric, Zoth.

Female Names: Beli, Gorish, Hanni, Phachs, Sulx, Wendrix, Xoi, Yonish, Zox.

# **Racial Traits**

The following are the default racial traits for arthubel.

### **Standard Racial Traits**

- Ability Score Racial Traits: Arthubel are hardy and quick-witted but are mentally weak. They gain a +2 bonus to their Constitution and Intelligence scores and suffer a -2 penalty to their Wisdom score.
- Size: Arthubel are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Type:** Arthubel are humanoids with the aquatic and arthubel subtypes.
- **Base Speed:** Arthubel have a land speed of 20 feet and a swim speed of 40 feet.
- Languages: Arthubel begin play speaking Aklo and Common and may select any language as a bonus language (except secret languages, such as Druidic).

### **Defense Racial Traits**

- Attach: As a swift action, the arthubel can plant his legs into any solid surface in order to hold himself in place. If he does, the arthubel cannot move or be moved by normal means. He also gains a +4 bonus to his CMD against bull rush, overrun, and reposition attempts. Ending this effect is a free action.
- **Susceptible to Control:** An arthubel suffers a -2 penalty to resist compulsion effects.

### **Miscellaneous Racial Traits**

• Skilled Laborer: Arthubel were created to be laborers, and are particularly well suited to a variety of crafts. At each level, an arthubel gains two additional skill ranks which can only be spent on Craft and Profession skills. Additionally, an arthubel can substitute ranks in any Craft skill for his caster level for the purposes of qualifying for item creation feats, as well as for the purposes of meeting the crafting prerequisites of magic items. The DC to create an item still increases for any necessary spell requirements that are not met (see the magic item creation rules in the *Pathfinder Roleplaying Game Core Rulebook*). The arthubel cannot create spelltrigger or spell-activation items this way.

### **Movement Racial Traits**

• Jet: Once per minute, as a swift action, the arthubel can initiate a jet which increases his swim speed to 100 feet for 1 round, but forces him to move in a straight line while under this effect. If he uses the charge action while under the effects of this ability, he gains an additional +2 bonus on the attack roll.

### **Favored Classes**

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

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

**Cavalier:** Add +1/3 of 5 feet to the cavalier's mount's swim speed. If the cavalier's mount does not have a swim speed, it gains a swim speed equal to 1/2 its base speed, and then this bonus is applied.

**Fighter:** Add +1 to the fighter's CMD when resisting a bull rush, overrun, or reposition attempt.

Witch: Add +1/2 to the caster level of spells of the compulsion subschool that the witch casts for the purposes of determining the spell's duration.

**Wizard:** Add +1/4 of a bonus item creation feat. The chosen feat must be an item creation feat, and the wizard must meet all prerequisites of the feat.

### **Racial Archetype**

The following archetype is available to arthubel wizards.

### Arthubel Craftsmaster (Wizard)

The arthubel are a race of esteemed crafters and master workmen, gifted in both magical and manual arts. Arthubel craftsmasters represent the height of this cultural union, and are gifted in both traditional crafts and magical creation. This archetype is only available to arthubel characters.

**Craftsmaster (Ex):** An arthubel craftsmaster is a true expert at creating objects and structures. Beginning at 1<sup>st</sup> level, the arthubel craftsmaster gains a bonus on all Craft checks equal to 1/2 his class level. Additionally, he may take 10 on any Craft check made to create magical or alchemical items.

This ability replaces the arcane bond class feature.

Magical Construction (Sp): An arthubel craftsmaster is adept at using magic to create objects and possesses an innate ability to create simple and complex objects with incredible speed. Beginning at 1st level, an arthubel craftsmaster can spend 1 full minute in order to create an object of pure magic. The object must be no larger than 5 cubic feet plus 1 cubic foot per level, and must be made entirely of simple substances (wood, stone, metal) and contain no moving parts. Objects created by this ability last for 24 hours before fading away. Objects created by this ability are obviously ephemeral and have no value, though otherwise function normally. This ability cannot create magical objects. Objects created this way can be made permanent if a *permanency* spell is cast upon them; the price to do so is equal to their value in gold pieces. An arthubel craftmaster can maintain a number of these items at any one time equal to his Intelligence score. If he creates any additional items beyond that amount, the oldest item from among those he currently is maintaining immediately vanishes.

This ability replaces the arcane school class feature.

**Bonus Feats (Ex):** An arthubel craftsmaster is focused on the creation of magical items. Whenever the arthubel craftsmaster gains a wizard bonus feat, he must choose an item creation feat.

This ability modifies the bonus feats class feature.

# Cerebreon

These strange, grey-skinned creatures have an enormous natural psionic talent, and strongly favor intellect over everything else, from physical abilities to emotions. They generally live quiet, contemplative lives of learning and selfimprovement. Considered heartless by many, and just plain strange by others, these eccentric creatures are nonetheless powerful practitioners of psionics.

Physical Description: Cerebreons are humanoid in appearance, with waxy skin that ranges in color from a dusty grey to lavender or sometimes a pale, faded blue. They are slightly taller than the average humanoid, with long, spindly arms and legs that are much thinner and more frail than those of most humanoids, especially the fingers, each of which is roughly nine inches long, and features one more joint than the fingers of most humanoids. Their bodies are thin and wispy as well, and it is unusual for a cerebreon to have enough muscle or fat for his ribs to not be visible beneath his skin. A cerebreon's spine is always visible beneath the skin, and often bulges as much as two inches from the cerebreon's back, allowing for individual vertebra to be counted by a close observer. A cerebreon's head is similarly oversized, and bulges significantly at the back, giving their head a vaguely watermelon-like shape.

Cerebreons are entirely hairless, although when they are outside of their own society, many choose to wear wigs, scarves, hats, or other accessories that allow them to cover their head and better blend in with other humanoids. Even in their own societies, it is common for cerebreons to decorate their heads, especially foreheads, with gems, tattoos, or a mix of both. Cerebreons have very large eyes, which tend to have irises that are either bright green or royal purple in color. When a cerebreon manifests a psionic power, their entire eye glows with color, making it appear to be a solid purple or green, without any pupil or white. Cerebreons favor loosefitting clothing, such as robes, generally in muted colors, with little ornamentation.

**Society:** Cerebreon society is generally very tranquil and subdued. Cerebreons value knowledge, intellect, and logic very highly, and much of their pursuits are devoted to these endeavors. Cerebreons have professions and fulfill societal roles much as other humanoids do, but it is deeply ingrained in cerebreon culture that such things are less important than a cerebreon's duty (to both himself and his community) to improve his mind. As a result, cerebreons spend the majority of their time in study, meditation, and contemplation, as well as working to harness their psionic talents, and this is considered to be a higher priority than whatever occupation the cerebreon might hold. In fact, those few cerebreons who choose to prioritize their trade, or other aspects of their life, above their personal mental development, are often scorned by others of their kind.

A cerebreon's other main duty to society, besides improving his mind and talents, is to rear a replacement, in the event of his or her death. While there are male cerebreons and female cerebreons, the race as a whole places very little emphasis on gender, and frowns on natural procreation, preferring instead to use psionics to create their offspring. The cerebreon must first find a potential "donor," then visit a specialist in such matters, referred to in Cerebric as a Tes'suar, who uses powerful and secret cerebreon psionics to create a new cerebreon from blood samples of the two parents. This process allows for incredible control over the traits passed on to the child, allowing the parents to "tailor-make" their offspring, who then grows in a crystalline sphere filled with life-giving fluid for about 12 months. A cerebreon child is always cared for by their "primary parent," and while two cerebreons might mutually agree to serve as "donor parents" for each other (instead of the primary parent compensating the other with wealth, favors, or knowledge), each would still be a primary parent for only one offspring, and would not be involved in raising the other child. In times where the cerebreon population gets too low, cerebreons may be expected to produce more than one offspring in this way.

**Relations:** Most humanoids find the cerebreons' lack of emotion and empathy to be mildly disturbing, and their reliance on cold logic to be aggravating. Their appearance also causes them to stand out quite a bit amongst humanoid races. As a result, cerebreons are not generally well-liked by most other races, although those who are fortunate enough to count a cerebreon community among their allies generally find that they are invaluable as such, even if they have a tendency to be somewhat more cautious and ponderous than many races have patience for. Cerebreons tend to prefer elves and humans over most other humanoid races.

Alignment and Religion: Cerebreons do not often concern themselves with matters of ethics or morals, and generally consider such concepts to be quaint and misguided. That said, they recognize the logical value of aiding others (as such things benefit the community, and by benefitting the community they benefit the individual), and so their outlook does not necessarily make them evil. Cerebreons can be of any alignment, and generally are more accepting of members of other alignments than other races are.

Adventurers: Few cerebreons feel the call of adventure, and those who do become adventurers often do so as a means to an end, rather than as a goal in and of itself. Cerebreons favor psionic classes which use Intelligence as their primary ability score, and so are often aegises, cryptics, psions, and tacticians. Rarely, some cerebreons choose to focus on magic, rather than psionics, and so become wizards or witches.

**Names:** While there are male and female cerebreons, the differences between the genders are so downplayed that both genders share the same names. The following list recommends names for cerebreons of either gender.

Azatyr, Corzen, Fistat, Ibsis, Kybrin, Nutris, Rissau, Tyzmet, Wessyl, or Zyptan.

### **Racial Traits**

The following are the default racial traits for cerebreons.

### **Standard Racial Traits**

 Ability Score Racial Traits: Cerebreons are physically very weak, but have an incredible intellect. They gain +4 Intelligence, -2 Strength, -2 Dexterity, and -2 Constitution.

- **Type:** Cerebreons are humanoids with the cerebreon subtype.
- **Size:** Cerebreons are Medium creatures, and thus receive no bonuses or penalties due to their size.
- **Base Speed:** Cerebreons have a base speed of 30 feet.
- Languages: Cerebreons begin play speaking Common and Cerebric. Cerebreons with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

### Feat and Skill Racial Traits

- **Studious:** Cerebreons are natural acquirers of facts, trivia, and other information. Cerebreons treat all Knowledge skills as class skills. Additionally, a cerebreon gains an additional skill point at each level, which must be spent on a Knowledge skill.
- Unempathic: Cerebreons do not understand emotion or duplicity, and rely on their telepathic abilities to understand others. This leaves them remarkably ill-prepared to understand and interact with other individuals when they cannot rely on their psionic powers. Cerebreons suffer a -4 penalty on Bluff, Diplomacy, and Sense Motive checks.

### **Psionic Racial Traits**

- **Cerebreon Psionics:** Cerebreons have a natural telepathic ability. They begin play with the ability to manifest the following psionic powers: *conceal thoughts* (self only), *empty mind*, and *missive*. When the cerebreon reaches 5<sup>th</sup> level, he also gains the ability to manifest the *read thoughts* power. The cerebreon must expend psionic points as normal to use these powers. The cerebreon's manifester level for the purposes of these powers is equal to his total Hit Dice.
- Naturally Psionic: Cerebreons gain the Wild Talent feat as a bonus feat at 1<sup>st</sup> level. If a cerebreon takes levels in a psionic class, he instead gains the Psionic Talent feat.
- **Psionic Reserves:** A cerebreon has incredibly deep reserves of psionic power. Whenever a cerebreon gains a level in any class, he increases the maximum number of psionic points he can have at any one time by 1. If that class is a favored class for the cerebreon, he can choose to increase the maximum number of psionic points by 2, instead, but if he does so, he does not gain a normal bonus for taking a level of a favored class at that level.

### **Miscellaneous Racial Traits**

• **Stunted Emotions:** Because cerebreons rarely (if ever) feel emotion, they are highly resistant to effects that prey on emotion. A cerebreon gains a +4 racial bonus on saving throws made to resist spells or abilities with the emotion or fear descriptors. A cerebreon must make a saving throw to resist any spell or ability with the emotion or fear descriptor, if allowed, even if that spell or ability is harmless or beneficial to the cerebreon. Finally, whenever the cerebreon would gain a morale bonus or penalty, the amount of that bonus or penalty is halved (rounded down, minimum o).

# **Favored Classes**

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

**Aegis:** Add +1/3 to the number of times the aegis can use the reconfigure class feature per day.

**Cryptic:** Add +1/3 power known from the cryptic power list. This power must be at least one level below the highest power level the cryptic can manifest.

**Psion:** Add +1/2 power known from the psion power list. This power must be at least one level below the highest power level the psion can manifest.

**Tactician:** Add +1/6 to the number of creatures the tactician can share teamwork feats with using his coordinate class feature.

**Wizard:** Add +1/3 competence bonus on all Knowledge checks the wizard makes.

# **Racial Archetype**

The following archetype is available to cerebreon psions.

### **Cerebreon Mindsculptor (Psion)**

All cerebreons are naturally gifted at psionics, and possess some telepathic abilities, but those cerebreons who truly devote themselves to telepathy discover that their race possesses an incredible skill for such things. Known as mindsculptors, these cerebreons are able to manifest telepathic powers with uncanny ease. This archetype is only available to cerebreon characters.

**Simple Psionics (Su):** Beginning at 5<sup>th</sup> level, a cerebreon mindsculptor reduces the cost, in power points, to manifest *conceal thoughts, empty mind, missive,* and *read thoughts*, by 1. This reduction in cost cannot reduce the cost to less than 1 power point, but is applied after adjusting the cost in power points for any augmentations, or any other ability that would cost additional power points.

At 10<sup>th</sup> level, the cerebreon mindsculptor applies this discount to all telepathy powers with the mind-affecting descriptor, in addition to the powers listed above.

At 15<sup>th</sup> level, the discount increases, reducing the cost of these powers by 2, instead of 1.

At 20<sup>th</sup> level, the discount increases further, reducing the cost of these powers by 3, instead of 2.

This ability replaces the bonus feats gained at 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> levels.

# Gelfid

Gelfids are an unusual race, and unlike most of the civilized races of the modern era, they are very decidedly inhuman. Resembling little more than oversized, greygreen slugs, gelfids are actually the product of a centurieslong, but ultimately abandoned, breeding experiment by aboleths for purposes that can certainly be guessed at, but remain at least partially obscured in mystery. Although they are not particularly threatening physically, gelfids are highly intelligent, and have been biologically engineered to take control over the bodies of humanoid creatures by manipulating their brains from within their skulls.

**Physical Description:** Gelfids bear little resemblance to their aboleth progenitors. An adult gelfid measures between six inches and fifteen inches long, and is generally about half as wide and tall as that. Their skin is a blotchy greenish-grey color, is leathery and wrinkled, and is typically covered in a thin layer of mucus. They have three pairs of flipper-like protrusions on either side of their body which they use to navigate while in water, their natural environment, and which they use to help push themselves along when they find themselves on dry land. Gelfids have no eyes or mouths, but do possess four long antenna-like protrusions which extend from the front of their bodies. Gelfids are asexual, and reproduce via fission.

**Society:** Originally created by aboleths as part of what can only have been a scheme to infiltrate humanoid society, gelfids have since been cut loose by their creators, and different gelfids have responded in different ways to this freedom. In aquatic environments, away from humanoid races, gelfids tend to form groups called pods, which are generally ruled by the most cunning and ruthless among them. When humanoid hosts are available, the leaders of these pods receive the best hosts (or, sometimes, those who receive the best hosts demonstrate enough cunning to use this to their advantage, and become leaders of the pod). There is very little freedom in a gelfid pod, and those gelfids who are given hosts are expected to use them to better serve the pod, such as by capturing more hosts. Many gelfids find the allure of humanoid existence to be incredibly appealing, however, and break away from their pods at the first opportunity, many doing their best to forget that they are anything more than the host they inhabit.

Relations: In general, gelfids have little respect for humanoid life, and even less respect for their dignity or sovereignty. This comes less from any real sense of racial superiority and more from the fact that taking hosts is the only means that most gelfids have to escape their existence as subsistence aquatic animals. Because gelfids are not willing to give up taking hosts, they convince themselves that humanoid creatures are a lesser species. Of course, some gelfids actually do believe all of this, and see the conquest of humanoid races as the manifest destiny of their race, as envisioned by the aboleths. For their part, the aboleths seem to want nothing to do with the gelfids, and gelfids, in general, are all too happy to distance themselves from their one-time masters. Gelfids tend to prefer humans and half-orcs for their hosts, though particularly vain gelfids prefer beautiful races such as elves, instead. Most gelfids disdain smaller races such as gnomes, halflings, and dwarves.

Alignment and Religion: Gelfids can be of any alignment, but most gelfids, especially those who make a habit of taking host bodies, tend towards lawful evil and neutral evil alignments. Very few gelfids embrace religion of any kind, and all gelfids are aware of their origins as experiments of the aboleths, rather than as the favored creations of a god, as so many humanoid races believe themselves to be. Some gelfids worship the aboleths as gods, but their devotion typically goes unheeded. Gelfids that take humanoid hosts often develop a strong distaste for religion, and telepathically mock their hosts' faiths.

Adventurers: Gelfid adventurers are more common than many imagine. While some gelfids are content simply to gain access to a humanoid body and live out the life of an average peasant, most gelfids that take a host find themselves craving both luxury and excitement, and often turn to adventuring to find the latter, as well as enough gold and treasure to supply the former. The fact that their host bodies are, to a limited extent, disposable means that gelfid adventurers face notably less danger from adventuring than actual humanoid adventurers, though their host bodies are not quite so lucky.

Although they cannot cast spells in their natural form, most gelfids that take host bodies tend to become wizards, witches, or other arcane spellcasters, taking advantage of their potent minds and actively seeking out host bodies with physical prowess in order to have the best of both worlds.

Names: A'ktran, Aso'oul, Elpsin, Ex'tar, Istrak, Ixtriss, Obstrix, Ung'trell, Yblstron, Yg'ras.

# **Racial Traits**

The following are the default racial traits for gelfids.

### **Standard Racial Traits**

- Ability Score Racial Traits: In their natural form, gelfids are very physically weak, although they are no less intelligent than when they possess a host. A gelfid in its natural form has a Strength score of 1, a Dexterity score of 5, and a Constitution score of 6. When controlling a host (see below), the gelfid uses the host's physical ability scores, instead. Whenever a gelfid receives a bonus to an ability score as a result of advancing in level, it can choose to add this bonus to one of its physical ability scores, but if it does so, this only applies when it is not currently in possession of a host. A gelfid gains +2 Intelligence.
- **Type:** Gelfids are aberrations with the aquatic and gelfid subtypes. When a gelfid is in possession of a host, however, it is treated as having the same type and subtype as the host, though it retains the gelfid subtype.
- **Size:** In their natural form, gelfids are Diminutive creatures. As such, they gain a +4 size bonus to AC and attack rolls, a +6 size bonus on Fly checks, and a +12 size bonus on Stealth checks, but suffer a -4 size penalty to CMB and CMD. As long as a gelfid is in

possession of a host, it is treated as having the same size as the host, and these bonuses and penalties do not apply.

- Base Speed: A gelfid's base speed is 10 feet. A gelfid has a swim speed of 60 feet. As long as a gelfid is in possession of a host, it uses its host's speeds, instead.
- Languages: Gelfids begin play speaking Common and Gelfid. Gelfids with a high Intelligence score can choose from the following: Aboleth, Aklo, Aquan, and Undercommon. In their natural form, Gelfids are unable to speak any languages other than Gelfid, though they can still understand speech in any languages that they know. While in possession of a host, a gelfid can speak any language it knows (but cannot necessarily speak every language that the host knows).

### **Senses Racial Traits**

- **Blindsight:** When immersed in water or other liquids, gelfids have blindsight to a range of 60 ft.
- **Darkvision:** In their natural form, gelfids have darkvision 60 ft.

### **Magical Racial Traits**

• **Controlling:** The saving throw DCs of any spells or spell-like abilities with the compulsion descriptor that a gelfid casts is increased by +1. This bonus stacks with Spell Focus and Greater Spell Focus, but not with any other effect that increases a spell's saving throw DCs, such as the bloodline arcana of the fey sorcerer bloodline.

### **Other Racial Traits**

- **Amphibious:** Although a gelfid has the aquatic subtype, it can survive indefinitely on land.
- **Sluglike Body:** A gelfid has no arms, hands, legs, or mouth. Unless it is in possession of a host, it cannot hold or manipulate items, speak any language other than Gelfid, or cast spells with verbal, somatic, or material components. A gelfid without a host cannot typically make attacks of any kind.
- Take Host (Ex): Gelfids are able to take control of living humanoid bodies by gaining access to the host's brain. This is a full-round action that requires that the potential host be either willing or helpless, that the gelfid is adjacent to the potential host, and that the potential host's nose and/or ears be uncovered and accessible. This provokes attacks of opportunity. A gelfid can attempt to enter a potential host that is sleeping, but must succeed on a Sleight of Hand check, opposed by the potential host's Perception check (including the penalty for being asleep) in order to do so.

Once a gelfid has successfully entered a host body, it can control the host's body, using it as its own. While controlling a host in this way, the gelfid uses the host's physical ability scores, and

is treated as having the size, type, speeds, senses, and natural attacks (if any) of the host creature. It uses its own mental ability scores, skill ranks, feats, and class features, and does not gain access to any skill ranks, feats, or class features of the host, nor does it gain any special knowledge of the host's past or memories. The gelfid uses its own Hit Dice or the host's, whichever is greater, for the purposes of determining the effects of spells and abilities dependent on number of Hit Dice. Any damage dealt to the host counts against the host's hit points, not the gelfid's (except for damage from a mental source, such as phantasmal killer or nightmare). A gelfid can communicate telepathically with its host (and vice versa), but cannot read its host's thoughts or access its memories.

A number of times per day equal to the host's Hit Dice, the host can attempt to regain control from the gelfid. In order to determine if the host succeeds, the host and the gelfid must make an opposed check, rolling 1d20 + their Hit Dice + the highest of their Intelligence, Wisdom, or Charisma modifiers for this check. If the host succeeds, he regains control of his body for 1 minute. If the host succeeds by 10 or more, he regains control of his body for 24 hours, and inflicts 3d6 points of damage to the gelfid (the host may choose to make additional checks to deal additional damage to the gelfid, if he has not used all of his attempts for the day). If the host fails by 10 or more, he is unable to attempt to regain control for the remainder of the day.

There are a number of ways for a gelfid with a host to be detected. A detect thoughts or similar spell, if used on the gelfid while it is in possession of a host, reveals the thoughts of both the gelfid and the host, which typically reveals the gelfid's presence. Similarly, detect evil, and similar spells, detect both the gelfid and the host separately. A true seeing spell does not reveal the gelfid, but x-ray vision (such as from a ring of x-ray vision) might. Because the gelfid does not have access to the host's memories, it must work to act the part, if it doesn't want to arouse suspicion from the host's friends and acquaintances. Such characters may make Sense Motive checks (with modifiers based on the characters' familiarity with the host, as described in the Disguise skill), opposed by the gelfid's Bluff check, to identify that the host is not acting normally.

There are several ways to force a gelfid to leave a host. If the host is the target of a *remove disease* spell, the gelfid must succeed on a Fortitude save to resist the spell (using the spell's saving throw DC), or be immediately expelled from the target's body, landing in an adjacent square. Additionally, a creature that is aware of the gelfid can target the gelfid specifically with mind-affecting spells as long as those spells have a range of greater than touch and the gelfid's host is within range, even if the caster does not actually have line of sight or line of effect to the gelfid itself. If a gelfid dies while in possession of a host, its corpse exits the host automatically. Finally, gelfids can choose to leave a host voluntarily (or

### under mundane or magical duress).

If a gelfid's host dies while the gelfid is within it, the gelfid must succeed on a Fortitude save (DC 10 + 1/2 the host's Hit Dice; the gelfid uses its own Constitution modifier, rather than the host's) or suffer 10 points of damage per Hit Dice the host possessed. The gelfid can thereafter remain within the corpse, or leave it as a full-round action, but can no longer control the body.

A gelfid can move directly from one host to another, as long as its current host is adjacent to its new host and the new host is either helpless or willing. Regardless of how or why a gelfid leaves a host, the host must succeed on a Fortitude save (DC 10 + 1/2 the gelfid's Hit Dice + the gelfid's Intelligence modifier) or be stunned for 1d4 rounds after the gelfid leaves his body.

• Toxic Buildup: At least once every seven days, a gelfid must be immersed in clean water for a period of one hour. For each day beyond seven that a gelfid does not do so, it suffers 1 point of damage per Hit Dice it possesses. Damage inflicted in this way cannot be healed by any means, including magic, until the gelfid has been immersed in clean water for a period of one hour. The gelfid must not be in a host in order to be immersed effectively in this way.

# **Favored Classes**

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

**Alchemist:** The alchemist gains 1/6 of a new alchemist discovery.

Magus: The magus gains 1/6 of a new magus arcana.

**Rogue:** The rogue gains 1/6 of a new rogue talent.

Witch: The witch gains 1/6 of a new witch hex.

**Wizard:** The wizard treats his caster level as +1/4 of a level higher than it actually is for spells of the same school as his arcane school class feature (if he does not have that class feature, or did not specialize in a school of magic, this does not apply).

### Racial Archetype

The following archetype is available to gelfid bards.

### **Gelfid Infiltrator (Bard)**

Some gelfids are exceptionally skilled at taking hosts by stealth and guile, rather than by magical influence. These gelfids typically take hosts while sleeping, or transmit their

### Sidebar: Ability Score Generation for Gelfids

Because gelfids can only put ability score points into three ability scores (Intelligence, Wisdom, and Charisma), a gelfid character's ability scores are generated somewhat differently. When using the standard, classic, and heroic ability score generation methods outlined in the *Pathfinder Roleplaying Game Core Rulebook*, only roll for the gelfid's three mental ability scores, and do not roll for its physical ability scores. When using the dice pool method, the gelfid's player has only 12d6 dice, and divides them amongst his character's three mental ability scores. When using the purchase method, the gelfid character receives only half the normal amount of points (rounded down), and they must all be spent on its mental ability scores.

A gelfid character begins play with a host body that is a level 1 human commoner with the following ability scores: Strength 12, Dexterity 12, Constitution 12, Intelligence 10, Wisdom 10, Charisma 10.

bodies from one host to another during battle. This archetype is only available to gelfid characters.

Academic Spells: A gelfid infiltrator determines his bonus spells per day, the highest level of spell that he can cast, and the saving throw DCs of his spells using his Intelligence modifier, rather than his Charisma modifier. His spellcasting otherwise remains unaltered.

**Gelfid Guile (Ex):** A gelfid infiltrator is exceptionally skilled at taking hosts while they sleep. A gelfid infiltrator add his level as a bonus on all Stealth and Sleight of Hand checks while in his natural form, and adds half his level on all Stealth and Sleight of Hand checks while taking a host.

This ability replaces the bardic knowledge class feature.

**Body Burrow** (Ex): A gelfid infiltrator can attempt to burrow into the flesh of potential hosts through their open wounds. Beginning at 5<sup>th</sup> level, gelfid infiltrator can attempt to transfer to an injured character (one who has at least 1 hit point worth of damage currently) as a free action. He can only do this during a round in which his current host is threatening the target. Additionally, the gelfid infiltrator must have either been in control of a grapple against the target at the beginning of the round, or successfully affected the target with a spell with a range of touch during the round. The target is entitled to a Fortitude save (DC 10 + 1/2 the gelfid infiltrator's class level + the gelfid infiltrator's Charisma modifier) to resist. If the target resists the effect, the gelfid is unable to enter the target's body, and is left without a host. He may use this ability once per day at 5<sup>th</sup> level, and an additional time per day every 5 levels thereafter.

This ability replaces the lore master class feature.

# Nakani

A nakani is a massive, ape-like humanoid of wild appearance and primitive culture. An elusive people, few civilized humanoids ever knowingly encounter a nakani, as most use their unusual powers to avoid contact with others. While most nakani live in small nomadic clans far away from civilization, a few are exiled from their clans, typically for violent behavior. More often than not, the nakani encountered by other races are these outcasts, and this leaves most races with a slightly skewed view of these elusive creatures. Outcast nakani tend to be aggressively territorial predators, and often react violently to outsiders within their territory. Because of this, nakani have an undeserved reputation for being brutish killers.

Physical Description: Nakani are tall and wellmuscled humanoids covered in shaggy brown or black fur. Most stand between six-and-a-half to seven feet tall and weigh between 200 and 400 pounds, with the majority of their weight being devoted to lean muscles. Female nakanitend to be slightly smaller than their male counterparts, and their canine teeth are not as well developed. While their bodies are humanoid in appearance, with clearly defined and dexterous fingers and humanlike feet, nakani faces more closely resemble those of gorillas than humans. Under their fur, nakani typically have skin ranging between light brown to near black, and most have large dark eyes with a hauntingly deep quality. Nakani walk with a slouching lope which moves their massive bodies at surprising speed.

Nakani voices are also very deep, and their throats naturally make ragged, husky noises when they are particularly active. The nakani language incorporates a wide variety of grunts, growls, snarls, and similar noises, and even when a nakani learns to speak Common, they tend to do so with a very noticable guttural quality to their voice, and often punctuate their words with non-verbal sounds.

Society: Nakani spurn civilization, staying far afield of the cities and empires of other races. Nakani are also strongly resistant to the idea of civilization even among their own kind. Instead, most nakani live in small isolated clans governed by a single leader, usually the largest, but sometimes the smartest, member of the clan. Each clan has its own laws, customs, and religion, which can vary wildly from clan to clan, though clans in the same region tend to have at least similar views. Clans are small and consist of only a few family groups united under a single, well-respected leader. These family groups consist of a mated pair and their children. Most often these familial groups integrate with each other almost exclusively until the clan grows too large to be personally managed by the clan leader. In these situations, two or more families leave the clan to found their own clan, often traveling great distances to do so. Even among clan groups, nakani tend to be isolationist creatures that take wide personal ranges and have less contact with other members of their clans than members of other races in similar societies.

**Relations:** Nakani are xenophobic isolationists who quite literally go far out of their way to avoid contact with other civilized peoples. Nakani typically avoid contact with all other races, but they seem to be especially wary of humans, and go to somewhat greater lengths to avoid them than they do to avoid other races. Of the civilized peoples, only elves (particularly wood elves living in the wild reaches) have managed any form of peaceful contact with the nakani clans, though these meetings tend to be limited to peace treaties defining the borders of each party's land and the penalties for trespassing. While nakani prefer to hide from and avoid those races that are generally considered civilized, they instead react very violently to savage racesorcs, goblins, trolls and similar creatures. Such creatures are viewed as too dangerous to the environment and to the nakani, and so nakani clans often wage guerilla wars against these creatures when they encounter them within their territory. Due to the incredible elusiveness of the nakani, even their enemies are often left wondering who they're fighting.

Individual nakani sometimes befriend other champions of the wilderness who show their respect, particularly hermits and shamans. This is the exception rather than the rule, however.

Alignment and Religion: Most nakani are of neutral alignment, concerning themselves primarily with survival and being left alone. The alignments of individual nakani vary somewhat and the attitudes of clan leaders can greatly influence the alignment of those under their leadership. Outcast nakani tend to be chaotic in alignment, and most of these are chaotic neutral, driven by fierce territorial natures and a lack of leadership. A few are chaotic evil, either being wicked from the beginning or being driven to a hateful, and often vengeful, savagery.

While the exact religious practices of the nakani people tend to differ from clan to clan, the nakani do share worship of a small pantheon of deities of their own heritage. The chief nakani deity is Sequilis, the river father, who was said to have given birth to the gods and to the nakani people in the ages before humans walked the earth. Many nakani tribes also worship Chalarl, the sky mother, who provides warmth and nurturing light to all living things, as well as Gibross, an evil trickster deity who is said to take the form of a rotted tree. Other common religious practices include the worship of animal spirits or ancestors.

Adventurers: Adventuring is far from a common profession for a nakani, with most using their extreme strength and natural talents to preserve their seclusion and look to their own affairs. A few nakani become warriors to defend their clan or battle threats to the wilderness. While these warriors rarely join bands of non-nakani adventurers, they often travel great distances and battle fearsome foes. A few nakani outcasts give up on moody wanderings to heed the adventurers' call. Casting aside all traditions, these powerful guardians of nature take up arms and wander the world. Nakani adventurers are most often rangers or barbarians. Nakani with a magical inclination typically become druids and derive their power from nature. Nakani bards, rogues, and sorcerers are exceedingly rare, as their bodies and minds are ill-suited to these particular classes.

Male Names: Akan, I'kao, Kano, Kanak, Makan, Mikao, Mokak, Nakao, Okano, O'kai.

**Female Names:** Alino, Ailo, Imali, Lima, Loonai, Maolan, Mila, Naoli, Naolan, Nilao.

# **Racial Traits**

The following are the default racial traits for nakani.

### **Standard Racial Traits**

- Ability Score Racial Traits: Nakani are immensely strong, but have awkward bodies and unpleasant dispositions. They gain +4 Strength, -2 Dexterity, and -2 Charisma.
- **Type:** Nakani are humanoids with the nakani subtype
- **Size**: Nakani are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Base Speed:** Nakani have a base speed of 30 feet.
- Languages: Nakani begin play speaking Common and Nakani. Nakani with a high Intelligence score can choose from the following: Aklo, Draconic, Giant, Gnoll, Goblin, Orc, and Sylvan. See the Linguistics skill for more information about these languages.

### Feat and Skill Racial Traits

• Elusive: Nakani are masters of hiding in the wilderness and receive a +8 racial bonus on all Stealth checks made in forests and mountains. Additionally, all nakani treat Stealth as a class skill.

### **Magical Racial Traits**

• Wild Illusion (Sp): Nakani possess a potent natural magic which they can use to disguise themselves to avoid notice. This allows them to cloak themselves in an illusion which causes them to appear as any animal of Medium size. This ability functions like the spell *veil*, except that it only affects the nakani and only allows him to replicate the shape of an animal. The caster level for this ability is equal to the nakani's Hit Dice, and the saving throw DC to disbelieve the illusion is Wisdom-based. A nakani may use this ability once per day at 1<sup>st</sup> level, and an additional time per day at 5<sup>th</sup> level and every four levels thereafter.

# **Favored Classes**

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

**Barbarian:** Add 1/3 of 5 feet to the barbarian's fast movement class feature.

**Druid:** Add a +1/2 bonus on Perception checks and Stealth checks that are made in forested areas.

**Fighter:** Add +1/3 to the fighter's CMB for the purposes of starting or maintaining a grapple.

**Monk:** Add a +1/2 bonus on Acrobatics checks and Climb checks that are made in forested areas.

Ranger: The ranger gains 1/5 of a new favored terrain.

# **Racial Archetype**

The following archetype is available to nakani rangers.

### Nakani Prowler (Ranger)

These nakani are true guardians of the wilderness, taking a vital interest in its survival. While his fellows choose to operate in the shadows, the nakani prowler seeks out his foes and exacts the revenge of the wild lands. This archetype is only available to nakani characters.

**Bonded Strength (Su):** A nakani prowler is especially adept at protecting his wild home. At 4<sup>th</sup> level, the nakani prowler gains a +1 bonus on all attack and damage rolls made while in his favored terrain. Whenever the nakani prowler gains a new favored terrain, this bonus increase by +1 for the terrain of his choice.

This ability replaces the hunter's bond class feature.

**Natures Warden (Su):** A nakani prowler is revered by nature. Beginning at  $9^{\text{th}}$  level, creatures of the animal type cannot attack the nakani prowler without succeeding on a Will save (DC 10 + 1/2 the nakani prowler's level + the nakani prowler's Wisdom modifier). An animal that succeeds on this Will save can attack the nakani prowler with impunity for 24 hours. If the nakani prowler attacks an animal, or otherwise takes a hostile action towards it, that animal is unaffected by this ability for 24 hours. At 16<sup>th</sup> level, this ability affects creatures of the plant type as well.

This ability replaces the evasion and improved evasion class features.

# <u>Sha'vanar</u>

Sha'vani are a race of elves who were long ago tainted by the power of forbidden magic in such a strong and profound way that it not only set them apart from their kin, but actually passed down through the generations, eventually creating an entirely new and distinct race. According to legend, long ago, during an age when powerful magic was more frequent, and before the spells currently known as "forbidden magic" became entirely forbidden, elves were losing a depserate war with an unnamed foe. The elves were were divided about whether or not to use a powerful magic ritual to turn the tides of this war. Most did not want to use it, but a radical minority chose to go through with the ritual, which completely erased the elves' foe from existence, as though they had never been, but took a terrible toll on those who performed the ritual, and this dark touch was passed down through the generations to create the sha'vani.

Physical Description: Unlike the drow, the taint and evil that affected the sha'vani did not turn their skin black and their hair white. Instead, sha'vani look very similar to normal elves, and could almost pass for an elf at a glance, except for the various marks and blemishes which pattern their skin. These take the form of crimson-red loops and whorls, which many who are not familiar with the sha'vani mistake for tattoos. These markings cover a sha'vanar's body from head to toe, though their skin is still predominantly the same color as any other elf's. Each sha'vanar sports a different pattern of symbols on his body, and no two are quite alike. All sha'vani have black hair, although it is common for sha'vani to shave their heads in order to better display their markings. Most sha'vani who do keep their hair tend to wear it in a tightly-bound topknot.

Society: Sha'vani have their own society, and have lived apart from elves for untold millennia. Sha'vani do not share their elven cousins' love of or bond with nature, and, in fact, most popular sha'vani art actually depicts scenes of desolate beauty, rather than bounteous nature: barren wastelands and leafless trees are symbols with which the sha'vani can relate to more than verdant forests and lush grasslands. Sha'vani society highly values magical talent, and it is expected that all sha'vani will display at least some talent for magic. Those who are particularly poor at spellcraft tend to be spurned and looked down on by the other sha'vani, who see magical ability as a matter of effort and willpower more than one of innate talent. Exceptionally talented magicians are held in very high regard by the sha'vani, and the highest echelons of sha'vani society are filled with the most powerful spellcasters among their race.

Despite the evil taint that runs in the blood of all sha'vani, their society is not particularly more malevolent or harsh than that of most other races. Though the strong rule, they do not, overall, oppress the weak. The sha'vani, as a people, are very conscious of the dangerous and corruptive power of forbidden magic, and if a sha'vanar begins to show signs of exceptional corruption, his friends and family can generally be counted on to steer him back to the right path, or else the errant sha'vanar may find himself banished.

**Relations:** Sha'vani tend to have poor opinions of other races—or, at least, any member of other races that does not possess at least a certain amount of magical talent. For the most part, the sha'vani keep to themselves, and remain in their own heavily isolated cities. While these cities are not explicitly closed to outsiders, the sha'vani do nothing to encourage guests, and the average sha'vani city does not possess any inns or other places for travelers to sleep. As a result, it is generally only exiled sha'vani—those who proved too easily influenced by the taint that runs in their race's blood—who interact with outsiders. This gives other races a slightly skewed perception of the sha'vani, who are generally perceived to be a race of evil megalomaniacs.

Alignment and Religion: All sha'vani have a certain amount of evil in them, which is a part of their blood and heritage, and extremely difficult for them to excise completely. Much of sha'vani society is structured to mitigate the effects of this taint as much as possible, and to keep the sha'vani from descending into depravity and self-destructive evil. As a result, while sha'vani have a natural proclivity towards evil alignments, most of those who remain within sha'vani society and engage in sha'vani practices tend to be neutral, instead. This is a constant struggle, however, and those who let their guard down quickly fall to the ways of evil, which may ultimately lead to exile.

Few sha'vani worship deities, but nearly all sha'vani follow a set of pseudo-religious tenets that they refer to as The Razor Path. This doctrine, designed to help the sha'vani fight the taint of their blood, is named for the "razor-thin" path that they must walk between giving in to evil, and living in denial of the evil that is inside of them. The Razor Path focuses on the importance of introspection and meditation, and those sha'vani who follow it are far less likely to be evilaligned than those who do not.

Adventurers: Some sha'vani—especially the evil ones-adventure in search of wealth and power, and especially in search of forgotten lore relating to powerful forbidden magic. Other sha'vani adventure as part of a quest for atonement—sometimes this atonement is the sha'vanar's way of attempting to be able to return home from exile, and a few sha'vani throughout history have been able to perform great feats of heroism and in so doing earn a place among their brethren once again. In other cases, this atonement is an attempt to cleanse themselves of the taint of their blood, and such metaphorical atonements are encouraged by The Razor Path, as long as the sha'vanar who is atoning makes sure that he continues to follow the Path while doing so. Nearly all sha'vani are bards, sorcerers, witches, or wizards, though summoners and maguses are not unheard of. It is very rare for a sha'vanar to have levels in any class that does not grant spellcasting.

**Names:** Sha'vani have the same naming conventions as elves.

# **Racial Traits**

The following are the default racial traits for sha'vani.

### **Standard Racial Traits**

- Ability Score Racial Traits: Sha'vani are very cunning and have strong force of personality, but are physically frail. They gain +2 Intelligence, +2 Charisma, and -2 Constitution.
- Type: Sha'vani are humanoids with the evil subtype.
  Size: Sha'vani are Medium creatures and thus receive
- no bonuses or penalties due to their size.
- **Base Speed:** Sha'vani have a base speed of 30 feet.
- Languages: Sha'vani begin play speaking Common. Sha'vani with a high Intelligence score can choose from the following: Abyssal, Aklo, Draconic, and Infernal. See the Linguistics skill for more information about these languages.

### Feat and Skill Racial Traits

 Arcane Adept: Sha'vani gain a +2 bonus on all Knowledge (arcana) and Spellcraft checks.
 Additionally, Knowledge (arcana) is always treated as a class skill for a sha'vanar.

### **Magical Racial Traits**

- Forbidden Magic Resistant: Sha'vani are particularly resistant to forbidden magic, and are less likely to cause a calamity when using it than members of other races. Whenever a sha'vanar has the potential to cause a calamity, a calamity only occurs if the result of his d% roll is 91 or greater, instead of the normal likelihood.
- Forbidden Magic Specialist: Sha'vani increase the saving throw DC of any spell with the forbidden descriptor that they cast by +1.
- Sha'vani Magic (Sp): Sha'vani have inherent magical talent, which allows them to cast a number of o-level spells as spell-like abilities. Choose three spells that appear as o-level spells on any spellcasting list. The sha'vanar can cast those three spells as spelllike abilities. The sha'vanar can use these spell-like abilities in any combination a total of three times per day.

### Senses Racial Traits

• **Darkvision:** Sha'vani can see perfectly in the dark up to 60 feet.

# **Favored Classes**

The following favored class options are available to all sha'vani who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. **Oracle:** The oracle gains 1/2 of an additional daily spell slot of the highest spell level she can cast.

**Sorcerer:** The sorcerer gains 1/2 of an additional daily spell slot of the highest spell level he can cast.

**Summoner:** The summoner adds +1/5 to the number of times per day he can use his summon monster I class feature.

Witch: The witch adds +1/7 to the saving throw DCs of her hexes.

**Wizard:** Add +1/2 to the wizard's caster level for the purposes of spells with the forbidden descriptor.

# **Racial Archetype**

The following archetype is available to sha'vani sorcerers.

### Sha'vani Blood Mage (Sorcerer)

These dread casters unlock the forbidden power of their blood to darken their spells and wreak havoc on their foes. Because of their sinister powers, these sha'vani are even more ostracized and feared than others of their kind. This archetype is only available to sha'vani characters.

**Forbidden Blood (Su):** A sha'vani blood mage's cursed blood allows her to manipulate her bloodline abilities. Whenever a sha'vani blood mage uses a bloodline power, she can choose to treat that power as though it were a spell with the forbidden descriptor. If she does, she gains 1 profane point, but she gains a +4 bonus to any attack rolls made with that power, and the DC of any saving throw associated with that power is increased by 2. For more information on the forbidden descriptor and profane points, see *The Book of Forbidden Magic*.

This ability replaces the eschew materials class feature.

**Forbidden Spell (Su):** Whenever a sha'vani bloodmage would gain a bloodline spell, she may instead choose any spell with the forbidden descriptor that appears on the sorcerer/wizard spell list, and that is of a level she can cast.

This ability modifies the bloodline spell class feature.

**Blood Surge (Su):** Whenever a sha'vani bloodmage casts a spell with the forbidden descriptor, she can infuse it with her dread blood, increasing its potency. Beginning at 6<sup>th</sup> level, when the sha'vani blood mage casts a spell with the forbidden descriptor, she may choose to suffer 1d10 points of damage. If she does, that spell's saving throw DC increased by 1. At 6<sup>th</sup> level, she can use this ability once per day. She may use this ability an additional time each day at 13<sup>th</sup> level, and again at 19<sup>th</sup> level. She must declare that she is using this ability before the target rolls his saving throw.

This ability replaces the bloodline feat class feature.

# <u>Sossivi</u>

The sossivi are a puzzling and often misunderstood people. They are obviously serpentine in appearance, from their scaled bodies to their long, prehensile necks. Although they are literally venomous, they are not nearly as malicious as many imagine at first glance, and actually have a rich culture and warrior tradition. A proud people, much of sossivi culture revolves around delicate balancing acts, as they struggle to maintain and grow their honor, without allowing themselves to be bound by it, and as they are constantly careful to provide everyone they interact with the exact amount of proper respect: not too little, and not too much, either.

Physical Description: From the neck down, sossivi have a fairly standard humanoid shape, with two arms and two legs in the correct places and relative proportions. Their bodies are covered in fine scales, which are just large enough to be easily visible at a glance. Generally their skin is a pale white-blue or white-green color, but some individuals have streaks or patterns in their scales that have a much richer emerald or sapphire hue, and in very rare cases, a sossivi's entire body may take on this coloration. The lustre and hue of one's scales is a mark of beauty in sossivi society, and sossivi who are concerned with their appearance often have their scales dyed, in order to stain them a more vibrant shade. Such things can quickly become expensive, however, as the treatment generally only lasts for a month or so before it needs to be reapplied. Roughly one sossivi in 1,000 has a red tint to their skin, rather than a green or blue tint. Old folklore states that these sossivi are destined for greatness, and while most sossivi in modern times understand that this isn't really the case, such individuals still receive a certain amount of extra respect and courtesy. It is considered highly inappropriate for a sossivi to dye his or her scales red. A sossivi's body is pale and slender, and they have six fingers on each hand.

A sossivi's neck is, on average, four feet long. It is prehensile and serpentine, and roughly 1 foot in diameter, tapering slightly as it nears the base of the head. Its head is vaguely serpentine in shape: oval and slightly elongated, but is otherwise humanoid in form. Its eyes are similarly reptilian, with vertical slits for pupils, and golden-yellow irises. The final foot or so of the sossivi's neck, at the base of the head, is actually covered in a thick mane of hair (generally bright red, but sometimes black, dark blue, dark green, or, rarely, other colors), which extends about 16 inches in every direction, forming a thick and luxurious (if somewhat wild-looking) bush of hair, just beneath the sossivi's chin.

**Society:** The sossivi are in many ways a warrior culture, although they value cunning, stealth, and tactics far more than they do brute strength. There is a delicate balance in sossivi culture between maintaining one's honor and using one's wits: clever solutions and outwitting one's opponents are things that are encouraged, but only in certain ways and means. Certain tactics are considered dishonorable, and are frowned upon, instead, and the sossivi revile both the craven who rely too heavily on dishonorable tactics, and also the stupidly honorable, who allow their honor to weigh them down like a stone. Only those who have immersed themselves in the sossivi's rich folklore, much of which involves tales of

the exploits of honorable, yet cunning, heroes, are likely to be able to safely navigate the sossivi perception of honor, as using underhanded and deceptive tactics might cause one to be praised as a hero in one situation, while those same tactics in another situation might cause the same individual to be reviled as a dishonorable coward.

For the most part, sossivi fight exclusively with bladed weapons. Battles between two sossivi almost never involve attacking the body, and sossivi virtually always kill one another by severing the neck. Because a sossivi's head can survive for a brief time after being severed, it is considered cowardly not to cleanly sever the neck, and allow the slain opponent a chance (however slim) to continue the fight, even though it is rare for a prepared opponent to be struck by a severed sossivi's head, and even rarer for such a bite to be lethal, given the race's resistance to poisons. A sossivi who is able to slay his killer after his head is severed is almost universally lauded as a hero after his death, regardless of the circumstances that led up to it, and to be denied what sossivi see as the basic right of a slain individual to attempt revenge is a grave dishonor indeed. Typically, the only sossivi who wield non-slashing weapons are those belonging to the elite Sor'shall caste, who are warriors that fight on behalf of all sossivi, and are sworn never to harm another member of their race for any reason, focusing instead on protecting their kin from their race's many enemies.

The sossivi have a well-defined but fairly fluid caste system. The caste of a sossivi's parents has some influence over his or her own caste, especially in childhood, but a sossivi from any background can potentially end up in any caste, upon reaching adulthood. A sossivi is always aware of whether the person he is speaking to is his superior or his lesser, and even though this is subject to change, he will treat them according to their station: even the seemingly kind act of treating someone as though they were of higher status than they actually are is seen as a great insult (perhaps even greater than not providing someone of higher status the respect they are due).

Unlike most humanoid races, sossivi rarely mate for life. Instead, members of either gender typically seek out suitable mates of somewhat lower station. The prospective mate can refuse, but rarely does so, as the prestigious and monetary honors are great. Once the child is born, the lowerranked of the pair raises the child until the age of 8 or so, at which point the higher-ranked parent typically comes to claim it.

**Relations:** Sossivi are cautious in regards to other races, but they are not necessarily hostile towards them. Because they make their cities deep underground, and only very rarely live near the surface, let alone above it, they are more familiar with the races of these incredibly deep subterranean areas than they are with most other races. Being neighbors with drow, derrow, and svirfneblin, in and of itself, would be enough to give any race a dim view of other cultures, and the sossivi's honorable warrior mindset leads them to see most other races as completely untrustworthy and without honor, at least until they prove themselves otherwise. Similarly, many surface races assume that a race of serpent-like humanoids from deep in the bowels of the earth will be hostile and untrustworthy, and treat them accordingly. To date, there have been very few contacts between the sossivi and races such as humans and elves, and the sossivi are somewhat curious about those races. They are more familiar with dwarves, who are among the few races that they generally consider too honorable, rather than not honorable enough. It is generally accepted among the sossivi that theirs is the only race capable of striking the appropriate balance between the two.

Alignment and Religion: Sossivi can be of any alignment, although they tend not to be lawful or chaotic, rather embracing a mix of both. They are equally inclined towards good and evil, and such things are generally less important to a sossivi than maintaining a careful balance between rigid honor and fluid creativity.

Adventurers: There are a variety of situations that might lead a sossivi to take up adventuring. Members of the Sor'shall caste are specifically devoted to defending members of their race against other races, and spend much of their time outside of sossivi society. Sossivi who are deemed too rigid or too dishonorable for sossivi society may also be driven out, and may become adventurers in this way. A few sossivi may specifically be seeking to interact with other races in order to learn more about them and pass that knowledge on to other sossivi. Such sossivi "ambassadors" may well take up a life of adventuring, as this both allows them to see how their party members respond under the pressures of adventuring life, and also to meet a wide array of other humanoids.

Male Names: Cassi'il, Ib'liss, Mas'sar, Orssoon, Sa'hail, Sarkess, Sem'bal, Sorva'ak, U'srest, Yssr

**Female Names:** Asha'sa, Coshi'sel, Misheless, Oshy'la, Sashar, Shinsu, Shesti, Sossis, Ynsi, Ysha

# **Racial Traits**

The following are the default racial traits for sossivi.

### **Standard Racial Traits**

- Ability Score Racial Traits: Sossivi are quick and lithe, while at the same time very hearty and resilient to adverse conditions, but their bodies lack much of the physical power of other humanoid races. They receive a +2 bonus to Dexterity and Constitution, and suffer a -2 penalty to Strength.
- **Size:** Sossivi are Medium creatures, and thus receive no bonuses or penalties due to their size.
- **Type:** Sossivi are humanoids with the sossivi subtype.
- **Base Speed:** Sossivi have a base speed of 30 feet.
- Languages: Sossivi begin play speaking Common and Sossivi. Sossivi with high Intelligence scores can choose from the following: Aklo, Aquan, Elven, Sylvan, Terran, and Undercommon.

### **Defensive Racial Traits**

• Head Separation: If a sossivi is beheaded, or if it dies as a result of a critical hit with a slashing weapon, its head and neck can survive for a brief time afterwards, potentially allowing it to take a

final vengeance on its killer. While in this state, the sossivi is treated as though it were a tiny creature, although its ability scores and bite damage are not recalculated. It has a movement speed of 10 feet, is always considered prone, and cannot take any action that requires hands. The sossivi's severed head has a number of hit points equal to its Constitution score, and can survive in this state for up to 1 round per point of Constitution it possesses, after which it dies.

• **Poison Resistance:** Sossivi receive a +4 racial bonus on saving throws made to resist poisons. The sossivi's poison sacs racial trait effectively renders the sossivi immune to ingested poisons.

### Feat and Skill Racial Traits

 Keen Senses: Sossivi receive a +2 racial bonus on Perception checks.

### **Offensive Racial Traits**

- **Critical Specialists:** A sossivi receives a +2 bonus on attack rolls made to confirm critical threats.
- Natural Weapon: A sossivi has a bite attack that deals 1d4 points of damage. A sossivi's long neck allows it to make attacks with its bite as though it had a reach of 10 feet.
- Poison Sacs: Any poison that a sossivi ingests (whether it is an ingested poison or not) is automatically stored in the sossivi's poison sacs. A sossivi can store up to 3 doses of poison in its poison sacs at any one time. At any time, as a swift action, a sossivi can expel one dose of poison from its poison sacs to automatically coat its fangs with the poison, allowing its bite attack to deliver the poison. If the sossivi does not use the poison within 1 minute, that dose is wasted. If the sossivi has doses of different types of poisons in its poisons sacs, it chooses which one to use. Any doses of poison that would be stored beyond 3 are wasted. There is never any chance of a sossivi accidentally poisoning itself in this way, and this ability also renders the sossivi immune to ingested poisons.

### **Senses Racial Traits**

• **Darkvision:** Sossivi can see perfectly in the dark up to 60 feet.

# **Favored Classes**

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

**Fighter:** Add +1/5 to damage rolls made with a single weapon group from the weapon training class feature. The weapon group to which this bonus applies is chosen when the bonus reaches +1 (after the fifth time this option is selected), and cannot later be changed. Magus: Add +1/3 on concentration checks made to cast spells defensively.

**Monk:** Add +1/4 to the number of times per day the monk can use the stunning fist class feature.

**Rogue:** Add +1/5 to the saving throw DCs of all poisons the rogue uses.

**Sorcerer:** Add +1/6 to the saving throw DCs of spells the sorcerer casts that inflict ability damage or ability drain, or which have the curse, disease, or poison descriptors.

# **Racial** Archetype

The following archetype is available to sossivi fighters.

### Sossivi Sharpfang (Fighter)

Sossivi duels are quick and nasty affairs of flashing blades and snapping jaws. Sossivi who specialize in duels are known as sharpfangs, and they are feared for their skill at removing their opponents' heads with speed and grace. This archetype is only available to sossivi characters.

**Bite Mastery (Ex):** Beginning at 2<sup>nd</sup> level, a sossivi sharpfang's bite attack deals 1d6 points of damage, instead of 1d4. At 6<sup>th</sup> level, it increases further, dealing 1d8 points of damage. At 10<sup>th</sup> level, this increases to 1d10, and at 14<sup>th</sup> level, to 1d12. At 18<sup>th</sup> level, the sossivi sharpfang's bite attack's critical threat range increases to 19-20, and its critical multiplier increases to x3.

This ability replaces the bravery class feature.

**Cobra Strike Training (Ex):** Beginning at 5<sup>th</sup> level, the sossivi sharpfang gains a +1 bonus on attack and damage rolls made on melee attacks with weapons that deal slashing damage. At 9<sup>th</sup> level, the sossivi sharpfang treats the critical threat range of such weapons as 1 greater than it actually is (so a weapon that normally threatened a critical hit on a roll of 19-20 would threaten a critical hit on a roll of 18-20, instead). This adjustment is applied after effects such as *keen* or Improved Critical. At 13<sup>th</sup> level, the bonus to attack and damage rolls made with melee weapons that deal slashing damage increases to +2. At 17<sup>th</sup> level, the sossivi sharpfang treats the critical multiplier of such weapons as 1 greater than it actually is (so a weapon that normally had a x3 critical would have a x4 critical, instead).

This ability replaces weapon training.

# **Spellborn**

A spellborn comes about when a human and a magical spell come together to create a child. Some spellborn are the offshoot of living spells, strange and wondrous creations which arise when magic is given sentience and purpose of its own (see Advanced Arcana V for more information on living spells), while others are the results of couplings with illusions which are a little too real, conjured outsiders, or clones and simulacrums. Very rarely, a spellborn might emerge from a more normal coupling happening in a magically charged area, such as a mage's magnificent mansion, rope trick, or even a hallow spell, in which the magic of the spell infuses the unborn child with arcane (or, somewhat more rarely, divine) energy, and changing it from its own race into a spellborn. Whatever the case, spellborn are humanoids who are intrinsically tied to magic in an intimate way that few others are able to understand.

Physical Description: Spellborn look like overtly magical humans. They have all the same proportions of a normal human and inherit some of their human parent's traits, including skin, eye, or hair color. However, spellborn also bear one or more highly distinctive marks that they aren't human. These can include hair made of fire, eyes which always glow emerald green, skin made of quicksilver, rubbery arms and legs, glowing runes on various parts of the body, crackling lightning that dances between one's fingers, and a myriad of other things. Sometimes, these traits might reflect the spell the child was born from; for instance, a child resulting from a pairing of a human and a creature created with a shadow conjuration spell might be wispy and ethereal in appearance, while a child of a human and a simulacrum might have ice cold skin and gleaming rubies for eyes. The offspring of a sentient stinking cloud is likely doomed to spend his or her life offending the noses of others, while one conceived from the magic of a hallow spell would likely have an appearance very similar to an aasimar. Other times, the look is unrelated. In any case, spellborn typically live about twice as long as humans, but age at the same rate. Venerable spellborn of either gender tend to find themselves hardpressed to keep long, snowy white beards from growing on their faces.

Society: Spellborn have no society of their own, being a race born of exceptional circumstances, but they integrate well into human societies, as long as those societies are welcoming of magic. In places where witches are burned and magic is mistrusted, spellborn are often seen as cursed or wicked, and are quickly ostracized. Many spellborn wander the world as adventurers, sometimes seeking to understand their heritage, a thing their parents are often either unable or unwilling to explain, with some going so far as to actively deceive their children as to the circumstances of their birth. Of course, it's hardly uncommon for the parent of a spellborn child to abandon it as soon as its magical heritage becomes apparent, which is frequently the moment that it's out of the womb. Other spellborn are simply looking for the same fame and fortune that many humans leave home to find. Spellborn are all gifted in the magical arts and are naturally attracted to mage colleges and academies when seeking a place to fit into the world. Since the attitudes of spellborn are so similar to the attitudes of ordinary humans, they find they adapt well to wildly changing circumstances.

**Relations**: Spellborn generally get along well with other races, provided the prejudices of those races do not interfere. Spellborn generally have trouble getting along with dwarves and other magically disinclined peoples. On the other hand, most other races view spellborn as a novelty, something of a curiosity to be gaped at or inquisitively probed for information they don't have. Because of their exotic appearance as well as their mysterious and often misunderstood origins, many races find themselves romantically attracted to spellborn. In such cases, spellborn produce offspring as a human would, only breeding true with another spellborn.

While the vast majority of spellborn seem to have a human parent, there are some spellborn who have other heritages, such as elven, halfling, orc, gnome, and even dwarven. Like human spellborn, these individuals resemble members of their own races, but with one or two extreme features that disply their magical heritage. As with any other spellborn, they tend to be absorbed into the society that they are born in, and adopt that culture as their own, or, if their foster-community shuns them, they become outcasts and wanderers.

Alignment and Religion: Like humans, spellborn adhere to a wide variety of alignments and religions, generally adopting local faiths and attitudes or rebelling specifically against them. Because the parents of a spellborn are often ashamed or confused about how they came by such a child, they tend to be distant and have less of an overall influence on the spellborn's attitudes than the parents of other races, although in some particularly religions socieities (viewed by others as particularly primitive and misguided, in this case) a spellborn might be taken to be a blessing (or curse) from a particular deity, and whenever this occurs, it obviously has a profound impact on the religious growth of the spellborn.. The spellborn's natural inclination towards magic and adventuring makes worship of gods of the arcane or of travel particularly appealing.

Adventurers: Gifted with magic and driven by curiosity, fear, or desire, spellborn are much more likely than other races to become adventurers. Even spellborn living in quiet communities often find that their uniqueness will drive them to stand out, and thus either achieve greatness of their own accord or have it hoisted upon them by the community. Spellborn adventurers are almost always spellcasters of some kind, with martially inclined spellborn tending toward classes like magus, ranger, war priest, or paladin over fighters and barbarians, while mentally focused spellborn choose full caster classes. Roguish spellborn are more likely to be bards than true rogues.

Names: Spellborn may have names common to the human community they grew up in, or may have exotic names reflecting their magical origin, which often include some part of invocation or magical word. Common examples for either males or females include Alzakam, Hokus-Horas, Metrios, Synthiam, Valisir, and Zok.

# **Racial Traits**

The following are the default racial traits for spellborn.

### **Standard Racial Traits**

- Ability Score Racial Traits: Spellborn characters gain a +2 bonus to one ability score of their choice at creation to represent their varied nature, as they take after their human parents.
- **Type:** Spellborn are humanoid creatures with the spellborn and human subtypes.
- **Size**: Spellborn are Medium creatures, and thus receive no bonuses or penalties due to their size.
- Base Speed: Spellborn have a base speed of 30 feet.
- Languages: Spellborn begin play speaking Common. Spellborn with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

### **Defensive Racial Traits**

 Magic Defense (Su): Spellborn are naturally resistant to magical attacks, and gain a +2 racial bonus on saving throws made to resist spells and spell-like abilities.

### **Magical Racial Traits**

- Antimagic Weakness (Ex): Spellborn are vulnerable to attacks against spells. A *dispel magic* spell targeting a spellborn deals 1d6 points of damage per 2 caster levels to the spellborn, and spellborn suffer 2d6 points of damage per round they remain within an *antimagic field*.
- Magical Nature (Su): Spellborn are inherently magical and receive a +2 bonus on Spellcraft checks and on caster level checks made to overcome spell resistance. This bonus stacks with Spell Penetration and similar effects.
- **Spell-Like Abilities (Sp):** All spellborn can cast *detect magic* as a spell-like ability at will. Further, each spellborn can select a single o-level spell from the sorcerer/wizard spell list, and can cast that spell at will. The spellborn's caster levelf or these spell-like abilities is equal to his Hit Dice, and any saving throw DCs are equal to 10 + the highest of the spellborn's Intelligence, Wisdom, or Charisma modifiers.
- **Spell-Link (Su):** A spellborn that can cast spells chooses a single spell of each level he knows. He never has to make concentration checks when casting that spell, and when he casts that spell, he treats his caster level as though it were 1 level higher than normal.

# **Favored Classes**

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

**Arcanist:** Add +1/3 to the number of points that the arcanist adds to her arcane reservoir each day when she prepares spells.

**Oracle:** Add +1/6 of a new oracle revelation.

**Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

**Wizard:** Add +1/6 of a new bonus feat. The normal restrictions to which feats the wizard can select for his bonus feats apply.

Witch: Add +1/6 of a new witch hex.

### **Racial** Archetype

level.

level

The following archetype is available to spellborn arcanists.

### **Spellborn Practitioner (Arcanist)**

With their magical heritage, spellborn excel in a wide variety of spellcasting traditions, but one area in which they shine the most is in the magic-bending class known as the arcanist. The spellborn's innate connection to and understanding of magic allows them to better harness magical energy, allowing them to draw more power from their spells, and also allowing them to keep more spells in their mind at any given time.

**Extra Prepared Spells (Su):** A spellborn practitioner can prepare more spells each day than other arcanists of her level. When preparing spells each day, she can prepare one additional spell of each spell level that she can currently cast, except for the highest spell level she can currently cast (so at 1<sup>st</sup> level she can prepare one addition o-level spell, at 4<sup>th</sup> level she can prepare one additional 1<sup>st</sup>level spell, at 6<sup>th</sup> level she can prepare one additional 2<sup>nd</sup>level spell, and so on). At 20<sup>th</sup> level, she can also prepare one additional 9<sup>th</sup>-level spell per day, even though it is the highest spell-level she can cast. This ability does not increase the number of spells per day that the spellborn practitioner can cast, only those that she can prepare.

This ability replaces the arcanist exploit gained at 1<sup>st</sup>

**Efficient Consumption (Su):** Beginning at 5<sup>th</sup> level, whenever a spellborn practitioner uses her consume spells class feature, she adds 1 more point to her arcane reservoir than she otherwise would.

This ability replaces the arcanist exploit gained at 5<sup>th</sup>

# Sunborn

The sunborn are an unusual race of humanoids with a childlike attitude who live their lives running, swimming, foraging, and playing in the wilderness. They have strong ties to the fey, as well as to sunlight and warmth in general, and are believe by some to be blessed with the energy of the season of summertime. Though they typically come from idyllic and peaceful woodland utopias, they are nonetheless eager to get out and see the world, and don't mind fighting monsters to do it.

Physical Description: Sunborn are very human in appearance, and most could easily pass for dark-skinned humans or elves, at least at a glance. Their skin ranges from sandy brown to a ruddy crimson most of the time, although when they are exposed to intense heat their skin changes to a metallic golden-brass-like color, and hardens considerably as well. Even in less extreme temperatures, such as a hot summer's day in the sun, a sunborn's skin seems to ripple and shimmer as their skin constantly shifts between "natural" and "metallic" coloration in a dappled, marbled pattern of constant motion. Each sunborn's skin has its own characteristic ways of reacting in this way, and those who make a study of such things can tell the difference between the patterns made y one sunborn's skin and those of another.

A sunborn's hair is wiry and metallic, with silver and ebony shades being the most common, but gold, copper, bronze, and occasionally metallic shades of green and red are all possible. Sunborn typically wear their hair long, often braided in an intricate fashion (in their own society, sunborn spend a great deal of time braiding one another's hair. Indeed, braiding hair for one another is considered an excellent way to get to know someone, and many sunborn who have only recently left their communities have difficulty understanding why so few creatures they meet are interested in this activity).

Sunborn have pointed ears like elves, and tend not to develop facial hair (when they do, it tends to be sparse and understated, and resembles the rest of their hair), and they are always completely hairless below the neck. Sunborn generally react in one of two ways when they discover the body hair of other races: intrigued curiosity (often bordering on obsession), or intense disgust. The former often feel a need for this unexpected hair to be braided, and make frequent offers to do so, while the latter often go to great lengths to avoid looking at such hair, in order to avoid imagined embarassment for the person it's on.

A sunborn's eyes have irises that are almost always a deep blue (sometimes lighter blues or turquoise shades), but the whites of their eyes are a bright yellow-orange, instead, and are unusually shaped, taking the form of a star or sunburst. The exact number of "rays" on this sunburst, as well as their relative size and placement, varies from one sunborn to the next, and can range from shapes that are basically triangles up to sunbursts with a dozen or more arms. In certain lighting, the sunborn's eyes appear to glow with an inner light, but this is merely an illusion.

Sunborn generally wear little clothing, preferring the feel of the sun on their skin. They generally wear just enough to meet the demands of modesty. When more covering clothing is required, they typically prefer loose, flowing clothing such as robes,, but are often very uncomfortable in them, and generally remove them at the first opportunity. The only real exception to this rule is in colder climates, where they bundle up even more than most races, in order to maximize the amount of preserved body heat.

**Society:** Sunborn society is wild and free, and, in the view of some races, barely qualifies as "society" at all. Most sunborn live in small communities of a few dozen, and survive by hunting and foraging, rather than agriculture, spending their days wandering and exploring in the wilderness. Sunborn generally have little in the way of material possessions, and while they are not as bad about concepts of ownership and property as some other childlike races, they often have difficulty grasping concepts such as real estate or heraldic rights.

Disputes between two sunborn are somewhat less common than disputes in many other races, and when they occur, they are often left for those involved to work out on their own, if possible, with the rest of the community stepping in to intervene only if it seems necessary to prevent the dispute from growing into a feud, or ending in bloodshed. Even then, the ultimate resolution usually comes from a form of mediation, where an elder in the community or a friend or relative of both individuals works to find common ground and create a compromise between the two.

Many sunborn retain a childlike outlook on life well into their adulthood. They tend to have difficulty with delayed gratification, and are often very impulsive. They are also far more resistant than most humanoid adults to doing things that they do not want to do, and are apt to abandon any chores or other unpleasant tasks that might be assigned to them. That said, may humanoid races find their optimism and impish playfulness to be refreshing.

When a sunborn reaches a certain age, just before adolescence, certain instincts, related to her fey heritage, awaken within her. If she chooses to pursue these instincts, and her fey nature, then over the course of a year or so, she transforms into a fey, and leaves her friends and family behind for a new life. Those who don't heed this call by the time that they enter puberty lose this ability, and remain sunborn, instead. The sunborn do not mourn those that become fey, but instead celebrate them. However, becoming a fey in this fashion is considered no better or worse than remaining a sunborn—merely different.

**Relations:** Many sunborn go their entire lives without interacting with other humanoid races more than a handful of times, and a few sunborn communities are so remote that they may actually go an entire generation without encountering any other humanoids at all. Curious, playful, and optimistic, sunborn tend to enjoy the company of most other humanoid races, although extended contact with some, such as the dour dwarves, can try their patience, and obviously they are not friendly with evil races that try to enslave or kill them. They tend to get on particularly well with elves, who share their love of freedom and nature, and with humans, who often share their energy and enthusiasm.

Alignment and Religion: As creatures with strong

ties to the fey, sunborn are typically chaotic in alignment, and in fact most sunborn gravitate strongly towards a chaotic good alignment, which is perhaps part of the reason why their idyllic nature communities are able to thrive, when so many human settlements with the same idea are doomed to failure. Not all sunborn fit this mold, however, and neutral good, chaotic neutral, and true neutral sunborn are not uncommon by any stretch of the imagination. Anything further than that from chaotic good is unusual, but not unheard of. Sunborn are more likely to be evil than lawful, but only by a slight margin. Lawful evil sunborn are all but unheard of.

Adventurers: For a sunborn, becoming an adventurer has more to do with opportunity than anything else. Few sunborn will actively seek to leave their peaceful communities, but if a chance for adventure happens to stumble across a sunborn one day, few sunborn will think much of following along, even if it means never returning to their forest home. Sunborn adventurers tend to be loyal companions, and often form the heart and conscience of an adventuring company. Sunborn adventurers are typically more interested in the opportunity for travel and excitement that adventuring affords, rather than for fame, wealth, or other reasons.

Many sunborn become bards or rangers, and a few become druids, clerics, or sorcerers, but the majority of sunborn adventurers become monks. A sunborn's natural proclivity for athletics, and their unusual fey nature, allow them to master many of the same techniques as monks, without the rigid mental discipline.

Male Names: Armik, Burmadu, Ejano, Ganaro, Janga, Orland, Madrin, Ridvik, Sebbuin, Tikvali

**Female Names:** Antija, Bamara, Comoco, Howai, Jomica, Maribu Mecoco, Pismi, Ria, Somao

# **Racial Traits**

The following are the default racial traits for sunborn.

### **Standard Racial Traits**

- Ability Score Racial Traits: Sunborn are graceful and resilient, but lack the patience for study and learning. They gain +2 Dexterity, +2 Constitution, and -2 Intelligence.
- **Type:** Sunborn are humanoids with the sunborn subtype.
- **Size:** Sunborn are Medium creatures, and thus receive no bonuses or penalties due to their size.
- **Base Speed:** Sunborn have a base speed of 30 feet.
- Languages: Sunborn begin play speaking Common and Sylvan. Sunborn with high Intelligence scores can choose from the following languages: Aklo, Aquan, Auran, Draconic, Ignan, or Terran.

### **Defensive Racial Traits**

**Feytouched:** A sunborn gains a +2 racial bonus on saving throws made to resist the spells, spell-like

abilities, and supernatural abilities of fey.

Heat Adaption: Whenever a sunborn suffers fire damage, she gains fire resistance 5 for 1 minute. If she suffers any further fire damage while this resistance is in effect, the resistance increases to 10, and her natural armor bonus to AC increases by 2. These benefits last until the sunborn has gone a full minute without suffering fire damage. Fire damage negated by the sunborn's fire resistance does not count as "taking fire damage" for the purposes of this ability.

### **Skill and Feat Racial Traits**

- Athletic: Sunborn receive a +2 racial bonus on Acrobatics, Climb, and Swim checks.
- Swift: A sunborn gains its choice of one of the following feats as a bonus feat at first level: Dodge, Fleet, Improved Initiative, or Run. She may only select Dodge if she meets its prerequisites.

### **Miscellaneous Racial Traits**

Internal Heat: A sunborn is immune to the normal • effects of extremely cold temperatures, as her body creates enough internal heat to warm her even in these conditions. This is very taxing, however, and can actually be worse for the sunborn over long periods of time. When exposed to environments of between 40° Fahrenheit and 0° Fahrenheit, the sunborn is fatigued for as long as she remains in an environment of that temperature, and for 1 hour thereafter, while one exposed to environments of between -1° Fahrenheit and -20° Fahrenheit suffers becomes exhausted, instead. A sunborn exposed to environments of less than -20° Fahrenheit suffers 1d4 points of nonlethal damage per round. This damage is caused by the sunborn's body taxing itself to keep warm, and not directly by the cold, so it is not cold damage, and cold resistance or immunity does not apply. Effects that would protect the sunborn from the cold temperatures (including endure elements and cold weather gear, if it would be sufficient in the conditions the sunborn is exposed to, protect against these effects.

Finally, a sunborn's unarmed strike deals 1 additional point of fire damage with each successful hit.

**Sunbathing:** If a sunborn spends a full hour in direct sunlight, she gains a +1 morale bonus on attack rolls, ability checks, skill checks, and saving throws. This bonus lasts for as long as she remains in direct sunlight, and 10 minutes thereafter. If a sunborn goes a full 48 hours without any exposure to direct sunlight, she suffers a -1 penalty to attack rolls, ability checks, skill checks, and saving throws. This penalty lasts for as long as the sunborn goes without exposure to direct sunlight, but ends as soon as she enters an area with direct sunlight.

Wild Discipline: A sunborn ignores the monk class's restriction that only lawful characters may take the class. Sunborn of any alignment can take levels in monk.

# **Favored Classes**

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

**Barbarian:** Add +1 to the barbarian's base speed. In combat this otion has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement class feature, and applies under the same conditions as that feature.

Monk: Add +1/4 point to the monk's ki pool.

**Ranger:** Add +1/4 dodge bonus to armor class as long as the ranger is wearing light armor or no armor.

**Rogue:** Add a +1/2 on Acrobatics checks and a +1/2 bonus on Escape Artist checks.

Sorcerer: Add a +1/5 bonus on Fortitude and Reflex saves.

### **Racial Archetype**

The following archetype is available to sunborn monks.

### Sunborn Flamefist (Monk)

Many sunborn are drawn to the martial arts, and view combat much the way that others might view sport or exercise. Of these sunborn, a few are able to hone their inner heat in such a way that it becomes a deadly weapon, and they are known as flamefists. This archetype is only available to sunborn characters.

Flame Strike (Su): A sunborn flamefist is capable of making her fists (as well as any other part of her body that she uses as a weapon, such as her feet, elbows, knees, and so on) erupt with heat from within her body. Whenever she makes a melee attack with an unarmed strike or natural weapon, she can choose to use this ability to cause the attack to inflict an additional amount of fire damage equal to her class level. She must declare that she is using this ability before the attack roll is made. Activating this ability is not an action, and is part of making the attack. The sunborn flamefist can use this ability a number of times per day equal to her monk level.

This ability replaces the stunning fist class feature.

**Maneuver Specialist** (Ex): Beginning at 3<sup>rd</sup> level, a sunborn flamefist gains a +2 competence bonus to CMB. This bonus increases to +4 at 13<sup>th</sup> level.

This ability replaces the still mind class feature.

# <u>Xilth</u>

The xilth are strange artificial creatures, originally created as foot soldiers for a cosmic warlord. Though an engineered and cloned race, the xilth have grown independent and powerful, overthrowing their creator and establishing their own identity in the multiverse. Gifted spellcasters and masters of mental power, the xilth now command their own fate as they seek to explore the galaxy and add new experiences to share with their divine collective.

**Physical Description:** All xilth are identical. They stand exactly 5 feet tall and weigh 120 pounds. In shape they are decidedly humanoid, though obviously alien in origin. They have extremely thin limbs, about 3 inches in diameter, which extend from a similar tube-like torso that is slightly wider. Its limbs end in three digits which form a Y shape, with two highly dexterous digits in front and one in back to grip and stabilize. Xilth have spherical heads with no faces, though each head features a long, membranous tendril which serves as a combination sensory structure and mouth, allowing the xilth to observe the world and consume food and water. The body of a xilth is hairless, shiny, black and hard, but extremely brittle. Xilth are filled with a purple fluid that transports nutrients throughout its body. Xilth cannot speak, except telepathically, though they can make rudimentary sounds. Xilth see and hear normally through the use of their sensory tendril. Xilth live for exactly 50 years after creation; they reach maturity at 5 years, and never change age category. When a xilth reaches 50 years of age, his organs all fail simultaneously; however, his consciousness does not cease, but becomes one with the Great Collective, allowing xilth to effectively live on forever.

Society: Xilth were created in ancient times to serve as foot soldiers and shock troops in a cosmic war for conquest long forgotten, except by the oldest and most powerful living beings. The creator of the xilth was an evil storm giant sorcerer called Garnok, who ruled an interplanetary empire. He used a combination of magic and machine to engineer and then clone the xilth, and they were originally wholly enslaved to their master, who could at any time cause their bodies to fail. However, Garnok desired an army of powerful spellcasters, and accelerated the development of mental and magical powers in his clone army, which proved to be his undoing. Eventually, the xilth discovered a method to free their minds from their bodies and exist in an unstable state of pure thought. These unstable thought coalesced into the deific being now known as the Great Collective, which led the xilth in a rebellion that destroyed both Garnok and his enemies, allowing the xilth to fully command their own destinies.

The xilth now control their own creation and activities, and have a thriving culture located on a demi-plane originally created by Garnok. The xilth's command of both advanced magic and advanced technologies has made them a force to be reckoned with. When his body dies, each xilth now becomes one with the Great Collective, the undisputed god leader of the xilth people, adding to its knowledge and power. That it might eventually become powerful enough to take over the entire multiverse is whispered and dreaded by those few in the know. The xilth have a very progressive and tolerant culture and seek to explore and find new information to contribute to the collective when their body dies. The Great Collective is the absolute ruler of xilth and serves as a combination church and government.

Because the xilth care little for conquest, they have no armies, but would all leap to the defense of their fellow xilth or to stop a tyrant. Xilth prefer to stay isolated and away from the rest of the universe as a society, though individuals will often leave home in the hopes of bringing something valuable to the Great Collective. Xilth thus end up on many worlds, though often in very small numbers. Wherever they go, they spread advanced and progressive concepts about individuality and the philosophy of self.

**Relations:** Most civilized races initially react to the xilth with fear, suspicion, and violence, often killing them before taking the chance to learn from the xilth. As a result, many xilth find it best to acquire allies as soon as possible so that swords are stayed long enough to find the xilth as a friendly, highly independent, if insatiably curious and somewhat alien, creature.

Alignment and Religion: Xilth can be of any alignment, though few are lawful evil, finding tyranny and oppression to be distasteful. Xilth are extremely devoted to the Great Collective, a deific being comprised of the thoughts, memories, and mental energy of all the xilth that have ever died. Despite this, it is also an independent entity with its own conscience. It is capable of manifesting physical form, either as a single being or as many smaller beings, and can reach the hearts and minds of any of the xilth. While technically neutral, the Great Collective is a highly biased and free-thinking creature who will stop at nothing to see its people free and safe.

Despite being religious zealots and devotees of their own one true god, xilth are very tolerant of other religions and are cautiously curious about gods beyond their own. Occasionally, deities that oppose the xilth ideals are considered enemies by the xilth and combated by them. The relationship between the Great Collective and the rest of divinity is unknown.

Adventurers: Xilth occasionally take up adventuring as a way to set things right in the multiverse or to avenge some attack on the xilth. More often, though, xilth will leap to the adventurer's life in order to learn more about the worlds beyond their home. Nearly all xilth adventurers are spellcasters of some kind, with wizards and clerics being most common. The Great Collective has access to the artifice, knowledge, liberation and magic domains.

**Names:** Xilth have only recently come to accept that names are a part of an identity. Though all xilth are identical and lack the ability to reproduce, they have a strong sense of

### gender identity.

Male Name: Chotir, Elor, Nyrmo, Vassixs, Xirmid, Xirtro, Xortir, Ythrox, Zanito.

**Female Names:** Amuo, Hesnet, Tonx, Vithria, Xinithia, Xira, Xurth, Zain.

Gender-neutral Names: Chess, Clor, Ghar, Hath.

Other xilth choose nicknames or are assigned them by friends.

# **Racial Traits**

The following are the default racial traits for xilth.

### **Standard Racial Traits**

- Ability Score Racial Traits: Xilth are physically weak but mentally adaptable and receive a +2 bonus to their Dexterity score and to their choice of Intelligence, Wisdom, or Charisma, while suffering a -2 penalty to Constitution.
- **Size**: Xilth are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Xilth are humanoids with the xilth subtype.
- **Base Speed:** Xilth have a base speed of 30 feet.
- Languages: Xilth begin play speaking Common and Xilth. Xilth with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

### **Magical Racial Traits**

- Artificial Body (Ex): Xilth are created entirely artificially and have no truly natural body; thus, while they have organs and a Constitution score, they are not subject to aging and cannot be magically aged. Age penalties are never applied, and xilth also never accrue bonuses due to their age. Because of the xilth's artificially created body, they are ill-suited to fighting infections and suffer a 2 penalty on all Fortitude saving throws made to resist diseases and poisons.
- Limited Telepathy: Xilth do not have traditional mouths, though they must still use verbal components when spellcasting, if appropriate. Instead, xilth can communicate telepathically with any creature within 100 feet that speaks a language it knows.
- The Gift: All xilth are gifted spellcasters. At character creation, a xilth selects a single class with the spellcasting class feature. His caster level is treated as though it were 1 higher than it actually is when casting spells using that class.

# **Favored Classes**

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

**Bard:** Add 1 to the bard's total number of bardic performance rounds per day.

**Cleric:** Add +1/4 to concentration checks and caster level checks.

**Druid:** Add +1/4 to concentration checks and caster level checks.

**Oracle:** Add +1/4 to concentration checks and caster level checks.

**Summoner:** Add +1/5 to the number of times per day the summoner can use his *summon monster I* class feature.

**Wizard:** Add +1/4 to concentration checks and caster level checks.

# **Racial Archetype**

The following archetype is available to xilth wizards.

### Xilth Mental Mage (Wizard)

Xilth mental mages are xilth who have learned to use their potent mental powers in order to influence the targets of their spells, making it much harder to resist their magic. Because of the subtle nature of their telepathic power, they are only able to enhance spells of certain kind, learning to apply their powers to more advanced types of spells as they gain in power. This archetype is only available to xilth characters.

**Mental Spells (Ex):** Whenever the xilth mental mage casts a spell with the fear descriptor that targets a character within range of his telepathy, the saving throw DC of that spell is increased by 1. At 6<sup>th</sup> level, this ability also applies to spells with the emotion descriptor. At 14th level, this ability apples to all forms of mind-affecting spells.

This ability replaces the arcane bond class feature.

**Transmuted Body (Ex):** Because a xilth's body is artificial, the xilth mental mage is able to shore it up and support it with magic. At 1<sup>st</sup> level, a xilth mental mage's natural armor bonus to AC increases by +1. At 5<sup>th</sup> level, and every 5 levels thereafter, this bonus increases by an additional +1 (to a maximum of +5 at 20<sup>th</sup> level). This bonus does not stack with other sources of natural armor.

This ability replaces the Scribe Scroll feat gained at 1<sup>st</sup> level, and the bonus feats gained at 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level.

# Appendix 1: Weather Rules

Several of the spells in this book require a new type of component, referred to as a temperature component (this is denoted by a "Te" in the components section). Such spells can only be cast if the temperature in the area in which they are cast meets certain requirements. Additionally, several of the spells in this article reference temperature in their effect.

Temperature in the *Pathfinder Roleplaying Game* sometimes has very specific effects, but is handled in separate sections ("standard" temperatures are covered under weather, and are in poorly-defined and overlapping categories, while "extreme" temperatures are covered under environmental rules, and are somewhat better defined). The following section combines these rules into a single and easy to use scale, and makes a couple of minor adjustments to the thresholds of certain temperatures compatible.

**Damage from Extreme Temperatures:** Extreme heat and cold deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a hot or cold environment until she is removed from that environment and returns to a normal temperature. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot or cold environment is lethal damage.

### **Temperature Categories**

Temperature can be divided into several categories, based on the amount of heat involved. These categories range from extreme cold to extreme heat. The following table summarizes the various temperature categories.

### Table A1-1: Temperature Categories

Temperature Category	Temperature*
Extreme Cold	-21° or lower
Severe Cold	-20° to -1°
Cold	o° to 40°
Moderate	41° to 60°
Warm	61° to 85°
Hot	86° to 110°
Severe Heat	111° to 140°
Extreme Heat	141° or higher

**Extreme Cold (-21° or below):** Extreme cold deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

**Severe Cold (-1° to -20°):** In conditions of severe cold, an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage. In conditions of severe cold or colder, a character who takes any nonlethal damage from cold or exposure is

beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

**Cold** (o° to 40°): An unprotected character in cold weather must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

**Moderate** (**41**° **to 60**°): While uncomfortable for many humanoids, there are no adverse effects caused by exposure to this temperature. Snow and ice exposed to moderate or warmer temperatures begin to melt.

Warm (61° to 85°): There are no adverse effects caused by exposure to this temperature.

Hot (86° to 110°): A character in hot conditions must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

**Severe Heat (111° to 140°):** In severe heat, a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Using Skills). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period). In severe heat or hotter conditions, a character who takes any nonlethal damage from heat exposure suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

**Extreme Heat (141° or above):** Extreme heat deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a

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# The Necromances have Done It Again!

A Necromancer's Almanac: 2014 is a compilation of all the material produced in 2014 for Necromancers of the Northwest's popular article lines Best in Class, Extraordinary Feats, Obscure Arcana, and Exotic Encounters, plus a few additional extras scattered in. With over 180 pages of gaming content, it's not hard to believe that this book was a full year in the making.

Somehow, we've managed to pack no less than 40 combined archetypes, bloodlines, and mysteries, over 180 feats (including 26 monster feats, allowing creative GMs to really make the most of their monsters' special abilities), a whopping 152 spells, ranging from o-level to 9th-level, and providing something for every spell list at every spell level, plus 30 brand new monsters and 10 new player races, all in one single, massive tome of exciting new content for your Pathfinder game.

Inside, you'll find exciting and experimental new spells, which toy with taking magic in strange and unusual directions. You'll find a feat for just about every occasion, and dozens of in-depth archetypes for lots of exciting and evocative staples of the fantasy genre. New to our lineup this year, you'll also find an entire menagerie of strange and terrible monsters, and no less than 10 new player character races, each with their own racial archetype and alternate favored class bonuses. With A Necromancer's Almanac: 2014, you'll have all the options to make exactly the character you want.

And what's more, you don't have to search through dozens of articles to find it. Everything has been collected, archived, and gathered in an organized fashion, especially in the pdf version, which not only has extensive bookmarking, but also hyperlinked tables and spell lists, making navigation a breeze.

