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Necromancers of the Northwest



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 Roleplaying Game 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.

ACG: Pathfinder Roleplaying Game: Advanced Class B4: Pathfinder Roleplaying Game: Bestiary 4 OA: Pathfinder Roleplaying Game: Guide **Occult Adventures B5:** Pathfinder Roleplaying Game: Bestiary 5 APG: Pathfinder Roleplaying Game: Advanced UC: Pathfinder Roleplaying Game: Ultimate Combat Player's Guide LV: Liber Vampyr: Secrets of the Blood UI: Pathfinder Roleplaying Game: Ultimate Intrigue ARG: Pathfinder Roleplaying Game: Advanced Race NA12: Necromancer's Almanac 2012 Guide UM: Pathfinder Roleplaying Game: Ultimate Magic NA13: Necromancer's Almanac 2013 B2: Pathfinder Roleplaying Game: Bestiary 2 NA14: Necomancer's Almanac 2014 B3: Pathfinder Roleplaying Game: Bestiary 3 NA15: Necromancer's Almanac 2015

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 2016. Since the very beginning of our company about seven 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 years worth of 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, we put out a weekly product with about 4-5 pages of content, larger books of about 20-40 pages every other month or so, and an annual edition of our *Advanced Arcana* series, which are among our largest products, and tend to clock in at around 100 pages, which is quite large for us. This book is almost 200 pages long! And it's just the content from the articles for the last year!

Needless to say, we're confident that with the massive amounts of archetypes, alternate class features, magic items, monsters from CR 1 to 25, new player character races, monster feats, templates, and all the varied and flavorful wonders of our *Top Ten* series, 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 and plot ideas directly from the book, or giving the treats and goodies from the player-oriented sections to their own monsters and NPCs.

The book is divided into five sections, with the first section covering the new player races and their associated classes and archetypes, and the other four containing content from each of the four lines of articles that we supported throughout the year. The first of these, Best in Class, handles alternate class features and archetypes. The second, Magic Market, contains a warehouse worth of exciting new magic items. Next is Exotic Encounters, featuring new monsters from CR 1 to 25, new templates, and new monster feats. After that is Top Ten, featuring lists of flavorful and thematic content on a wide variety of subjects. Finally, a brief appendix provides some feats for the magmin and mephit races, from *The Traveler's Guide to the Elemental Plane of Fire*.

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 20-40 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, www.necromancers-online.com. 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 monsters you like, what archetypes you plan to use, what magic items you're saving up for. We'd love to hear all about it.

Chapter 1: Player Races



Among other content, our article Exotic Encounters provides new player character races, and our article Best in Class provides archetypes specifically made for members of those races. In 2016, we produced five new player character races, each with an archetype or base class made specifically for them.

The following chapter presents these races and the classes and archetypes associated with them. The races are presented in alphabetical order, and each race features a flavorful background and ecology, followed by racial traits, optional favored class bonuses, and the class or archetype associated with that race.

Before the races, a collection of tables summarizes vital statistics for each race. Some of the races' ecology and background information has been expanded, reduced, or otherwise modified to allow it to better fit onto the allotted space.

Races

The following section presents five new races for player characters. In addition to their racial abilities, each race has extensive descriptions of their physical appearance, society, relations, alignment and religion, and the sorts of adventurers that they produce. Each new race also has ten alternate favored class abilities for a variety of favored classes. Each of the races is summarized below.

Caori: This race of savage birds are intelligent, but not humanoid. They specialize in ripping and tearing flesh with razor talons and beaks.

Corite: A race of sentient, humanoid crystals, corites have hard but brittle bodies and strange, alien outlooks.

Magmin: This race of Small outsiders is native to the Elemental Plane of Fire, and their bodies produce vast

amounts of heat, allowing them to easily turn opponents weapons and armor to slag.

Mephit: Another Small race from the elemental planes, the mephit race presented here is not linked to any specific element. They can either be played as unaligned mephits, or, with levels in the mephit paragon class, can gain an elemental subtype.

Returned: This "race" of skeletal humanoids is created from the bones of someone who died with unfulfilled desires that cause them to rise as a new, free-willed undead entity to pursue that unfinished business.

The tables below contain all of the standard information for how each race ages, as well as determining their random height and weight.

The races are presented in alphabetical order.

Table 1-1: Starting Ages

Race	Adulthood	Intuitive	Self-Taught ²	Trained ³
Caori	15 years	+1d4	+1d6	+2d6
Corite	125 years	+4d6	+6d6	+10d6
Magmin	50 years	+2d6	+3d6	+4d6
Mephit	75 years	+3d6	+4d6	+6d6
Returned	N/A	N/A	N/A	N/A

1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table 1-2: Aging Effects

Race	Middle-Age	Old	Venerable	Maximum Age
Cumulative Effects	-1 to Str, Dex, and Con, +1 to Int, Wis, and Cha	-2 to Str, Dex, and Con, +1 to Int, Wis, and Cha	-3 to Str, Dex, and Con, +1 to Int, Wis, and Cha	GM secretly determines Maximum
Caori	33 years	50 years	65 years	65 + 2d12 years
Corite	190 years	280 years	370 years	370 + 5d% years
Magmin	100 years	150 years	200 years	200 + 2d% years
Mephit	150 years	230 years	310 years	310 + 3d% years
Returned	N/A	N/A	N/A	N/A

Table 1-3: Random Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Caori, female	4 ft. o in.	105 lbs.	+2d8	x4 lbs.
Caori, male	3 ft. 10 in.	95 lbs.	+2d8	x4 lbs.
Corite	4 ft. 6 in.	200 lbs.	+2d8	x 7 lbs.
Magmin, female	3 ft. 6 in.	260 lbs.	+2d4	x 10 lbs.
Magmin, male	3 ft. 8 in.	270 lbs.	+2d4	x 10 lbs.
Mephit, female	2 ft. 4 in.	20 lbs.	+2d4	x 1 lbs.
Mephit, male	2 ft. 6 in.	25 lbs.	+2d4	x 1 lbs.
Returned, female	4 ft. 5 in.	13 lbs.	+2d10	x 1 lbs.
Returned, male	4 ft. 10 in.	18 lbs.	+2d10	x 1 lbs.

<u>Caori</u>

Caoris are different from most intelligent races in that they are not humanoid, but are rather a species of large bird that has grown to intelligence. They are a nomadic, plainsdwelling people who do surprisingly well for themselves considering their lack of arms and hands. They are a fierce and territorial race that values strength, bravery, and cunning.

Physical Description: Caoris are a race of intelligent, mostly flightless birds, roughly the size of a man. In most respects, they closely resemble ostriches or emus, but they are easily distinguished from these less intelligent birds by the shape of their heads and beaks, which closely resembles that of an oversized parrot. They also sport notably shorter, thicker necks than most other similarly-sized flightless birds.

Caori feathers come in a wide variety of colors, including bright blues, reds, greens, and yellows, as well as black, white, and occasionally orange and purple. Most caoris have a primary feather color, which covers most of their body and the back of their neck and head, and 1-3 secondary feather colors, which form various patterns along the underside of their neck and their belly. A caori's legs are covered in scales, rather than feathers, which are typically either a dull yellow, black, or white color. A caori's talons each possess a single curved, razor-sharp blade which they use to disembowel enemies and meals, though their talons are incredibly flexible and can be used to manipulate objects nearly as well as human hands. A caori's beak is large, hard, and quite sharp as well, and comes in the same colors as their legs.

Society: Most humanoid races would describe caori society as primitive. They tend to be nomadic, gathering together in loose clans consisting of between three and six large extended families. They make little use of structures, preferring to sleep and live out on the open plains, though they often carry collapsible canvas tents with them for protection against wind and rain, during seasons when those are a threat. Caoris are generally hunter-gatherers, and so spend most of their time searching for food. Young caoris travel in hunting packs of 3–6 and work together to take down larger prey, while older caoris, and those not fit for hunting, seek out various herbs and berries.

Despite their lack of proper hands and their disdain for structures, caoris are quite familiar with tools and adept at their use and creation. At several times throughout the year, where game is plentiful, or when they have stored up enough to last them a short while, caoris will settle down for a few months at a time, and it is during this time that they practice various arts of creation, including leathermaking, blacksmithing, and jewelrymaking. Their jewelry, in particular, is very beautiful and highly prized among other races. **Relations:** Most humanoid races have strained relations with caoris, and often make the mistake of assuming that they are savages, or, in the case of the particularly unobservant, that they aren't even sentient creatures at all, but rather just large birds. They get along best with halflings, in part because they both share a love of open spaces and travel, and in some cases caoris have even been known to allow halflings to ride them, though the caoris do not see this as an act of subservience, and, indeed, consider the position of rider to be more embarrassing than mount, because the rider is not able to control where he goes.

In truth, caoris as a whole often get along better with more "savage" and "uncivilized" races, such as gnolls, orcs, and goblins, than they do with humans, elves, and dwarves, although the caoris tend not to be quick to judge any group of humanoids as being terribly different from any other group. Caoris who leave their tribes and immerse themselves in humanoid society generally adapt quickly and well, provided they are able to handle all of the curiosity and attention that comes from sticking out as much as they do.

Alignment and Religion: Caoris have a strong tendency towards chaotic alignments, although lawful caoris do exist. They have a slight tendency towards evil, although most caoris are neutral on the good-evil axis. In their own society, caoris worship the spirits of various locations, geographical features, animals, and their own ancestors. Caoris that join humanoid societies often become quite fascinated with humanoid religion, though they are as likely to find it hilariously incorrect as they are to become devout worshippers.

Adventurers: Simple day-to-day life in caori society is much more of an adventure than the lives of most humanoid creatures, but for some caoris that is simply not enough. Most caoris that become adventurers do so to sate a powerful curiosity about the places and peoples with whom their clan does not interact. Others set off on self-imposed "wandering quests" when they reach adulthood, during which they leave the tribe and set out on their own for several years, to prove their worth and value to the clan by demonstrating their ability to survive on their own. Caoris who come back after having accomplished many great feats of adventuring prowess can expect positions of honor and privilege in the clan, while those who return early or with little to show for their efforts are barely tolerated, and sometimes even chased away.

Caori adventurers are most often rangers, monks, or powerful fighters called caori razorclaws, who utilize their natural gifts in combat. Lacking hands to wield manufactured weapons, some caori turn to spellcasting preferring cleric, shaman, and sorcerer to other choices. Finally many caori become bards, utilizing their natural singing skills. Male Names: Aki-taka, Askata, Atoka, C'toka, Cacoa, Cassik, Sikita, Sok-sok, T'chaka, Tossak.

Female Names: Ika'ki, Iskat, Isiit, Itaki, Itsiki, Siit-siit, Soki, Sossat, Sotaki, Sotik.

Standard Racial Traits

Ability Score Racial Traits: Caoris are fast and hardy, and have a natural cunning, but they lack the patience for classical, academic learning. They gain +2 Dexterity, +2 Constitution, +2 Wisdom, and -2 Intelligence.

Type: Caoris are magical beasts. However, their Hit Dice, base attack bonus, saving throws, and skills are determined by their class, instead of their creature type.

Size: Caoris are Medium creatures, and thus receive no bonuses or penalties due to their size.

Base Speed: Caoris have a base speed of 40 feet.

Languages: Caoris begin play speaking Common and Caori. Caoris with high Intelligence scores can choose from the following: Abyssal, Aklo, Auran, Elven, Gnoll, Goblin, Halfling, Orc, Sylvan, or Tengu.

Offensive Racial Traits

Natural Attacks: A caori has two primary talon attacks that deal 1d4 points of slashing damage on a successful hit, and a secondary bite attack that deals 1d3 points of piercing damage on a successful hit. The talon attacks have a critical threat range of 18–20.

Magical Racial Traits

Caori Song: All caori are gifted with musical talent, and can replicate the effects of a bard's countersong and fascinate bardic performances. The caori can use these performances for a number of rounds per day equal to 2 + his Hit Dice, and treats his bard level as being equal to his Hit Dice for this purpose. If the caori gains the countersong and bardic performances abilities from another source (such as by becoming a bard), it can use these additional rounds only to perform these two performances.

Senses Racial Traits

Darkvision: Caoris can see perfectly in the dark up to 60 feet.

Low-Light Vision: Caoris can see twice as far as humans in conditions of dim light.

Skill Racial Traits

Powerful Voice: Caoris have powerful vocal chords and are capable of making incredible noise when they want to. They gain a +2 bonus on Intimidate checks, Perform (oratory) checks, and Perform (sing) checks.

Other Racial Traits

Avian Body: Caoris are not humanoid in appearance, and lack humanoid arms and hands. Though a caori's talons are very dexterous, and it can use them (one at a time) to manipulate objects, such as opening a door, unfurling a scroll, or attempting to pick a lock, they cannot effectively wield weapons or shields with their talons, as to do so would require balancing on one leg. Additionally, caoris do not possess magic item slots for belt, feet or hands. They can wear magic items that occupy the belt slot on their neck, occupying the neck slot. They can wear items that occupy the wrist slot; these go on their ankles. Finally, because they are nonhumanoid, armor made for caoris costs twice as much as similar armor made for humanoid creatures.

Flight: Caoris are capable of limited flight. A caori can flap its wings as a move action to lift its body up to three inches off the ground and move up to 5 feet horizontally in any direction. The caori can remain aloft in this fashion by continuing to spend a move action each round to remain aloft, though each round after the first it must succeed on a Strength check (DC 10 + 1 per previous check) or fall to the ground at the end of its turn. This can also protect the caori from falling great heights, and a caori that succeeds on a DC 15 Acrobatics check to soften its fall never takes more than 1d6 points of fall damage, no matter how far it fell.

At 5th level, caoris gain a fly speed of 40 feet with poor maneuverability. Each round that they make use of this fly speed, they must succeed on a Constitution check (DC 10 +1 per previous consecutive round of flight) or become fatigued. If the caori is already fatigued, it becomes exhausted, instead. A caori cannot fly in this way if it is wearing medium or heavy armor, if it is carrying a medium or heavy load, or if it is exhausted.

Favored Class Options

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

Alchemist: Add +1/6 to the enhancement bonus granted by any mutagen the alchemist creates.

Bard: Add +1 round of bardic performance per day.

Barbarian: Gain +1/3 bonus to AC and Reflex saves made against traps.

Fighter: Add +1/5 to weapon training with the natural weapons group.

Medium: Add +1/6 to the medium's spirit bonus for any two specific spirits.

Monk: Add +1 foot to the monk's movement speeds, resulting in a +5-foot increase to all of the monk's movement speeds every 5 times the monk selects this favored class bonus.

Ranger: Add +1 to wild empathy checks when dealing with birds and avian magical beasts.

Shaman: Gain 1/6 of a hex.

Skald: Add +1/10 to the morale bonus to Strength and Constitution granted by raging song.

Sorcerer: Gain 1 spell known. The spell selected in this way must be at least 1 level lower than the highest-level spell the sorcerer can cast.

New Fighter Archetype

Caori Razorclaw

The caoris are a fierce and combative people with an abundance of natural talent. Their greatest warriors, called razorclaws, are masters of using these gifts to achieve their ends. They have honed their bodies into the perfect weapon, and use their unusual appearance and killer instincts to terrify and demoralize their foes.

These clawed warriors are found as both scouts and frontline troops in caori warbands, and are often found in the thick of the fighting. They use their naturally frightful appearance and terrifying warrior instincts to soften their foes before engaging with razor sharp talons. In addition to natural armaments, caori razorclaws have a gift for employing certain monstrous combat traits, and will often use such attacks to gain the upper hand in battle.

Caori Battle Skills (Ex): Caori razorclaws are unusual for fighters and employ many different techniques which depend on their natural gifts. A caori razorclaw can select certain universal monster abilities in place of fighter bonus feats. A caori can instead choose one of the following abilities when he would normally gain a fighter bonus feat: grab (applies to the caori razorclaw's bite only), rake (2 talons, with damage equal to the caori razorclaw's talon natural attack), or rend (2 talons, with damage equal to the damage of 1 talon attack plus 1-1/2 times the caori razorclaw's Strength modifier).

A caori razorclaw of 5th level or higher may instead select one of the following monster feats when he would normally gain a fighter bonus feat: Flyby Attack, Hover, or Wingover.

This ability modifies the bonus feats class feature.

Eye of the Caori (Ex): Starting at 2nd level, the caori razorclaw's intense fighting spirit emanates from him, obvious to all. He gains a +2 bonus on all Intimidate skill checks, and whenever he uses Intimidate to demoralize an opponent, the target suffers a -2 penalty to her AC for as long as she remains shaken as a result of being intimidated.

This ability replaces the bravery class feature.

Razorclaw Dodge (Ex): Starting at 3rd level, a caori razorclaw's intense efforts at retaining his own natural defenses allows him to use his attacks to keep his foes off balance. Whenever the caori razorclaw successfully deals damage to a creature using one of his natural attacks, that target suffers a -1 penalty to attack rolls made against the caori razorclaw for 1 round. These penalties are not cumulative. At 7th level, and every 4 levels thereafter, these penalties increase by a further -1.

This ability replaces the armor training class feature.

Fierce Strike (Ex): Starting at 4th level, a caori razorclaw is able to make precise strikes against foes who are terrified. A caori razorclaw gains a +1 bonus to attack rolls against shaken characters. At 8th level, this bonus increases to +2.

This ability replaces the bonus feats gained at 4th and 8th level.

Razorclaw Fury (Ex): Starting at 5th level, a caori razorclaw's focus on natural attacks allows him to strike with exceptional speed. The caori razorclaw chooses a single natural attack; whenever he makes a full attack, he may make an additional attack at a -5 penalty with the chosen attack. At 10th level, and every 5 levels thereafter, he may make an additional natural attack, at a further -5 penalty (for example, at 10th level, he can make one additional attack with the chosen natural attack at a -5 penalty, and a second additional attack at a -10 penalty).

This ability replaces the weapon training class feature.

Terror Strike (Ex): At 6th level, a caori razorclaw is able to make a strike that capitalizes on the fear that he puts into his foes. A caori razorclaw gains a +2 bonus on damage rolls against shaken opponents. At 12th level, and again at 18th level, this damage bonus increases by a further +2.

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

Caori Fleet Feather Dance (Ex): At 19th level, the caori razorclaw learns to easily dodge his demoralized foes. The first time a shaken character attacks the caori razorclaw each round, the attack automatically misses.

This ability replaces the armor mastery class feature.

Caori Claw Razor (Ex): At 20th level, the caori razorclaw can use his potent natural attacks to seriously cripple his enemies. The first time a caori razorclaw makes an attack against a shaken, frightened, or panicked opponent each round, if the attack is successful, it is automatically a critical threat. If the critical threat is confirmed, the target suffers an additional 2d10 points of bleed damage.

This ability replaces the weapon mastery class feature.

<u>Corite</u>

Corites are an unusual race of crystalline life forms, which dwell in large, secluded colonies deep underground. Isolationist by nature, they nonetheless send humanoid members of their race out to serve as ambassadors to other races.

Physical Description: A corite's body is comprised of a single, living crystal, and is faintly luminous. Most corites have no color, and are only semi-transparent, making them appear to be a sort of pale white color, but they vary in both hue and clarity, with colors including reds, greens, blues, and yellows, and some being as transparent as a window, while others are almost completely opaque. In general, corites consider vibrant colors and greater amounts of clarity to be signs of beauty.

Corites do not have genders. Any two corites can produce an offspring: doing so requires a strange process by which the two "parent" corites maintain physical contact while vibrating slightly, until their vibrations allow them to synchronize the touching portions of the bodies, which break off to form the "child." All corites are "born" with the same basic shape, which is a polyhedron with between eight and twenty sides, no more than 1 foot in diameter. Very early in the corite's life (at age 1-2), the corite's body transforms, taking the shape of another living thing. This occurs through an imprinting process that is not very well understood by outsiders, and may not even be understood by the corites themselves. Once a corite completes this transformation, it is locked in its new shape permanently.

The shape a corite takes once it imprints can be practically any living creature, including plants and fungi; however it is very rare for any corites with non-humanoid shapes to be found outside of their colonies, and the statistics presented here apply only to those of humanoid form. Though all corites have a shape that resembles a living creature, they are not exact, and are instead close approximations, made up of smooth, flat surfaces and well-defined edges. Corites sustain themselves on energy: either magical energy or radiation is preferred, although thermal energy can be used in a pinch.

Society: Corites are found in large underground colonies in secluded locations, almost always near sources of magical energy or radiation. Their time is largely spent tending large "groves" of crystals which they foster in the heart of their settlements. Corites are very protective of these crystals, and do not allow outsiders near them, so little is known about them.

Most corites view differences of shape as secondary to ones of color and clarity. A bright red, transparent corite in the shape of a tree would consider itself to have much more in common with a bright red, transparent corite in the shape of a dog than it would a green or white corite, or one that is nearly opaque, even if they were almost identical in shape. Humanoid corites are something of an exception in this regard, as they are often tasked with leaving their colonies, and so tend to absorb much of outside cultures, distancing them from others of their race.

Relations: Corites are very distrustful of most humanoid races, and many humanoid races are puzzled by corites, at best, and frequently they look at the corites with a mix of fear, disgust, and greed. Corites and dwarves have a long and antagonistic relationship built on misunderstandings that led to tragedy: many corites believe that all dwarves would as soon shatter them and sell the pieces as look at them, while dwarves paint corites out to be malicious tricksters who spoil mines and make false deals. Corites have difficulty distinguishing humans, elves, and halflings, believing all three to be of the same race (the halflings' notably reduced height doesn't seem to factor into their considerations). Corites often have difficulty understanding gnomes' eccentricities, but take a philosophical view to such things, and in fact, prefer the company of gnomes over most other humanoid races.

Alignment and Religion: Corites have a strong tendency towards neutral alignments, and tend to be very even-minded and patient in their outlooks. They have great difficulty understanding concepts like deities and afterlife, but they seem to have a good grasp of organized religion, drawing similarities between structured, hierarchical, and faithfully obedient religions and their own societies.

Adventurers: It is rare for corites to become adventurers, and of those who do, nearly all are humanoid in shape. Humanoid corites (who make up less than 10% of the race's population) are by far the most commonly called upon to venture outside of their colonies, either to actively spend time with members of humanoid races, or else to go in search of sources of energy (the latter generally only occurs if the colony's current source of energy is in danger of being expended in the next hundred years or so, which, depending on the colony and the energy source, may be an almost constant occurrence, or may be only once in a thousand years or more).

Corite Names: Corites communicate with a series of single tones and pulsing the glow within their bodies. The names that they possess in these languages do not readily translate into most humanoid languages. As a result, most corites that spend any extended amount of time with humanoid creatures tend to choose their own names, often a combination of a color and an abstract concept, such as Emerald Inspiration, Azure Thirst, or Crimson Memorial.

Standard Racial Traits

Ability Score Racial Traits: Corites have a strong sense of self and great patience and empathy, but they move somewhat awkwardly. They gain +2 Wisdom, +2 Charisma, and -2 Dexterity.

Type: Corites are humanoids with the corite subtype.

Size: Corites are Medium creatures, and they have no bonuses or penalties due to their size.

Base Speed: Corites have a base speed of 30 feet.

Languages: Corites begin play speaking Common and Corite. Corites with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

Defensive Racial Traits

Brittle (Ex): Although their bodies are tough, they are also fragile, and a well-placed blow can deal devastating damage to a corite's crystalline body. All critical threats made against a corite are automatically confirmed. Additionally, weapons with a critical multiplier of x2 are treated as though their critical multiplier were 1 higher for the purposes of critical hits made against a corite, while weapons with a critical multiplier of x3 or greater are treated as though their critical multiplier were 2 higher.

Damage Reduction (Ex): Corites have DR 2/adamantine. At 6th, 12th, and 18th levels, this damage reduction increases by 1 (to a maximum of 5/adamantine at 18th level).

Sonic Vulnerability (Ex): Corites suffer half again as much damage (+50%) from sources that deal sonic damage, and they suffer a -2 penalty on saving throws made to resist sonic effects. Additionally, whenever a corite suffers sonic damage, it loses its racial damage reduction for 1 minute.

Magical Racial Traits

Light (Sp): Corites are constantly affected as though by the spell *light*. They can resume or suppress this ability as a free action, and even convey messages through simple codes by causing the light to blink on and off.

Sonic Resonance (Ex): Corites are naturally adept at manipulating sonic vibrations, and treat their caster level as 2 higher for the purposes of spells they cast with the sonic descriptor.

Senses Racial Traits

Darkvision: Corites can see perfectly in the dark up to 60 feet.

Low-Light Vision: Corites can see twice as far as humans in conditions of dim light.

Skill Racial Traits

Alien Outlook: Corites suffer a -4 penalty on Bluff, Diplomacy, Intimidate, and Sense Motive checks, due to their lack of familiarity with humanoid culture.

Other Racial Traits

Crystalline: For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), corites count as both humanoids and constructs. Corites gain a +2 racial bonus on all saving throws against mind-affecting effects and stun effects, are not subject to fatigue or exhaustion, and are immune to poison and disease. For the purposes of spells and effects that affect crystalline objects and creatures differently than others, a corite is treated as a crystalline creature. Corites do not need to breathe. While a corite can starve if it goes too long without being in close proximity to a magic aura, radiation source, or source of thermal energy, this process takes weeks to occur, and for all intents and purposes, corites do not need to eat.

Sleepless: Corites do not sleep. Instead, they must spend eight hours each day in a trance-like state, during which they are fully aware, but completely paralyzed. It takes roughly 10 minutes to enter this state, and although they can choose to exit the state at will, it takes them 10 minutes to do so. If a corite would be affected by a sleep effect, it becomes paralyzed for 10 minutes instead.

Favored Class Options

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

Barbarian: Add +1/10 to the amount of DR/— granted by the barbarian class.

Bard: Add a +1/2 competence bonus on all Knowledge skill checks.

Cleric: Add +1/5 to cleric level for the purposes of determining the effects of domain powers.

Fighter: Gain 1/4 of a bonus feat.

Kineticist: Gain 1/4 of a utility wild talent.

Monk: Add +1/2 to number of stunning fist attempts per day.

Psychic: Add +1/3 of a point to the psychic's phrenic pool.

Occultist: Add +1/3 of a point of mental focus to the occultist's daily number of mental focus points.

Rogue: Gain 1/4 of a rogue talent.

Sorcerer: Gain 1/4 of a bloodline feat.

New Monk Archetype

Corite Harmonicist

Sonic vibrations are very important to members of the corite race: to the corite, sound is both a deadly weapon, and a means of communication, in ways that other races still don't fully understand. Some corites set out to master the power of harmonic frequency, starting within themselves. These corites focus on the harmonic arts in much the same way that a human monk might focus on martial arts, and they are known as corite harmonicists.

The following archetype is only available to monks of the corite race.

Harmonic Resonance (Ex): As long as a corite harmonicist is unarmored, he gains a deflection bonus to AC equal to his Wisdom bonus (as normal for deflection bonuses, this applies to his CMD as well). At 4th level, and every four levels thereafter, this deflection bonus increases by +1 (to a maximum equal to his Wisdom bonus + 5 at 20th level).

Unlike a normal monk's AC bonus, this bonus applies even if the corite harmonicist is immobilized or helpless, and even if he carries a medium or heavy load, but not if he wears any armor or wields a shield.

This ability modifies the AC bonus class feature.

Sonic Strike (Su): Beginning at 1st level, a corite harmonicist can deliver a sonic strike as a full-round action. If he does, he may make a single melee attack at his full base attack bonus. If the attack hits, it deals an additional amount of sonic damage equal to his unarmed strike damage. At 6th level, this bonus damage increases to twice his unarmed strike damage. At 11th level, it increases further to be equal to three times his unarmed strike damage, and at 16th level, it increases to be equal to four times his unarmed strike damage. When calculating the bonus sonic damage applied in this way, only the corite harmonicist's base unarmed damage is counted: any bonuses due to a high Strength score, amulet of mighty fists, or other sources do not apply. The corite harmonicist cannot use this ability in conjunction with damage-increasing feats, such as Vital Strike, nor is this bonus damage multiplied in the result of a critical hit.

This ability replaces the flurry of blows class feature.

Ki Pool (Su): When he gains a *ki* pool at 4th level, a corite harmonicist cannot spend points from his *ki* pool to make additional attacks when making a flurry of blows attack,

increase his speed, or gain a dodge bonus to AC. Instead, by spending 1 point from his *ki* pool as a swift action, a corite harmonicist can do any of the following:

- Infuse a held weapon (or his own unarmed strike) with sonic energy, causing it to deal an additional amount of sonic damage equal to his unarmed strike damage on the first successful hit made with it this round (this stacks with the sonic strike class feature).
- Increase his racial damage reduction by an amount equal to his Wisdom modifier for 1 round.
- Increase the deflection bonus to AC granted by this class by +4 for 1 round.

This ability modifies the *ki* pool class feature.

Intense Glow (Sp): Beginning at 5th level, a corite harmonicist gains better control of his inner light. By spending 1 point from his *ki* pool as a swift action, the corite harmonicist can affect himself as though with the spell *daylight*, except that it is treated as though its spell level were equal to 1/2 his monk level (rounded down) for the purposes of determining which darkness spells can counter or dispel it. The caster level for this effect is equal to the corite harmonicist's monk level.

This ability replaces the high jump class feature.

Ranged Pulse (Su): Beginning at 5th level, a corite harmonicist can deliver a sonic pulse at a range. Doing so is a full-round action and requires that the corite harmonicist make a ranged attack, which has a maximum range of 6o feet. If the attack hits, it deals an amount of sonic damage equal to the bonus damage granted by the corite harmonicist's sonic strike class feature.

This ability replaces the purity of body class feature.

Widened Pulse (Su): Beginning at 11th level, by spending 2 ki points, as a full-round action, a corite harmonicist can direct a wave of sonic energy from his body. The corite harmonicist may choose whether this takes the form of a 20-foot-radius burst, a 30-foot cone, or a 60-foot line. Each other creature in the area suffers an amount of sonic damage equal to the bonus damage granted by the corite harmonicist's sonic strike class feature. A successful Reflex save (DC 10 + 1/2 the corite harmonicist's monk level + the corite harmonicist's Wisdom modifier) halves this damage.

This ability replaces the diamond body class feature.

Synchronous Step (Sp): At 12th level, a corite harmonicist can match his own harmonic resonations (or those of a touched creature) with those of objects in order to pass through them, or temporarily create openings in them. By spending 2 points from his *ki* pool as a standard action, he can replicate the effects of *earthglide*^{ARG} or *passwall*.

This ability replaces the abundant step class feature.

Magmin

Among the most feral and savage of the intelligent races on the Elemental Plane of Fire, the mysterious and isolationist magmins rarely wander far from their beloved magma pools, which form the center of magmin life and culture. Curious and innocent in their own strange pyromaniac way, magmins radiate heat with a strength that is rivaled only by fire elementals themselves.

Physical Description: Short and stout, magmins could almost be said to resemble cherubic, hairless gnomes, if not for the fact that their orange-red skin glows with an inner heat, giving their entire body the appearance of being sculpted from molten metal. An adult magmin stands roughly 4 feet tall, and weighs around 300 pounds, and while some of this is due to the somewhat portly build that most magmins take on, most of it is due to the fact that their molten bodies are actually incredibly dense and heavy.

Magmins' searing skin ranges in color from intense white with just a hint of red through a variety of oranges, yellows, and reds. Some magmins have skin that is slightly metallic in shade, generally golds, coppers, and bronzes. Magmins' eyes are bright yellow pinpricks of flame set in their heads.

Their pudgy builds, high-pitched voices, and mischievous natures give them an almost childlike appearance, with the illusion ruined primarily by the molten nature of their bodies, which gives them an almost demonic quality in the eyes of many races from the Material Plane. Many find this contrast unsettling, even without the dangers that the magmins' incredible body temperature provides.

Society: Magmins tend to congregate into tribes and clans, generally consisting of between 3-12 extended families. They live fairly primitive lives by the standards of most other races on the Elemental Plane of Fire, and their settlements lack anything resembling structures in the traditional sense, instead featuring an assortment of magma pools of varying shapes, sizes, and consistencies. The magmins use each of these pools for one of a number of different purposes, such as bathing for pleasure, bathing for hygiene, cooking, religious rituals, storage (of those rare items that can withstand extended contact with lava, or the magmins themselves, for that matter), romantic liaisons, and more. Magmins divide their time fairly evenly between hunting and gathering, sleeping, and leisure time, which is mostly spent bathing in molten lava, either in large communal pools, where they splash and frolic with one another amongst the scalding liquid rock and metal, or in individual pools, which they guard with a vicious territorialism.

Magmins typically wear little, if anything, in the way of clothing, in part because there are few materials that could withstand physical contact with a magmin's searing body for very long. As a result, magmins have little concept of modesty, or, for that matter, privacy.

Relations: A small and relatively unassuming race on their home plane, the Elemental Plane of Fire, magmins have learned the hard way that in order to survive in that harsh landscape they must be very wary of outsiders. Highly territorial and protective of their precious magma pools, magmins regard any visitors to their tribes with great suspicion, always wary for signs that a stranger might be an agent of the efreet or salamanders, or simply a mortal wizard come to enslave them into servitude on the frigid (by their standards) and primitive (on account of the relative lack of magma pools) Material Plane. Outsiders that seem likely to be up to no good are generally burned alive in one of the magmins' magma pools (typically either ones for cooking or for religious sacrifices), or drowned in the pool, if the creature is immune to fire. Some magmin tribes lean more towards evil alignment, and have developed a taste for the flesh of humanoid creatures, actively hunting such visitors to the Elemental Plane of Fire in order to consume them.

The rare magmins that venture out of magmin society and into the societies of other races tend to be incredibly curious about each new race and culture they encounter, viewing such novelties as cities, buildings, water, and so forth with a childlike wonder and amazement, albeit one tempered with a certain amount of mischief. Travelling magmins often bemoan the lack of magma pools, and take every opportunity to make use of any that they encounter in their travels.

Alignment and Religion: Magmins are said to be as untrustworthy and fickle as the flames that they embody, and it is certainly true that most magmins lean towards chaotic alignments. Although the mere presence of magmins can be harmful to many creatures from the Material Plane and elsewhere, due to their extreme body temperatures, most magmins are not inherently evil. The majority of magmins practice a simplistic and primitive worship of elemental spirits, and believe in a complex pantheon of quasi-deities associated with different aspects of fire and magma, such as He-Who-Makes-Coals-Glow, Liquefier-of-Metals, and Crackle-of-Burning-Paper.

That said, many efreet don't approve of the magmins' lack of devotion to mighty Issum, whom they worship above all else. While the magmins are generally so far below the efreet's notice that they rarely bother to involve themselves with the magmins' practices, they are sometimes driven by a zealous religious leader to try to force the magmins to change their ways. Generally, magmins are happy to acquiesce to the efreet's demands, at least for a little while. Even so, their tendency toward only lukewarm devotion and failure to build consecrated temples ensures that the magmins will find themselves again at risk of angering the Plane of Fire's most influential and mighty denizens.

Adventurers: Few magmins choose to become adventurers, and the most common reason for a magmin to do so is because she has been displaced from her community, typically because she was enslaved and later broke free or otherwise earned her freedom. Since most magmins rarely wander more than a day's travel from their beloved magma pools, it can be difficult for a magmin to find her way back to her home, and she may wind up embarking on many adventures simply trying to get back to where she came from. Others are curious about the wide world around them, especially all of the different lovely things that they can burn and melt, and the different consistencies, tastes, and properties of lava on other planes, and set out specifically to experience such things. Magmin adventurers prefer to rely on their natural talents to see themselves through their ordeals, and as such are most commonly encountered either as magmin paragons or as another class that allows them to make greatest use of their natural body heat. Often, magmins find themselves as fighters, monks, brawlers, or even rogues, attempting to get the best use out of their hot skin and ability to set things on fire. Magmins who practice spellcasting almost always do so because of some inborn magical talent, rather than as the result of arcane study, and magmin sorcerers are not especially uncommon. These usually have the elemental fire bloodline and overwhelmingly prefer the casting of fire spells whenever possible. Magmin wizards are exceedingly rare, owing to the fact that they keep burning their spellbooks.

Male Names: Burazor, Chaaxor, Daronach, Duebal, Famobahn, Kohsbun, Madal, Pazrolahr, Spaasihr, Vasural.

Female Names: Caelur, Chausar, Draamohra, Fhamlach, Fruebara, Fuaxal, Maruza, Molxihr, Perezal, Sceelar.

Standard Racial Traits

Ability Score Racial Traits: Magmins are surprisingly strong and sturdy for their size, but are slow learners. They gain +2 Strength, +2 Constitution, and -2 Intelligence.

Type: Magmins are outsiders. However, their Hit Dice, base attack bonus, saving throws, and skills are determined by their class, instead of their creature type.

Size: Magmins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Base Speed: Magmins are fast for their size, and have a base speed of 30 feet.

Languages: Magmins begin play speaking Common and Ignan. Magmins with high Intelligence scores can choose from the following: Abyssal, Aquan, Auran, Celestial, Infernal, or Terran.

Offensive Racial Traits

Lesser Burning Body: Magmins gain the Lesser Burning Body feat as a bonus feat. See Appendix 1: Fire Feats.

Pyromania: Fire damage inflicted by a magmin is never halved before applying the hardness of objects.

Defensive Racial Traits

Fire Subtype: Magmins have the fire subtype. They are immune to fire damage, but suffer half again as much damage (+50%) from sources that deal cold damage.

Heated Flesh: Once per day, when a magmin is damaged by a melee attack made with a manufactured weapon, the magmin can attempt to use its body heat to reduce the weapon to slag. The weapon must succeed on a Fortitude save (DC = 10 + 1/2 the magmin's Hit Dice + the magmin's Constitution modifier) or gain the broken condition. If the weapon already has the broken condition, or is made primarily of wood, it is destroyed, instead.

Senses Racial Traits

Darkvision: Magmins see perfectly in the dark up to 60 feet.

Other Racial Traits

Lava Swimmer: Magmins gain a +4 racial bonus on Swim checks made to swim in lava, magma, or similar conditions, and can see through such substances as though they were water.

Mortal Body: Unlike most outsiders, magmins need to eat and sleep, and can be resurrected as though they were not outsiders.

Favored Class Options

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

Alchemist: Add +1/4 fire damage to the alchemist's bombs.

Barbarian: Increase the barbarian's total number of rage rounds per day by 1.

Bloodrager: Increase the bloodrager's total number of bloodrage rounds pe day by 1.

Brawler: Add +1/4 fire damage to the brawler's unarmed strikes.

Fighter: Gain 1/4 of a fighter bonus feat.

Kineticist: Add +1/2 to damage rolls with blasts that use the fire element.

Magmin Paragon: Gain 1/6 of a pool enhancement.

Monk: Add +1 fire damage on melee attacks made against objects.

Sorcerer: Add +1/3 to caster level for spells with the fire descriptor.

Wizard: Add +1/4 to the saving throw DCs of spells with the fire descriptor.

Table	1-4: Magmin P	aragoi	n							
	Base Attack	Fort	Ref	Will		Unarmed				
Level	Bonus	Save	Save	Save	Special	Damage	ıst	2nd	3rd	4th
1st	+1	+2	+2	+0	Searing aura 2d6, stony body	1d6	-	-	-	-
2nd	+2	+3	+3	+0	Bonus feat	1d6	-	-	-	-
3rd	+3	+3	+3	+1	Elemental body +1, magma pool, pool enhancement	1 d 6	-	-	-	-
4th	+4	+4	+4	+1	Bonus feat, stony body +5 AC	1d8	1	-	-	-
5th	+5	+4	+4	+1	Aura control, searing aura 3d6	1d8	1	-	-	-
6th	+6/+1	+5	+5	+2	Bonus feat, elemental body +2	1d8	1	-	-	-
7th	+7/+2	+5	+5	+2	Pool enhancement, stony body hardness 3	1d8	1	1	-	-
8th	+8/+3	+6	+6	+2	Bonus feat, tiring aura	1d10	1	1	-	-
9th	+9/+4	+6	+6	+3	Elemental body +3, searing aura 4d6	1d10	2	1	-	-
ıoth	+10/+5	+7	+7	+3	Bonus feat, stony body +6 AC	1d10	2	1	1	-
11th	+11/+6/+1	+7	+7	+3	Pool enhancement	1d10	2	1	1	-
12th	+12/+7 <mark>/+</mark> 2	+8	+8	+4	Bonus feat, elemental body +4	2d6	2	2	1	-
13th	+13/+8/+3	+8	+8	+4	Searing aura 5d6, stony body hardness 4	2d6	3	2	1	1
14th	+14/+9/+4	+9	+9	+4	Bonus feat, heated stone	2d6	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	Elemental body +5, pool enhancement	2d6	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Bonus feat, stony body +7 AC	2d8	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Searing aura 6d6	2d8	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, elemental body +6	2d8	4	3	2	2
_19th	+19/+14/+9/+4	+11	+11	+6	Pool enhancement, stony body hardness 5	2d8	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, magma geyser	2d10	4	4	3	2

New Base Class

Magmin Paragon

While many magmins are content to simply frolic and play in their beloved magma pools, other magmins seek something greater. These magmins, whether through fate, genetics, or their own choices, unlock greater powers in themselves, granting them better control over their fiery nature, and the ability to conjure up pools of molten rock anywhere and any time.

Role: Magmin paragons are powerful melee fighters that are not only capable of dealing out terrifying damage to their foes directly, but can surround themselves with intense heat auras and conjure pools of magma beneath their foes, allowing them to affect an entire battlefield at once. Although their tactics can sometimes be dangerous to their allies, their fearsome mastery of the power of magma makes them valuable, if reckless, combatants.

Alignment: Magmin paragons can be any alignment, although like most magmin, they tend strongly towards chaotic alignments.

Prerequisite: Only characters of the magmin race can take levels in the magmin paragon class.

Hit Die: d10.

Starting Wealth: 4d6 x 10 (average 140 gp).

Class Skills

A magmin paragon's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the magmin paragon.

Weapon and Armor Proficiency: A magmin paragon does not gain any proficiencies with any weapons, armors, or shields.

Unarmed Strike (Ex): At 1st level, a magmin paragon gains Improved Unarmed Strike as a bonus feat. A magmin paragon may attack with fists, elbows, knees, and feet. This means that a magmin paragon may make unarmed strikes with her hands full. A magmin paragon applies her full Strength modifier (not half) on damage rolls for her all her unarmed strikes.

Usually, a magmin paragon's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A magmin paragon's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purposes of spells and effects that enhance or improve either manufactured weapons or natural weapons. A magmin paragon also deals more damage with her unarmed strikes than a normal person would, as shown above on Table: Magmin Paragon.

Searing Aura (Su): As a swift action, a magmin paragon can create a searing aura, radiating intense heat to a range of 20 feet. Each round that the magmin paragon maintains the aura, each creature and unattended object within this radius suffers 2d6 points of fire damage. A successful Fortitude save (DC = 10 + 1/2 the magmin paragon's class level + the magmin paragon's Constitution modifier) halves this damage. At 5th level, and every four levels thereafter, the damage inflicted by a magmin paragon's searing aura increases by 1d6.

At 1st level, a magmin paragon can maintain her searing aura for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can use her searing aura for 2 additional rounds per day. Temporary increases to Constitution (such as from the spell *bear's endurance*) don't increase the total number of rounds that a magmin paragon can use her searing aura per day. The magmin paragon can end her searing aura with another swift action. The rounds of searing aura do not need to be spent consecutively.

Stony Body (Su): As a swift action, a magmin paragon can deliberately cool her body, causing cooling magma to cover her body in rock-like armor. This grants her a +4 armor bonus to AC, and also grants her hardness 2, reducing all damage she suffers (including energy damage) by 2. Unlike objects with hardness, energy damage is not halved before applying this hardness. While using stony body, a magmin paragon cannot activate her searing aura class feature, and she loses the benefits of any feats she possesses with the fire descriptor.

At 4th level, and every six levels thereafter, the armor bonus to AC granted by this ability increases by +1 (to a maximum of +7 at 16th level). At 7th level, and every six levels thereafter, the hardness granted by this ability increases by 1 (to a maximum hardness of 5 at 19th level).

Bonus Feat: At 2nd level, and every even-numbered level thereafter, a magmin paragon gains a bonus feat with the fire descriptor for which she meets the prerequisites. For more information on feats with the fire descriptor, see *The Traveler's Guide to the Elemental Plane of Fire*.

Elemental Body (Ex): Magmin paragons' bodies are comprised of molten lava, rendering them highly resistant to things that affect most living creatures. Beginning at 3rd level, a magmin paragon gains a +1 bonus on saving throws made to resist paralysis, poison, sleep effects, and stunning. Additionally, whenever a magmin paragon suffers bleed damage, that damage is reduced by 1, and whenever a magmin paragon is subject to a critical hit or precisionbased damage, there is a 10% chance that the critical hit or precision-based damage is negated.

At 6th level, and every three levels thereafter, the bonuses on saving throws increase by 1, the amount by which bleed damage is reduced increases by 1, and the chance of ignoring a critical hit or precision-based damage is increased by 10%.

Additionally, at 6th level, a magmin paragon no longer needs to sleep. At 9th level, she no longer needs to eat. At 12th level, she can no longer be flanked. At 15th level, she no longer needs to breathe. Finally, at 18th level, she becomes immune to critical hits and precision-based damage.

Magma Pool (Su): Beginning at 3rd level, as a standard action, a magmin paragon can conjure a 10-foot-radius pool of magma, centered on any location she desires within 30 feet. The pool fills an extradimensional space, similar to that created by a *create pit*^{APG} spell, except that it is only a few inches deep. Any creature that begins its turn within the magma pool, or enters the magma pool's area, suffers 2d6 points of fire damage. Even if the creature leaves the magma pool, it still suffers 1d6 points of fire damage each round for an additional 1d3 rounds thereafter, as lava from the pool clings to the creature's body. This lava can be scraped off as a full-round action that provokes attacks of opportunity, to prevent further damage. Once conjured, a magma pool remains for 1 minute. A magmin paragon can use this ability 3 times per day.

Pool Enhancement (Su): At 3rd level, and every four levels thereafter, a magmin paragon masters the techniques of creating more potent and specialized pools of magma. At each of these levels, she gains a single pool enhancement from the list below, which she can choose to apply each time she creates a magma pool with her magma pool class feature.

Clinging Pool: The magma in the magmin paragon's magma pool sticks to creatures as it hardens. A creature that suffers fire damage from the magma pool must succeed on a Reflex save (DC = 10 + 1/2 the magmin paragon's class level + the magmin paragon's Charisma modifier) or gain the entangled condition until the magma is removed. Additionally, removing the clinging magma now requires a successful Escape Artist check or Reflex save (at the same DC), in addition to being a full-round action that provokes attacks of opportunity. If the magma on the creature's body is not removed before it has cooled (i.e., once it has stopped dealing fire damage), it must be chiseled off, a process requiring either a successful DC 20 Strength check or 1 hour of work.

Communal Pool: The magmin paragon's magma pool is much wider, and its radius increases by 5 feet. This pool enhancement can be taken multiple times. Its effects stack.

Deep Pool: The magma pool's depth increases to 2 feet, causing it to count as difficult terrain. This pool enhancement can be taken multiple times. If the magmin paragon takes it a second time, the pool's depth increases to 4 feet, and it functions as a deep bog, in addition to dealing fire damage each round. If the magmin paragon takes this pool enhancement a third time, the pool's depth increases to 10 feet, and it functions as quicksand, in addition to dealing fire damage each round. Being fully immersed in the pool does not increase the amount of fire damage it deals. For more information on deep bogs and quicksand, see the environment section of the Pathfinder Roleplaying Game Core Rulebook.

Enduring Pool: The magmin paragon's magma pool lasts much longer. Once conjured, the pool remains for an additional minute, and the number of rounds that a creature continues to suffer fire damage after leaving the pool increases by an additional 1d₃. This can be taken multiple times. Its effect stack.

Healing Pool: The magmin paragon's magma pool cleanses and revitalizes fiery creatures. Any creature with the fire subtype that begins its turn within the pool heals 2d6 points of damage. This pool enhancement can be taken multiple times. Each time it is taken, it increases the amount of damage healed per round by 2d6.

Intense Pool: The magmin paragon's magma pool is particularly hot, dealing an additional 2d6 points of fire damage each round. Additionally, creatures suffering ongoing fire damage after leaving the magmin paragon's magma pool suffer an additional 1d6 points of fire damage per round. This pool enhancement can be taken multiple times. Its effects stack.

Shapeable Pool: The magmin paragon has better control over the shape of the pool. She can determine the pool's shape as she sees fit, provided it is a single contiguous shape and uses up no more squares than it ordinarily would (for example, a standard magma pool with a 10foot radius consists of twelve 5-foot squares, which the magmin paragon could cause to take the form of a line 5 feet wide and 60 feet long, or a rectangle 20 feet by 15 feet, and so on).

Spells: A magmin paragon casts arcane spells drawn from the cleric, druid, and sorcerer/wizard spell lists. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

A magmin paragon's highest level of spells is 4th, and she can only learn and cast spells that have either the earth or fire descriptors. Spells of 5th level and above, or which have neither the earth or fire descriptor, are not on the magmin paragon's spell list, and she cannot use spell completion or spell trigger magic items that replicate such spells without a successful Use Magic Device check.

To learn or cast a spell, a magmin paragon must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a magmin paragon's spell is 10 + the spell level + the magmin paragon's Charisma modifier.

A magmin paragon can cast only a certain number of spells of each spell level each day. Her base daily allotment is given on Table: Magmin Paragon. In addition, she receives bonus spells per day if she has a high Charisma score.

A magmin paragon's selection of spells is extremely limited. At 4th level, a magmin paragon knows two 1st-level spells of her choice. She gains more spells known as she increases in level, as indicated on Table: Magmin Paragon Spells Known. Unlike spells per day, the number of spells a magmin paragon knows is not affected by her Charisma score. The numbers on Table: Magmin Paragon Spells Known are fixed. At 8th level, and every 3 levels thereafter, a magmin paragon can choose to learn a new spell in place of one she already knows. This swap follows all the same rules as for a sorcerer.

When learning a new spell, if the spell appears on more than one of the cleric, druid, or sorcerer/wizard spell lists at different spell levels, the magmin paragon may choose which of those spell levels to treat it as. She can only learn a spell at

Table 1-5: Magmin Paragon Spells Known

Spells Known

		Spens i	Allowii	
Level	1st	2nd	3rd	4th
ıst	-	-	-	-
2nd	-	-	-	-
3rd	-	-		-
4th	2	-	-	
5th	3	-	-	
6th	4		-	
7th	4	2	_	_
8th	4	3	-	-
9th	5	4	-	-
10th	5	4	2	
11th	5	4	3	
12th	6	5	4	-
13th	6	5	4	2
14th	6	5	4	3
15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

a given spell level if she would otherwise be able to learn an additional spell of that spell level. She always treats that spell as being that spell level whenever she casts it, and cannot choose to cast it as though it were the other spell level.

Aura Control (Su): Beginning at 5th level, a magmin paragon gains greater control over her searing aura, allowing her to shield individual creatures or objects from its effects. Each round, the magmin paragon can choose a number of creatures or unattended objects within range of her searing aura equal to her Constitution modifier. The chosen creatures and objects do not suffer damage from her searing aura that round.

Tiring Aura (Ex): At 8th level, a magmin paragon's searing aura quickly fatigues those exposed to its heat. Any time a creature fails its saving throw to resist the magmin paragon's searing aura by 5 or more, he becomes fatigued until all fire damage inflicted by the searing aura is healed. This cannot cause a creature that is already fatigued to become exhausted.

Heated Stone (Su): At 14th level, a magmin paragon can maintain her stony body even when radiating intense heat. Using her stony body class feature no longer prevents her from using her searing aura class feature, and she does not lose the benefits of her feats with the fire descriptor while using stony body.

Magma Geyser (Su): At 20th level, whenever a magmin paragon creates a magma pool, she can cause it to appear in a violent eruption of lava, which sprays up from the pool as it is created, to a height of 40 feet. Each creature in the magma pool's area suffers 20d6 points of fire damage. A successful Reflex save (DC = 10 + 1/2 the magmin paragon's class level + the magmin paragon's Charisma modifier) halves this damage. After the initial eruption, the magma pool otherwise functions normally.

Mephit

Commonly found serving more powerful outsiders, mephits are the underdogs of the inner planes, and can most often be found performing various tasks on behalf of strange and uncaring masters. Known for their close association with certain elements, in fact, not all mephits are elementally aligned, and only those that are infused with elemental power bear the trademarks that their race as a whole is best known for.

Physical Description: Mephits are largely humanoid in shape, although they each have a pair of leathery, bat-like wings. Often mistaken for creatures like imps and quasits by those not familiar with the inhabitants of the outer planes, most mephits are best distinguished from similar small winged outsiders by the fact that their bodies typically reflect and resemble a particular element: magma mephits glow with an inner heat that seems to shift and move like liquid, while an ice mephit's body is constantly coated in a layer of frost, and ooze mephits exude a pungent slime.

Surprisingly, however, mephits are not naturally infused with these elemental essences, and when they are born naturally, rather than created by powerful spellcasters, they lack these traits, and possess grey, leathery skin. When a mephit is created magically, its creator can infuse it with a single elemental essence, however, and since this is the way that most mephits are created, it is very rare to see a mephit who lacks an elemental essence. Even those mephits that are created naturally, without being infused with an element, can later infuse themselves with a special ritual, although this decision is not one that a mephit makes lightly, as it is difficult, if not impossible to reverse the effect. Some scholars believe that a mephit who spends long enough in areas of intense elemental energy can eventually adapt that energy even if it is already infused with a different element, but verifiable instances of this are hard to come by.

Most mephits have prominent hooked noses and long, narrow chins. Their bodies are completely devoid of hair, although in some cases they may have elemental outgrowths that resemble hair, such as a fire mephit with a mane of fire wreathing its head, or an ice mephit with icicles on its scalp that resemble a mohawk.

Society: The majority of mephits do not live in a mephit society, but rather live as indentured servants in the society of another race. Many of these mephits were created by the magic of more powerful denizens of the planes specifically to serve in this fashion, through the use of potent spells and rituals that are a jealously-guarded secret amongst those that know them. These mephits serve as general minions to their creator-masters, who are most commonly genies of various sorts, acting as messengers, spies, and laborers, amongst other tasks. Frequently, these mephits are even loaned out to serve other masters, and this is most commonly how they come to serve as familiars to mortal spellcasters (although a handful of powerful mages are said to have mastered the spells that create new mephits).

Like most intelligent creatures, mephits eventually chafe under the yolk of servitude, and while many are willing to content themselves with shirking their duties in favor of lazing about, or amusing themselves by making dry and sarcastic comments to their masters, many eventually rebel or flee, setting out on their own. Of these, some band together, forming their own enclaves, cities, or, in rare cases, even nations out in the vast reaches of the elemental planes, jealously defending their freedom from those who would control them. Ironically, many of these communities are ruled with an iron fist by whichever mephit happens to beat, cheat, or cajole her way into power.

Of course, not all mephits are created into servitude in this way. Some mephits are born through the union of two parents, in a manner similar to humanoid creatures, but others seem to coalesce from the churning mists of the Ethereal Plane, fully-formed. These mephits are not naturally imbued with elemental power and largely keep their own company, separate from that of other mephits.

Most mephits do not have surnames, but many free mephits choose to take titles for themselves, which are often grandiose and exaggerate their importance. For this reason it is generally advised to ignore a mephit's titles and nicknames, which is common practice among mephits themselves. These titles, however, serve another purpose. Free mephits despise being summoned to the service of some mortal wizard, a common danger faced by all smaller outsiders. By employing a large number of complex titles, these mephits make it more difficult to call them, or so goes the popular theory.

Relations: It's not quite right to say that mephits get along well with other races, but at the same time, they don't exactly get along poorly with them, either. In general, mephits are deferential to members of larger races, preferring to avoid confrontation and resolve conflicts with such creatures by outwitting or outmaneuvering them, rather than by using brute force. Mephit legends feature heroes who cleverly subvert the orders of their masters, and mephits in general view those who do things the easy way as being particularly intelligent, though this leads members of other races to see them more as lazy, instead.

Many humanoid races view mephits as a "monstrous" race, and many mistake them for imps or similar fiendish creatures. It is only those with a background in arcane lore, or who otherwise take the time to get to know a mephit, that are likely to respond to them with anything besides naked blades. Similarly, mephits tend to have the same dismissive attitude towards creatures of the Material Plane that many other denizens of the elemental planes possess, although rather than pushing their weight around like efreet and other powerful outsiders are wont to do, in mephits, this sense of superiority tends to manifest in the form of snarky comments and other minor manifestations of disrespect.

Alignment and Religion: A fractured race, largely absorbed into the cultures of the outsider races that have enslaved them, and with their own nations and enclaves disparate and unconnected, each developing their own culture and social mores, mephits come in a wide variety of alignments, depending on where they are from. Similarly, many mephits adopt the religions of their masters, or other races they live with, although a disproportionate number of them worship elemental deities and quasi-deities, particularly those that are linked with the same element that the mephit itself is infused with.

Adventurers: There are many reasons why a mephit might become an adventurer, chief among them being that it is fleeing servitude to some more powerful creature. Other mephits become adventurers to seek out new and fantastic sights, which the elemental planes are known to be full of. Some mephits seek out sources of magical power, attempting to glean the secrets by which other races are able to create members of their own.

Most commonly, mephits find adventuring careers as stealthy and charismatic freebooters. Rogues, sorcerers, and bards are common choices for mephit adventurers, taking advantage of their natural mobility and inner power. Those mephits looking to maximize their innate talents or claim an elemental heritage often follow the path of mephit paragon, learning to harness their own inherent strength.

Male Names: Bolamohr, Cartiodal, Froeboch, Hababiolon, Keosum, Leresohm, Marzuhn, Searnach, Sidmuhm, Xeuluhn.

Female Names: Aaqiemuhr, Craobohra, Feir, Ieneilohr, Marmihr, Naparoanahr, Pulubahla, Smoasohru, Zair, Zarusoixar.

Titles: the Cinder Countess, the Fearsome, the Granitebelly, the Mighty, the Prince of the Southern Gale, the Queen of Oozing Filth, the Stormlord, the Swift, the Unsummoned, the Wavecaller.

Standard Racial Traits

Ability Score Racial Traits: Mephits are swift and elusive, and possess boundless self-confidence, but are impatient and slow learners. They gain +2 Dexterity, +2 Charisma, -2 Intelligence, and -2 Wisdom.

Type: Mephits are outsiders. However, their Hit Dice, base attack bonus, saving throws, and skills are determined by their class, instead of their creature type.

Size: Mephits are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Base Speed: Mephits are fast for their size, and have a base speed of 30 feet. They also have a fly speed of 40 feet (average).

Languages: Mephits begin play speaking Common and one of the following: Aquan, Auran, Ignan, or Terran. Mephits with high Intelligence scores can choose from the following: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran.

Offensive Racial Traits

Claws: Mephits have two primary claw natural attacks, which deal 1d3 points of damage on a successful hit.

Defensive Racial Traits

Damage Reduction: Mephits have DR 5/magic.

Magical Racial Traits

Skillful Summoner: Mephits are natural summoners, and treat their caster level as 2 higher for the purposes of all spells they cast with the summoning subschool.

Senses Racial Traits

Darkvision: Mephits see perfectly in the dark up to 60 feet.

Other Racial Traits

Mortal Body: Unlike most outsiders, mephits need to eat and sleep. Mephits can also be resurrected as though they were not outsiders.

Favored Class Options

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

Bard: Add +1 round of bardic performance each day.

Bloodrager: Add +1/3 to the bloodrager's level for the purposes of determining the effects of his bloodline abilities, or add +1/2 to the bloodrager's level for this purpose if he has the elemental bloodline.

Fighter: Gain 1/4 of a fighter bonus feat, or 1/4 of a feat with an elemental descriptor (such as fire).

Mephit Paragon: Add +1 to the damage dealt by the mephit paragon's breath weapon.

Monk: Add +1 foot to the monk's movement speeds, resulting in a +5-foot increase to all of the monk's movement speeds every 5 times the monk selects this favored class bonus.

Rogue: Gain 1/4 of a rogue talent.

Sorcerer: Add one spell known from the sorcerer spell list. This spell can be any spell level the sorcerer can cast, but must have a descriptor that matches the sorcerer's subtype.

Warpriest: Add +1/3 to the warpriest's level for the purposes of determining the power of blessings and domain powers.

Wizard: Add +1/10 points of damage per damage die to spells of the evocation school, or +1/5 damage per dice of spells he casts with the elemental descriptor that matches his subtype.

Witch: Add +2 to the maximum hit points of the witch's familiar.

Table 1-6: The Mephit Paragon

	Base Attack	Fort	Ref	Will								
Level	Bonus	Save	Save	Save	Special	0	ıst	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Breath weapon 1d6, elemental power	3	1	-	-	-	-	-
2nd	+1	+0	+3	+3	Elemental summons 1/day	4	2	-	-	-	-	-
3rd	+2	+1	+3	+3	Bonus feat, breath weapon 2d6	4	3	-	-	-	-	-
_4th	+3	+1	+4	+4	Breath enhancement, elemental power	4	3	1	-	-	-	-
5th	+3	+1	+4	+4	Breath weapon 3d6	4	4	2	-	-	-	-
6th	+4	+2	+5	+5	Bonus feat	5	4	3	-	-	-	-
7th	+5	+2	+5	+5	Breath weapon 4d6	5	4	3	1	-	-	-
8th	+6/+1	+2	+6	+6	Elemental power, elemental summons 2/day	5	4	4	2	-	-	-
9th	+6/+1	+3	+6	+6	Bonus feat, breath weapon 5d6	5	5	4	3	-	-	-
ıoth	+7/+2	+3	+7	+7	Breath enhancement	5	5	4	3	1	-	-
11th	+8/+3	+3	+7	+7	Breath weapon 6d6	5	5	4	4	2	-	-
12th	+9/+4	+4	+8	+8	Bonus feat, elemental power	5	5	5	4	3	-	-
13th	+9/+4	+4	+8	+8	Breath weapon 7d6	5	5	5	4	3	1	-
14th	+10/+5	+4	+9	+9	Dual breath, elemental summons 3/day	5	5	5	4	4	2	-
15th	+11/+6/+1	+5	+9	+9	Bonus feat, breath weapon 8d6	5	5	5	5	4	3	-
16th	+12/+7/+2	+5	+10	+10	Breath enhancement, elemental power	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Breath weapon 9d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Bonus feat	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Breath weapon 10d6	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Elemental power, elemental summons 4/day	5	5	5	5	5	5	5

New Base Class

Mephit Paragon

Unlocking the powers of the elements, mephit paragons possess potent magical abilities, and are infused with raw elemental energy. In addition to being able to expel their element as a breath weapon, and being able to summon creatures associated with their element, mephit paragons gain access to a wide variety of elemental powers and are competent spellcasters in their own right.

Role: Mephit paragons are able to provide much of the same utility provided by dedicated spellcasters, while still focusing on dealing damage. Elementally-aligned, mephit paragons excel against those who are weak to their element, and while they face an upward battle against those who are resistant or immune to their chosen element, they possess enough flexibility to meaningfully combat such opponents.

Prerequisite: Only characters of the mephit race can gain levels in the mephit paragon class.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 x 10 (average 140 gp).

Class Skills

A mephit paragon's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device. **Skill Ranks per Level:** 4 + Int modifier.

Class Features

The following are the class features of the mephit paragon.

Weapon and Armor Proficiency: Mephit paragons are proficient with all simple and martial weapons, and with light armor. A mephit paragon can cast mephit paragon spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other spellcaster, a mephit paragon wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass mephit paragon still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A mephit paragon casts arcane spells drawn from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level. A mephit paragon's highest level of spells is 6th. Spells from the sorcerer/wizard list of 7th level and above are not on the mephit paragon class spell list, and a mephit paragon cannot use spell completion or spell trigger magic items of such spells (without making a successful Use Magic Device check).

To learn or cast a spell, a mephit paragon must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mephit paragon's spell is 10 + the spell level + the mephit paragon's Charisma modifier.

A mephit paragon can cast only a certain number of spells of each spell level each day. His base daily allotment is given on Table: Mephit Paragon. In addition, he receives bonus spells per day if he has a high Charisma score.

Table 1-7: Mephit Paragon Spells Known

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

A mephit paragon's selection of spells is extremely limited. A mephit paragon begins play knowing four o-level spells and two ist-level spells of the mephit paragon's choice. At each new mephit paragon level, he gains one or more new spells as indicated on Table: Mephit Paragon Spells Known. Unlike spells per day, the number of spells a mephit paragon knows is not affected by his Charisma score. The numbers on Table: Mephit Paragon Spells Known are fixed.

Upon reaching 5th level, and at every third mephit paragon level thereafter, a mephit paragon can choose to learn a new spell in place of one he already knows. In effect, the mephit paragon "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level mephit paragon spell he can cast. A mephit paragon may swap out a single spell at any given level and must choose whether or not to swap the spell at the same time he gains new spells known for the level.

Spells with certain elemental descriptors are more difficult for a mephit paragon to cast, based on his elemental infusion.

Cantrips: A mephit paragon learns a number of cantrips, or o-level spells, as noted on Table: Mephit Paragon Spells Known. These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normal.

Elemental Infusion: Each mephit paragon is infused with the power of a single elemental or quasi-elemental force, such as air, dust, earth, fire, ice, magma, ooze, salt, steam, or water. This elemental infusion grants the mephit paragon additional spells known and powers, as well as determining the type of damage inflicted by its breath weapon, the type of creatures it can summon, and the types of feats it can take as bonus feats. At 1st level, a mephit paragon gains a special ability determined by his elemental infusion. At 4th level, and every four levels thereafter, he gains an additional special ability determined by his elemental infusion.

At 4th level, and every three levels thereafter, the mephit paragon learns an additional spell, derived from his elemental infusion. These spells are in addition to the number of spells given on Table: Mephit Paragon Spells Known. These spells cannot be exchanged for different spells at higher levels.

Breath Weapon (Ex): As a standard action, a mephit paragon can unleash a torrent of elemental energy from his mouth, inflicting 1d6 points of damage to each creature in a 15-foot cone. The type of damage is determined by the mephit's elemental infusion, as well as any additional effects that may apply to creatures affected by the breath weapon. A successful Reflex save (DC = 10 + 1/2 the mephit paragon's class level + the mephit paragon's Constitution modifier) halves this damage. A mephit paragon can use his breath weapon a number of times per day equal to 3 + his Constitution modifier.

At 3rd level, and every two levels thereafter, the damage inflicted by the mephit paragon's breath weapon increases by 1d6 (to a maximum of 10d6 at 19th level).

Elemental Summons (Sp): Beginning at 2nd level, as a standard action, a mephit paragon can summon one or more creatures based on its elemental infusion. The exact type of creature summoned depends on the mephit paragon's level and infused element, and each elemental infusion has a table detailing what is available. This summons is more of a request than a command, and the mephit paragon can never be certain whether anything will answer the summons: each time the ability is used, the chance that one or more creatures are summoned is equal to 50% + 1% per class level. If the mephit paragon prefers, he can choose to summon a creature from a lower-level entry on his elemental infusion's table. If he does so, the chance of successfully summoning the creature increases by 20%. Creatures summoned in this way remain for 1 minute, and serve the mephit paragon as though they had been summoned with summon monster I. At 2nd level, a mephit paragon can use this ability once per day. At 8th level, and every six levels thereafter, the mephit paragon can use this ability one additional time per day.

Bonus Feat: At 3rd level, a mephit paragon gains a single bonus feat of his choice for which he qualifies. These bonus feats are restricted by the mephit paragon's infused element. At 6th level, and every 3 levels thereafter, the mephit paragon gains an additional bonus feat in this manner.

Breath Enhancement (Ex): At 4th level, and every six levels thereafter, a mephit paragon's breath weapon becomes more potent. The mephit paragon can choose a breath enhancement from the following list. Each time he uses his breath weapon, the mephit paragon may choose to apply a single breath enhancement he possesses.

Focused Breath: The mephit paragon spits a ball of elemental energy at a single target, rather than breathing it out as a cone. The mephit paragon must make a ranged touch attack to hit the target, which has a range increment of 10 feet and a maximum range of 60 feet. If the attack hits, the target takes full damage from the breath weapon (no save). If the breath weapon has a secondary effect that depends on the result of a saving throw (such as causing the target to catch on fire if she fails her saving throw), the target is still entitled to a saving throw to resist that effect.

Intense Breath: The mephit paragon's breath weapon deals 1 additional point of damage per damage die.

Linear Breath: The mephit paragon's breath weapon takes the form of a 6o-foot line, instead of a 15-foot cone.

Potent Breath: The saving throw DC to resist the mephit paragon's breath weapon increases by +2.

Shaped Breath: The mephit paragon can choose any number of creatures within the area of its breath weapon and exclude them from the effect.

Widened Breath: The mephit paragon's breath weapon takes the form of a 30-foot cone, instead of a 15-foot cone.

Dual Breath (Ex): Beginning at 14th level, whenever a mephit paragon uses his breath weapon, he can apply the effects of two breath enhancements he possesses, rather than applying one. The mephit paragon cannot apply more than one of the following breath enhancements to a single breath weapon: focused breath, linear breath, and widened breath.

Elemental Infusions

The following are two elemental infusions for the mephit paragon class.

Fire

Some mephits embody fickle flames, which are both a source of light and warmth, and also a potent force of destruction. These mephits are capricious and mischievous, and love little more than to watch the sparkling dance of a fresh-set fire, regardless of exactly what it is that they burn.

Bonus Spells: snapdragon fireworks^{UM} (4th), scorching ray (7th), fireball (10th), fire shield (13th), wall of fire (16th), fire storm (19th).

Spellcasting Modifiers: Fire mephit paragons cannot cast spells with the cold or water descriptors. A fire mephit paragon can cast spells with the acid, air, earth, and electricity descriptors, but must use two spell slots of the appropriate spell level to cast that spell, similar to a wizard casting a spell from an opposed school.

Bonus Feats: Fire mephit paragons can select any feat with the fire descriptor for which they meet the prerequisites. For more information about the fire descriptor, see *The Traveler's Guide to the Elemental Plane of Fire*.

Breath Weapon: A fire mephit paragon's breath weapon deals fire damage. Any creature that fails its saving throw to resist a fire mephit paragon's breath weapon catches on fire, suffering 1d6 points of fire damage per round until the flames are put out. At 7th level, and every six levels thereafter, this damage increases by 1d6.

Elemental Summons: A fire mephit paragon can summon the following creatures.

Table 1-8: Elemental Summons (Fire) Level Summoned Creatures

Summoneu ereutures
1 fire mephit or 1 medium fire elemental
1 flame drake or 1d4 fire mephits
1 huge fire elemental or 1d3 flame drakes
1 efreeti or 1d3 huge fire elementals
1 fire giant or 2d6 advanced fire mephits

Elemental Powers: Fire mephit paragons harness the power of fire, consuming all they come into contact with a voracious hunger.

Ignition Bolt (Su): As a standard action, a fire mephit paragon can fire a ray of flame at a single creature or object within 60 feet. Treat this as a ranged touch attack. If the attack hits, it deals an amount of fire damage equal to 1d6 + 1 per two class levels the fire mephit paragon possesses. Additionally, if the ray strikes an object whose hardness is less than the fire mephit paragon's class level, the object lights on fire, suffering 1d6 points of fire damage per round, which ignores hardness, until the flames are put out (through normal methods), or until 1 minute has passed, at which point the flames die on their own. Objects which catch fire in this way deal fire damage to creatures and objects they come into contact with, and may potentially start new fires, which persist after a minute has passed. The fire mephit paragon can use this ability 3 times per day.

Flametouched (Ex): Fire mephit paragons are at one with flames, and immune to the ravages of heat. Beginning at 4th level, a fire mephit paragon gains the fire subtype, rendering him immune to fire damage, but vulnerable to cold damage, suffering half again as much damage (+50%) from sources that deal cold damage.

Smokefriend (Ex): At 8th level, a fire mephit paragon can see through smoke and ash as though it were not there, and such things do not impede his vision. Similarly, the fire mephit paragon can breathe smoke as though it were clean air, and is unaffected by the normal consequences of breathing smoke.

Healed by the Hearth (Ex): Beginning at 12th level, a fire mephit paragon is healed by flames. At the end of the fire mephit paragon's turn each round, if he came into contact with any flame since the end of his last turn, he regains 2 hit points. Any healing in excess of his maximum hit points is wasted.

Burn (Ex): At 16th level, a fire mephit paragon's body becomes so hot that creatures and objects he touches are damaged by the heat. He gains the burn universal

monster ability, inflicting 1d6 points of fire damage. If he already has burn from another source (such as the Lesser Burning Body feat, from *The Traveler's Guide to the Elemental Plane of Fire*), the damage inflicted by his burn ability instead increases by 1d6. The fire mephit paragon can suppress or resume this ability as a standard action.

Inferno (Sp): At 20th level, a fire mephit paragon can create a raging inferno, surrounding itself with flames to a distance of 30 feet. Each creature that enters this area or begins its turn within it suffers 10d6 points of fire damage. A successful Reflex save (DC = 10 + 1/2 the fire mephit paragon's class level + the fire mephit paragon's Charisma modifier) halves this damage. The flames move with the fire mephit paragon.

Magma

Some mephits are attuned to the power of molten rock, and the intense heat and flame that can melt anything. Strong as surging floes of lava, and unpredictable as erupting volcanoes, these mephits are a force to be reckoned with.

Bonus Spells: *firebelly*^{ISG} (4th), *flaming sphere* (7th), *fireball* (10th), *fire shield* (13th), *fire snake*^{APG} (16th), *contagious flame*^{APG} (19th).

Spellcasting Modifiers: Magma mephit paragons cannot cast spells with the cold or water descriptors. A magma mephit paragon can cast spells with the air or electricity descriptor, but must use two spell slots of the appropriate spell level to cast that spell, similar to a wizard casting a spell from an opposed school.

Bonus Feats: Magma mephit paragons can select any feat with the fire descriptor for which they meet the prerequisites. For more information about the fire descriptor, see *The Traveler's Guide to the Elemental Plane of Fire*.

Breath Weapon: The area of a magma mephit paragon's breath weapon is filled with a pool of lava. Entering a square filled with this lava inflicts a number of points of fire damage equal to 1/2 the magma mephit paragon's class level, and any creature that ends its turn in the lava suffers this damage as well. Finally, the lava imposes a -4 penalty on Acrobatics checks made within its area. The lava cools and hardens to stone after 1d4 rounds.

Elemental Summons: A fire mephit paragon can summon the following creatures.

Table 1-9: Elemental Summons (Magma) Level Summoned Creatures

2 - 4	1 magma mephit or 1 medium magma elemental
5-8	1 salamander or 1d4 magma mephits
9 - 12	1 huge magma elemental or 1d3 salamanders
13 - 16	1 magma ooze or 1d3 huge magma elementals
17 - 20	1 lava drake or 2d6 advanced magma mephits

Elemental Powers: Magma mephit paragons harness the power of magma, prone to long periods of dormancy punctuated by explosive bursts of incredible force. Heat Metal (Sp): A magma mephit paragon can cause metal objects to become incredibly hot. This functions as the spell heat metal, except that it targets only a single object, and the duration depends on the magma mephit paragon's level. The number of rounds that the object remains hot or warm is the same as the spell, but the number of rounds that the object is searing is equal to 1/2 the magma mephit paragon's class level, rounded down (minimum o). Additionally, while the object is searing, its hardness is reduced by an amount equal to the magma mephit paragon's Charisma modifier, as it nears the point of melting. The magma mephit paragon can use this ability 3 times per day.

Flametouched (Ex): Magma mephit paragons are at one with flames, and immune to the ravages of heat. Beginning at 4th level, a magma mephit paragon gains the fire subtype, rendering him immune to fire damage, but vulnerable to cold damage, suffering half again as much damage (+50%) from sources that deal cold damage.

Lava Lungs (Ex): Beginning at 8th level, a magma mephit paragon is able to swim through lava and magma as easily as a fish through water. He gains a swim speed of 6o feet, but only in magma or lava, and he can breathe and see through magma and lava as though they were air.

Magmatic Healing (Ex): Beginning at 12th level, a magma mephit paragon is healed by magma. At the end of the magma mephit's turn each round, if he came into contact with any source of lava or magma since the end of his last turn, he regains 2 hit points. Any healing in excess of his maximum hit points is wasted.

Magma Form (Sp): At 16th level, a magma mephit paragon can transform himself into a pool of magma. This functions as the spell *fluid form*^{APG}, except that the magma mephit paragon also gains a slam attack that deals 5d6 points of fire damage. Additionally, any creature that strikes the magma mephit paragon with a natural attack or unarmed strike while he is affected in this way suffers 5d6 points of fire damage. The magma mephit paragon's caster level for this effect is equal to his class level. The magma mephit paragon can use this ability 3 times per day.

Eruption (Sp): At 20th level, a magma mephit paragon can cause a violent eruption of lava, forming a pillar of lava with a 20-foot radius that is 40 feet high. Creatures within the pillar suffer 20d6 points of fire damage and fall prone. A successful Reflex save (DC = 10 + 1/2 the magma mephit paragon's class level + the magma mephit paragon's Charisma modifier) halves the damage and negates the prone condition. Lava remains in the affected area for 2d4 rounds before cooling, dealing 2d6 points of fire damage to any creature that enters the area or begins its turn within it, and rendering the area difficult terrain.

Returned

The returned are not a race in the traditional sense, but rather a form of skeletal undead which arises when individuals with a strong desire for life die with that vision unreached. The desire to achieve the dreams they were denied in life causes the will of the deceased to inhabit their bones, which move like a skeleton animated through typical necromantic processes. The resulting entity is a returned. While these creatures are driven by the will of a deceased humanoid, they are actually separate and distinct individuals, unlike ghosts or other undead. Returned are animated by a desire to fulfill some unfinished business. Though driven by an individual's desires and wants, they actually lack any connection to their bones' previous owner's former life, and that individual's spirit still passes on to the afterlife as normal, with the returned living on as a sort of echo of the deceased.

Physical Description: Returned appear as humanoid skeletons, with exact details being determined somewhat by the life of the individual that gave rise to them. For instance, taller individuals create taller returned, while those that spent a large amount of time in combat might have obvious injuries to their bone structure (scars, bruises, fractures, or the like). While returned lack muscules or organs of any kind, they can speak perfectly well and have voices, which, like the voices of living creaures, are unique to the individual returned. Most returned have raspy, gravelly voices reminiscent of the grave, but some, especially those animated by a desire related to speech or singing, have perfectly clear voices. They also see with perfect clarity, despite a lack of eyes. Instead, they possess tiny pinpricks of light which seem to inhabit the interior of their eye sockets without really providing any illumination. These pale ghostly flames range in color, with blues, greens, reds, purples, and yellows all being common.

Returned move with grace and surprising speed, and possess a great deal of strength—considering they have no muscle mass to drive their arms and legs. Differences between male and female returned are difficult to determine by those unfamiliar with bone structures, but are readily apparent to others and to the returned themselves. While most returned are born from humans, occasionally other humanoid races give rise to a returned. Returned are effectively immortal, enjoying eternal life so long as they are not destroyed.

Society: While the returned have no society of their own, with each being given rise in disparate geographical areas, general attitudes and tendencies of the returned are largely common from one member of the group to another, and each shares certain traits and common behaviors, though in general returned do their best to fit into whatever society they emerge in. This in itself can be extremely difficult and is a common challenge shared by nearly all new returned, just to survive in the infancy of their existence. With their obviously undead appearance, all manner of people believe the returned to be monsters that must be put down. A lucky quirk of their supernatural power allows the returned to survive these processes, at least in the short run. Even so, without friendship and understanding, a newly risen returned has to fight for her very survival right after her genesis, a struggle that tends to shape her future behavior

and color her attitude and approach to life in general. While many returned quickly learn to either use their form to their advantage, frightening others into the respect that is owed to every living creature, or terrorizing the world in order to get what they want, most learn to hide their form and disguise their appearance to escape violence.

Beyond the need to merely survive, most returned are faced with other problems. They are imbued with a strong guiding principle that they must strive towards, which prevents them from living quiet lives. Because they are given life by a desire to live life to its fullest, no returned is ever content with the ordinary, and they are driven to explore the world and live life on the edge. Some returned have such specific desires leftover from their former lives that they are forced into a certain path, but they typically make the most of their path to live fulfilling, exciting lives.

The returned's other common problem is immortality. A returned is extremely difficult to destroy, and the desire for life keeps them from every being able to find rest or comfort in oblivion. Over time, this makes the returned long for simpler life, free from desire, and causes some who are unable to find rest to go mad, becoming the very monsters they are thought to be.

Relations: Returned are almost universally ill-received by other races; after all, as living skeletons, it is hard not to think of the returned as anything other than a monster. Beyond that, their unique abilities and lust for life sows envy in most living creatures, and making friends with other members of the civilized races is difficult, but nevertheless worth it to many returned, who find that anyone who accepts them and treats them as other than a monster is a rare treasure that makes life more worth living. For the returned's part, they tend to view other races as exciting challenges: enemies to be fought, allies to be won, or obstacles to be overcome. Most commonly, returned fall in with more savage or evil humanoid races, as they are rejected by the rest of the world. Those that can disguise themselves with magic most commonly make friends with humans and halflings, as they tend to be more sociable races. They are also known to find a natural alliance with gnomes, who share their natural disposition towards living a full life.

Alignment and Religion: While for many races, alignment can be a murky issue, bound up in local philosophy, for the returned it is a matter of course, a gift from her bones' former owner, whose will power animates her. While a returned doesn't share her predecessor's intellect or past, her predecessor's general attitudes and personality, as well as ambitions, fill the returned from inception, causing her to adopt the alignment of the creature that gave rise to her. Over time, some returned go mad or are forced to crime, and so some returned become chaotic or evil due to circumstance, while others eventually find acceptance and some measure of peace in their life, abandoning evil ways and seeking atonement. Returned have no religion of their own, but typically worship gods of life or death, and especially gods of undeath.

Adventurers: Because of their unique circumstances, nearly all returned either become adventurers from the outset, as they strive for a rich, fulfilling life, or because they are forced by a violent set of circumstances to pursue a more dangerous lifestyle than they would otherwise like. Returned adventurers are most often bards, rogues, or sorcerers, taking advantage of their natural talents. In adventuring bands, returned tend to gravitate towards leadership positions and like to be the center of attention.

Returned names: Returned tend to take on exciting nicknames, sometimes reflecting their profession, skill-set, or desires. Examples include Bloodaxe, Fade, Ivory Skull, Killingblow, Rattle Box, The Living Drum, or White Orchid. Other returned use names common to their region. Returned almost never choose the names they had in life.

Standard Racial Traits

Ability Score Racial Traits: Returned are graceful, but lack strong intellects. They gain +2 Dexterity and -2 Intelligence.

Size: Most returned are Medium creatures and thus receive no bonuses or penalties due to their size. Some returned are formed from Small humanoid races; in such cases, the returned suffers a -2 size penalty to Strength and is a Small creature, thus gaining a +1 size bonus to her AC, a +1 size bonus on attack rolls, a -1 penalty on her CMB and to CMD, and a +4 size bonus on Stealth checks.

Type: Returned are undead creatures and gain all the benefits and drawbacks of being undead, with the following exceptions: a returned is not immune to mind-affecting effects, and does not gain complete immunity to any effect which requires a Fortitude save. Returned are also subject to ability drain, *energy drain*, and damage to physical ability scores.

Base Speed: A Medium returned has a base speed of 30 feet; a Small returned has a base speed of 20 feet.

Languages: Returned begin play speaking Common. A returned with a high Intelligence score from among the languages that could be chosen by members of the race of her original body.

Defensive Racial Traits

Undead Traits: A returned possesses the following traits due to its undead nature:

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution(such as when calculating a breath weapon's DC).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, as well as to exhaustion and fatigue effects.
- The fast healing special quality always works for a returned.

- Not at risk of death from massive damage.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

Strong Mind: Returned have a+2 bonus on saving throw made to resist mind-affecting effects.

Returned Healing: Returned do not regain hit points naturally as a result of resting, but do recover hit points from magical healing. An evil returned is healed by negative energy, while a good returned is healed by positive energy. A neutral returned must choose whether to be healed by positive or negative energy at character creation, and this choice cannot later be changed.

Fragile: A returned is very fragile and is prone to becoming disassembled. A returned suffers a -4 penalty on saving throws made to resist effects which specifically affect objects. Additionally, whenever a character confirms a critical hit on a returned, the returned disassembles, falling prone in her square and being unable to take any actions until she reassembles.

Reassemble: A returned that is disassembled, either as a result of being reduced to o or fewer hit points or being struck by a critical hit, can reassemble. If the returned later regains hit points to bring her current hit point total to 1 or higher, she reassembles 1d4 rounds later. When the returned reassembles, she returns to standing as a free action which does not provoke attacks of opportunity.

Difficult to Destroy: A returned is not destroyed when she is reduced to o or fewer hit points; instead, she disassembles, falling prone and being unable to take any actions until she reassembles. A returned cannot reassemble until she has received healing which brings her above 1 hit point. Whenever a returned is reduced to -100 hit points or fewer, she is destroyed.

Feat and Skill Racial Traits

Fearsome Appearance: A returned gains a +2 racial bonus on Intimidate checks against humanoid creatures and suffers a -2 penalty on Diplomacy checks made to interact with humanoid creatures.

Senses Racial Trait

Darkvision: Returned can see perfectly in the dark up to 60 feet.



Favored Class Options

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

Cavalier: Gain 1/5 of a teamwork feat.

Cleric: Add +1 to the amount of damage the cleric heals from her own channeled energy.

Fighter: Add +1/3 to the fighter's CMD when resisting all forms of combat maneuvers.

Gunslinger: Add +1/4 point to the gunslinger's grit points.

Magus: Add +1/2 point of negative energy damage to spells that deal negative energy damage cast by the magus.

Monk: Add +1/4 point to the monk's ki pool.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Spiritualist: Add +1 round per day of bonded manifestation.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by 1/4.

Vigilante: Add +1 on Disguise checks made to pass as a living creature.

New Paladin Archetype

Returned Champion

Though it seems unintuitive to some, the undead known as the returned are often drawn to the paladin class, as they feel a responsibility or call to duty which is so strong that it can cause them to rise even from the grave. These deathless champions are paragons of virtue, and though they may have frightening visages, all who know them are glad to fight by their side.

The following archetype is available only to paladins of the returned race.

Divine Purpose: A returned champion has a specific purpose for which she has risen from the dead, and this purpose is the guiding force of her existence. Choose a specific task, such as recovering or destroying an artifact, or bringing justice to a specific villain for a specific deed. The task must not be one that would conflict with a paladin's code of ethics. If the returned champion completes her chosen task, or if circumstances align themselves so that it is impossible for her task to be completed, then she must make a Will saving throw (DC 10 + 1/2 her class level + her Charisma modifier + 1 for each previous time she has been forced to make a saving throw of this kind). If she succeeds, she may select a new task, which should be related in some way to her previous task. If she fails, she is destroyed. If the task is open-ended (such as protecting a person or place from harm, or slaying evil outsiders), the returned champion must make a Will save in this way periodically: a new save

must be made after a number of weeks equal to her Hit Dice have passed since her last save (1 week for a 1-HD returned champion, 2 weeks for a 2-HD returned champion, and so on).

If the returned champion goes for a full week without making any progress towards completing her divine purpose, her Charisma score is reduced by 1. This penalty increases by 1 for each subsequent week that she fails to make progress on her divine purpose, but the penalties are removed automatically as soon as she makes progress towards her purpose. If the returned champion takes any action that actively works against her divine purpose, she loses all benefits from the paladin class, as though she had violated her paladin code of conduct, until she receives the benefits of an *atonement* spell, or makes enough progress towards her divine purpose as to undo whatever she did.

Strength of Conviction (Su): Beginning at 2nd level, as an immediate action, a returned champion can add her Charisma modifier to any single roll she makes, provided that that roll is for an action that in some way, either directly or indirectly, relates to her divine purpose. She may choose to use this ability after seeing the result of her die roll, but must do so before learning the result, if applicable (so, in the case of an attack roll, she could use the ability after learning that she rolled a 3, but would need to do so before learning if that resulted in a hit or miss, while in the case of a damage roll, she could do so after learning that she rolled a 7, but before learning if the resulting damage was enough to kill her target, etc.). This bonus stacks with all other bonuses on the roll. The returned champion can use this ability a number of times per day equal to 1 + 1/2 her class level.

This ability replaces the divine grave class feature.

Soothing Aura (Su): At 3rd level, when a returned champion gains the aura of courage class feature, the range of her aura is 60 feet, not 10 feet. Additionally, the aura radiates calm and serenity, naturally reassuring all good creatures within range of the returned champion's benevolence. Such creatures never mistake the returned champion for any kind of evil undead, and the returned champion gains a +4 bonus on Diplomacy checks made against such creatures.

This ability modifies the aura of courage class feature.

Divine Protection (Su): At 3rd level, a returned champion adds her Charisma modifier on saving throws made to resist channeled energy, as well as any other effect that specifically targets undead, or affects them differently, such as *command undead*. Additionally, whenever she would suffer damage from positive or negative energy, she suffers 5 less damage than she otherwise would. At 10th level, she suffers 10 less damage than she otherwise would, and at 17th level she suffers 20 less damage than she otherwise would.

This ability replaces the divine health class feature.

Return from the Grave (Su): Beginning at 5th level, a returned champion is all but impossible to permanently destroy. Whenever she is destroyed for any reason other than having her Charisma score reduced to o or failing a Will save after completing or failing to complete her divine purpose, she automatically returns to life as a returned champion 1d4 days later, with full hit points. If any of the returned champion's bones are removed from her body, she cannot return to life until those bones are returned (any bones within roughly 20 feet of each other count as being together for this purpose). Destroying one of her bones completely can also prevent this rejuvenation, but doing so requires concentrated effort beyond simply breaking them, and either requires special magic (such as a *disintegrate* spell), or one full hour of effort.

At 11th level, the returned champion rejuvenates after only 24 hours, and can rejuvenate even if a number of bones equal to or less than her Charisma modifier have been removed or destroyed, provided that none of those bones are her skull.

At 17th level, the returned champion rejuvenates after only 1d4 hours, and she needs only her skull to rejuvenate.

This ability replaces the divine bond class feature.

Fast Healing (Su): Beginning at 8th level, a returned champion gains fast healing 1. At 14th level, and again at 20th level, this fast healing increases by 1 (to a maximum of fast healing 3 at 20th level).

Sanctified Dead (Su): Beginning at 8th level, a returned champion is immune to all effects that control or compel undead specifically, such as command undead, the Command Undead and Turn Undead feats, and so on. As a standard action, she can touch any creature affected by such an ability to grant them a new saving throw to resist the effect (even if they were not entitled to a saving throw initially). The creature adds the returned champion's Charisma modifier as a bonus on this check. If the touched creature succeeds on its saving throw, is mindless, and is of evil alignment, its alignment shifts to neutral. At the GM's discretion, mindless undead who are freed of control in this way may go to rest (effectively destroying them), may turn on their previous controller, or may follow the returned champion and do their best to aid her. Intelligent undead freed from control in this fashion act normally, and cannot have their alignment changed in this way.

This ability replaces the aura of resolve class feature.

Chapter 2: Best in Class



Best in Class is our weekly article devoted to providing class options for a variety of characters. In 2016, we created 35 new archetypes and similar content (such as bloodlines, spirits, etc.) covering every class from the *Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game: Advanced Class Guide*, and *Pathfinder Roleplaying Game: Occult Adventures*, as well as four archetypes for the vigilante from *Pathfinder Roleplaying Game: Ultimate Intrigue*, and several new cults for our cultist class from *Esoteric Orders: The Cultist*. Finally, we created a total of 5 new base classes, three expanding on the rules for revenants in our free product *Liber Vampyr: Secrets of the Blood*, and two of which are for members of races from the elemental plane of fire.

This chapter contains all the content from Best in Class over the course of 2016, with the exception of archetypes and classes that are tied specifically to the new races produced this year, which can be found with their accompanying race in Chapter 1. The class options are arranged in alphabetical order by the class that they are associated with.

New Arcanist Archetype

Urban Arcanist

Urban arcanists are gifted users of arcane magic that specialize in utilizing their talents in cities. They have the ability to draw upon the big city for their power, as well as knowledge of several unique tricks and talents that allow them to easily navigate the largest of cities. Of course, relying on the energy of cities for their power and focusing on urban exploits means that they have less energy and time to focus on other magical talents.

Urban Exploits: An urban arcanist is able to draw upon the inherent magical energy of connection between people and the integration of places to more easily perform exploits while in an urban environment. An urban arcanist only has a maximum number of points in her arcane reservoir equal to 1/2 her level (minimum 1). While in an urban environment, she can draw upon the potential of the urban landscape. Effectively, this allows her to draw upon an urban reservoir that is inherent to a settlement in order to use her exploits. Settlements smaller than a small city have 3 points in an urban reservoir that the urban arcanist can draw upon; small cities have 10 points in an urban reservoir that can be drawn upon; large cities have 15 points in an urban reservoirs; and metropolises have 25 points in an urban reservoir. These points can be drawn upon as though they were part of the urban arcanist's arcane reservoir to allow her to use her exploits. She cannot draw upon a number of points from an urban reservoir that exceeds her level + her Intelligence modifier each day. An urban arcanist's urban reservoir refreshes each day at the same time her arcane reservoir does.

This ability modifies the arcane reservoir class feature.

Find the Way (Su): At 3rd level, while in an urban environment, the urban arcanist can draw upon her arcane might to find a specific place within the urban environment. By spending 1 point from her arcane reservoir, the urban arcanist can instantly discern the shortest route to any location she can name within the urban environment. She can name a specific location, such as an individual's residence, or a general location, such as a bakery. If she names a specific location, she learns the most direct route to that location; if she names a generic destination, she learns the route to the nearest such place.

This ability replaces the arcanist exploit gained at 3rd level.

Urban Energies (Su): At 7th level, while in an urban environment, the urban arcanist can call upon her connection to a city to unleash more powerful spells. The urban arcanist can expend 1 point from her arcane reservoir; if she does, she treats the caster level of all spells she casts in the next 1 minute as 1 higher than it actually is. If she spends this point from her urban reservoir, her caster level is increased by 2, instead. This ability replaces the arcanist exploit gained at 7th level.

Urban Tracking (Su): At 11th level, the urban arcanist can attempt to locate and follow the movements of an individual within an urban environment. By spending 2 points from her arcane reservoir, the urban arcanist can name a single individual. If that individual is within the same urban environment as the urban arcanist, he must succeed on a Will save (DC = 10 + 1/2 the urban arcanist's level + the urban arcanist's Charisma modifier), or the urban arcanist learns his location and can view him as though with the spell *scrying*. This effect lasts so long as the target remains within the same urban environment as the urban arcanist, for up to 10 minutes per level. She can suppress or resume this ability as a swift action.

This ability replaces the exploit gained at 11th level.

Animate Buildings (Ex): At 19th level, the urban arcanist can use her magic to command the very city to fight for her. By spending 4 or more points from her arcane reservoir, she can animate a number of buildings equal to her Charisma modifier. For each building animated in this way, she must expend an additional 4 points from her arcane reservoir. Buildings animated in this way become Colossal animated objects with an additional number of construction points equal to the arcanist's Charisma modifier for 1 minute. The animated buildings obey the urban arcanist's spoken commands. The buildings are allowed a Fortitude save (DC = 10 + 1/2 the urban arcanist's level + the urban arcanist's Charisma modifier) to avoid being animated. Buildings with people in them make this save with the highest saving throw bonus among occupants.

This ability replaces the arcanist exploit gained at 19th level.

New Barbarian Archetype

Stone Warrior

Some barbarians form close bonds with the earth, either through ancient shamanistic rites, binding their spirit to the harsh lands that they roam, or simply by hardening their bodies through intense training in high mountain peaks until they themselves are as hard and disciplined as stone. These individuals are known as stone warriors, and they are fearsome and implacable foes.

Stone Body (Ex): A stone warrior's body is incredibly tough, and has both the hardness and consistency of stone. Some stone warriors have grey, granite-like skin, while others' skin resembles more of a tan sandstone, or even a glossy black obsidian. A stone warrior's base movement speed is reduced by 10 feet or halved, whichever results in a higher movement speed. Additionally, she gains DR 3/adamantine. At 4th level, and every 3 levels thereafter, this DR increases by 1, to a maximum of 9/adamantine at 19th level.

This ability replaces the fast movement and damage reduction class features.

Stone Fists (Ex): A stone warrior's fists are as hard as rock. At 2nd level, a stone warrior gains the Improved Unarmed Strike feat as a bonus feat, even if she does not meet the prerequisites. Additionally, if she makes an unarmed strike against an object, she treats that object as though its hardness were 1 point lower than it actually is for each point of DR/adamantine the stone warrior's stone body class feature grants her.

This ability replaces the uncanny dodge class feature.

Stony Mind (Ex): A stone warrior's mind is as implacable and unmoving as a boulder. At 3rd level, she gains a +1 bonus on Will saves made to resist charm, compulsion, and emotion effects. At 6th level, and every 3 levels thereafter, this bonus increases by 1 (to a maximum of +6 at 18th level).

This ability replaces the trap sense class feature.

Stone Shower (Sp): Beginning at 5th level, whenever a stone warrior enters a rage, she may choose to cast *stone call*^{APG} as a spell-like ability. Doing so is a free action that does not provoke attacks of opportunity. The spell's area must be centered on the stone warrior's location at the time that she casts the spell, but she is not damaged by the rain of dirt, gravel, and pebbles (she is affected by the difficult terrain normally). Her caster level for this effect is equal to her barbarian level.

At 10th level, and every 5 levels thereafter, the damage inflicted by the spell increases by 1d6 (to a maximum of 5d6 points of bludgeoning damage at 20th level).

This ability replaces the improved uncanny dodge class feature.

Speak with the Earth (Sp): Beginning at 14th level, a stone warrior can cast *stone tell* as a spell-like ability a number of times per day equal to her Wisdom modifier (minimum 1).

This ability replaces the indomitable will class feature.

Rage Powers: The following rage powers complement the stone warrior archetype: greater ground breaker, greater hurling, ground breaker, hurling, and lesser hurling.

New Bard Archetype

Dream Singer

Dream singers are bards who specialize in inspiring the very dreams of others. Unlike a normal bard who focuses on inspiring his allies while they are awake, the dream singer prefers to affect the dreams of others while they sleep, for good or ill. Masters of lullabies and skilled in the art of magical songcraft that can empower others or ensnare their minds, the dream singer reigns supreme over his sleeping friends and foes.

Lullaby (Su): A dream singer can use his bardic performance to sing others to sleep. As a standard action, a dream singer can expend 1 round of bardic performance in order to put a single creature within 60 feet to sleep. The target is entitled to a Will save (DC = 10 + 1/2 the dream singer's level + the dream singer's Charisma modifier) to negate the effect. If there is a difference between the target's Hit Dice and the dream singer's level, the target receives a bonus or penalty equal to that difference (up to a +5 bonus or -5 penalty). If the target succeeds on her saving throw, she is immune to this ability for 24 hours. If the target fails, she falls asleep for 1 round. Each round thereafter, the dream singer can continue to expend 1 round of bardic performance as a move action to keep the target asleep, though each time he does so, the target receives a new saving throw to resist the effect. This is a sonic mind-affecting sleep effect.

This ability replaces the inspire courage bardic performance.

Inspiring Dream (Su): At 3rd level, a dream singer can sing a special tune to grant a sleeping creature a benefit of the dream singer's choosing upon waking. As a standard action, a dream singer can expend 1 round of bardic performance in order to cause a sleeping creature to become inspired upon waking, granting her a +1 bonus to attack rolls, saving throws, or skill and ability checks upon waking for 1 minute per level. At 7th level, and every 4 levels thereafter, the bonus granted by this ability increases by an additional +1. Starting at 10th level, a dream singer can affect a number of sleeping creatures equal to his Charisma modifier with this ability. This is a sonic mind-affecting effect.

This ability replaces the inspire competence bardic performance.

Lustful Dream (Su): At 8th level, a dream singer can sing a special tune that causes a sleeping character to fall madly in love with the dream singer in her dreams, and some of that affection carries over into the waking world. As a standard action, a dream singer can expend 1 round of bardic performance in order to force a sleeping character to succeed on a Will save (DC = 10 + 1/2 the dream singer's level + the dream singer's Charisma modifier) or be affected as though by a *charm monster* spell cast by the dream singer. Upon waking, this effect lasts for a number of minutes equal to the dream singer's level. Starting at 10th level, a dream singer can affect a number of sleeping characters equal to his Charisma modifier with this ability. This is a sonic mind-affecting effect.

This ability replaces the dirge of doom bardic performance.

Restful Dream (Su): At 12th level, a dream singer can sing a tune of restfulness, granting additional healing to sleeping creatures. As a standard action, the dream singer can expend 1 use of bardic performance in order to cause a number of sleeping creatures equal to his Charisma modifier to regain a number of hit points equal to his level. This is a sonic mind-affecting effect.

This ability replaces the soothing performance bardic performance.

Nightmare (Su): At 14th level, a dream singer can cause a sleeping creature to suffer from horrible nightmares. As a standard action, the dream singer can expend 1 round of bardic performance in order to cause a number of sleeping creatures equal to his Charisma modifier to be affected as though by the spell *nightmare*. At 20th level, this functions like the spell *phantasmal killer*, instead. This is a sonic mindaffecting effect.

This replaces the frightening tune and deadly performance bardic performances.

New Bloodrager Archetype

War Rager

Most bloodragers are bloodthirsty warriors eager to prove themselves on the field of battle, but some bloodragers take this desire to new heights, yearning for nothing so much as the glory that comes from facing incredible odds, defeating impossible foes, and performing superhuman feats. These bloodragers are known as war ragers, and the more they succeed, the more formidable they become.

Eager for Battle (Ex): Beginning at 3rd level, a war rager gains a bonus on initiative checks equal to his Charisma modifier.

This ability replaces the blood sanctuary class feature.

Glory (Ex): Beginning at 6th level, a war rager earns and loses glory whenever he performs particularly well or poorly in combat. At the start of each day, a war rager gains 1 glory point. His glory points go up and down throughout the day, but he cannot have more glory points at any given time than his Charisma modifier (or a maximum of 1, if his Charisma modifier is o or lower), nor can he have less than o glory points at any given time. Glory is a morale effect, and creatures that are immune to morale bonuses are unable to gain glory points (although they retain any they may have had previously, if the immunity is from a spell or other temporary effect, and they can still lose glory points). A war rager gains and loses glory in the following ways:

Critical Hit with a Melee Weapon with a High Critical Multiplier: Each time the war rager confirms a critical hit with a melee weapon with a critical multiplier of x₃ or more, he gains 1 glory point. Confirming a critical hit on a helpless or unaware creature, or a creature that has fewer Hit Dice than half the war rager's character level, doesn't grant glory points. *Critical Failures:* Each time the war rager rolls a natural 1 on an attack roll, Acrobatics check, Climb check, Fly check, Intimidate check, Ride check, or Swim check, he loses 1 glory point.

Critical Successes: Each time the war rager rolls a natural 20 on an Acrobatics check, Climb check, Fly check, Intimidate check, Ride check, or Swim check, he gains 1 glory point. In situations where success or failure is unimportant (such as if there are no consequences for failure), no glory is gained.

Death or Unconsciousness: If a war rager dies or falls unconscious, he loses all glory points he had in his pool.

Kill an Opponent Single-Handed: Each time the war rager kills an opponent without any aid from his allies (including casting beneficial spells on the war rager, casting harmful or weakening spells on the opponent, damaging the opponent, making combat maneuvers against the opponent, using the aid another action, and so on), the war rager gains 1 glory point. If the opponent is helpless or unaware, or has fewer Hit Dice than half the war rager's character level, no glory is gained.

Deeds: A war rager gains the following deeds. These deeds replace the bloodline feats gained at 6th, 9th, 12th, 15th, and 18th levels.

Burst of Speed (Ex): At 6th level, a war rager can expend 1 glory point in order to increase his movement speed by 30 feet for 1 minute.

Warrior Prowess (Ex): At 6th level, a war rager can expend 1 glory point when he makes an Acrobatics, Climb, Fly, Intimidate, Ride, or Swim check to roll 1d6 and add the result to the check. He can do this after he makes the check, but before the result is revealed. If the result of the d6 roll is a natural 6, the glory point is not expended. The war rager can use this ability only once per skill check.

War Rager's Fury (Su): Beginning at 9th level, the war rager can spend one glory point as a swift action in order to grant himself a competence bonus equal to his Charisma modifier on melee damage rolls for 1 minute. This bonus is multiplied by 1.5 if the war rager wields a two-handed weapon, and is halved if he wields a light weapon.

Glorious Spell (Sp): Beginning at 12th level, a war rager can spend 2 or more glory points in order to cast a single spell he knows without expending a spell slot to do so. He can apply metamagic feats to the spell, if desired, using the normal rules for doing so. The number of glory points he must spend is equal to twice the level of the spell slot he would normally expend. *Glory's Shield (Su):* Beginning at 15th level, a war rager can spend 1 glory point as a swift action in order to gain a deflection bonus to AC equal to his Charisma modifier, as well as an equal resistance bonus on all saving throws. These benefits last for 1 minute.

Witness My Power (Su): Beginning at 18th level, a war rager can spend 1 glory point when making a Strength, Dexterity, or Constitution check, or an Acrobatics, Climb, Fly, Intimidate, Ride, or Swim skill check in order to gain a +20 bonus on that check.

Live Again (Su): Beginning at 17th level, once per day, when a war rager would die (whether due to hit point damage, death effects, or some other reason), he is instead reduced to 1 hit point, and loses all remaining glory points in his pool.

This ability replaces the tireless bloodrage class feature.

New Brawler Archetype

Mage Masher

Mage mashers are brawlers who specialize in fighting spellcasters. Through rigorous and mysterious methods, they have honed their bodies into weapons that can cut through spells in the same way that a sword slices through a body, severing the magic clean from the flesh.

Dispelling Strike (Su): A mage masher's unarmed strikes are able to break not only her opponent's bones, but also their spells. Whenever a mage masher makes an unarmed strike, she may choose to make it a dispelling strike. She must declare that she is using this ability before the attack is made, and if the attack misses, the use is wasted. If the attack hits, the target suffers damage as normal, and the mage masher may attempt to dispel a single spell effect that the target is currently affected by. The mage masher can specify which spell effect to target, if she is aware of them. Otherwise, the attempt affects the spell with the highest spell level. If two or more effects are tied for spell level, determine randomly between them. The mage masher makes a dispel check (1d20 + the mage masher's class level vs. DC 11 + the spell's caster level). If the check is successful, the spell effect is dispelled, as though with *dispel magic*.

At 6th level, the mage masher can select a second spell effect to dispel each time she uses this ability. She makes only a single dispel check and compares the result to the DC for each of the two spell effects.

At 10th level, the mage masher gains a +4 bonus on all dispel checks made with this ability.

At 12th level, the mage masher can select a third spell effect to dispel each time she uses this ability.

The mage masher can use this ability a number of times each day equal to 3 + 1/2 her class level. At 20th level, she can use this ability at will, and all unarmed strikes that she makes are automatically affected by this ability, unless she chooses not to use it.

This ability replaces the martial flexibility class feature.

Shattering Strike (Su): Beginning at 16th level, the mage masher gains the ability to deliver a special shattering strike, which temporarily destroys magical protections the target may be benefitting from. As a standard action, the mage masher makes a single melee attack with her unarmed strike at her full base attack bonus. If the attack hits, the target loses any deflection bonus to AC he may possess for one minute. Additionally, if the target is currently benefitting from an armor, natural armor, profane, sacred, or shield bonus to AC that is the result of a spell, spell-like ability, supernatural ability, or magic item, he loses the benefit of that bonus for one minute as well. This does not apply to the armor bonus granted by a suit of magic armor, or the shield bonus granted by a magic shield, but does apply to other magic items that grant such bonuses, such as a pair of bracers of armor.

This ability replaces the awesome blow class feature.

Improved Shattering Strike (Su): At 20th level, whenever a mage masher successfully uses her shattering strike class feature, the target suffers an amount of additional damage equal to 2d6 per point of AC bonus suppressed by the ability (to a maximum of 10d6 additional damage, for 5 points of armor, deflection, natural armor, profane, sacred, or shield bonus to AC negated by the attack).

This ability replaces the improved awesome blow class feature.

New Cleric Archetype

Devout Idealist

Devout idealists are clerics devoted absolutely to a single alignment ideal and the perpetuation of the values closely tied to that ability. They aren't champions of a deity or even a complex doctrine, but rather servants of a primal focus, a lifestyle, and a fundamental component of being. Viewing themselves as purists and devotees to a true path, they are often zealots, missionaries, crusaders, and philosophers looking to change the world with their ideas. They draw their power from the very fabric of what it means to be good or evil, and their divine powers are a result of the collective belief in these values, common to all things.

Ideal Devotion: At 1st level, a devout idealist commits utterly to a single alignment component, to which she adheres strictly. The chosen component must be at least one component of her alignment, and once selected, cannot be changed (for example, a devout idealist of lawful good alignment could choose either lawful or good, while a true neutral devout idealist must choose neutral). She gains a special benefit based on the chosen alignment, as outlined below. If her alignment ever ceases to contain that component, she loses access to the ability granted by this class feature, as well as to her channel devotion abilities (see below) until she receives the benefits if an *atonement* spell and her alignment returns to the selected alignment.

Chaotic – Temporary Insanity (Su): As a standard action, the devout idealist can enter a state of temporary insanity. While in this state, she gains the confused condition and a +2 bonus on attack rolls, damage rolls, saving throws, and to her caster level. This effect lasts for a number of rounds equal to 1d6 + the devout idealist's Wisdom modifier and can be used a number of times per day equal to her level.

Evil – *Unholy Power (Su):* As a standard action, the devout idealist can gain a profane bonus to the ability score of her choice. The bonus granted by this effect can be of any amount not exceeding 1/2 her level (minimum 1). For every point of bonus she gains, she must suffer an equal profane penalty to another ability score (she may choose to spread these penalties over multiple ability scores). These benefits and penalties last for 1 minute, and she can use this ability a number of times per day equal to her Wisdom modifier.

Good – Holy Touch (Su): As a standard action, the devout idealist can touch a good creature to restore his health, healing 1d6 hit points per level. A devout idealist can use this ability a number of times per day equal to her Wisdom modifier.

Lawful – *Impose Will (Sp):* As a standard action, the devout idealist can command another creature to obey her. This functions as the spell *command*; however, the devout idealist may give more complex commands as she gains experience. At 5th level, this ability replicates the effects of *suggestion*, instead. At 10th level, she may choose to replicate *greater command*, instead. At 15th level, she can choose to replicate *mass suggestion*, instead. The target receives a Will save (DC = 10 + 1/2 the devout idealist's level + the devout idealist's Wisdom modifier) to negate this effect. She may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Neutral – Restore Balance (Su): As a free action, the devout idealist can attempt to restore balance to herself, returning to her natural state. She may make a new saving throw against any effect that is affecting her, gaining a bonus equal to 1/4 her level (minimum 1). She can use this ability a number of times each day equal to her Wisdom modifier.

This ability replaces the domains class feature.

Channel Devotion (Su): At 1st level, the devout idealist gains the channel energy ability as normal, except that the channeled energy always restores hit points to creatures of the devout idealist's chosen alignment or deals damage to creatures of other alignments. A successful Will save halves the damage.

This ability modifies the channel energy class feature.

Improved Channel Devotion (Su): At 10th level, the devout idealist gains the ability to cast spells of her chosen alignment component. As a standard action, the devout idealist can expend 2 uses of her channel devotion ability in order to cast a spell she has prepared with an alignment descriptor matching her chosen alignment without expending the spell slot.

If the devout idealist chose neutral as her alignment devotion, she must choose which alignment this ability applies to at the start of each day. She cannot select the same alignment in this way until she has selected each other alignment once.

Master Channel Devotion (Su): At 20th level, the devout idealist can channel her devotion to overcome the spell resistance of her enemies. As a free action made as a part of casting a spell, the devout idealist can expend 3 uses of her channel devotion ability. If she does, the spell she is casting automatically overcomes the target's spell resistance (if any), so long as the target does not share an alignment component with the devout idealist's chosen alignment.

New Cultist Cults

The following section presents new cults for the cultist class, available at www.necromancers-online.com, or in the book *Esoteric Orders: The Cultist.*

Cult of the Bat

Run by a trio of vampiric "sisters," the Cult of the Bat could almost be considered a crime syndicate, if not for the fanatical devotion and dogmatic loyalty that they instill in their members. Members of the cult are trained in stealth, infiltration, and assassination techniques, and sent on dangerous missions for the benefit of the cult. Sometimes these missions are to eliminate the cult's enemies, or capture relics that catch the fancy of the cult's vampiric masters, but more often they are simply contracts that the cult has taken on. Cultists that perform well are allowed to advance in the cult, with the promise of eternal life and ascension to a true vampire dangled as the final reward at the end of decades of valued service, although, to date, no one has yet earned that particular honor. Members of the cult who fail or disappoint their mistresses meet a grisly end as blood stock.



Their ceremonial garb is a loose-fitting cloth shirt and pants, all black, with a black mask shaped like a grinning, demonic bat. Their symbol is a black bat, its wings outstretched, on a red background.

Alignment: Members of the Cult of the Bat cannot be good.

Restricted Spells: Members of the Cult of the Bat cannot cast spells of the healing subschool, or which have the light descriptor.

Channeled Energy: Negative.

Familiar: Fiendish bat or stirge.

Sacrifice: Animal, Blood, Profane.

Hexes: Members of the Cult of the Bat can select from the following hexes.

Children of the Night (Su): As a standard action, the cultist can conjure bats to aid him. At 1st level, he can conjure 1d3 bats. At 3rd level, he can instead choose to conjure a single dire bat. At 5th level, he can instead choose to conjure a bat swarm. At 7th level, and every two levels thereafter, he may summon one additional dire bat or bat swarm, or 1d3 additional bats.

Regardless of the type and number of summoned creatures, they arrive after 1d4 rounds, and serve the

cultist faithfully for 1 minute per class level. The cultist can use this ability once per day.

Mental Control (Su): The cultist can issue hypnotic commands to a creature he has already affected with the charm hex. This functions as the spell *suggestion*, except that the cultist can choose for the creature to forget being instructed to perform whatever tasks the cultist asks. This memory loss applies both after the task is complete, and, if the cultist specifies conditions that trigger the instructions, also applies before the task is carried out, as well, but does not prevent the target from following the instructions. The target still remembers completing the task, he simply does not recall why. The cultist can use this ability at will, but only on creatures currently affected by his charm hex. The cultist must have the charm hex in order to take this hex.

Necrotic Existence (Ex): The cultist becomes partially undead. He is healed by negative energy and harmed by positive energy, like an undead creature. However, he is resistant to positive energy, and whenever he would suffer damage as a result of positive energy (such as a *cure light wounds* spell, or a cleric's channel energy class feature), the amount of damage he suffers is reduced by an amount equal to his class level (to a minimum of o).

Vampiric Defenses (Ex): The cultist gains an amount of damage reduction equal to 1/4 his class level (rounded down, minimum 1) which can only be overcome by weapons that are both magic and silver. Additionally, he

gains an amount of cold and electricity resistance equal to 1/2 his class level (rounded down, minimum 1). These abilities cease to function as long as the cultist is exposed to bright light, or sunlight of any kind.

Vampiric Reflexes (Ex): The cultist is infused with the speed and grace of a vampire. He gains any two of the following feats, of his choice, and may even gain ones for which he does not meet the requirements: Combat Reflexes, Dodge, Improved Initiative, Fleet, or Lighting Reflexes.

Cloak of the Night (Secret of the First Circle): A member of the Cult of the Bat is blessed by the spirits of the night, and finds succor in the darkness. The cultist gains darkvision 60 feet. If the cultist already had darkvision, or later gains it from another source, he instead gains the ability to see in darkness of all kinds, including magical darkness, to a range of 60 feet. Additionally, the cultist gains an unholy bonus equal to 1/2 his class level on all Stealth checks made in dim light or darkness. At 12th level, the cultist's supernaturally sharp ears grant him blindsight to a range of 60 feet.

Blood Drinker (Secret of the Second Circle): Beginning at 9th level, a member of the Cult of the Bat can drain blood from his victims. If the cultist establishes or maintains a pin against a living creature, it can drain the victim's blood instead of dealing damage, inflicting 1d4 points of Constitution damage and gaining a single blood point. At any time, as a swift action, the cultist can expend one blood point gained in this way in order to gain a +4 morale bonus on attack rolls, damage rolls, ability checks, skill checks, and saving throws for one round. The cultist cannot have more blood points at any one time than 1/4 his class level (rounded down).

Wings of the Bat (Secret of the Third Circle): Beginning at 17th level, a member of the Cult of the Bat can physically transform himself to more closely resemble the idol of his cult. As a move action, he can cause a pair of leathery bat wings to sprout from his back, granting him a fly speed of 60 feet with good maneuverability. Additionally, he can cast *beast shape III* at will, but only to transform into a bat.

Ascension: At 20th level, the cultist fully transforms into a vampiric undead. Instead of becoming an outsider, he becomes an undead, gaining all the benefits of being an undead creature.

The Sweet Circle

The Sweet Circle is a vast conspiracy that operates in small cells, giving members little to no contact with one another. The cult seems to exist to influence the world through the creation and distribution of magical candy, a slow and nefarious process aimed at eventual world domination. They operate quietly, often out of sight of even each other, using their sweets to spread the agendas of the cult's mysterious leaders, which include separating people, growing dependence on sweets, and fattening up the young. The cult is led by a network of hags and serves essentially to create superior feeding stock for its monstrous matrons.

The Sweet Circle's ceremonial garb is a light pink robe with a white and red striped apron worn over it. Members wear special red and black gloves and orange hats while preparing their candies.

Alignment: Members of the Sweet Circle cannot be good or lawful.

Restricted Spells: Members of the Sweet Circle cannot cast spells with good descriptor or the lawful descriptor.

Channeled Energy: Negative.

Familiar: nuglub gremlin^{B2} or ratling^{B4}.

Sacrifice: Blood or wealth.

Hexes: Members of the Sweet Circle can select from the following hexes.

Create Candies (Su): A cultist of the Sweet Circle can create 1 pound of candy per day, which can take the form of any candy the cultist chooses. Candy produced in this way is magical in nature and lasts for 24 hours before fading to nothingness. A creature that consumes at least 1 oz. of this candy suffers a -4 penalty on saving throws made to resist the cultist's spells and hexes for one week.

Healing Candy (Su): Once per day, a cultist of the Sweet Circle can create 2d4 bright blue spheres of juicy gummy candy. Any creature that consumes one of these candies recovers a number of hit points up to the cultist of the Sweet Circle's class level. A single creature can benefit from a healing candy only once each day.

Poison Food (Su): The cultist can touch a single piece of food in order to infuse it with a sweet-tasting poison that sickens the consumer and causes dangerous convulsions. A cultist can only affect a single piece of food in this way at a time, and the touched food remains affected until it is consumed, or until another piece of food is selected. The affected food causes any creature that consumes it to become nauseated for 1 round, and also become exposed to the sweet poison.

Sweet Poison (Sp) ingested; *save* Fort varies (DC = 10 + 1/2 the cultist's level + the cultist's Intelligence modifier); *frequency* 1/hour for 8 hours; *effect* 1d4 Wis damage and -1 penalty on all Fort saves for 8 hours; *cure* 1 save.

At 10th level, the sweet poison requires 2 saves to cure.

Sustaining Sweets (Su): The cultist can affect a number of pieces of candy each day equal to his Intelligence modifier in order to make them as satisfying as a full meal. This requires a special ritual, which takes 1 minute
to complete. At 10th level, these candies also provide a +2 morale bonus on saving throws for 24 hours.

Tasty Candy (Su): The cultist can instill a strong desire to eat candy in another. As a standard action, the cultist can look at a creature within 30 feet and attempt to compel her to eat candy. The target must succeed on a Will save or be compelled to seek out and consume the nearest piece of candy. This effect lasts a number of rounds equal to the cultist's Charisma modifier, or until the target consumes at least 1 piece of candy.

Candy of Influence (Secret of the First Circle) (Ex): At 1st level, a cultist of the Sweet Circle learns how to create candy that makes those who eat it friendly to him. The cultist of the Sweet Circle can create 10 pieces of such candy with an hour's work. Any creature that eats this candy must make a Will save (DC=10 + 1/2 the cultist's level + the cultist's Charisma modifier) or become helpful towards the cultist as though affected by the spell *charm person*, except that the duration is 24 hours. A creature that eats a second piece of this special candy within that period receives no saving throw to resist its effects, and the duration resets to 24 hours from the time the second piece was eaten.

Candy of Magic (Secret of the Second Circle) (Sp): At 9th level, a cultist of the Sweet Circle learns how to imbue a piece of candy with a spell he knows. To do so, he must spend an hour and 15 gp per spell level of the spell he wishes to imbue in the candy, and he must cast the chosen spell on the candy. This magical candy remains potent for 1 week. Any creature that eats it in that time becomes affected by that spell. The creature must be a valid target for the spell, or it has no effect.

Candy of Slaying (Secret of the Third Circle) (Ex): At 17th level, a cultist of the Sweet Circle learns to create candy that can kill those that eat it. By spending an hour and expending 1,000 gp worth of rare components, she can create a single piece of jet black candy that kills whoever eats it, unless the target succeeds on a Fortitude save (DC = 10 + 1/2 the cultist's level + the cultist's Charisma modifier). Even a creature who succeeds on this saving throw suffers 1d4 points of damage per cultist level.

Ascension: At 20th level, when the cultist becomes an outsider, she gains the chaos and evil subtypes, as well as immunity to charm effects, curses, diseases, and poisons. Additionally, any creature that eats her candy of influence becomes affected as though by the spell *dominate person*, instead of *charm person*.

Cult of the Wendigo

Wendigos are ancient and primordial evils that stalk the frozen places of the earth. Spirits of primordial hunger and greed, they consume endlessly, and are never satiated, always hunting for more flesh, even though they know it will never fill the void within them that constantly drives them forward. Although most fear and loathe these dreaded hunters of the icy tundras, there are those who see them as the ultimate hunter and predator spirits. They wrap themselves in the cold much as the wendigos do, and engage in horrific cannibalistic blood orgies.

Alignment: Members of the Cult of the Wendigo cannot be lawful or good.

Restricted Spells: Members of the Cult of the Wendigo cannot cast spells with the fire descriptor.

Channeled Energy: Members of the Cult of the Wendigo do not channel positive or negative energy, but channel arctic gales, instead. The cultist's channel energy inflicts cold damage to all creatures, living or undead, in the affected area. Creatures are entitled to a Fortitude save, rather than a Will save, for half damage.

Familiar: Ice elemental^{B2} or ice mephit.

Sacrifice: Blood or Profane.

Hexes: Members of the Cult of the Wendigo can select from the following hexes.

Cannibalistic Desire (Sp): As a standard action, the cultist can point at a single intelligent creature within 60 feet and instill in that creature cannibalistic desires. The creature must succeed on a Will save (DC = 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or be overcome with a desire to consume the flesh of his own race. For a number of days equal to the cultist's class level, whenever the target has a reasonable chance to consume the flesh of another creature of his race (such as encountering the corpse of a member of his race, or being alone with a member of his race that he could easily overpower and kill), the target must succeed on a secondary Will save (at the same DC; the target gains a +4 bonus on the saving throw if pursuing the opportunity is risky or dangerous, including attempting to consume flesh from a corpse during combat) or be compelled to do its best to consume the meat in question. If the creature succeeds on one of these secondary saving throws, he is immune to this effect for one hour, and if he succeeds on three consecutive secondary saving throws, he is completely freed of all cannibalistic desires. A creature that succeeds on its initial saving throw to resist this effect is immune to this hex for one week.

Frostbringer (Su): As a standard action, the cultist can create an aura of wintry chill that emanates out from his body, cooling the area around him. He reduces the temperature within 60 feet of him by 2° F per class level. Additionally, at any time while this ability is active, he can increase or decrease the wind speed in this area by 10 miles per hour, to a maximum adjustment of 20 miles per hour from what the wind speed in the area would otherwise be.

Heart of Ice (Su): The cultist gains an amount of cold

resistance equal to 1/2 his cultist level. Additionally, he is immune to nonlethal damage caused by starvation or thirst.

Snowstalker (Su): The cultist can see perfectly through fog, hail, mists, snow, and similar impediments to vision. Additionally, as a full-round action, he can cause the color to drain from his body, leaving him an incredibly pale white, and granting him a +8 racial bonus on Stealth checks made in areas of ice or snow.

Wendigo Howl (Su): Three times per day, as a standard action, the cultist can unleash a spine-tingling howl. All foes within 60 feet must succeed on a Will save (DC = 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or be shaken for 1 minute. Creatures that fail their saving throw by 10 or more are frightened, instead. The howl is audible up to one mile away with a DC o Perception check. This is a mind-affecting sonic emotion and fear effect.

Wendigo Step (Secret of the First Circle) (Su): At 1st level, the cultist learns to move with great speed over ice and snow. The cultist ignores difficult terrain caused by ice and snow, and suffers no ill effects for moving over such terrain. Additionally, up to three times per day, the cultist can cast *expeditious retreat* as a spell-like ability. If the cultist uses this ability while in an environment of cold temperatures (less than 40° F), he can cast this spell-like ability as a swift action, rather than a standard action.

Hunger of the Wendigo (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist learns how to gain power from consuming the body parts of his enemies. By devouring the heart, eyes, or tongue of an Intelligent creature (a full-round action), the cultist gains a +4 enhancement bonus to whichever ability score was that creature's highest. This bonus lasts for 1 hour. The consumed body part must be relatively fresh: if taken from a living creature, it must have been no more than 1 day per cultist level since the organ was harvested, and if taken from a corpse, it must have been no more than 1 day per cultist level since the creature died.

Ride the Wind (Secret of the Third Circle) (Sp):

Beginning at 17th level, the cultist learns how to walk on the arctic winds, like the wendigo. He can activate this ability as a standard action, and it functions as *wind walk*, except that only the cultist is affected. He can use this ability for a total of 10 minutes per class level each day, which must be spent in 10-minute increments.

Ascension (Su): At 20th level, when the cultist becomes an outsider, he gains the cold subtype. Additionally, he becomes immune to fear and gains regeneration 5, which can only be overcome by fire damage. Finally, he gains a fly speed of 60 feet with perfect maneuverability.

Cult of the Yellow King

While most secret societies count the disenfranchised amongst their number, recruiting mainly from the fringes of society, few cults speak to the truly nihilistic and distraught as well as the cult of the yellow king. Devoted to the Great Old One Hastur, also referred to as the King in Yellow, these cultists seek to spread their hopelessness and utter despair, ultimately calling forth Hastur himself to bring an end to everything. Some believe that it was members of this cult who first penned the famous play *The King in Yellow*, but while these claims are difficult, at best, to verify, it can certainly be said that members of the cult have replicated and spread the play numerous times.

Alignment: Members of the Cult of the Yellow King cannot be good or lawful.

Restricted Spells: Members of the Cult of the Yellow King cannot cast spells that grant a morale bonus of any kind.

Channeled Energy: Negative.

Familiar: cacodaemon^{B2}, ratling^{B4}, or zoog^{B3}.

Sacrifice: Blood, life, profane, or soul.

Hexes: Members of the Cult of the Yellow King can select from the following hexes.

Channel Misery (Su): Whenever the cultist channels negative energy, he can expend two uses of that ability in order to suffuse the energy with psychic anguish and nihilistic despair. If he does, each creature that fails its saving throw to halve the damage inflicted by the channeled energy also suffers a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute. This does not stack with penalties inflicted by the cultist's create yellow sign class feature, or a *crushing despair* spell. This is a mind-affecting emotion effect.

Enter the Empty City (Sp): The cultist can temporarily escape this reality, visiting an eerie, ochre-shaded reflection of the Material Plane devoid of most life. This functions as *etherealness*, except that each time the cultist uses the ability, he must succeed on a Will save (DC = 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or suffer 2d3 points of Wisdom damage (or 2d6 points of sanity damage, if using the sanity rules from *Pathfinder Roleplaying Game: Horror Adventures*). The cultist can use this ability up to three times per day. The cultist must be at least 6th level to select this hex.

Forbidden Name (Su): The cultist's name carries power, and anyone who speaks it risks attracting his attention. Whenever a creature speaks the cultist's name, she must succeed on a Will save (DC = 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or the cultist becomes aware of the fact that his name has been spoken. If the creature is within 10 miles per cultist level of the cultist when she speaks the cultist's name, if the speaker fails this Will save, the cultist can cast *scrying* on her as a spell-like ability as a standard action on the cultist's next turn. The cultist is treated as having firsthand knowledge of the target for this ability, and the saving throw DC is otherwise equal to 10 + 1/2 the cultist's class level + the cultist's Charisma modifier.

Mystery Shroud (Su): The cultist is shrouded in an aura of mystery. The DC of Sense Motive checks made against the cultist increases by 5. At 5th level, the cultist is constantly affected as though by the spell *nondetection*. At 15th level, the cultist is constantly affected as though by the spell *mind blank*.

Nihilistic Aura (Su): The cultist radiates an aura of tragedy, in which great victories are rendered as disappointing defeats. Any creature (including allies) within 30 feet of the cultist treats all d20 rolls that result in a natural 20 as though they were a natural 1, instead. The cultist can suppress or resume this ability as a standard action.

Create Yellow Sign (Secret of the First Circle) (Sp):

Once per day, as a full-round action, the cultist can touch a surface in order to inscribe a lesser yellow sign upon it. This functions similarly to a *symbol of death* spell, except that affected creatures suffer a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute, instead of dying. Unlike *symbol of death*, the lesser yellow sign can affect any number of hit points' worth of creatures, but can affect only a number of Hit Dice worth of creatures equal to twice the cultist's cultist level before the magic is discharged, after which the yellow sign becomes nothing more than a mundane marking. This is a mind-affecting emotion effect. The cultist is always immune to his own yellow signs.

Tattered Robe (Secret of the Second Circle) (Su): Beginning at 9th level, three times per day, the cultist can transform any mundane garment he wears into a tattered yellow robe as a move action. The robe's tattered and frayed lengths wave about him like tendrils, increasing his natural armor bonus to AC by an amount equal to 1/4 his cultist level. Additionally, while the cultist cannot attack with these tendrils directly, they automatically lash out against nearby creatures that leave themselves open. Treat this as a primary tentacle natural attack with a reach of 10 feet, which deals 1d6 points of damage on a successful hit for a Medium creature (1d4 for a Small creature), and which can make any number of attacks of opportunity per round, but cannot be used to make other attacks. The tentacle uses the cultist's base attack bonus and ability scores, and benefits from any class features, feats, or other bonuses the cultist benefits from. The tendrils attack any creature within range besides the cultist that provokes attacks of opportunity, even the cultist's allies. Each time this ability is used, the cultist's garment remains transformed for 1 minute.

Greater Yellow Sign (Secret of the Third Circle):

Beginning at 17th level, the cultist can inscribe up to three yellow signs per day. Additionally, a creature affected by the cultist's yellow sign must succeed on a secondary Will save at the end of the initial effect, or gain a permanent madness. The madness is chosen by the cultist when the yellow sign is inscribed, and cannot later be changed. For more information on madness, see *Pathfinder Roleplaying Game: GameMastery Guide* and *Pathfinder Roleplaying Game: Horror Adventures*.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the chaos and evil subtypes, and all traits associated with those types. Additionally, he takes on some aspects of the Great Old One Hastur, and becomes immune to aging, cold, death effects, disease, mind-affecting effects, paralysis, and petrification. Further, any creature that attempts to interact directly with the cultist's thoughts (such as via *detect thoughts* or telepathy) must succeed on a Will save (DC = 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or be rendered permanently confused, as the *insanity* spell.

New Druid Archetype

Faerie Follower

As their name implies, faerie followers are druids who have devoted their time and attention to the worship of fey creatures, believing them to be the ultimate incarnation of nature. Because of their close association with fey, faerie followers have learned to unlock magical abilities not normally available to other druids. In addition, their practices have granted them a number of unique abilities, and accomplished faerie followers can even transform into fey for short periods of time.

Faerie Speech (Ex): Faerie followers learn ancient secrets to communicate with fey and can use their knowledge of such creatures to easily express their ideas. The faerie follower can speak with and understand any fey creature, regardless of what actual language that creature actually speaks. Additionally, the faerie follower can attempt to influence the attitudes of fey creatures she spends at least 1 minute talking to. This functions as the Diplomacy skill, except that the faerie follower rolls 1d20 and adds her level + her Wisdom modifier to the check. Additionally, the faerie follower may substitute her Wisdom modifier for her Charisma modifier on Diplomacy checks made with fey creatures.

This ability replaces the wild empathy class feature.

Fey Magic (Ex): A faerie follower learns secret magic from her communion with fey creatures and through her studies of the fair folk. At 1st level, the faerie follower can choose 2 spells from the bard or sorcerer/wizard spell list, which cannot be of a level greater than the highest-level druid spell she can cast. She treats the chosen spells as though they were on the druid list and can prepare them as druid spells. At each level beyond 1st, she can choose another spell from the bard or sorcerer/wizard spell list, using the same guidelines, to add to the spells she can prepare and cast.

This ability replaces the nature bond class feature.

Fey Resistances (Ex): At 4th level, the faerie follower begins a slow transformation into a fey creature, gaining some of their protective powers. The faerie follower gains DR 1/ cold iron and a +1 bonus on Will saves to resist charm and compulsion effects. At 8th level, and every 4 levels thereafter, the DR granted by this ability is increased by 1, and the bonus to saving throws is increased by 1.

This ability replaces the resist nature's lure class feature.

Wild Shape: At 4th level, the faerie follower gains the wild shape ability, as normal; however, she can use it to assume the forms of fey creatures in addition to animal forms. When the faerie follower alters her form using the wild shape ability, she can choose to assume the form of a Small or Medium fey. At 8th level, she can instead assume the form of a Tiny or Large fey.

When she assumes the form of a fey creature, she gains certain bonuses and penalties based on the size of the form she assumes, as follows.

Tiny Fey: The faerie follower gains a -4 size penalty to Strength and a +8 size bonus to Dexterity.

Small Fey: The faerie follower gains a -2 size penalty to Strength and a +4 size bonus to Dexterity.

Medium Fey: The faerie follower gains a +2 size bonus to Dexterity.

Large Fey: The faerie follower gains a +2 size bonus to Strength and Dexterity.

Additionally, the faerie follower gains any of the following abilities if the form she assumes possesses them: burrow 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision, low-light vision, and DR 6/cold iron.

At 8th level, she adds the following to the list of abilities she can gain: special arrows (memory loss or sleep only), and unearthly grace.

At 12th level, she adds the following to the list of abilities she can gain: fly 60 feet (good maneuverability), DR 10/cold iron, and all extraordinary abilities.

At 16th level, the faerie follower gains all supernatural abilities of the chosen form.



At 20th level, the faerie follower gains all of the abilities of the chosen form, including spell-like abilities, though she may only use a spell-like ability gained in this way once per day, even if she would gain the same spell-like ability from another source. The saving throw DC for a spell-like ability gained in this way is Wisdom-based, and uses the faerie follower's caster level.

The saving throw DC for any ability gained in this way is equal to 10 + 1/2 the faerie follower's level + the faerie follower's Wisdom modifier.

A faerie follower does not gain the ability to use wild shape to take the form of an elemental or plant creature using the wild shape ability.

This ability modifies the wild shape class feature.

Spell Resistance: A faerie follower eventually becomes resistant to spells and magic of all kinds. At 9th level, the faerie follower gains spell resistance equal to 5 + her class level.

This ability replaces the venom immunity class feature.

New Hunter Archetype

Horse Master

Skilled riders and stalwart friends to their horse companions, a horse master is a hunter who has formed an intense bond with a single horse, who serves as her closest ally and trusted friend. A master of trick horsemanship and a skilled motivator, horse masters lead their equine combatants to perform amazing acts of derring-do that few others can even dream of. In battle, they combine the skills of a knight with the flashy arts of a circus performer to outmaneuver and ultimately defeat their foes.

Horse Companion (Ex): At 1st level, a horse master forms a powerful bond with a horse. This functions identically to the hunter's animal companion class feature, except that the horse master must choose a light horse, heavy horse, or pony for her animal companion. Additionally, her animal companion gains the entertain, exclusive, and heel tricks as bonus tricks.

This ability modifies the animal companion class feature.

Horsemanship (Ex): Beginning at 2nd level, a horse master adds 1/2 her level (rounded down) to all Ride skill checks.

This ability replaces the track class feature.

Horse Tricks (Ex): Beginning at 4th level, a horse master's skill at horsemanship allows her to perfect several master feats of horsemanship. A horse master can perform a number of horse tricks equal to 1/2 her level + her Wisdom modifier each day.

At 4th level, a horse master has access to the following horse tricks:

10-foot Canter (Ex): Once per turn, as a free action, the horse master can command her animal companion to move up to 10 feet with a DC 20 Handle Animal skill check. If successful, the animal companion moves in the direction of the horse master's choice. This movement is treated as a 5-foot step and never provokes attacks of opportunity.

Fling from Saddle (Ex): As a standard action, the horse master can attempt a Handle Animal check (DC 20) to have her horse hurl her from her saddle, landing 10 feet away in the direction of her choosing. For every 5 points by which the horse master exceeds the DC, she may travel up to an additional 5 feet. The horse master ends this movement standing. If the horse master would encounter any obstacles in the course of this movement, her movement instead ends in the nearest adjacent unoccupied square to the obstacle and she may make a single melee attack against that obstacle with a +4 bonus on the attack roll. If the attack is successful, it deals damage as normal and knocks the target prone, provided

the target creature or object is at least 1 size category smaller than the horse master's mount.

Side Riding (Ex): The horse master can command her mount to move and attack, while using her mount for cover. In order to perform this trick, the horse master must be gaining cover from her mount while remaining mounted (such as by using the Ride skill to gain cover). As a swift action, the horse master can attempt a Ride check (DC 25) in order to guide her mount while using it for cover. If successful, the horse master can move her mount, handle it as normal, and make any actions that could be performed one-handed, while retaining the benefits of cover for 1 round.

At 14th level, the horse master gains access to the following additional tricks.

Deadly Whirl (Ex): As a full-round action, the horse master can attempt a DC 30 Ride check in order to whirl her mount around in a tight circle, striking out with her weapons and her horse's hooves in tandem. If the check is successful, both the horse master and the horse master's animal companion may make a single melee attack at their highest base attack bonus against each adjacent target.

Plow Charge (Ex): As a part of a charge action, the horse master can attempt a Ride check in order to cause her mount to take a skidding strike at the legs of her foe. The DC is equal to the CMD of the target of the charge attack. If successful, the target suffers 1d6 points of damage and falls prone before the attack is made.

Magnificent Leap (Ex): Whenever the horse master's mount jumps, the horse master may attempt a Ride check as a free action, and add the result of that check to the result of the Acrobatics check made to jump.

This ability replaces the improved empathic link and the greater empathic link class features.

Greater Horsemanship (Ex): At 8th level, a horse master can take 10 on all Handle Animal checks and animal empathy checks made with horses.

This ability replaces the swift tracker class feature.

New Investigator Archetype

Seeker of the Divine

Not all investigators turn their talents to the empirical and observable world. Others concern themselves more with mysteries concerning faith, miracles, and the spirit. Known as seekers of the divine, they range from fierce inquisitors who hunt down heretics, to true believers who hunt down and reveal frauds and charlatans on their quest for the ultimate truth.

Divine Inspiration: A seeker of the divine uses his Wisdom modifier, rather than his Intelligence modifier, to determine the size of his inspiration pool.

This ability modifies the inspiration class feature.

Spellcasting: A seeker of the divine casts divine spells and orisons as an inquisitor and uses the inquisitor's spell list.

Chaotic, Evil, Good, and Lawful Spells: A seeker of the divine can't cast spells of an alignment opposed to his own alignment, or that of his deity. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

This ability replaces the alchemy class feature. A seeker of the divine cannot take the alchemist discovery talent or any investigator talent that affects alchemy.

Interrogation (Ex): A seeker of the divine is a master of harrying others until they cooperate with his investigations, and knows instinctively when the answers he receives are falsehoods. He adds 1/2 his class level (minimum 1) to Intimidate checks made to influence a creature's attitude, and to Sense Motive checks.

This ability replaces the trapfinding class feature.

Sense Faith (Su): A seeker of the divine makes it his business to know the faiths of others. At 2nd level, by studying a creature within 30 feet as a move action, he can determine that creature's alignment. Any effect that fools or blocks detect evil, and the similar spells for other alignments, similarly affects this ability. If he spends a full-round action studying the creature, the seeker of the divine can search for any traces of particular deities in the character's aura, effectively allowing him to identify what deity the creature worships. If the creature does not worship a deity, the seeker of the divine knows that instead, but this ability does not allow him to differentiate between atheists and those with spiritual beliefs that simply do not involve deities (such as some nature-focused versions of druidism). At the GM's discretion, characters that have earned the favor or disfavor of a particular deity may have that deity's mark upon their aura, causing this ability to show them as a worshipper of that deity, even if that is not actually the case. It is possible for more than one deity to appear in a creature's aura.

This ability replaces the poison lore class feature.

Truthseeker (Ex): At 2nd level, a seeker of the divine gains a +1 bonus on saving throws made to resist illusion effects. This bonus increases to +2 at 5th level, +3 at 8th level, and +4 at 11th level.

This ability replaces the poison resistance class feature, including the poison immunity normally gained at 11th level.

Divine Guidance (Sp): Beginning at 3rd level, a seeker of the divine can cast *augury* as a spell-like ability once per day, with a 100% chance of receiving a meaningful reply. At 6th level, and every three levels thereafter, he can use this ability one additional time per day.

This ability replaces the trap sense class feature.

Cynical Believer (Su): By 4th level, a seeker of the divine's experience with charlatans and false prophets has given him a knack for detecting falsehood. He is entitled to a Will save to disbelieve illusions even if he does not directly interact with them.

This ability replaces the swift alchemy class feature.

New Kineticist Archetype

Elemental Blademaster

Even when one can wield the very elements themselves, there are few things as comforting as a good weapon in hand, and some kineticists choose to focus on shaping the elements into shapes and forms that are familiar to them. Elemental blademasters focus on channeling energy into powerful melee weapons, using the elements to devastate their foes in ways that mimic traditional combat.

Kinetic Blade (Su): At 1st level, when selecting her infusion, an elemental blademaster must choose the kinetic blade infusion. At 5th, 11th, and 17th levels, when she gains the ability to replace one of her infusions with another infusion of the same effective spell level or lower, she may not choose to replace the kinetic blade infusion.

Superior Blade (Su): Beginning at 3rd level, whenever an elemental blademaster uses the kinetic blade infusion, the shape she gives the blade makes it more useful in combat. Each time she uses this infusion, she can choose one or more of the following properties to apply to her kinetic blade. Each property costs 1 or more modification points. At 3rd level, she has 1 modification point to apply, but this number increases by 1 at 6th level, and again at 11th and 16th levels (to a maximum of 4 points at 16th level).

Brace (1 point): If the elemental blademaster uses a readied action to set the weapon against a charge, she deals double damage on a successful hit against a

charging creature (note that, in order to effectively use this property, the elemental blademaster must have a way to brace the weapon against a charge, such as the enduring blade class feature gained at 9th level).

Defensive (2 points): The weapon grants a +1 shield bonus to AC while wielded.

Disarm (1 point): The weapon grants a +2 bonus on Combat Maneuver check to disarm an opponent. This bonus increases by 1 at 7th level and every four levels thereafter.

Greater Critical Multiplier (2 points): The weapon's critical multiplier increases to x4. The weapon must already have the improved critical multiplier property in order to select this property.

Greater Critical Threat Range (2 points): The weapon threatens a critical hit on a roll of 18-20. The weapon must already have the improved critical threat range property in order to select this property.

Improved Critical Multiplier (2 points): The weapon's critical multiplier increases to x₃.

Improved Critical Threat Range (2 points): The weapon threatens a critical hit on a roll of 19-20.

Reach (1 point): The weapon can be used to strike opponents 10 feet away, but can't be used against an adjacent foe.

Trip (1 point): The weapon can be used to make trip combat maneuvers. If the elemental blademaster is tripped during her own trip attempt, she can drop the weapon to avoid being tripped.

Two-Handed (1 point): The elemental blademaster must use both hands to wield the weapon, preventing her from holding anything in her off-hand or using it for other purposes (such as her gather power class feature). However, attacks made with the weapon deal 1 additional point of damage per damage dice rolled as part of her blast.

This ability replaces the elemental overflow class feature.

Biting Blade (Su): At 5th level, an elemental blademaster learns to better bypass defenses with her kinetic blade. When she uses the kinetic blade infusion on physical blasts, they count as both cold iron and silver for the purposes of overcoming damage reduction. When she uses the kinetic blade infusion on an energy blast, if the target has a relevant energy resistance, she treats that resistance as though it were 5 lower than it actually is, and if the target is immune to the relevant energy type, it still suffers 1/4 the damage, regardless. At 13th level, her ability to bypass defenses improves still further. When she uses the kinetic blade infusion on physical blasts, they count as adamantine for the purposes of overcoming damage reduction (in addition to counting as cold iron and silver). When she uses the kinetic blade infusion on an energy blast, if the target has a relevant energy resistance, she treats that resistance as though it were half of what it actually is, and if the target is immune to the relevant energy type, it still suffers 1/2 the damage, regardless.

This ability replaces the metakinesis class feature.

Enduring Blade (Su): At 9th level, an elemental blademaster is able to maintain her kinetic blade for longer periods of time. When she uses the kinetic blade infusion, the blade remains until the beginning of her next turn, allowing her to make attacks of opportunity, ready actions to attack with it, and so on.

Twin Blades (Su): At 17th level, when an elemental blademaster uses the kinetic blade infusion, she can choose to create two blades, instead of one. For each blade, the damage dice are reduced by 1 step ($1d_{4+1}$ + her Constitution modifier, plus $1d_{4+1}$ per 2 kineticist levels beyond 1st, for physical blasts, and $1d_{4} + 1/2$ her Constitution modifier, plus $1d_{4}$ per 2 kineticist levels beyond 1st, for energy blasts). When applying the effects of the elemental blademaster's superior blade class feature, she must distribute her modification points among the two blades. This ability does not grant the Two-Weapon Fighting feat or any special ability to fight with two weapons.

Kinetic Parry (Su): Beginning at 19th level, as an immediate action, when an elemental blademaster is the target of a melee attack, she can accept 1 point of burn in order to conjure an elemental blade to parry the blow with. She must make an attack roll, as though with a kinetic blade. If the result of her attack roll is greater than the attacker's result, the attack misses, and the weapon used to make the attack (or the attacker, if the attack was made with a natural weapon) suffers a number of points of damage equal to the elemental blademaster's class level, which is of the same type (and subject to the same damage reduction and resistances) as any blast she has access to, of her choice.

This ability replaces the metakinetic master class feature.

New Medium Spirit

Portenta

Portenta is a spirit of knowledge, taking the form of a great winged sphinx. While her legend is considerable, she is most commonly remembered for having traveled to the distant future to learn of events that will occur there. The prophecies of Portenta supposedly chronicle these events, and speak of strange and troubling things including wars, famine, and the emergence of powerful evil overlords that will lead more than one world to ruin. The veracity of these tales is difficult to prove, as their subject matter is far in the distant future, with the earliest predictions not coming for a thousand years. Many believe them to be a politically motivated. Even so, those who channel Portenta gain some limited insight into the future and the power to divine their own fate.

Spirit Bonus: When you channel Portenta, your spirit bonus applies on initiative checks, attack rolls, and AC.

Séance Boon: You gain a +2 bonus on initiative checks.

Favored Locations: Basements, high towers, hot deserts, libraries, mansions, ruins, the site of a casting of a divination spell of 4th level or higher.

Influence Penalty: You are wracked with visions of a terrible and dystopian future, and have difficulty telling this future from the present. You begin all combats with the confused condition, which lasts for a number of rounds equal to your spirit bonus. Additionally, you suffer a penalty on all concentration checks and Intelligence-based skill checks equal to your spirit bonus.

Taboos: Choose one: you must not take a hostile action without spending a move action to divine the outcome through signs and omens or the consultation of cards, bones, entrails or similar, which allows you to perform hostile actions for 1 minute; you must not ignore or go against any advice gained from a divination spell, prophecy, or omen you have read, or willingly engage in activities such sources have indicated will be harmful; you must do your best to hide any information about what you believe will happen in the near future.

Divine the Outcome (Lesser, Su): You gain the ability to cast a number of divination spells as spell-like abilities. At 1st level, you can cast *augury* as a spell-like ability once per day. At 5th level, you can cast *divination* once per day and *augury* 3 times per day. At 1oth level, you can additionally cast *commune* once per day and *augury* at will. At 15th level, you can additionally cast *contact other plane* once per day and *commune* 3 times per day. At 2oth level, you can cast any spell-like ability gained by this spirit power at will.

Foretell the Future (Intermediate, Su): You gain the ability to determine if a course of action is likely to succeed, and bend reality accordingly. Three times per day, you may

force a single character within 30 feet (including yourself) to reroll any d20 roll she just made, and you may choose which result is used. You may use this ability after you know the results of the roll (such as whether an attack hits), but before the consequences of that roll are determined (such as how much damage the attack does).

Certain Future (Greater, Su): You can see a brief glimpse of the future with perfect clarity, guaranteeing the outcome of a single event. You may allow Portenta to gain 1 point of influence over you; if you do, you may add +20 to any single attack roll, saving throw, skill check, or ability check made by a creature within 30 feet of you. Additionally, by expending 2 uses of your spirit surge ability, you may add or subtract your spirit surge dice from any applicable roll made by a creature within 30 feet.

Future Sense (Supreme, Su): You are constantly aware of the near future, gaining brief glimpses of the next few moments. You are constantly affected as though by the spell *foresight*, except that the effect cannot be dispelled.

New Mesmerist Tricks

The following section presents new tricks available to all mesmerists.

After You: The mesmerist makes the subject appear to be in a slightly different place than she actually is, allowing her to easily avoid and counter certain combat maneuvers. The mesmerist can trigger this trick when the subject is the target of a bull rush, drag, overrun, or trip combat maneuver. The combat maneuver suffers a –10 penalty. Additionally, if the combat maneuver fails, the subject can immediately make a dirty trick, drag, reposition, or trip combat maneuver against the attacker. This combat maneuver does not provoke attacks of opportunity, and is made with a +2 bonus.

Be My Eyes: The mesmerist sends sensory input to the subject in the event that she is blinded or deafened, allowing her to largely ignore those conditions. The mesmerist can trigger this trick if the subject begins her turn with the blinded or deafened condition. If the subject is blinded, she no longer suffers the -4 penalty on Strength- and Dexterity-based skill checks, she is able to pinpoint the locations of creatures and objects as though she could see, and creatures only have concealment (20% miss chance) against her, instead of total concealment. She still suffers a -2 penalty to Armor Class, loses her Dexterity bonus to AC, and suffers a -4 penalty on Perception checks, and she must still succeed on a DC 10 Acrobatics check to move faster than half speed. If the subject is deafened, she no longer suffers a spell failure chance when casting spells with verbal components. If the subject is suffering from both conditions, both



effects apply. This effect lasts for 1 minute, or until the mesmerist moves more than 60 feet away from the subject, at which point the effect ends.

Flick of the Wrist: The mesmerist makes the subject appear to be wielding her weapon differently than she actually is, allowing her to easily avoid and counter certain combat maneuvers. The mesmerist can trigger this trick when the subject is the target of a disarm or steal combat maneuver, or an item she is holding is the target of a sunder combat maneuver. The combat maneuver suffers a –10 penalty. Additionally, if the combat maneuver fails, the subject can immediately make a dirty trick, disarm, or steal combat maneuver against the attacker. This combat maneuver does not provoke attacks of opportunity, and is made with a +2 bonus.

Impenetrable Façade: The subject magically seems like a difficult target, encouraging enemies to attack elsewhere. The mesmerist can trigger this trick when a creature misses the subject with an attack (even if the attack is part of a full attack in which the creature hits the subject with another attack). The enemy must succeed on a Will save (DC = 10 + 1/2 the mesmerist's class level + the mesmerist's Charisma modifier) or be unable to take any hostile action against the subject on its next turn. Additionally, the subject gains a +2 circumstance bonus to AC against attacks made by the creature that missed it. Both of these effects last until the end of the attacker's next turn. The bonus to AC increases by 1 for every 5

levels the mesmerist possesses. This is a mind-affecting compulsion effect.

Soften Blow: What appears to be a deadly blow in fact turns out to be little more than a scratch. The mesmerist can trigger this trick when a critical threat is made against the subject, before the confirmation roll is made. The attacker's roll to confirm the critical threat suffers a penalty equal to the mesmerist's Charisma modifier. Additionally, whether the critical threat is confirmed or not, all damage dice for the attack are treated as though the attacker had rolled a 1.

New Occultist Archetype

Necrognostic

Just as most occultists focus on the hidden psychic energy in objects, necrognostics focus on the way that the spirits and souls of intelligent creatures imprint on objects. They can learn a great deal about a creature from its corpse, can learn the nature of a creature's death and ward them against it, and can even conjure spirits using people or items with a connection to them.

Necromancy Adept: At 1st level, a necrognostic must select necromancy as one of his implement schools. He may select his other 1st-level implement school, and all implement schools thereafter, normally.

This ability modifies the implements class feature.

Read Corpse (Su): At 2nd level, a necrognostic learns how to read information from a corpse he examines. Examining a corpse in this way requires him to spend 1 minute closely scrutinizing it (including touching it). If he does, he learns the race, age, alignment, and gender of the creature the corpse was, as though he had successfully used the phrenology occult skill unlock on that creature. If the necrognostic's class level is at least 2 higher than the number of Hit Dice the corpse possessed in life, he also learns the creature's class, as well as its name. If his class level is at least 5 higher than the number of Hit Dice the corpse possessed in life, he also learns the level or Hit Dice the corpse possessed, as well as gaining a brief vision (up to 1 minute in length) of how the creature died, viewed from the creature's perspective.

This ability replaces the object reading class feature.

Ward Against Death (Su): At 8th level, a necrognostic learns how to peer into a creature's future and predict the greatest threats to its life, as well as safeguard against them. By concentrating on an adjacent creature for 1 minute, the necrognostic can learn which of the following is most likely to serve as the greatest threat to the creature over the course

of the next day: death by affliction, death by misadventure, or death by violence (this information is determined and revealed by the GM). The information provided in this way is simply a prediction based on what is most likely at the time the ability is used, and, if circumstances change, may prove inaccurate (for example, if the party had previously determined to enter a room with a deadly trap, this ability might return a result of misadventure. If the group then decided not to go into that room, however, they might wind up facing a deadly poison, instead).

The necrognostic also grants the creature a magical protection, warding them from the type of harm that he determined was the greatest danger to that creature today. The benefits are outlined below.

Affliction: The creature gains a +2 bonus on saving throws made to resist curses, diseases, and poisons.

Misadventure: The creature gains a +2 bonus on Acrobatics checks and Reflex saves, as well as a +1 luck bonus to AC against attacks made by traps.

Violence: The creature gains a +1 luck bonus to AC.

The benefit granted by this ability lasts for 24 hours. The necrognostic can use this ability any number of times per day, but only once on any given creature per day.

This ability replaces the magic circles class feature.

Séance (Sp): Beginning at 8th level, the necrognostic gains the ability to conjure the spirits of the deceased. He can cast *call spirit* as a spell-like ability once per day. If the target would gain a bonus on its Will save to resist the spell based on the necrognostic's knowledge of and connection to it, that bonus is reduced by an amount equal to 1/2 the necrognostic's occultist level (to a minimum of +o). Additionally, if the spirit would suffer a penalty to its saving throw because the necrognostic has a connection to the spirit, that penalty is increased by 1 per four class levels the necrognostic possesses (to a maximum of +5 at 20th level). This does not apply if the necrognostic does not have a connection to the spirit. At 12th level, and every four levels thereafter, the necrognostic can use this ability one additional time per day (to a maximum of four times per day at 20th level).

This ability replaces the outside contact class feature.

Channel Connection (Su): Beginning at 12th level, whenever the necrognostic uses his séance class feature, he can invite one other creature to join in on the séance. If he does, he uses that creature's knowledge of the spirit to determine the bonus to the spirit's Will save modifier, rather than his own knowledge of the spirit. Additionally, if the necrognostic and the additional creature invited into the séance have different alignments, the necrognostic can use either his own alignment or the other creature's to determine the bonus the spirit receives to its Will save modifier.

This ability replaces the binding circles class feature.

Fast Séance (Su): Beginning at 16th level, whenever the necrognostic uses his séance class feature, he can do so as a full-round action, rather than taking 10 minutes. If he does, the spirit gains a +10 bonus on its Will save to resist the spell, in addition to any other bonuses it would receive (this bonus is still subject to the reduction described in the séance class feature).

This ability replaces the fast circles class feature.

New Psychic Discipline

Near-Death Experience

You suffered a traumatic experience that brought you close to death, or may even have died at some point and later been resurrected. Upon returning to life, you found that you could sense things that you could not before, as though a veil had been lifted, allowing you to see beyond reality as most living creatures understand it.

Phrenic Pool Ability: Wisdom.

Bonus Spells: detect undead (1st), calm spirit^{OA}, (4th), purge spirit^{OA} (6th), deadman's contingency^{UI} (8th), call spirit^{OA} (1oth), create undead (12th), phantasmal revenge^{APG} (14th), orb of the void^{UM} (16th), power word kill (18th).

Discipline Powers: Your brush with death and the afterlife has opened your mind to the occult realm.

Death is But a Doorway (Su): After having survived a near-death experience once, you have experience keeping your spirit from departing your body, no matter how bad things might get. You do not die from hit point damage until your negative hit point total equals or exceeds twice your Constitution score, instead of the normal amount, and you automatically stabilize if reduced to less than o hit points. Additionally, you gain a bonus equal to your Wisdom modifier on saving throws made to resist death effects.

Whenever you stabilize while dying, or succeed on a saving throw to resist a death effect, you regain 1 point in your phrenic pool. You cannot regain more points in this way in any one day than 1 + 1 per four class levels you possess.

Language of the Dead (Su): Your connection to death and the afterlife allows you greater control over undead creatures. You gain the will of the dead phrenic amplification, and can activate it by spending only 1 point

from your phrenic pool, instead of 2 points. Additionally, you can activate it without expending any points from your phrenic pool a number of times each day equal to 1 + 1 per four class levels you possess.

Spirit Speaker (Sp): Beginning at 5th level, you gain the ability to speak with the recently deceased. This functions similarly to speak with dead, except that you speak to the spirit of the deceased creature before it departs to the afterlife, rather than causing its corpse to speak. This causes the ability to function differently from the spell in a few ways. First, you can speak only with creatures that have been dead for no more than 1 hour per class level. Second, the corpse does not need to be mostly intact or have a mouth, and the corpse itself does not actually speak: only you can see, hear, or interact with the spirit of the deceased, which you perceive as hovering near its body. Finally, the creature is always entitled to refuse to answer your questions or attempt to deceive you. You can use Diplomacy or Intimidate to improve the creature's attitude towards you, however. Death changes a creature's priorities, and if the creature's attitude towards you was hostile or unfriendly in life, its attitude is increased to indifferent in death. You may use this ability to speak to up to 3 spirits per day, asking each spirit up to one question per class level.

Astral Projection (Su): Beginning at 13th level, you can free your mind from your body, allowing you to travel to other realms and worlds. You can cast astral projection as a spell-like ability once per day. By default, you can affect only yourself, although for each point you expend from your phrenic pool when you activate this ability, you can include one additional willing creature touched (the normal restriction on how many touched creatures you can include does not apply; you can affect as many creatures as you have points in your phrenic pool to expend). The maximum duration for your astral journey is one hour, at which point the effect ends automatically and your mind returns immediately to your body, regardless of what plane it was on at the time (the normal risks of having your silver cord severed or your physical body killed while you are away still apply).

New Ranger Archetype

Guardian of the Tropics

A guardian of the tropics is a ranger who hails from warm and wet climates and has dedicated his life to the defense and prosperity of his homeland, embracing with his whole heart the land he comes from. Unlike other rangers, a guardian of the tropics does not hunt down specific enemies or travel varied terrain, believing the hate other rangers feel towards one type of creature is a waste, and that leaving tropical paradise would be foolish. Guardians of the tropics instead channel nature more strongly than other rangers, drawing upon powerful magic fueled by their tropical home. **Weapon and Armor Proficiency:** A guardian of the tropics is proficient with all simple and martial weapons, but is not proficient with any form of armor or shields.

This ability modifies the weapon and armor proficiency class feature.

Tropical Defense: A guardian of the tropics adds his Wisdom modifier to AC when he wears no armor and does not use a shield. He loses this bonus to AC while flat-footed.

Tropical Offence (Su): At 1st level, the guardian of the tropics' intense bond with his tropical home fills his body, granting him additional combat abilities while fighting in friendly terrain. As long as the guardian of the tropics is in a warm or coastal environment, he gains a +1 bonus to attack and damage rolls. This bonus is doubled against creatures not native to or born in those areas. At 5th level, and every 5 levels thereafter, this bonus increases by a further +1.

This ability replaces the favored enemy class feature.

Spells of the Tropics (Su): At 2nd level, the guardian of the tropics begins to gain a greater mastery of spells. At 2nd level, the guardian of the tropics gains the ability to cast *flare* at will, with a caster level equal to his ranger level and saving throw DC equal 10 + 1/2 his ranger level + his Wisdom modifier. At 4th level, the guardian of the tropics gains the ability to cast *heat metal* as a 1st-level ranger spell. At 8th level, the guardian of the tropics can cast *daylight* as a 2nd-level ranger spell. At 12th level, the guardian of the tropics can cast *fire shield* as a 3rd-level ranger spell. At 16th level, the guardian of the tropics can cast *tree stride* as a 4th-level ranger spell.

Tropical Guardian: At 3rd level, the guardian of the tropics gains additional strength while within his tropical home. As long he remains in a warm or coastal environment, the guardian of the tropics gains DR 1/—, as well as a +2 bonus on initiative checks and on Perception, Knowledge (nature), Sense Motive, and Survival checks. At 8th level, and every 5 levels thereafter, the bonus to initiative checks and skill checks increases by a further +2, and the DR is increased by a further +1.

This ability replaces the favored terrain class feature.

Familiar: At 4th level, a guardian of the tropics gains a familiar in much the same way a wizard does, though he must choose an animal that is native to a warm or coastal environment. His effective wizard level is equal to his ranger level for the purposes of determining what kind of abilities his familiar gains.

This ability replaces the hunter's bond class feature.

Call the Sun (Sp): At 9th level, a guardian of the tropics can call upon his deep connection to the tropics in order to cause a small area to be filled with warm tropical sunlight. By spending 3 full rounds chanting, the guardian of the tropics

can create warm natural sunlight in the 100-foot-radius spread surrounding him. The sunlight remains for 10 minutes per level.

This ability replaces the evasion class feature.

Call the Rain (Sp): At 16th level, a guardian of the tropics can chant to summon a torrential downpour of rain. As long he remains outside within a warm or coastal environment, a guardian of the tropics can chant for 1 full round in order to cause the 100-foot-radius spread around him to fill with torrential rain, obscuring vision beyond 10 feet, and granting concealment to characters within 10 feet. The rain also reduces movement speed by half, though characters with woodland stride are immune to this effect.

This ability replaces the improved evasion class feature.

Monsoon Warrior (Su): A guardian of the tropics is the ultimate champion of his homeland and is an engine of destruction in defense of his tropical home. At 20th level, the guardian of the tropics adds his Wisdom modifier to attack and damage rolls made while in warm or coastal environments. Additionally, while in a warm or coastal environment, whenever the guardian of the tropics successfully confirms a critical hit against a creature which is not native to a warm or coastal environment, that creature must succeed on a Fortitude save or die.

This ability replaces the master hunter class feature.

New Rogue Archetype

Gold Guru

Gold gurus are special individuals who are obsessed with the acquisition of gold and the increase of wealth. Not only do they have a natural longing for gold that most individuals can't hope to match, they have a number of special talents that enable them to find more gold than most, easily carry vast sums of wealth on their person, and make the most out of the gold they have. Gold gurus aren't just shrewd merchants and clever thieves, however; these rogues have a number of quasi-magical skills, stemming from their faith and love of all that glitters.

Gold Sense (Ex): A gold guru possesses a sixth sense when it come to gold, allowing her to easily detect when large piles of gold are nearby, as well as alerting her to the approximate value of items with a mere glance. The gold guru adds twice her level as a bonus on Appraise checks. Additionally, gold gurus are constantly alert for gold, and are immediately aware when they pass within 5 feet of at least 50 gp worth of unattended gold coins, or an object made mostly of gold worth at least 50 gp. Additionally, the gold guru adds half her level on Perception checks made to locate creatures carrying at least 25 gp per level in gold, either in coins of objects made mostly of gold. This ability replaces the trapfinding class feature.

Gold Sack (Ex): At 2nd level, a gold guru learns special weaving techniques and secrets of leverage that allow her to create a special pseudo-magical sack capable of holding great quantities of gold. Any gold placed in these massive sacks does not count against the gold guru's carrying capacity when determining encumbrance. Each of these sacks has the capacity to hold 100,000 gold coins, but must be carried in two hands. Since part of the power of these sacks comes from the gold guru's faith in gold, the sack has no effect on other objects placed within it.

This ability replaces the rogue talent gained at 2nd level.

Uncanny Knack (Ex): Beginning at 2nd level, a gold guru learns how to effectively pinch pennies when buying objects. Whenever the gold guru attempts to purchase an item, she may make a special Diplomacy check; the DC for this check is either 20, or 1 for every 2,000 gp in the item's value (whichever is higher). If the check is successful, the gold guru can purchase the item for 10% less than the price the merchant would ordinarily sell it for.

This ability replaces the evasion class feature.

Lucky Coin (Ex): At 3rd level, a gold guru invests a significant portion of her faith in a single golden coin, which grants her good luck so long as she never parts from it. She must designate a single gold coin to be her lucky coin. So long as she keeps the coin in her possession, she gains a +1 luck bonus to AC and saving throws. At 6th level, and every 3 levels thereafter, these bonuses increase by a further +1. If the gold guru ever loses possession of the coin, she suffers a penalty to her AC and saving throws equal to the bonus she normally receives. These penalties last until the coin is recovered, or she designates a new coin as her lucky coin (a process which takes 1 week).

This ability replaces the trap sense class feature.

Greater Uncanny Knack (ex): At 8th level, a gold guru can turn her exceptional mercantile talents to selling items as well as buying them. Whenever she attempts to sell an item to another character, the gold guru can make a special Diplomacy check. The DC for this check is either 20, or 1 for every 1,000 gp in the item's cost (whichever is higher). If the check is successful, she can sell the item for 10% more than the buyer would typically pay for it.

This ability replaces the improved uncanny dodge class feature.

Gold Sack Strike (Ex): At 10th level, the gold guru learns how to attack his foes with his large bag of gold. The gold guru can make attacks with his gold sack; treat this as an improvised weapon attack for the purposes of feats and abilities that affect weapons. Unlike a normal improvised weapon, however, attacks made with the gold sack do not provoke attacks of opportunity and deal a number of points of damage equal to 1d10 + the gold guru's Strength modifier + 1 for every 10,000 gold coins contained in the gold sack.

This ability replaces the advanced rogue talent gained at 10th level.

New Shaman Spirit

Smoke

A shaman who selects the smoke spirit has supernaturally dark skin and smoky eyes that are difficult to discern, and some individuals' hair even transforms into a plume of smoke. When she speaks, small wisps of smoke pour from her mouth, and when she calls upon one of this spirit's abilities, plumes of smoke stream forth from her eyes, ears, and mouth.

Spirit Magic Spells: *Obscuring mist* (1st), *obscure object* (2nd), *stinking cloud* (3rd), *gaseous form* (4th), *cloudkill* (5th), *wind walk* (6th), *project image* (7th), *incendiary cloud* (8th), *etherealness* (9th).

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

Choking Smoke (Su): As a standard action, the shaman can project a ray of smoke from her outstretched hand. Treat this as a ranged touch attack with a range of 100 feet. If the attack is successful, the target must succeed on a Fortitude save (DC = 10 + 1/2 the shaman's level + the shaman's Charisma modifier) or be nauseated for 1 round.

Smoke Augury (Su): As a full-round action, the shaman can attempt to divine the future in smoke. The shaman must be able to look into a plume of smoke at least 1 foot in diameter in order to use this hex. The shaman may then inquire about whether a course of action will be successful, learning the answer from the movements of the smoke. This functions like the spell augury. At 7th level, the shaman can attempt to use this hex to find the most direct path to her goal by questioning the smoke as to which direction she should take to reach a creature she names and has previously interacted with, or an object she has previously touched. The smoke then moves to form an arrow in the direction of the most direct path to reach that creature or object, so long as it is within 500 feet per shaman level. If the creature or object is outside that range, the ability fails. The shaman can use this ability a number of times per day equal to her shaman level.

Smoke Cloud (Su): As a standard action, the shaman can create a cloud of thick black smoke, which fills a 20-foot-radius spread. The smoke obscures all vision beyond 5 feet and is mildly toxic, forcing creatures who begin their

round within the cloud to succeed on a Fortitude save (DC = 10 + 1/2 the shaman's level + the shaman's Wisdom modifier) or become sickened for 1 minute. This smoke cloud remains in place for 1 round per shaman level, though a wind blowing at 15 mph is sufficient to disperse the cloud. The shaman may use this ability at will, but can only create 1 smoke cloud at a time in this way.

Smoke Friend (Su): The shaman can clearly see within smoke, clouds, and mists that normally impair vision. She also suffers no miss chance from concealment due to such conditions. Additionally, she may breathe smoke as though it were clean air.

Smoke Veil (Su): As an immediate action, the shaman can surround herself in a globe of choking smoke, granting her concealment (20% miss chance) for 1 round. Additionally, all creatures adjacent to the shaman must succeed on a Fortitude save (DC = 10 + 1/2 the shaman's level + the shaman's Wisdom modifier) or hack and cough, causing them to suffer a -4 penalty to attack rolls and AC for 1 round. The shaman can use this ability a number of times per day equal to 3 + her Wisdom modifier.

Spirit Animal: The shaman's spirit animal becomes wispy and smoke-like, and gains constant concealment (20% miss chance).

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

Touch of Smoke (Su): As a standard action, the shaman can make a melee touch attack, which, if successful, fills the target's lungs with smoke. A creature affected by this ability suffers a number of points of damage equal to 1d4 + 1/2 the shaman's level, plus an additional number of points of damage equal to 1d4 + 1/2 the shaman's level on the following round. This damage is untyped, but creatures immune to poison, or which either do not breathe or can breathe smoke, are immune to damage from this ability. 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 smoke spirit as her spirit or as her wandering spirit gains access to the following ability upon having access to the greater version of that spirit.

Smoke Wall (Su): As a standard action, the shaman can create a wall of smoke 5 feet thick, 10 feet high, and 100 feet long. This smoke wall obscures vision and grants creatures on either side total concealment from creatures on the opposite side. A creature passing through the wall must succeed on a Fortitude save (DC = 10 + 1/2 the shaman's level + the shaman's Wisdom modifier) or suffer a -4 penalty to his Constitution score for 1 minute. A creature that succeeds on this saving throw is

immune to the effect for 24 hours. The smoke wall lasts for a number of rounds equal to the shaman's level. The shaman can use this ability once per day.

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

Poisonous Smoke (Ex): Whenever a creature is affected by smoke created by one of the shaman's abilities, or by smoke produced by any spell cast by the shaman, he must succeed on an additional Fortitude save (DC = 10 + 1/2 the shaman's level + the shaman's Wisdom modifier) or suffer 1d4 points of Constitution damage.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of living smoke. She gains constant concealment (20% miss chance), a fly speed equal to her land speed (perfect maneuverability), and immunity to critical hits.

New Skald Archetype

Voice of the Mountain

Only those skalds who journey away from the comforts of civilization and embrace the primal might and beautiful isolation of the highest peaks can call themselves a voice of the mountain. These chosen few shun a life of revelry and personal glory, instead embracing the wonder and danger of mountain living and thriving in harshly beautiful environments. They learn special skills through their bond with mountain and know how to survive its dangers. They also learn to harness its power and authority, weaving song and poetry worthy of their mountain homes in order to inspire others to utilize the power of the great mountains. The most powerful of these skalds can use their voices to cause the very mountains to come to their aid, shaking with their pent-up fury and striking the unworthy from their majestic sides.

Mountain Lore (Ex): A voice of the mountain is as one with his home, and though he knows less of the lore of civilized peoples, he is an expert in the lore of the land. He adds half his level to all Perception and Survival checks. This bonus is doubled while in a mountain or hill environment.

This ability replaces the bardic knowledge class feature.

Mountaineering (Ex): At 2nd level, a voice of the mountain learns how to apply his lore to the practical skills of navigation and combat while in his mountain home. The voice of the mountain is not slowed by natural difficult terrain, gains a bonus on all Climb checks equal to 1/2 his level, and gains an additional +1 bonus to attack rolls he makes from higher ground (in addition to the normal +1 bonus gained from attacking from higher ground). This ability replaces the versatile performance class feature.

Yodeling (Ex): At 2nd level, the voice of the mountain learns special techniques for using echoes to strengthen the effects of his raging songs and allow them to last longer. The voice of the mountain gains a number of bonus rounds of raging song per day equal to his level; these rounds of raging song can only be used while in a mountainous environment.

This ability replaces the well-versed class feature.

Mountain Song (Su): The voice of the mountain learns a special chant that he can sing to fill those that hear it with respect for the land and knowledge of its power. At 6th level, the voice of the mountain can use his raging song to grant all creatures who can hear it (including the voice of the mountain) a +2 natural armor bonus to AC, as well as a +2 bonus on melee damage rolls made when they attack from higher ground. At 12th level, and again at 18th level, these bonuses increase by a further +1. Additionally, creatures who hear this song gain the benefits of the voice of the mountain's mountaineering class feature. This ability can only be used while in a mountainous environment.

This ability replaces the song of strength raging song.

Mountain Man (Ex): At 7th level, the voice of the mountain's mountain craft has reached a legendary level, allowing him to easily get along in areas where even seasoned explores struggle. The voice of the mountain can use Survival to follow tracks and forage for food while moving at full speed. While in a mountainous environment, the voice of the mountain can take 10 on all Survival and Perception checks.

This ability replaces the lore master class feature.

Shake the Mountain (Su): At 20th level, the voice of the mountain can use his very words to cause the mountains to unleash their primal fury on his enemies. He can use his raging song while in a mountainous environment in order to cause the ground to shake and rumble, dealing 10d6 points of damage to any number of creatures within a 100-foot-radius spread, centered on the voice of the mountain. Creatures that suffer damage must also succeed on a Reflex save or be knocked prone.

This ability replaces the master skald class feature.

New Slayer Archetype

Shadow Commando

Shadow commandos are slayers (though they despise the term) who have dedicated their skills to accomplishing their goals with as few casualties as possible. Extremely gifted in stealth, coordination, and evasion, when all goes well, a shadow commando's presence goes entirely unnoticed. That's not to say shadow commandos are not exceptional

combatants, and each is trained in special skills to subdue their foes, killing only when absolutely necessary.

Infiltration Specialist (Ex): A shadow commando adds 1/2 his level (minimum 1) to Stealth checks made while he is being observed.

This ability replaces the track class feature.

Stealth Coordination (Ex): At 2nd level, a shadow commando is able to direct his allies to follow his lead while attempting to go unseen. Allies within 30 feet of the shadow commando gain the benefit of the shadow commando's infiltration specialist class feature.

This ability replaces the slayer talent gained at 2nd level.

Nonlethal Takedown (Ex): At 3rd level, a shadow commando can strike unseen in order to cripple or take down his foes. If the shadow commando attacks the target of his studied combat while unobserved by that target, he may choose to have the attack deal nonlethal damage. If he does, the target must succeed on a Fortitude save (DC = 10 +1/2 the shadow commando's level + the shadow commando's Intelligence modifier) or be staggered for 1d6 rounds. At 6th level, the shadow commando may choose to have the target become dazed for 1d6 rounds, instead. At 9th level, the shadow commando may choose to have the target become stunned for 1d4 rounds, instead. At 12th level, the shadow commando may choose to have the target become paralyzed for 1 round, instead. At 15th level, the shadow commando may choose to have the target fall unconscious until awakened, instead. At 18th level, the shadow commando may choose to have the target suffer an additional amount of nonlethal damage equal to her maximum hit points, instead. Additionally, the shadow commando never suffers a penalty to attack rolls for choosing to deal nonlethal damage.

At 5th level, the shadow commando can attempt a nonlethal takedown against the target of his studied combat if the target is denied her Dexterity bonus to AC. He may only make one such attack against that creature each day. At 10th level, and every 5 levels thereafter, he may make an additional nonlethal take down against each target of his studied combat.

This ability replaces the sneak attack class feature.

Stealthy Armor (Ex): At 10th level, a shadow commando has mastered the art of altering armor to be less cumbersome for stealth. By spending 1 hour and 100 gp per point of armor check penalty a suit of armor possesses, a shadow commando can modify a suit of armor to be stealthier, eliminating its armor check penalty to Stealth checks. The armor's armor check penalty still applies normally for all other skills. The armor loses this benefit if it ever gains the broken condition.

This ability replaces the slayer talent gained at 10th level.

Fast Stealth (Ex): At 11th level, a shadow commando suffers no penalty for moving at full speed while using the Stealth skill, and suffers only 1/2 the normal penalty for using Stealth while running (this effect is cumulative with other effects that reduce the penalty of Stealth for running, and is applied after any other effects, rounding down).

This ability replaces the swift tracker class feature.

Quarry (Ex): At 14th level, a shadow commando gains the quarry ability as normal; however, if his quarry is knocked unconscious or otherwise eliminated from an encounter, he may select a new quarry after a period of 1 minute has passed. At 17th level, he can immediately designate a new quarry if his quarry is knocked unconscious or otherwise taken out of an encounter.

This ability modifies the quarry class feature.

Shadow Striker (Ex): At 20th level, a shadow commando can dispatch his foes with the greatest of ease, rendering them unconscious and helpless before his fury. Any attack a shadow commando makes against the target of his studied combat is considered a nonlethal takedown, even if the target is aware of him.

This ability replaces the master slayer class feature.

New Sorcerer Bloodline

Deep One

Salt water surges through your veins, and in your pulse, you can hear the call of the primordial depths, from which your ancestors emerged, and where some of your kin still dwell. At night, you are visited by dreams of dark places far below the surface of the water, where strange creatures perform unspeakable rites, and with each such ritual you witness, you feel your magical power growing.

Class Skill: Swim.

Bonus Spells: touch of the sea^{APG} (3rd), alter self (5th), monstrous physique I^{UM} (7th), black tentacles (9th), geyser^{APG} (11th), veil (13th), insanity (15th), horrid wilting (17th), tsunami^{APG} (19th).

Bonus Feats: Craft Wand, Deceitful, Great Fortitude, Improved Initiative, Persistent Spell^{APG}, Sickening Spell^{APG}, Skill Focus (Swim), Spell Focus.

Bloodline Arcana: As long as you are within 5 miles of the sea, you treat your caster level as 2 higher for the purposes of all spells that you cast. If you are actually in the sea (including wading only a few inches deep, but not including if you are on a boat or similar vessel on the sea), the saving throw DC of your spells increases by +1, as well.

Bloodline Powers: You can draw on your deep one heritage to tap into their ancient, alien magic, drawing up arcane potential from the very depths of the ocean.

Claws (Su): At 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full-attack action using your full base attack bonus. These attacks deal 1d4 points of damage each (1d3 if you are Small) plus your Strength modifier. At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws drip a strange acid which does not harm you, but causes each claw to deal an additional 1d6 points of a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Deep Dweller (Su): Beginning at 3rd level, you can breathe underwater as well as you can breathe air, and you gain a swim speed equal to your base land speed. Additionally, you are immune to damage from water pressure; your body is capable of instantly adjusting to different water depths or even the surface with ease.

Item Use (Su): Beginning at 9th level, you gain a deep one's ability to use magic items intuitively. Choose a single spell list other than sorcerer/wizard. You can activate spell-trigger items like staves and wands as though you had access to the chosen spell list. At 13th level, and again at 17th level, you may choose an additional spell list to gain access to in this way.

Elder Transformation (Su): Beginning at 15th level, you gain the ability to transform into a titanic elder deep one once per day. This functions as *monstrous physique IV*, except that it can only be used to transform into an elder deep one (*Pathfinder Roleplaying Game Bestiary 5*), and you gain the elder deep one's devastating strike and staggering presence abilities. At 18th level, you can use this ability an additional time each day.

Final Change (Su): At 20th level, your body changes, and you become a deep one. You gain a permanent +2 bonus to Strength and Constitution, and gain the aquatic subtype, darkvision 60 feet, and the amphibious special ability. You gain 2 primary claw natural attacks, which deal 1d4 points of damage on a successful hit (1d3 if you are Small). You also gain cold resistance 5, and are immune to both natural and supernatural aging.

New Spiritualist Archetype

Genie Binder

Genie binders are spiritualists who use their gifts to commune with the spirits of the elemental planes, commonly referred to as genies, rather than with the spirits of the dead. Though sharing their consciousness with these entities is beyond even the greatest of genie binders, they have mastered the art of binding these creatures to a material object and enlisting their aid and expertise in whatever challenges they encounter. More than a mere caster of planar binding, a genie binder learns how to gain the services of her genie ally, and in return uses her own psychic energies and experiences to make the genie more and more powerful, allowing the minor genies bound by novice genie binders to eventually outstrip even nobles of their own kind. The genies who enter into these pacts can look forward to a triumphant return to their home plane upon the death of the genie binder.

Genie Servant: A genie binder binds a single genie into her service. This genie is normally confined to a small vessel (such as a bottle or oil lamp), but she can summon it forth by performing a special ritual. In many ways, a genie servant functions identically to the phantom of a typical spiritualist, but it has several distinct differences that set it apart. Notably, a genie servant manifests as a purely physical entity and does not have an emotional focus. A genie servant has base statistics identical to a phantom, and has the same starting statistics. A genie servant also obeys all the same rules as a phantom regarding summoning, healing, and spells that affect it, except that a genie servant affected by *dismissal* or a similar spell is sent to its native elemental plane for 24 hours, after which time it returns to the vessel (see the vessel bound class feature).

The following spiritualist class features apply to the genie binder's genie servant instead of a phantom: bonded senses, fused consciousness, and spiritual bond.

As genie servants do not have emotional focuses, their good saves and the skill bonuses they provide to the genie binder, as well as their special abilities, are determined by the type of genie they are, as described below.

This ability modifies the phantom class feature.

Vessel Bound: At 1st level, a genie binder gains the ability to bind one genie to a special vessel, typically a bottle, lamp, ring, or some other container. She chooses what kind of genie to bind at 1st level, and the choice cannot later be changed. A genie servant cannot travel more than 120 feet from the vessel. While within the vessel, the genie is safe from external harm and effectively does not exist, though a character in possession of the vessel can feel the genie's presence. A character in possession of the vessel gains the ability to speak with and understand characters with the elemental subtype or from the elemental plane from which the genie hails. Additionally, the genie binder gains a bonus on two skills associated with the genie equal to 1/2 her class level. A genie binder can summon her genie by spending 3 standard actions in consecutive rounds rubbing the vessel. A genie binder can return her genie to the vessel as a standard action. Additionally, if the genie servant is reduced below o hit points, it is automatically returned to the vessel. Finally, if the vessel is destroyed, the genie returns to its home plane until a new vessel can be procured. Procuring a new vessel requires a ritual which takes 1 hour and requires the expenditure of 100 gp.

This ability replaces the etheric tether and shared consciousness class features.

Weapons of the Genie: At 3rd level, the genie binder learns to train her genie companion in the use of weapons. The genie gains proficiency with simple and martial weapons, and when making attacks with such weapons, it may use the weapon's actual base damage dice instead of the normal slam damage for a phantom. Additionally, for a number of rounds equal to her genie binder level, the genie binder can infuse the genie's weapons with psychic magic, increasing its enhancement bonus by +1, or, if the item already has an enhancement bonus of +1 or higher, imbuing it with a +1-equivalent weapon special ability.

This ability replaces the bonded manifestation class feature.

Elemental Interference (Su): At 4th level, while the genie binder's genie is manifested, the genie binder gains a +1 dodge bonus to AC and a +1 bonus on saving throws against mind-affecting spells.

This ability replaces the spiritual interference class feature.

Elemental Domain (Su): At 5th level, the genie binder gains access to a domain based on the kind of genie she can summon. If she bound a djinni, she gains the air domain; if she bound an efreeti, she gains the fire domain; if she bound a marid, she gains the water domain; and if she bound a shaitan, she gains the earth domain. She is considered a cleric of her level for the purposes of determining what domain powers she gets and how powerful they are, and treats the domain spells up to 6th level as though they were on her list of spells known, and casts them as psychic spells.

This ability replaces the detect undead, calm spirit, see invisibility, and call spirit class features.

Genie Recall (Su): At 6th level, the genie binder gains the phantom recall feature, which functions on her genie as though it was a manifested phantom, but only so long as the genie binder is within 120 feet of the genie servant's vessel.

This ability modifies the phantom recall class feature.

Genie Combat Training: At 8th level, the genie binder can train her genie servant in combat, granting it a bonus combat feat.

Greater Elemental Interference (Su): At 12th level, whenever the genie binder's genie is summoned and within 30 feet, the AC and saving throw bonus from elemental interference increases to +2.

This ability replaces the greater spiritual interference class feature.

Genie Magic (Sp): At 13th level, the genie binder can teach her genie to use psychic magic. At the start of each day, the genie binder chooses 3 spells she can cast. Her genie gains the ability to cast each of these spells once that day as a spell-like ability.

Quick Summons (Sp): At 17th level, the genie binder can summon her genie as a single swift action.

This ability replaces the dual bond class feature.

Wish Granter (Sp): At 20th level, the genie binder learns how to coax her genie companion to grant her wishes. The genie binder's genie gains the ability to cast *wish* as a spell-like ability 3 times. Once these 3 wishes are used up, the genie can grant an additional *wish* once each month.

This ability replaces the empowered consciousness class feature.

Djinni

Djinn hail from the Plane of Air and are the most common type of genie bound by genie binders. Djinn tend to appear as idealized humans and are relatively easy to get along with, despite an arrogant temperament.

Skills: The djinni gains a number of ranks in Fly and Knowledge (planes) equal to its Hit Dice. While confined in its vessel, the djinni grants the genie binder a bonus on those skills.

Good Saves: Reflex and Will.

Fly: A djinni has a 30-foot fly speed, with perfect maneuverability. At 5th level, and every 5 levels thereafter, its fly speed increases by a further 10 feet.

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack rolls and AC against the djinni, and the djinni gains Flyby Attack as a bonus feat.

Create Wine (Ex): At 7th level, the djinni can create magical wine at will. The djinni can create 1 gallon of wine as a standard action. Any creature that drinks the wine gains a +1 morale bonus to attack rolls, saving throws, and skill checks, but suffers a -4 penalty on saving throws against mind-affecting effects. These effects last for 10 minutes.

Invisibility (**Sp**): At 12th level, the djinni gains the ability to cast *invisibility* as a spell-like ability at will. It can only use this ability to cast *invisibility* on itself, and cannot affect other creatures with this ability.

Nobility (Sp): At 17th level, the djinn becomes a vizier, gaining a +2 bonus to each of its ability scores and the ability to cast *heroes' feast* and *major creation* each once per day as spell-like abilities.

Efreeti

Efreet are evil and powerful genies that hail from the Plane of Fire. Though generally uncooperative, cruel, and miserly, they make powerful servants for those who can control them.

Skills: The efreeti gains a number of ranks in Appraise and Intimidate equal to its Hit Dice. While confined in its vessel, the efreeti grants the genie binder a bonus on those skills.

Good Saves: Reflex and Will.

Fire Subtype: The efrecti has the fire subtype, gaining immunity to fire damage and vulnerability to cold damage. At 10th level, such is the fire of the efrecti that it is able to dull the effects of the cold, losing cold vulnerability. At 20th level, the efrecti becomes so hot as to cause cold energy to warm to worthlessness, gaining immunity to cold damage.

Burn: The efreeti's slam attacks deal an additional 1d6 points of fire damage on a successful hit. At 10th level, and again at 20th level, this fire damage increases by an additional 1d6.

Change Size (Sp): At 7th level, the efreeti can alter its size twice per day, as a standard action. This functions as either *enlarge person* or *reduce person*, except that the ability can work on the efreeti. A Fortitude save (DC = 10 + 1/2 the efreeti's Hit Dice + the efreeti's Charisma modifier) negates the effect.

Heat Shield (Ex): At 12th level, the efreeti becomes so hot as to burn those that touch it. Whenever it is struck by an adjacent creature with a melee weapon, or whenever it begins its turn in a grapple, the creature that hit the efreeti or that is in a grapple with the efreeti suffers damage equal to the efreeti's burn damage.

Nobility (Ex): At 17th level, the efrecti becomes a malik and grows one size category larger. It gains the giant creature simple template, as well as the ability to fly 30 feet with perfect maneuverability.

Marid

Hailing from the Plane of Water, marids are fickle and capricious, making for unpredictable partners. Though they have the potential to be useful allies, whether a marid is willing to help or happy to hinder is anyone's guess.



Skills: The marid gains a number of ranks in Swim and Bluff equal to its Hit Dice. While confined in its vessel, the marid grants the genie binder a bonus on those skills.

Good Saves: Fortitude and Reflex.

Swim: The marid has a 60-foot swim speed and can take 10 on all Swim checks. At 10th level, and again at 20th level, this swim speed increases by an additional 20 feet.

Water Mastery (Ex): The marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. In addition, the marid can breathe underwater.

Water's Fury (Su): As a standard action, the marid can release a jet of water in a 6o-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A Reflex save (DC = 10 + 1/2 the marid's Hit Dice + the marid's Constitution modifier) reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Vortex (Su): At 12th level, the marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Nobility (Su): At 17th level, the marid becomes a shahzada, gaining a +4 bonus to its Charisma score and gaining the ability to cast *cone of cold* and *ice storm* each 3 times per day. Its caster level for this ability is equal to its Hit Dice, and the saving throw DC for these abilities is Charisma-based.

Shaitan

Shaitans are mighty genies hailing from the Plane of Earth. Though proud and boastful, the shaitans are not evil beings, though they often see themselves above their mortal masters.

Skills: The shaitan gains a number of ranks in Climb and Perception equal to its Hit Dice. While confined in its vessel, the shaitan grants the genie binder a bonus on those skills.

Good Saves; Fortitude and Will.

Stone Glide (Su): The shaitan gains the earth glide ability of the earth elemental, except that the shaitan can move through stone, dirt, crystal, or metal.

Earth Mastery (Ex): The shaitan gains a +1 bonus on attack rolls and damage rolls if both it and its foe are touching the ground. At 10th level, and again at 15th level, this bonus to attack and damage increases by a further +1.

Stone Curse (Su): If the shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a Reflex save (DC = 10 + 1/2 the shaitan's Hit Dice + the shaitan's Strength modifier) or be forced into the barrier as if the target had cast *meld into stone*. The target is trapped in the barrier until she makes a successful Fortitude save (DC = 10 + 1/2 the shaitan's Hit Dice + the shaitan's Strength modifier) as a full-round action to exit the stone.

Metalmorph (Su): Beginning at 12th level, once per day, the shaitan can touch a metal object and change it into another metal object of the same size and weight. It can also change the type of metal the object is made of; for example, the shaitan could touch a Medium steel shield and transform it into a Medium golden platter. Attended magical items may make a Will save to avoid this effect. This transformation lasts for an hour.

Nobility (Sp): At 17th level, a shaitan becomes a pasha and gains the ability to create an earthquake once per day. This functions as the *earthquake* spell, except that the saving throw DC is equal to 10 + 1/2 the shaitan's Hit Dice + the shaitan's Charisma modifier.

New Swashbuckler Archetype

Mako

Makos are amphibious warriors, at home on land and in sea. They spend about as much of their time below the waves as above them, and are the next best thing to aquatic. As such, makos are superb swimmers who specialize in fighting underwater, employing a number of specialized techniques.

Deeds: A make gains the following deeds, each of which replaces an existing deed.

Swift Swim (Ex): The mako is an exceptional swimmer, able to cross great distances of water quickly. As long as she has at least 1 point of panache remaining, she can move up to her full speed as a move action while swimming, or twice her speed as a full-round action, instead of the normal rate of movement when using the Swim skill. Additionally, whenever she moves while underwater, she may spend 1 point of panache. If she does, her movement does not provoke attacks of opportunity for that action.

This ability replaces the derring-do deed.

Underwater Action (Ex): At 3rd level, the mako can effectively deliver deadly and precise strikes while underwater. As long as she has at least 1 point of panache remaining, a mako never suffers a penalty to attack or damage for being underwater, regardless of what type of weapon she is wielding, and even if she fails her Swim check.

This ability replaces the menacing swordplay deed.

Drowning Blow (Ex): At 7th level, the mako is able to inflict a rapid strike to her opponents that makes it extremely difficult to hold their breath. By spending 1 point of panache, the mako can make a single melee attack with a light or one-handed piercing weapon against a creature that is holding its breath underwater. If the attack is successful, the target suffers damage as normal and the number of rounds that the target can continue to hold its breath before being forced to make checks to avoid drowning is decreased to o. If the creature is already making checks to avoid drowning, the DC of all such checks increases by +4 until the creature stops holding its breath.

This ability replaces the targeted strike deed.

Underwater Acrobatics (Ex): At 11th level, the mako is able to perform amazing feats of dodging and weaving while underwater. As long as she has at least 1 point of panache remaining, the mako adds 1/2 her swashbuckler level to all Swim checks, and can take 5-foot steps while underwater. Additionally, whenever the mako is attacked underwater, she my expend 1 point of panache to gain a circumstance bonus against that attack equal to 1/3 the number of ranks she has in Swim. She must declare she is using this ability before she knows the result of the attack roll.

This ability replaces the evasive deed.

Mako Strike (Ex): The mako can swim through the water in a brutal charge, delivering death with her weapon. At 15th level, as long as she has at least 1 point of panache, she can use the charge action while underwater. When she does, she gains a +4 bonus to attack rolls, rather than the normal +2, and if she hits, she may expend an additional point of panache in order to deal double damage with the charge attack.

This ability replaces the dizzying defense deed.

As the Waves (Ex): At 19th level, as long as she has at least 1 point of panache, the mako gains a swim speed equal to three times her land speed. Additionally, by spending 1 point of panache while underwater, the mako can act with such speed that she can make an additional move action each round, or alternatively make an additional attack at her highest base attack bonus whenever she makes a full-attack action. This effect lasts for a number of rounds equal to her Charisma modifier.

This ability replaces the stunning stab deed.

Breath Reservoir (Ex): A mako is a practiced free diver and is rarely caught short of breath. At 2nd level, she adds her Charisma score to her Constitution score for the purposes of determining how many rounds she can hold her breath. She can also perform actions other than moving while underwater without having to consume 2 rounds' worth of held breath.

This ability replaces the charmed life class feature.

Aquatic Defense (Ex): A mako is most at home in the water and knows how to use the ocean to defend herself from attack. Beginning at 3rd level, the mako suffers no armor check penalty on Swim checks. Additionally, while in at least 5 feet of water, she gains a +2 dodge bonus to AC. At 7th level, and every 4 levels thereafter, this bonus increases by a further +2 (to a maximum of +10 at 19th level).

This ability replaces the nimble class feature.

New Vigilante Archetypes

Distiller of Identities

For some vigilantes, simply putting on a mask is not enough to unlock their secret identities. They must instead use alchemical means to unlock their hidden potential, transforming themselves into someone else entirely.

Alchemy: A distiller of identities is highly trained in the creation of mundane alchemical substances and magical potion-like extracts. When using Craft (alchemy) to create an alchemical item, a distiller of identities gains a competence bonus equal to his class level on the skill check. In addition, he can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to attempt such a check.

Like an alchemist, a distiller of identities prepares his spells by mixing ingredients and a tiny fraction of his own magical power into a number of extracts, and then effectively casts the spell by drinking the extract. These extracts have powerful effects, but they are also bound to their creator. Extracts behave like spells in potion form, and as such their effects can be dispelled by *dispel magic* and similar effects, using the vigilante's level as the caster level.

A distiller of identities can create only a certain number of extracts of each level per day. His base daily allotment of extracts per day is identical to an alchemist of his class level. Like an alchemist, he receives bonus extracts per day if he has a high Intelligence score.

When a distiller of identities mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. An extract immediately become inert if it leaves the distiller of identities' possession, reactivating as soon as it returns to his keeping—a distiller of identities cannot normally pass out his extracts for allies to use. An extract, once created, remains potent for 1 day before losing its magic, so a distiller of identities must reprepare his extracts every day. Mixing an extract takes 1 minute of work.

Creating extracts consumes raw material, but the cost of those materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements; extracts that duplicate divine spells never have a divine focus requirement.

A distiller of identities uses the alchemist formula list to determine the extracts he can know. He can prepare an extract of any formula he knows. To learn or use an extract, a distiller of identities must have at least an Intelligence score equal to 10 + the extract's level. The saving throw DC for a distiller of identities' extract is equal to 10 + the extract's level + the distiller of identities' Intelligence modifier.



A distiller of identities may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract. At 1st level, a distiller of identities starts with two ist-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new vigilante level, he gains one new formula for any level that he can create. He can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. A formula book costs as much as a spellbook. A distiller of identities can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. A distiller of identities can also learn formulae from an investigator's or an alchemist's formula book (and vice versa). A distiller of identities does not need to decipher arcane writing before copying that formulae.

This replaces the 4th-, 8th-, 10th-, 14th-, and 16th-level vigilante talents.

Alchemical Transformation (Su): A distiller of identities is capable of brewing a special elixir that unlocks a hidden aspect of his personality, transforming him both physically and mentally into a separate identity. Similar to a standard vigilante, the distiller of identities has two identities: a polite member of society, and a wild and ruthless maniac. Each identity has its own name and physical appearance, and those that are familiar with one cannot necessarily recognize the other, even if he does not strictly disguise himself. Knowledge checks about one identity also do not reveal information about the other, unless the distiller of identities' true identity is revealed to the world at large. These identities are referred to in short as social and maniac.

The distiller of identities' maniac identity must be either chaotic or evil, and cannot be lawful. Unlike a standard vigilante, the distiller of identities' alignments do not need to be within one step of each other on either alignment axis, and for the purposes of meeting qualifications for feats, classes, or any other abilities, he is eligible if either of his alignments meet the requirements, but if one of his alignments is not eligible, he loses any benefits of things he no longer qualifies for while in that identity, exactly as though his alignment had changed to no longer be eligible. Also unlike a standard vigilante, if he is the target of an effect that would change his alignment, it changes only the alignment of his current identity.

The distiller of identities begins each day in his social identity. In order to transform to his maniac identity, he must drink a special elixir (a standard action). Once the elixir is consumed, he undergoes a painful and debilitating transformation process, which leaves him nauseated on his next turn. At the beginning of his next turn after that, he finishes his transformation, shifting into his maniac identity, and is able to act normally. While in his maniac identity, the distiller of identities gains a +4 alchemical bonus to a single physical ability score of his choice (Strength, Dexterity, or Constitution), and suffers a -4 penalty to two mental ability scores of his choice (Intelligence, Wisdom, or Charisma). He must choose which three ability scores are affected when he first gains this ability, and it cannot later be changed. His natural armor bonus to AC also increases by +1 while in his maniac identity, and this bonus increases by an additional +1 at 6th level, and every 6 levels thereafter (to a maximum of +4 at 18th level). Finally, while in his maniac identity, the distiller of identities gains the sneak attack class feature of the rogue. He deals 1d6 points of sneak attack damage at 1st level, and this damage increases by 1d6 at 4th level and every three levels thereafter (to a maximum of 7d6 at 19th level).

The distiller of identities remains in maniac form for 1 hour after drinking his elixir. He can create a number of these elixirs each day equal to 1/2 his class level + his Intelligence modifier (minimum of 1 per day). No matter how many he creates, they take 10 minutes to create, and become inert after 24 hours. A distiller of identities' elixir is attuned specially to his mental and physical particulars, and has no effect on other creatures (but see the shared transformation social talent).

A distiller of identities' maniac identity is treated as a standard vigilante's vigilante identity for the purposes of using vigilante talents, and the seamless guise class feature applies to his maniac identity instead of his vigilante identity. A distiller of identities cannot take the quick change or immediate change social talents. This ability modifies the dual identity class feature, and replaces the vigilante specialization class feature.

Social Talents: A distiller of identities can select from the following social talents, in addition to general social talents.

Shared Transformation (Su): The distiller of identities can create versions of his transformative elixir that function for other characters. Each elixir created in this way counts against his daily number of elixirs he can create, and only works for a single creature, which the distiller of identities must declare at the time the elixir is created, and cannot later be changed. The distiller of identities must either have intimate knowledge of the creature's physical and mental specifics (which he can gain by interacting with the individual for at least 10 minutes), or he must have a physical piece of the creature (such as a lock of hair, a fingernail, etc.).

If the creature consumes the elixir, he undergoes a transformation into a maniac identity, similar to the one the distiller of identities can change into. The creature can make a Will save (DC = 10 + 1/2 the distiller of identities' class level + the distiller of identities' Intelligence modifier) to negate this effect. The transformation process is the same, but the creature does not gain the ability score adjustments, natural armor bonus, or sneak attack that the distiller of identities gains. The creature's maniac identity has an alignment that is the opposite of the creature's normal alignment. If the creature already has a maniac identity (whether because he is a distiller of identities himself, or because he has been the target of this ability before), he transforms into that maniac identity, instead (if he is a distiller of identities, he gains his normal ability score adjustments, natural armor, and sneak attack). The distiller of identities must be at least 5th level to select this talent.

Targeted Transformation (Su): The distiller of identities can incorporate a piece of an individual (such as a lock of hair, a fingernail, or a few drops of blood) into one of his elixirs, allowing him to transform into that person, rather than his maniac identity. Other than requiring that he have a physical piece of the person whose identity he wants to adopt, this functions identically to the any guise vigilante talent, although it does not have that talent's prerequisites. The distiller of identities must be at least 9th level to select this talent.

Versatile Brewmaster (Ex): The distiller of identities gains Brew Potion as a bonus feat. Additionally, he can brew potions without meeting the prerequisites for their creation, but the DC increases by +10 for each prerequisite he does not meet, rather than the normal +5.

Vigilante Talents: A distiller of identities can select from the following vigilante talents, in addition to general vigilante talents.

Alchemist Discovery (Ex): The distiller of identities can select one of the following alchemist discoveries as a vigilante talent: alchemical simulacrum^{UM}, alchemical zombie^{UM}, combine extracts, concentrate poison, dilution, doppelganger simulacrum[™], enhance potion, extend potion, greater alchemical simulacrum^{UM}, infusion, poison conversion^{UC}, tentacle^{UM}, or vestigial arm^{UM}. In the case of the tentacle and vestigial arm discoveries, these function only when the distiller of identities is in his maniac identity. The distiller of identities can use alchemical simulacrum (and other discoveries that require it) and alchemical zombie in his social identity, but doing so risks revealing his secret identity, like a normal vigilante talent. All other alchemist discoveries gained in this way can be used safely in either identity.

Investigator Talent (Ex): The distiller of identities can select either of the following investigator talents as a vigilante talent: item lore or perceptive tracking. Either of these talents can be used safely in either identity without risk of revealing his secret identity.

Versatile Elixir (Su): Whenever the distiller of identities changes into his maniac identity, he can choose which physical ability score he gains a bonus to, and which two mental ability scores he suffers penalties to. He can choose different ability scores each time.

Poison Lore (Ex): Beginning at 3rd level, a distiller of identities gains a deep understanding and appreciation for poisons. He cannot accidentally poison himself when applying poison to a weapon. If he spends 1 minute physically examining the poison, he can attempt a Knowledge (nature) check to identify any natural poison or Knowledge (arcana) check to identify any magical poison (DC = the poison's saving throw DC). Lastly, once a poison is identified, he can spend 1 minute and attempt a Craft (alchemy) check (DC = the poison's saving throw DC) to neutralize 1 dose of the poison. Success renders the dose harmless. The distiller of identities has no chance of accidentally poisoning himself when examining or attempting to neutralize a poison.

This ability replaces the unshakable class feature.

Master of Subdual

Many vigilantes operate with some sort of code, which governs their vigilante activities and separates them from those they fight. A common vigilante code is to refrain from killing their foes, and the vigilantes who are the best at taking down their opponents nonlethally are known as masters of subdual.

Nonlethal Takedown (Ex): At 1st level, a master of subdual becomes an expert in nonlethal takedowns. He does not suffer the normal –4 penalty on attack rolls made to deal nonlethal damage with weapons that normally deal lethal

damage. Additionally, whenever the master of subdual successfully deals nonlethal damage to a creature, he deals an additional amount of precision-based nonlethal damage equal to his class level.

This ability replaces the vigilante specialization class feature.

Social Talents: A master of subdual can select from any of the following social talents, in addition to general social talents.

Parley (Ex): The master of subdual is an expert at using his words to defuse a tense situation. While in his social identity, as a full-round action, the master of subdual can call for a parley during combat. To do this, he makes a Diplomacy check with a DC equal to 15 + the Hit Dice of the opponent with the most Hit Dice + the Charisma modifier of the opponent with the highest Charisma modifier. Creatures with an Intelligence score of 2 or less are not affected by this ability (and are not included when determining which foe has the highest Hit Dice or Charisma modifier). If any of the opponents are a different creature type than the master of subdual, the master of subdual suffers a -4 penalty on this check, and if any of the opponents do not speak the master of subdual's language, he suffers an additional -8 penalty on this check. If the master of subdual already failed a Diplomacy check to influence the attitude of one or more of these opponents in the last 24 hours, this attempt automatically fails.

If the check succeeds, the opponents agree to cease hostilities long enough for the master of subdual to parley with them, allowing him to make further Diplomacy checks to improve their attitude, ask favors, negotiate some non-violent resolution to their conflict, etc. If the master of subdual or any of his allies makes any hostile actions during this time, or appear to be using the time to prepare for further combat (casting beneficial spells on themselves, drawing weapons, moving into better position, etc.), the opponents immediately resume combat, and gain a +2 morale bonus on attack and damage rolls against the master of subdual and his allies for 1 minute. At the GM's discretion, certain creatures may simply be completely unwilling to parley, or, during a parley, it may become clear that there is no possible non-violent resolution.

Rehabilitation (Ex): The master of subdual understands that everyone has a chance at redemption, and is potentially able to bring around even black-hearted villains to his way of thinking. In order to do so, he must spend at least two hours per day for an entire week in his social identity speaking with the person in question about moral and ethical issues, the reasons why they act the way that they do, and what other ways they could solve their problems, instead. At the end of this time, the master of subdual must make a Diplomacy check (calculate the DC as though asking the target to give aid that could result in punishment,

so 40 + Charisma modifier for a hostile character). If the check succeeds, the target's attitude towards the master of subdual permanently increases by one step. If this increases the target's attitude towards the master of subdual to indifferent or higher, the target must succeed on a Will save (DC = 10 + the master of subdual'sCharisma modifier + 1 per previous saving throw) or have his alignment shift one step closer to the master of subdual's alignment. The target chooses whether this shift occurs on the good/evil axis or the chaos/law axis. Otherwise, the alignment shift functions similarly to the redemption/temptation option of atonement. The master of subdual can continue trying to rehabilitate the individual indefinitely, as long as the individual is still willing to do so (or is imprisoned or otherwise accessible to the master of subdual). The GM may determine that certain individuals with strong convictions or particularly broken minds may have a higher than normal Diplomacy DC, gain a bonus on Will saves to resist having their alignment changed in this way, or simply be unable to be rehabilitated.

Soft Target (Ex): While in his social identity, the master of subdual can deliberately make himself appear to be harmless in order to influence the likelihood of creatures attacking him, instead of other targets. This is a subtle change in body posture, word choice, and other minor cues, which he can activate or deactivate as a swift action. Whenever he does so, the GM should make a Bluff check for the master of subdual in secret. Creatures that encounter the master of subdual while he is using this ability may make a Sense Motive check to see through this ruse, in which case they realize that he is far more dangerous than he appears, and is deliberately attempting to appear harmless, which may influence their likelihood of attacking him, anyway. This ability cannot force any creature to attack or ignore the master of subdual, but affected creatures view him as the least threatening individual present, and act accordingly, based on their normal tactics and preferences. If the master of subdual deals damage to a creature while using this ability, all creatures that witness him do so are no longer affected by this ability.

New Vigilante Talents: A master of subdual can select from any of the following vigilante talents, in addition to general vigilante talents.

Drop Your Weapons (Ex): As a full-round action, a master of subdual can call out for a foe within 30 feet to drop his weapons in an authoritative voice, a command which works surprisingly often. The opponent must be able to hear and understand the master of subdual, and must have an Intelligence score of at least 3, or the attempt has no effect. The master of subdual makes an Intimidate check (DC = 15 + the target's Hit Dice + the higher of the target's Wisdom or Charisma modifiers). If the check succeeds, the target drops any weapons or objects he is currently holding. The master of subdual cannot use this ability on the same creature more than once in a 24-hour period.

Make Them Talk (Ex): The master of subdual is an expert at pressuring captured prisoners into revealing information. The master of subdual gains a +5 bonus on Intimidate checks made to convince a helpless or disabled foe to provide him with information. At 10th level, this bonus increases to +10. This bonus does not stack with the Skill Focus feat.

Superior Intimidation (Ex): The master of subdual can truly strike fear into the hearts of his foes. The first time each day that he uses Intimidate to demoralize a particular opponent, if the result of his Intimidate check exceeds the DC by 5 or more, the target is frightened, rather than shaken, for the duration of the effect.

Persuasive (Ex): Whether it's gentle, calming words in his social identity, or harsh threats in his vigilante identity, the master of subdual is intensely persuasive. Beginning at 3rd level, he gains a bonus equal to 1/2 his vigilante level on Diplomacy checks while in his social identity, and on Intimidate checks while in his vigilante identity. This bonus does not stack with the Persuasive feat.

This ability replaces the unshakeable class feature.

Lasting Bruises (Ex): Beginning at 5th level, a master of subdual learns how to inflict nonlethal wounds that have a more lasting effect. When a character that has suffered nonlethal damage from a master of subdual receives magical healing, the healing does not also remove an equal amount of nonlethal damage. Instead, the target can choose whether to heal lethal or nonlethal damage first, and any nonlethal damage healed counts against the amount of healing provided by the magical effect. Additionally, nonlethal damage inflicted by the master of subdual heals naturally at the same rate as lethal damage, rather than healing at a rate of 1 hit point per hour per character level.

This ability replaces the startling appearance class feature.

Fair Fighting (Ex): Beginning at 11th level, the master of subdual's nonlethal fighting style allows him to more easily dodge the lethal attacks of his opponents. He gains a +1 dodge bonus to AC as long as he is wearing medium armor, light armor, or no armor. This bonus does not apply to attacks made to deal nonlethal damage, and is lost if the master of subdual has dealt lethal damage to a living creature in the last hour. At 15th level, this bonus increases to +2, and at 19th level, it increases to +3.

This ability replaces the frightening appearance class feature.

Knockout Blow (Ex): Beginning at 17th level, when the master of subdual confirms a critical hit on an attack that deals nonlethal damage, the damaged creature must succeed on a Fortitude save (DC = 10 + 1/2 the master of subdual's

vigilante level + the master of subdual's Strength modifier) or fall unconscious for 1 minute. The master of subdual can use this ability up to 3 times per day.

This ability replaces the stunning appearance class feature.

Slasher

Just like other vigilantes, a slasher dons his vigilante identity in order to allow him to lash out at those he perceives as corrupt, and who he feels deserve a punishment that society has spared them from. But whereas most vigilantes turn against oppressive tyrants or unscrupulous criminals, slashers often focus on more personal slights, and the bloody vengeance they wreak is often considered, by the complacent sheep that make up society at large, to be too violent a response to the often petty failings of their victims. To slashers, however, their victims are at least as deserving of their particular brand of bloody retribution as anyone else.

Malice (Ex): More than just donning a mask, a slasher in his vigilante identity is an instrument of malice and vengeance, which he uses to fuel his brutal and deadly attacks. At the start of each day, a slasher gains a number of malice points equal to his Charisma modifier (minimum 1). His malice goes up or down throughout the day, but usually cannot go higher than his Charisma modifier (minimum 1). A slasher can spend malice to use a variety of class features, and regains malice in the following ways.

Killing Blow with a Light Piercing or Slashing Melee Weapon: When the slasher reduces an intelligent creature (one with an Intelligence score of 3 or higher) to o or fewer hit points with a light piercing or slashing melee weapon attack while in combat, he regains 1 malice point. Reducing a helpless or unaware creature to o or fewer hit points, or reducing a creature that has fewer Hit Dice than half the slasher's character level to o or fewer hit points doesn't restore any malice.

Panic an Intelligent Creature: When the slasher causes an intelligent creature (one with an Intelligence score of 3 or higher) to become panicked, or suffer a more severe fear effect, he regains 1 malice point. If the creature has fewer Hit Dice than half the slasher's character level, or is a willing accomplice in being frightened in this way, no malice is restored.

Beginning at 1st level, a slasher can accomplish any of the following effects by spending malice points.

Slasher's Grace: As an immediate action, a slasher can spend one malice point in order to gain his choice of a dodge bonus to AC or a competence bonus on saving throws. In either case, the bonus is equal to his Charisma modifier, and lasts until the beginning of his next turn. *Slasher's Speed:* As a swift action, a slasher can spend one malice point in order to increase his movement speed by 30 feet until the beginning of his next turn.

Slasher's Strike: As a swift action, a slasher can spend one malice point in order to cause all melee attacks he makes against foes who are unaware of his presence, who consider him an ally, or who are made flat-footed by his startling appearance class feature to deal an extra 1d8 points of precision damage. This extra damage increases by 1d8 at 3rd level and every 2 vigilante levels thereafter. This damage also applies to targets that the slasher is flanking, or that are denied their Dexterity bonus to. AC, but in these cases, the damage dice are reduced to d6s. This bonus damage applies to all attacks the slasher makes until the beginning of his next turn.

This ability replaces the vigilante specialization class feature. However, a slasher counts as having the stalker specialization for the purposes of qualifying for vigilante talents and feats. A character can have both the slasher and serial killer archetypes, even though the serial killer archetype alters the vigilante specialization class feature. In this case, the alterations to that class feature granted by the serial killer archetype are also replaced by this ability.

Social Talents: A slasher can select from any of the following social talents, in addition to general social talents.

Bestow Identity: By performing a 10 minute ritual, the slasher can bestow his vigilante identity on another creature. That creature then gains the slasher's vigilante identity, and can change between her normal identity and the slasher's vigilante identity as though she had the dual identity class feature. The slasher can revoke his identity from that creature as a full-round action, regardless of range, and cannot switch to his vigilante identity until he has done so. Note that if the vigilante identity requires a particular appearance (such as a mask, hood, or other identifying or face-concealing feature), an appropriate copy of the necessary clothing must be provided to the creature gaining the identity, and that creature may still be able to pose as the slasher's vigilante identity using those items even after the identity has been revoked (however, the creature will not gain the benefits of the dual identity class feature, such as the protections against scrying).

Confidant (Ex): The slasher can use his social identity to learn important facts about a potential victim before returning later in his vigilante identity. If he spends at least 1 hour interacting with a character in a social setting, he can attempt a DC 20 Sense Motive check. If he succeeds, he gains the ability to later reroll any one failed skill check made against the target (including, but not limited to, a Bluff check to deceive or feint the target, an Intimidate check to demoralize them, a Sleight of Hand or Stealth check to avoid their notice, and so on), or a failed attack roll made against the target. For every 10 by which the check exceeds 20, the slasher gains an

additional reroll. If the slasher fails to use these rerolls before 1 week has passed, the rerolls are lost and he must make a new Sense Motive check to gain a new set of rerolls. A slasher can't gain information about a person in this way more than once per week.

Lethal Weapon (Ex): Beginning at 2nd level, a slasher is an expert at wielding light slashing and piercing melee weapons. While wielding such a weapon, he may choose to have it deal 1d6 points of damage, instead of the normal damage dice for a weapon of its type (he still adds his Strength bonus, and any other bonuses to his damage roll, as normal). At 5th level, he may choose to have it deal 1d8 points of damage; at 1oth level, he may choose to have it deal 1d10 points of damage; at 15th level, he may choose to have it deal 2d6 points of damage; and at 2oth level, he may choose to have it deal 2d8 points of damage.

This ability replaces the vigilante talent gained at 2nd level.

Slasher Talents: A slasher can select from any of the following vigilante talents, in addition to general vigilante talents.

Right Behind You (Sp): As a swift action, the slasher can expend 1 malice point to teleport to an unoccupied square within 200 feet. The slasher must have line of sight and line of effect to the destination, and the destination must be adjacent to an intelligent creature that has the shaken, frightened, or panicked condition, or is under the effects of another fear effect. Additionally, if the slasher travels at least 40 feet when using this ability, if he also uses his slasher's strike against the shaken, frightened, or panicked creature he arrived next to on the same turn, that creature is considered to be unaware of the slasher for the purposes of determining the damage dealt by the slasher's strike ability.

True Death (Su): Whenever the slasher kills a creature, he can spend 3 rounds violently stabbing and slashing that creature's corpse. This not only renders the body unsuitable for spells such as *raise dead* and *speak with dead*, but also damages the creature's soul, and makes it difficult for them to be returned to life by other means. Any attempt to resurrect the slain creature (including *reincarnate*) fails unless the caster succeeds on a caster level check (DC = 15 + the slasher's vigilante level).

Bleeding Slash (Ex): Beginning at 8th level, whenever a slasher hits a creature with a melee attack made with a light piercing or slashing weapon, he can spend 1 malice point in order to inflict 1d6 points of bleed damage to the target. Additionally, the target suffers a -4 penalty on saving throws made to resist fear effects (and the DC to demoralize the creature with Intimidate is reduced by 4) for as long as she continues to bleed. At 12th level, and every four levels thereafter, the amount of bleed damage increases by 1d6 (to a maximum of 4d6 at 20th level). This ability replaces the vigilante talent gained at 8th level.

Voice of Dissension

There are many sorts of people that become a voice of dissension, but all share a commitment to the health and prosperity of their communities, a strong desire for equal treatment of all peoples, and a gift for bringing people around to their viewpoints. In their social identities, they use whatever platform is available to them to spread their word peaceably. In their vigilante identities, they incite riots, protect peaceful protests, and marshal the seething mobs towards productive goals, ensuring that their message gets across. These are the heroes who forsake their name to begin a movement, and give every enraged soul a voice to cry out that the injustice stops here.

Social Talents: A voice of dissension can select from any of the following social talents, in addition to general social talents.

Face of the Crowd: A voice of dissension has a gift for making the news, and is able to effectively communicate with rumormongers, town criers, and even legitimate reporters to get his message across. The voice of dissension gains a +4 competence bonus on all Bluff, Diplomacy, and Intimidate checks when speaking to members of the press and similar characters likely to massively distribute information (at the GM's discretion). This bonus increases to +8 at 10th level.

Platform of Protest (Ex): A voice of dissension is able to use his social identity's high status in order to generate great awareness in his area of renown. By spending at least an hour speaking in public about a particular topic, he can choose to champion that issue, spreading wide awareness of the issue within his area of renown. Permanent residents of his area of renown become aware of the issue, and visitors to the area become aware of the issue with a DC 10 Knowledge (local) check. As long as he continues to champion the issue, he gains a + 2circumstance bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks he makes with people who are aware of the issue. He counts as continuing to champion this issue indefinitely, until he uses this ability to raise awareness for a different issue. The voice of dissension must have the renown social talent to choose this social talent.

Incite Protest (Ex): At 5th level, a voice of dissension can incite a protest while in his vigilante identity. By speaking for 1 minute to a group of at least 10 characters who are not hostile to the vigilante, he can influence their behavior. He makes a special Diplomacy check to influence the attitude of the crowd. Any character whose attitude is improved to helpful must succeed on a Will save (DC = 10 + 1/2 the voice of dissension's level + the voice of dissension's Charisma modifier) or be affected as though by a *suggestion* spell. For the purposes of this effect, any action that involves

damaging property or committing violence is considered to be reasonable, though any suggestion which is obviously harmful to the recipients of the *suggestion* still negates the effect. Characters remember what they did while under the influence of this effect and may react differently to the voice of dissension after the effect ends. A character cannot be affected by this ability more than once in a 24-hour period. The caster level for this *suggestion* effect is equal to the voice of dissension's class level.

This ability replaces the startling appearance class feature.

Incite Riot (Ex): At 11th level, a voice of dissension can whip a crowd into a violent frenzy against his foes. As a standard action while in his vigilante identity, the voice of dissension can attempt to inspire 1 or more characters who can clearly see and hear him to engage in enraged violence. If he does, affected characters must succeed on a Will save (DC = 10 + 1/2 the voice of dissension's level + the voice of dissension's Charisma modifier) or be whipped into a violent rage, gaining a +4 morale bonus to Strength and Constitution for a number of rounds equal to the vigilante's level. Characters affected in this way can't use Intelligence- or Charisma-based skills (except for Intimidate), nor can they use any ability that requires concentration.

This ability replaces the frightening appearance class feature.

Incite Rebellion (Ex): At 17th level, while in his vigilante identity, a voice of dissension can inspire people to rise up against oppressive authority and fight for justice. As a full-round action, the voice of dissension can deliver a rousing call to arms to all characters that can clearly see and hear him. He specifies either a specific individual or a group of identifiable individuals, such as elves or everyone in a specific organization. The crowd gains a +2 circumstance bonus on all attack and damage rolls made against the specific individual or the named group.

This ability replaces the stunning appearance class feature.

New Warpriest Archetype

Dunelord

There are few warpriests who cannot be said to be battlehardened and tough, but there are some that are particularly hardy warriors of their faith. One such group, the dunelords, endure grueling tests of faith in the desert, subjecting themselves to the harshness of the scorching sun and shifting sands, the endless hunger of the barren wasteland, and the solitude of the desert wanderer. They emerge from the experience changed, and carry the power of the desert with them always.

Beloved of the Desert: A dunelord gains a pair of spelllike abilities that reflect his close connection to the desert. These abilities are effectively a minor and major power for a blessing, and uses of these abilities count against the number of times that the dunelord can use his blessings that day. Similarly, the saving throw DCs for these abilities is equal to 10 + 1/2 the dunelord's warpriest level + the dunelord's Wisdom modifier.

Heatstroke (Su): At 1st level, a dunelord can infuse a single weapon he wields with the heat of a malevolent desert sun. For 1 minute, whenever he damages a creature with the weapon, the target must succeed on a Fortitude save or suffer an additional 1d10 points of nonlethal fire damage. Creatures that suffer any amount of nonlethal damage from this ability are fatigued for as long as that nonlethal damage remains.

Sand Blast (Su): At 10th level, a dunelord can conjure sand from thin air, creating a blast of sand that explodes outwards from him in a 30-foot cone. Each creature in the blast suffers 1d4 points of bludgeoning damage per two warpriest levels the dunelord possesses. A successful Reflex save halves this damage. Creatures that fail their Reflex save by 5 or more are also blinded for 1d3 rounds. The sand created by this ability remains, covering the ground in the area to a depth of six inches (for a total of 300 cubic feet of sand). The sand itself is non-magical, and does not create difficult terrain, but can be moved and used like any other sand.

Sworn to the Desert: A dunelord may select only a single blessing, and must select it from among the following: air, animal, death, earth, fire, sun, or travel. The normal restrictions for choosing blessings still apply.

This ability modifies the blessings class feature.

Shape Sand (Sp): Beginning at 3rd level, by touching a mass of loose sand, a dunelord can supernaturally cause that sand to take the shape of a small object, and harden instantly. This functions as the spell *fabricate*, except that only sand can be converted, and only 1 cubic foot per two warpriest levels can be affected. Additionally, once the item takes its desired shape, it instantly hardens, gaining hardness 10 and losing the fragility of objects made of sand. For example, a longsword made of sand could be used in the same fashion as a longsword made of metal, without worry that it would crumble as a result of being made of sand. The sand remains in this shape for 24 hours, or until the dunelord chooses to end the effect (a swift action). The dunelord can use this ability a number of times per day equal to his Wisdom modifier. He can use it additional times beyond that, but each time he does so he must expend one daily use of his fervor class feature.

This ability replaces the bonus feat gained at 3rd level.

Sand Storm (Su): At 9th level, a dunelord gains the ability to whip up a sandy whirlwind around himself. This fills a 20-foot-radius area centered on him with swirling sand, which obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Additionally, each creature in the area suffers 1d3 points of bludgeoning damage per round. At 12th level, and every three levels thereafter, this damage increases by an additional 1d3. The sand storm remains for 1 minute. It moves with the dunelord, and does not affect his space. A strong wind (21+ mph) disperses the sand in 4 rounds.

The dunelord can use this ability once per day. In order to use this ability, the dunelord must be in an area with at least one inch of sand on the ground. If the sand he is on does not cover the entire area affected by this ability, only the portion of the area which has a layer of sand is affected.

This ability replaces the bonus feat gained at 9th level.

Hands of the Desert (Su): Beginning at 15th level, three times per day, a dunelord can shape sand into giant, floating hands which respond to his will. In order to use this ability, there must be at least 300 cubic feet of sand within 60 feet of the dunelord, which he magically shapes into the form of a giant hand. The hand functions as a *grasping hand* spell, with the dunelord's warpriest level as the caster level. The dunelord must concentrate on this effect (a move action for each active *grasping hand*), or the hands crumble into loose sand.

This ability replaces the bonus feat gained at 15th level.

New Wizard Archetype

Clockwork Mechanist

Clockwork mechanists are wizards who specialize in the creation and operation of a mechanized companion which aids them in their travels. Fully trained in a wizard's arts, the clockwork mechanist spurns more common magical bonds for a potent bond between man and clockwork machine, representing the power of man's intellect and his ability to control the natural world. These clockwork mechanists can create a powerful mechanical servant and learn to upgrade it using both technology and magic.

Clockwork Servant (Su): At 1st level, a clockwork mechanist creates a special clockwork servant that serves as his loyal companion and aids him in all things. He gains the arcane bond class feature, as normal, except that he must choose a familiar, and this familiar's type changes to construct and it gains the clockwork subtype. Unlike other clockwork creatures, this clockwork servant retains its normal intelligence.

This ability modifies the arcane bond class feature.

Upgrade (Su): At 5th level, and every 5 levels thereafter, the clockwork mechanist can upgrade his clockwork servant, improving it in some way. Most upgrades can be selected more than once, providing bonuses as specified in the individual upgrade. The upgrades and their effects are as follows.

Combat: The clockwork servant gains a +2 bonus to attack and damage rolls with its natural attacks, and its natural attacks overcome damage reduction as though they were magical. Each additional time this upgrade is selected, the clockwork servant gains an additional +1 bonus to attack and damage rolls.

Defense: The clockwork servant gains a +2 natural armor bonus to AC and a +2 bonus on all saving throws. Each additional time this upgrade is selected, the clockwork servant gains an additional +1 natural armor bonus and an additional +1 bonus on saving throws.

Incorporate Materials: Choose one special material such as adamantine, cold iron, or silver; the clockwork servant gains 5 points of damage reduction, which can only be overcome by weapons made of the chosen material, and its natural attacks overcome damage reduction as though they were that material type. This upgrade cannot be selected more than once.

Intellect Upgrade: The clockwork servant gains a +2 bonus to all skills. Each additional time this upgrade is selected, the bonus to skills increases by +1.

Magical Upgrade: The clockwork servant learns a single ist-level spell the clockwork mechanist knows, which it can cast as a spell-like ability once per day. The caster level of the spell is equal to the clockwork mechanist's caster level and the saving throw DC is Intelligencebased. Each additional time this ability is selected, the clockwork servant either gains an additional ist-level spell it can cast as a spell-like ability once per day, or gains the ability to cast a previously selected spell an additional time each day.

Modular Upgrade: The clockwork servant gains a single bonus feat for which it qualifies. Each time this upgrade is selected, a new feat may be selected.

Self-Repair: The clockwork servant can repair itself, regaining 1 hit point every minute. A clockwork servant stops self-repairing if reduced to –10 or fewer hit points. Each additional time this upgrade is selected, the clockwork servant recovers an additional 1 hit point each minute. Additionally, if this upgrade is selected more than once, the clockwork servant continues repairing even if it has –10 or fewer hit points.

Speed: The clockwork servant gains a +1 bonus on initiative checks and each of its movement speeds increase by +10 feet. Each additional time this ability

is selected, each of the clockwork servant's movement speeds increases by an additional +5 feet.

Spell Defense: The clockwork servant gains an additional 5 points of spell resistance. Each time this ability is selected, the amount of bonus spell resistance increases by an additional 2 points.

This ability replaces the bonus feats gained at 5th, 10th, 15th, and 20th levels.

New Base Classes

The following section presents three new base classes, each of which make use of the rules in *Liber Vampyr: Secrets of the Blood*, available for free at www.necromancers-online.com.

Feral Revenant

While most revenants attempt to maintain at least a thin veneer of civility and humanity, even if it is little more than a disguise to cover their predatory nature, some give themselves over entirely to the raging bloodlust that fills their every waking moment. Living more like wild animals than the humans they once were, their maddening hunger drives them into a crazed state, where all they know is the hunt. These revenants, more bestial than human, are known as feral revenants.

Role: Maddened berserkers, feral revenants are monsters on the battlefield, and pose only marginally greater threat to their enemies than their allies. They serve best on the front lines of combat, where they can do the most damage to their foes.

Alignment: Any non-lawful. While the vast majority of feral revenants are evil, good characters can be feral revenants. However, the animalistic and uncivilized life of a feral revenant ensures that lawful revenants take levels in other revenant classes more suited to their sensibilities.

Hit Die: d10.

Starting Wealth: 5d6 x 10 (average 175 gp).

Class Skills

A feral revenant's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the feral revenant.

Table 2-1: The Feral Revenant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Bonus Blood Points	Special	ıst	2nd	3rd	4th
1st	+1	+2	+2	+0	1	Cruomancy, dormancy, feral rage	-	-	1	
2nd	+2	+3	+3	+0	2	Bonus feat, feral stalker	-	-	-	-
3rd	+3	+3	+3	+1	3	Fast movement 10 ft.	-		-	
4th	+4	+4	+4	+1	4	Animal influence, woodland stride	1	5 - J	-	
5th	+5	+4	+4	+1	5	Bonus feat	1	-	-	-
6th	+6/+1	+5	+5	+2	6	Scent, shattered mind	1	-	-	-
7th	+7/+2	+5	+5	+2	7	Trackless step	1	1	1	
8th	+8/+3	+6	+6	+2	8	Bonus feat	1	1	1	1-
9th	+9/+4	+6	+6	+3	9	Camouflage, fast movement 20 ft.	2	1	1	
ıoth	+10/+5	+7	+7	+3	10	Bloodscent	2	1	1	-
11th	+11/+6/+1	+7	+7	+3	11	Bonus feat, greater feral rage	2	1	1	
12th	+12/+7/+2	+8	+8	+4	12	Hide in plain sight	2	2	1	-
13th	+13/+8/+3	+8	+8	+4	13	Earthen revival	3	2	1	1
14th	+14/+9/+4	+9	+9	+4	14	Bonus feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	15	Fast movement 30 ft.	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	16	Feral stench	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	17	Bonus feat	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	18	Spider climb	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	19	Fast revival	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	20	Bonus feat, mighty feral rage	4	4	3	2

Weapon and Armor Proficiency: Feral revenants are proficient with all simple weapons, as well as with light armor.

Cruomancy (Su): At 1st level, a feral revenant gains the revenant template. If the feral revenant was already a revenant, this has no effect. Characters that cannot gain the revenant template cannot gain levels in feral revenant.

For each level of feral revenant that a character gains, its cruomancer level increases by 1. Additionally, as it gains additional levels of feral revenant, the maximum number of blood points that it can have in its blood point pool increases, as indicated on Table: The Feral Revenant.

For more information on revenants and cruomancy, see *Liber Vampyr: Secrets of the Blood.*

Dormancy (Ex): When a feral revenant is reduced to o hit points, it is not destroyed, but enters a state of dormancy, as any other revenant. In addition to the normal means of restoring a feral revenant from this state of dormancy, it can also be revived if it is fed blood. Each blood point's worth of blood that the feral revenant consumes while its current hit point total is o or less causes it to regain 5 hit points. The feral revenant's hit point total cannot be increased beyond 1 hit point in this way. If this healing increases the feral revenant's hit point total to 1 or higher, it immediately awakens from its torpor.

Additionally, after 2d4 days, the feral revenant's hunger is able to potentially rouse it from dormancy even without healing or blood. After this time, if any living creature from which the feral revenant could potentially gain blood points comes within 60 feet of the dormant feral revenant, the feral revenant may make a DC 20 Wisdom check to awaken from its dormancy. It can continue to make such Wisdom checks once per hour as long as a potential source of blood points remains within 60 feet. If awakened in this way, the feral revenant's hit point total does not change, and it is staggered until its hit point total is restored to 1 or higher. While staggered in this way, the feral revenant is not disabled, and does not suffer damage for taking actions. It still regains hit points from consuming blood points, as outlined above. For each hour the feral revenant remains conscious at 0 or fewer hit points in this way, it must succeed on a DC 20 Wisdom check or fall into dormancy again.

Feral Rage (Ex): Feral revenants can enter a terrible frenzy in which their predatory instincts take over, giving them greater power at the cost of self-control. At 1st level, a feral revenant can rage for a number of rounds per day equal to 4 + its Constitution modifier. At each level after 1st, it can rage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from raging or spells like *bear's endurance*) don't increase the total number of rounds that a feral revenant can rage per day. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A feral revenant can enter a rage as a free action. While in a rage, a feral revenant gains a +4 morale bonus to its Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a -2 penalty to Armor Class. The increase to Constitution grants the feral revenant 2 hit points per Hit Die, but these disappear when the rage ends and are not lost first like temporary hit points. Further, while in a feral rage, a

feral revenant gains two primary claw natural attacks which deal 1d4 points of slashing damage if it is Medium (1d3 if it is Small), and it is unable to wield manufactured weapons.

Table 2-2: Feral Rage

d%	Behavior
01 - 20	Attack strongest enemy
21 - 40	Attack nearest enemy
41 - 50	Attack nearest creature
51 - 70	Act normally
71 - 90	Attack vulnerable enemy
91 - 100	Defend or flee

While raging, a feral revenant is not completely in control of its actions. Each round, it must roll a d% and consult the table below to determine how it acts.

Attack Strongest Enemy: The feral revenant is compelled to attack the enemy that appears to be the greatest physical threat from among those it can reach. This might be the enemy that is most heavily armored, the largest, or the one with the most impressive weapon.

Attack Nearest Enemy: The feral revenant is compelled to attack the enemy that is closest to it.

Attack Nearest Creature: The feral revenant is compelled to attack the creature that is closest to it.

Act Normally: The feral revenant is free to act as it chooses.

Attack Vulnerable Enemy: The feral revenant is compelled to attack the enemy that appears to be the easiest target. This might be the smallest enemy, the most lightly armored enemy, or the one that seems to be the sickliest.

Defend or Flee: The feral revenant is compelled to ensure its own survival, by either taking a total defense action or fleeing the combat.

If the feral revenant must move in order to attack the creature indicated by the result, it is required to do so, even if this results in an attack of opportunity or passing through a hazardous area, although it is free to choose the most opportune path. The GM may determine which creature is the most appropriate target based on the result of the roll, or may leave it to the feral revenant's player to do so. If multiple enemies are tied for being the best target, the feral revenant may choose which of them to attack. For results indicating that the feral revenant must attack a creature, it must perform some action that is explicitly harmful to the creature, whether that be inflicting hit point damage, ability score damage, imposing penalties or negative conditions, or otherwise harming the creature. A feral revenant cannot deal nonlethal damage while in a rage.

Bonus Feats: At 2nd level, and every three levels thereafter, a feral revenant gains any one vampire feat of its choice. It must still meet the feat's prerequisites.

Feral Stalker: Beginning at 2nd level, a feral revenant gains a competence bonus equal to 1/2 its class level on Survival skill checks made to follow tracks.

Fast Movement (Ex): At 3rd level, a feral revenant gains a 10-foot enhancement bonus to its land speed. At 9th level, and again at 15th level, this enhancement bonus increases by an additional 10 feet (to a maximum of 30 feet at 15th level). A feral revenant in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

Animal Influence (Ex): Beginning at 4th level, a feral revenant can temporarily impose its will on animals. This ability functions similarly to an Intimidate check to influence an opponent's attitude. The feral revenant rolls 1d20 and adds its feral revenant level and its Charisma bonus to determine the animal influence check result. Success indicates that the feral revenant is able to force the animal to perform an action, which must be one that does not obviously present a great danger to the animal, and must be one that the animal is capable of comprehending (thus, the feral revenant could instruct a wolf to attack a person it can currently see, or one whose scent matches an item the feral revenant is holding, but it could not direct the wolf to attack "the mayor," because the wolf has no way of identifying "the mayor").

To use animal influence, the feral revenant and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The feral revenant can also use this ability to influence vermin, but it takes a -4 penalty on the check.

Spellcasting: Beginning at 4th level, a feral revenant gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. To learn or cast a spell, a feral revenant must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a feral revenant's spell is 10 + the spell level + the feral revenant's Wisdom modifier.

Like other spellcasters, a feral revenant can cast only a certain number of spells of each spell level per day. Its base daily spell allotment is given on Table: Feral Revenant. In addition, it receives bonus spells per day if it has a high Wisdom score. The feral revenant does not need to prepare these spells in advance; it can cast any spell it knows at any time, assuming it hasn't yet used up its allotment of spells per day for the spell's level.

The feral revenant's selection of spells is limited. At 4th level, a feral revenant knows two 1st-level spells of its choice. A feral revenant gains more spells as it increases in level, as indicated on Table: Feral Revenant Spells Known. Unlike spells per day, the number of spells a feral revenant knows is not affected by its Wisdom score. At 8th level and every 3 levels thereafter, a



Table 2-3: Feral Revenant Spells Known Spells Known

		Spens r	lown	
Level	1st	2nd	3rd	4th
ıst		2		
2nd	-			-
3rd	-			75
4th	2	-	-	
5th	3		-	-
6th	4	-	-	
7th	4	2	-	-
8th	4	3		-
9th	5	4	-	-
ıoth	5	4	2	
11th	5	4	3	-
12th	6	5	4	-
13th	6	5	4	2
14th	6	5	4	3
15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

feral revenant can choose to learn a new spell in place of one it already knows. This swap follows all the same rules as for a sorcerer.

Woodland Stride (Ex): Starting at 4th level, a feral revenant may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect it.

Scent (Ex): At 6th level, a feral revenant gains the scent universal monster ability, allowing it to detect approaching enemies, sniff out hidden foes, and track by sense of smell. The feral revenant can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice these ranges, and overpowering scents can be detected at three times those ranges.

When the feral revenant detects a scent, the exact location of the source is not revealed, only its presence somewhere within range. The feral revenant can take a move action to note the direction of the scent. When the feral revenant is within 5 feet of the scent's source, it pinpoints its location. The feral revenant can also follow tracks by smell, using Wisdom or Survival to find and follow tracks. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour since the trail was made, the DC increases by 2. While tracking by scent, the feral revenant can ignore the effects of surface conditions and poor visibility.

Shattered Mind (Ex): A feral revenant's mind is inhuman and shattered from its uncivilized and animalistic lifestyle. Beginning at 6th level, the feral revenant gains a +4 bonus on Will saves made to resist charm and compulsion effects.

Trackless Step (Ex): Beginning at 7th level, a feral revenant leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if so desired.

Camouflage (Ex): At 9th level, a feral revenant learns to blend in with natural terrains. It can use the Stealth skill to hide in any natural environment, even if the terrain doesn't grant cover or concealment.

Bloodscent (Ex): At 10th level, a feral revenant's sense of smell becomes particularly adept at finding and tracking blood. It can detect the scent of spilled blood at a range of up to 1 mile (or two miles if the blood is upwind, or a half mile if the blood is downwind). Additionally, when using scent to follow tracks, if those tracks were made by a creature that was injured or otherwise bloody at the time the tracks were made, the feral revenant gains a +20 competence bonus on checks made to follow the tracks.

Greater Feral Rage (Ex): At 11th level, when a feral revenant enters a feral rage, the morale bonus to its Strength and Constitution scores increases to +6 and the morale bonus on its Will saves increases to +3. In addition, each round, after the feral revenant rolls a d% to determine how it will act that round, it may choose to expend one round of rage in order to reroll the result. The feral revenant uses whichever of the two rolls it prefers. The feral revenant can use this ability only once per round.

Greater feral rage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Hide in Plain Sight (Ex): Beginning at 12th level, as long as the feral revenant is in a natural environment, it can use the Stealth skill to hide even while being observed.

Earthen Revival (Su): Beginning at 13th level, the feral revenant's undead perversion of natural order allows it to return even from total destruction, provided that it is buried in the womb of the earth. If the feral revenant is buried directly in earth or soil (without a coffin or casket) while it is in its dormant state, it awakens 4d6 hours later, at full hit points, and with full uses of its daily spells and

other class features, as though it had just rested. If the feral revenant's remains are buried in this way after it is completely destroyed, it returns to life in a similar fashion, but it takes 1d10 days for it to do so, and it gains 1d4 negative levels, which cannot be removed by any means, but which fade on their own at a rate of 1 per week. The feral revenant cannot be restored to life in this manner if it died while suffering from one or more negative levels inflicted by this ability.

Feral Stench (Ex): By 16th level, a feral revenant is capable of cultivating a horrific feral stench. To do so, it must bathe itself in gore, muck, or a similarly terrible substance, in a process that takes 1 hour. Afterwards, it gains the stench universal monster ability. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC = 10 + 1/2 the feral revenant's class level + the feral revenant's Constitution modifier) or be sickened for 1 minute. Creatures that succeed on their saving throw are immune to the feral revenant's stench for 24 hours. This is a poison effect.

The stench remains until the feral revenant removes it through thorough cleaning and bathing, a process which takes 1d4 hours and requires access to enough fresh water to immerse the feral revenant.

Spider Climb (Sp): At 18th level, a feral revenant is constantly affected as though by the spell *spider climb*. If this effect is dispelled, the feral revenant can resume it as a standard action.

Fast Revival (Su): At 19th level, a feral revenant's profane revival in the womb of the earth takes notably less time. If buried while dormant, the feral revenant is restored to full health after only 2d6 hours, and if buried after being completely destroyed, it is restored to undeath after only 1d4 days. Further, the negative levels imposed by this ability fade at a rate of 1 per day, rather than 1 per week.

Mighty Feral Rage (Ex): At 20th level, when a feral revenant enters a feral rage, the morale bonus to its Strength and Constitution increases to +8, and the morale bonus on its Will saves increases to +4. Further, each round, when it rolls a d% to determine how it will act, it can roll twice and take whichever result it prefers. If it uses the ability to reroll one of these rolls gained from the superior feral rage class feature, the reroll is only a single die, but the feral revenant can choose from any of the three results. Mighty feral rage counts as the barbarian's mighty rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Night Stalker

Most assume that once one becomes a vampire, the transformation is instantaneous and permanent. But for some, vampirism is a recurring curse, which visits them each night, even though during the day they can walk amongst us, completely undetectable as any form of undead. These fiends live out dual lives, and may be active members of a community during the day, but drain the blood of the living at night. Some fight against the vampiric curse, while others embrace it, and others still attempt to harness it to do good in the world, aiming their nighttime predations towards monsters whose loss can only strengthen the community. However they handle the vampiric curse that has been afflicted on them, they are known as night stalkers.

Role: Night stalkers are versatile combatants who gain access to a large number of vampiric powers and abilities, but also gain the ability to circumvent many vampiric weaknesses by transitioning between mortal and vampiric forms.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 5d6 x 10 (average 175 gp).

Class Skills

A night stalker's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the night stalker.

Weapon and Armor Proficiency: Night stalkers are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). Each night stalker is also proficient with a single exotic weapon of her choice (this choice is made at 1st level, and cannot later be changed).

Cruomancy (Su): For each level of night stalker that a character gains, her cruomancer level increases by 1.

Additionally, as she gains additional levels of night stalker, the maximum number of blood points that she can have in her blood point pool increases, as indicated on Table: The Night Stalker.

For more information on revenants and cruomancy, see *Liber Vampyr: Secrets of the Blood*.

Social Talent: Starting at 1st level, and every 2 levels thereafter, a night stalker gains a social talent. This functions identically to the vigilante class feature of the same name, and the night stalker has access to all of the vigilante class's social talents, except for those that affect how he changes identities, or which give him new identities to change into (such as many guises or quick change). Additionally, the night stalker gains access to the following special social talents:

Blend Identities (Su): As an immediate action, by spending 1 blood point, the night stalker can choose to alter the way she is perceived by certain divination spells. She can cause any aspect of herself that changes from one identity to the other, which can be detected with divination spells, to reflect her other identity, instead of her current one (for example, a night stalker whose vampiric identity was lawful evil and whose mortal identity was lawful good could use this ability to appear to be undead to detect undead while in her mortal identity, or to appear to be good to detect good while in her vampiric identity).

Free Drinks (Ex): The night stalker's celebrity grants her a +5 bonus on Diplomacy checks made to convince others to allow her to feed on them. If she has the great renown social talent, she can arrange to have 1 blood point's worth of blood delivered to her discretely each day. If she has the incredible renown social talent, she can arrange to have 2 blood points' worth of blood delivered to her discretely each day. A night stalker must be at least 5th level and have the celebrity perks social talent to select this talent.

Unrecognizable (Su): Despite the fact that the physical changes from the night stalker's mortal form to her vampiric form are slight, it is supernaturally difficult to identify that the two are nearly identical. A creature that has seen the night stalker in each of her identities does not notice any similarities between them unless he succeeds on a Perception check (DC = 25 + the night stalker's class level + the night stalker's Charisma modifier). The night stalker does not need to take any action to prevent herself from being recognized in this way. However, if a creature is presented with a reason to suspect that the two identities are both the same person, that creature gains a +10 bonus on Perception checks made to make this realization.

Vampiric Curse (Su): Each night stalker is afflicted with a vampiric curse, although some would consider it a gift.

Table 2-4: The Night Stalker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Bonus Blood Points	Special
ıst	+0	+0	+2	+2	1	Cruomancy, social talent, unrecognizable, vampiric curse
2nd	+1	+0	+3	+3	2	Accomplished grappler, bonus feat
3rd	+2	+1	+3	+3	3	Social talent, sleepless
4th	+3	+1	+4	+4	4	Bonus feat
5th	+3	+1	+4	+4	5	Blood bond, social talent
6th	+4	+2	+5	+5	6	Bonus feat, force transformation 1/day
7th	+5	+2	+5	+5	7	Social talent, vampiric power
8th	+6/+1	+2	+6	+6	8	Bonus feat
9th	+6/+1	+3	+6	+6	9	Social talent
ıoth	+7/+2	+3	+7	+7	10 *	Bonus feat
11th	+8/+3	+3	+7	+7	11	Bloody possession, social talent
12th	+9/+4	+4	+8	+8	12	Bonus feat, force transformation 2/day
13th	+9/+4	+4	+8	+8	13	Social talent
14th	+10/+5	+4	+9	+9	14	Bonus feat
15th	+11/+6/+1	+5	+9	+9	15	Greater vampiric power, social talent
16th	+12/+7/+2	+5	+10	+10	16	Bonus feat
17th	+12/+7/+2	+5	+10	+10	17	Bloody revival, social talent
18th	+13/+8/+3	+6	+11	+11	18	Bonus feat, force transformation 3/day
19th	+14/+9/+4	+6	+11	+11	19	Social talent
20th	+15/+10/+5	+6	+12	+12	20	Bonus feat, willful transformation

During the day, the night stalker is a fully normal, living, breathing member of her race, but once the sun goes down, she transforms into a horrific revenant. These two identities are referred to as her mortal and vampiric identities.

The night stalker begins each day at dawn in her mortal identity, and remains in that identity until nightfall. As nightfall occurs, the night stalker physically and mentally transforms into her vampiric identity over the course of 1 minute. This transformation costs the night stalker one blood point, and if she does not have any blood points in her blood point pool, she falls into a coma-like state until sunrise, gains no benefits for resting that day, and suffers 1 point of damage per class level she possesses. A night stalker who wishes to hide her vampiric curse must take pains to avoid scrutiny during the minute after night falls, when this transformation takes place.

While in her vampiric identity, the night stalker gains the revenant template (see Liber Vampyr: Secrets of the Blood, available for free in our downloads page). Because her revenant status is only temporary, she does not gain the blood dependence weakness, and because she transforms into her vampiric identity only at night, she effectively does not gain the sunlight vulnerability weakness, either. She determines her revenant weaknesses the first time she transforms, and retains the same weaknesses for each subsequent transformation. She may not choose grave dirt or greater sunlight vulnerability when determining her revenant weaknesses.

The transformation to her vampiric identity lasts until sunrise, at which point she returns to her mortal form over the course of one minute (and must again be careful to avoid being observed, if she wishes to maintain her secret). The

transformation can also be interrupted prematurely if the night stalker is the subject of a remove curse spell (the caster level of the effect is equal to the night stalker's class level + 5). Effects that could normally remove a curse without a caster level check fail to affect the night stalker's transformation unless the caster succeeds on a caster level check. If the night stalker's curse is successfully dispelled, she instantaneously reverts to her mortal identity, and does not return to her vampiric identity until the next sunset.

While in her mortal identity, the night stalker loses the revenant template, but still has access to her blood point pool and any cruomancy abilities she may possess, other than the bonus feats granted by the revenant template. However, any time she spends one or more blood points while in her mortal identity, she must spend one additional blood point, as her powers are more difficult to access in mortal form.

If the night stalker is reduced to o or fewer hit points while in her vampiric identity, she enters a deathlike state, as normal for a revenant. If she is not returned to consciousness before she returns to her mortal identity, then when she returns to her mortal identity she is unconscious but stable. If the night stalker dies in either identity and is later resurrected, she returns in her mortal identity, and resumes her normal schedule of transforming at the next sunset.

Despite being a single person, a night stalker's dual nature allows her to have two alignments, one for each of her identities. When in an identity, she is treated as having that identity's alignment for all spells, magic items, and abilities that rely on alignment. For the purpose of meeting a qualification for a feat, class, or any ability, she is eligible if



either of her alignments meet the prerequisites, but if one of her identities does not qualify, she loses the benefits of that feat, class, or ability as long as she is in that identity. A night stalker's vampiric identity usually has an evil alignment, although each identity can be any alignment. If a night stalker is the target of an effect that would change her alignment, it changes only the alignment of her current identity.

Any attempts to scry on or otherwise locate the night stalker work only if the night stalker is currently in the identity the creature is attempting to locate (or if the creature knows that the two identities are the same individual). Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist. Knowledge checks about one of the night stalker's identities do not reveal information about the other, unless her true identity is revealed to the world at large.

Accomplished Grappler (Ex): Beginning at 2nd level, a night stalker treats her base attack bonus as being equal to her night stalker level for the purposes of determining her CMB and CMD during a grapple. Additionally, she never provokes attacks of opportunity for initiating a grapple.

Bonus Feats: At 2nd level, and every even-numbered level thereafter, a night stalker gains any one vampire feat of her choice. If she qualifies for the feat in one of her identities (typically her vampiric identity) but not the other, she can still take the feat, but only gains the benefits while in the identity that qualifies for it.

Sleepless (Ex): Beginning at 3rd level, a night stalker adapts to getting little, if any, sleep. The night stalker needs to sleep for only two hours each day in order to be fully rested, and gains a +4 racial bonus on saving throws made to resist sleep effects.

Blood Bond (Su): At 5th level, a night stalker learns to use the mystical link between a creature and its blood to gain greater power over creatures that she has fed upon recently, whose blood still flows in her veins. The night stalker gains a +4 bonus on Bluff, Intimidate, and Diplomacy checks made against any creature from whom she has gained at least 1 blood point in the last 24 hours. This bonus applies regardless of which identity the night stalker is currently in, and increases by 1 for each blood point she consumed from that creature beyond the first, to a maximum bonus of +8. This bonus is lost if the blood points gained from the creature are spent.

Force Transformation (Su): Beginning at 6th level, a night stalker can force herself to transform briefly from one identity to the other. As a swift action, by expending 1 blood point, she can transform from either her mortal identity to her vampiric identity, or vice versa. She can remain in the other identity for up to 10 minutes, but can end the effect at any time as a swift action. Note that if she is in her vampiric identity during the day, she is subject to the revenant's sunlight weakness, as normal. The night stalker can use this ability once per day at 6th level, plus one additional time per day at 12th level and 18th level.

Vampiric Power (Su): Beginning at 7th level, the night stalker is more powerful while in her vampiric identity. She must choose a single physical ability score (Strength, Dexterity, or Constitution). Once this choice is made, it cannot be changed. As long as she is in her vampiric identity, the chosen ability score increases by +2.

Bloody Possession (Su): At 11th level, a night stalker can use the bond of blood between herself and a creature she has recently fed upon in order to transfer her consciousness to that creature for a night. Whenever she changes to her vampiric identity, she may spend 5 blood points and mentally visualize a single humanoid creature that she gained at least 1 blood point from in the past 24 hours. If she does, her vampiric consciousness seeks out that individual, attempting to transform and control that creature's body for that night, rather than the night stalker's own body. This functions as possession^{OA}, except that its range increases to 1 mile per night stalker level, the duration lasts until the next time the night stalker leaves her vampiric identity, and the saving throw DC is equal to 10 + 1/2 the night stalker's class level + the night stalker's Charisma modifier. Unlike possession, the night stalker cannot dismiss this effect. A dispel magic spell cast on the target can end this effect, as can any effect that would forcibly return the night stalker to her mortal identity. If the effect ends early, the night stalker awakens in her own body immediately, in her vampiric identity.

While affected by this ability, the target gains the revenant template and all the relevant powers and weaknesses, as though the target's body were the night stalker's normal body undergoing a transformation into her vampiric identity. Meanwhile, the night stalker's actual body remains unaltered, although unconscious. While possessing a creature in this way, the night stalker does not have access to any blood in her body's blood point pool, and must gain blood points in the target's body if she wishes to spend any blood points. The maximum number of blood points she can have at any one time while in the target's body is not changed from the amount she can have in her normal body. Any blood points remaining in her blood point pool when she returns to her normal body are lost, but she then regains access to the blood points in her body's blood point pool.

The night stalker can use her force transformation class feature while using this ability. If she does, she remains in control of the target, but the target loses the revenant template for the duration of the ability.

Greater Vampiric Power (Su): At 15th level, the night stalker's vampiric power grows. The bonus granted by her vampiric power class feature increases to +4. Additionally, she must choose one of the two remaining physical ability scores, which is increased by +2 as long as she is in her vampiric identity.

Bloody Revival (Su): Beginning at 17th level, if the night stalker dies, her consciousness can attempt to inhabit the body of a creature whose blood she recently consumed. The following sunset, she can choose a single creature whose blood she consumed in the past 24 hours, and attempt to possess that creature, as the bloody possession class feature, but without needing to spend blood points. If the possession is successful, it does not necessarily end at the next sunrise. Instead, the target is entitled to a secondary Will save at sunrise to attempt to end the effect. If he fails, the night stalker transforms into her mortal identity, but remains in the body of the possessed creature. Each sunrise and sunset, the target is entitled to a new Will save to end the effect. If the creature fails this saving throw a total of six times (three sunsets and three sunrises, including the initial save), his mind is completely subsumed by the night stalker, and his body physically transforms into a perfect replica of the night stalker's. Effectively, the target dies and is replaced by the night stalker.

If the target succeeds on any of the Will saves to resist this effect, the night stalker's spirit is cast out into the ether, moving on to the afterlife. The night stalker's body can be returned to life while she is using this ability, but in order for the resurrection to function, she must willingly choose to abandon the target's body and return to her own (in the same way that any target of a *raise dead* or similar spell must be willing to return).

Willful Transformation (Su): At 20th level, the night stalker can transform between her mortal and vampiric identities at will. She must spend 1 blood point each

time she transforms, but can remain in each identity indefinitely. If she remains in her vampiric identity for 24 hours consecutively, she is subject to the revenant's blood dependency weakness.

Revenant Manipulator

Many vampires are skilled deceivers and seducers, able to convince their prey to give up their life's blood willingly. But only a few can be called true manipulators, and they are the ones that follow the path of the revenant manipulator. These vampires draw upon psychic powers, and their own undead nature, to confuse and befuddle their prey. Very rarely must a revenant manipulator drain blood by force. Often, they even cultivate followings from impressionable individuals, who allow themselves to be fed upon in order to stay close to the revenant manipulator.

Role: Revenant manipulators are a vampiric approach to the mesmerist, and fulfill a similar role. Although they cannot use mesmerist tricks to aid their allies in combat, and cannot remove harmful conditions, they can grant those allies that allow the revenant manipulator to feed on them morale bonuses in combat, and also have access to a wide variety of vampiric powers.

Alignment: Any, although most are evil and very few are good.

Hit Die: d8.

Starting Wealth: 3d6 x 10 gp (average 105 gp).

Class Skills

The revenant manipulator's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (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: 6 + Int modifier.

Class Features

The following are the class features of the revenant manipulator.

Weapon and Armor Proficiency: A revenant manipulator is proficient with all simple weapons, plus the hand crossbow, sap, sword cane, and whip. He is proficient with light armor, but not with shields.
Table 2-5: The Revenant Manipulator

	Base Attack	Fort	Ref	Will		Bonus Blood		_			day	
Level	Bonus	Save	Save	Save	Special	Points	150	2110	зга	4th	<u>5tn</u>	6th
ıst	+0	+0	+0	+2	Cruomancy, hypnotic stare, insidious, knacks, manipulation, weakening stare	1	1	-	-	-	-	÷
2nd	+1	+0	+0	+3	Manipulation, unnatural reflexes	2	2	-	-	-	-	-
3rd	+2	+1	+1	+3	Aura of contentment, commanding stare	3	3	-	-	-	-	÷
4th	+3	+1	+1	+4	Manipulation	4	3	1	-	-	-	-
5th	+4	+1	+1	+4	Mental potency, thinned blood (1/day)	5	4	2	-	-	-	
6th	+4	+2	+2	+5	Manipulation, swift contentment	6	4	3	-	_		12
7th	+5	+2	+2	+5	Fascinating stare	7	4	3	1	-	-	-
8th	+6/+1	+2	+2	+6	Manipulation	8	4	4	2	-	-	-
9th	+6/+1	+3	+3	+6	Thinned blood (2/day)	9	5	4	3	-	-	-
ıoth	+7/+2	+3	+3	+7	Manipulation	10	5	4	3	1	-	- 1
11th	+8/+3	+3	+3	+7	Charming stare, glib lie	11	5	4	4	2	-	-
12th	+9/+4	+4	+4	+8	Manipulation	12	5	5	4	3	-	-
13th	+9/+4	+4	+4	+8	Thinned blood (3/day)	13	5	5	4	3	1	-
14th	+10/+5	+4	+4	+9	Endless contentment, manipulation	14	5	5	4	4	2	-
15th	+11/+6/+1	+5	+5	+9	Suggestive stare	15	5	5	5	4	3	
16th	+12/+7/+2	+5	+5	+10	Manipulation	16	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Thinned blood (4/day)	17	5	5	5	4	4	2
18th	+13/+18/+3	+6	+6	+11	Manipulation	18	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Domineering stare	19	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Hypnotic resurrection, manipulation	20	5	5	5	5	5	5

Cruomancy: At 1st level, a revenant manipulator gains the revenant template. If the revenant manipulator was already a revenant, this has no effect. Characters that cannot gain the revenant template cannot take levels in revenant manipulator.

For each level of revenant manipulator that a character gains, his cruomancer level increases by 1. Additionally, as he gains additional levels of revenant manipulator, the maximum number of blood points that he can have in his blood point pool increases, as indicated on Table: Revenant Manipulator.

For more information on revenants and cruomancy, see *Liber Vampyr: Secrets of the Blood.*

Spell Casting: A revenant manipulator casts psychic spells drawn from the mesmerist spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a revenant manipulator must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a revenant manipulator's spell is 10 + the spell's level + the revenant manipulator's Charisma modifier.

Like other spellcasters, a revenant manipulator can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Revenant Manipulator. In addition, he receives bonus spells per day if he has a high Charisma score. The revenant manipulator's selection of spells is limited. A revenant manipulator begins play knowing four o-level spells and two 1st-level spells of the revenant manipulator's choice. At each new revenant manipulator level, he learns one or more new spells, as indicated on Table: Revenant Manipulator Spells Known.

Table 2-6: Rev. Manipulator Spells Known Spells Known

	openo into un						
Level	oth	ıst	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	3 <u>-</u>
3rd	6	4	-	-	-	_	-
4th	6	4	2	-	-		_
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	
7th	6	5	4	2	-	-	- 1
8th	6	5	4	3			
9th	6	5	4	4		- C - J	-
ıoth	6	5	5	4	2		
11th	6	6	5	4	3		
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	100
14th	6	6	6	5	4	3	·
15th	6	6	6	5	4	4	-/
16th	6	6.	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Unlike a revenant manipulator's spells per day, the number of spells a revenant manipulator knows isn't affected by his Charisma score; the numbers on the table are fixed.

At 5th level, and every 3 levels thereafter, a revenant manipulator can choose to learn a new spell in place of one he already knows. In effect, the revenant manipulator loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level mesmerist spell the revenant manipulator can cast. A revenant manipulator can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A revenant manipulator need not prepare his spells in advance. He can cast any mesmerist spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Knacks: Revenant manipulators learn a number of knacks, or o-level spells. These spells are cast like any other spells, but they do not consume any slots and can be used again. Knacks cast using other spell slots, due to metamagic feats, for example, consume spell slots as normal.

Insidious (Ex): A revenant manipulator adds 1/2 his class level (minimum 1) on all Bluff checks. In addition, whenever he initiates a grapple, he may first make a Bluff check against the target as a free action. Treat this as a Bluff check made to feint the opponent, but if the check succeeds, he does not provoke an attack of opportunity for initiating the grapple, and gains a bonus to CMB for the initial grapple check (but not any subsequent checks to maintain the grapple) equal to his Charisma modifier.

Hypnotic Stare (Su): A revenant manipulator can focus his stare on one creature within 30 feet as a swift action. That creature takes a -2 penalty on Will saving throws. This penalty changes to -3 at 8th level. A revenant manipulator can maintain his stare against only one opponent at a time; it remains in effect until the revenant manipulator stares at a new target, the opponent dies, the opponent moves farther than 30 feet away, or the revenant manipulator falls unconscious or dies. The revenant manipulator can remove the memory of his stare from the target's mind; the creature doesn't remember that it was affected (nor does it realize that it is currently being affected) unless the revenant manipulator allows it. The hypnotic stare is a psychic effect, and relies more on the revenant manipulator's focus than the target's perception of his stare. It can't be avoided in the same ways a gaze attack can. The revenant manipulator can use this ability even while blinded, but must succeed at a DC 20 concentration check to do so. Staring at a creature requires the revenant manipulator's focus, so if he uses a gaze attack or similar ability, he must either target the subject of his hypnotic stare or voluntarily end the stare. The penalties from multiple revenant manipulators' stares don't stack, nor do they stack with penalties from mesmerists' stares or witches' evil eye hexes. This is a mind-affecting effect.

Manipulation: As a revenant manipulator increases in level, he gains a number of tricks that allow him to use his vampiric potential to the fullest. At 1st level, he can choose to gain a single vampire feat of his choice for which he qualifies, or one of the abilities listed below. At 2nd level, and every evennumbered level thereafter, he gains an additional vampire feat as a bonus feat, or an additional ability chosen from the list below. Unless otherwise noted, each of the abilities listed here can only be chosen once.

Combat Trick (Ex): The revenant manipulator gains one of the following feats as a bonus feat, even if he does not meet the prerequisites: Improved Dirty Trick, Improved Disarm, Improved Feint, or Improved Grapple. If he is 11th level or higher, he can also select from the following, but only if he has the improved version of the listed feat: Greater Dirty Trick, Greater Disarm, Greater Feint, or Greater Grapple. The revenant manipulator can choose this manipulation multiple times. Its effects do not stack. Each time, he must select a different feat.

Lifelike Disguise (Ex): The revenant manipulator gains a bonus equal to 1/2 his class level on Disguise checks made to appear as a living creature.

Lose Weakness: The revenant manipulator chooses a single lesser weakness that she gained as a result of gaining the revenant template, and loses it, forever freeing herself of that particular weakness. The revenant manipulator cannot lose the blood dependency or sunlight vulnerability weaknesses, nor any greater weaknesses, in this way.

Mesmerist Trick (Su): The revenant manipulator learns a single mesmerist trick, from the class feature of the same name. He can use this trick a number of times per day equal to his Charisma bonus (minimum 1). It otherwise functions as normal for a mesmerist trick. This manipulation can be selected multiple times; however, it cannot be taken more than once per six class levels the revenant manipulator possesses. All mesmerist tricks gained in this way share the same number of daily uses, but for each time this ability is selected after the first, the number of daily uses increases by 2.

Undead Empathy (Su): The revenant manipulator's undead nature makes him able to affect undead creatures with mind-affecting effects, although such creatures gain a +4 bonus on their saving throws. As a swift action, the revenant manipulator can expend 2 blood points to focus on a single undead creature in order to negate this bonus for 1 minute.

Weakening Stare (Su): Once per round, as an immediate action, the revenant manipulator can focus intensely on the target of his hypnotic stare, interfering with her course of action. Each time the revenant manipulator uses this ability, he can choose to impose one of the following negative effects: a penalty equal to his hypnotic stare penalty on attack and damage rolls for the next attack the target makes,

increasing the arcane spell failure chance on the next spell the target casts by an amount equal to 5 times his hypnotic stare penalty (even if she would not normally be subject to arcane spell failure), or reducing her movement speed by 5 feet per point of hypnotic stare penalty (minimum 5 feet). Whichever penalty is chosen, if it has not been expended by the beginning of the revenant manipulator's next turn, it has no effect.

Unnatural Reflexes (Su): At 2nd level, a revenant manipulator gains unnatural reflexes. He adds his Charisma bonus (minimum o) on Reflex saving throws, and as a bonus on Initiative checks. If the revenant manipulator is flat-footed or otherwise denied his Dexterity bonus to AC, he loses the bonus to his Reflex saves, but not the bonus to Initiative checks.

Aura of Contentment (Su): Beginning at 3rd level, as a move action, a revenant manipulator can project an aura of contentment, which affects all creatures within 60 feet that the revenant manipulator has consumed at least 1 blood point's worth of blood from in the last week. Each such creature gains a +2 morale bonus on attack rolls, damage rolls, ability checks, skill checks, and saving throws for as long as they remain within 60 feet of the revenant manipulator, and as long as he continues to maintain this effect. He can use this ability for a total number of rounds per day equal to twice his class level. Additionally, the DC of Diplomacy checks made to convince a creature under the effects of the revenant manipulator's aura of contentment to allow him to feed on them an additional time is decreased by -5. This is a mind-affecting emotion effect.

At 10th level, the morale bonus granted by this ability increases to +4, and the penalty to the DC of Diplomacy checks made to convince affected creatures to allow the revenant manipulator to feed on them increases to -10.

Commanding Stare (Sp): Beginning at 3rd level, as a swift action, by expending 1 blood point, a revenant manipulator can affect the target of his hypnotic stare as though with the spell *command*, except that the saving throw DC is equal to 10 + 1/2 the revenant manipulator's class level + the revenant manipulator's Charisma modifier. Additionally, the revenant manipulator can force the target to forget performing the commanded action in the same way that he forces a target to forget the effects of his hypnotic stare. The revenant manipulator's caster level for this effect is equal to his class level.

Mental Potency (Ex): At 5th level, the revenant manipulator can affect more powerful creatures or a greater number of creatures than normal with his mental effects. Both the HD limit and the total number of HD affected with each enchantment or illusion spell he casts increase by 1.

For enchantment and illusion spells he casts that target a number of creatures greater than one, the number of creatures affected also increases by one (so a spell that targets one creature per level would be affected, but a spell that targets only one creature would not be). For example, a 5th-level revenant manipulator could affect 5 HD worth of creatures with *sleep*, affect 2d4+1 HD worth of creatures with *hypnotism*, and change the categories for *color spray* to "3 HD or fewer," "4 or 5 HD," and "6 or more HD." The number of additional HD or creatures increases by an additional 1 for every 5 levels beyond 5th, to a maximum increase of 4 at 20th level.

Thinned Blood (Ex): At 5th level, a revenant manipulator gains the ability to drain blood from a willing or helpless creature without harming the donor in any way. Doing so requires a full minute, and grants the revenant manipulator 1 blood point. The donor must be a creature that could otherwise provide blood points through the Vampire's Bite feat, or other means. The revenant manipulator can use this ability once per day at 5th level. At 9th level, and every four levels thereafter, he can use this ability one additional time per day.

Swift Contentment (Su): At 6th level, a revenant manipulator can activate his aura of contentment as a swift action, rather than as a move action.

Fascinating Stare (Sp): Beginning at 7th level, as a swift action, by expending 1 blood point, a revenant manipulator can cause the target of his hypnotic stare to be forced to succeed on a Will save (DC = 10 + 1/2 the revenant manipulator's class level + the revenant manipulator's Charisma modifier) or become fascinated by the revenant manipulator. If he successfully fascinates the creature, that creature suffers a –4 penalty on all Will saves made to resist mind-affecting effects from the revenant manipulator for as long as she remains fascinated. Additionally, the revenant manipulator can force the target to forget being fascinated in this way in the same way that he forces a target to forget the effects of his hypnotic stare. This is a mind-affecting compulsion effect.

Charming Stare (Sp): Beginning at 11th level, as a swift action, by expending 2 blood points, a revenant manipulator can affect the target of his hypnotic stare as though with the spell *charm monster*, except that the saving throw DC is equal to 10 + 1/2 the revenant manipulator's class level + the revenant manipulator's Charisma modifier. The effect persists even after the target ceases to be the target of his hypnotic stare. Additionally, even after the effect ends, the target's attitude is permanently increased by one step (to a maximum of helpful). The revenant manipulator's caster level for this effect is equal to his class level.

Glib Lie (Su): At 11th level, a revenant manipulator can deceive truth-detecting magic. A creature using this sort of magic against the revenant manipulator must succeed at a caster level check against a DC of 15 + the revenant manipulator's class level to succeed (as if the revenant manipulator were under the effect of a *glibness* spell). Failure means the magic doesn't detect the revenant manipulator's



lies or force him to speak only the truth. This ability does not give the revenant manipulator the *glibness* spell's bonus on Bluff checks.

Endless Contentment (Su): At 14th level, as a swift action, the revenant manipulator can expend 1 blood point in order to increase the daily number of rounds he can use his aura of contentment ability by an amount equal to his Charisma modifier.

Suggestive Stare (Sp): Beginning at 15th level, as a swift action, by expending 2 blood points, a revenant manipulator can affect the target of his hypnotic stare as though with the spell *suggestion*, except that the saving throw DC is equal to 10 + 1/2 the revenant manipulator's class level + the revenant manipulator's Charisma modifier. The effect persists even after the target ceases to be the target of his hypnotic stare. Additionally, the revenant manipulator can force the target to forget performing the suggested action in the same way that he forces a target to forget the effects of his hypnotic stare. The revenant manipulator's caster level for this effect is equal to his class level.

Domineering Stare (Sp): Beginning at 19th level, by expending 3 blood points, a revenant manipulator can affect the target of his hypnotic stare as though with the spell *dominate person*, except that the saving throw DC is equal to 10 + 1/2 the revenant manipulator's class level + the revenant manipulator's Charisma modifier. Creatures of the fey, magical beast, monstrous humanoid, and outsider types

can be affected by this ability, but gain a +4 bonus on their saving throws. Creatures of the animal type can be affected as though they were humanoids. The effect persists even after the target ceases to be the target of his hypnotic stare. Additionally, the revenant manipulator can force the target to forget some or all of the time it was dominated in the same way that he forces a target to forget the effects of his hypnotic stare. The revenant manipulator's caster level for this effect is equal to his class level.

Hypnotic Resurrection (Su): At 20th level, when a revenant manipulator is reduced to o or fewer hit points, he can attempt to implant his psyche into a living creature within 30 feet. That creature must succeed on a Will save (DC = 10+ 1/2 the revenant manipulator's class level + the revenant manipulator's Charisma modifier) or be affected as though by the spell *riding possession*^{OA}, with an indefinite duration. Once per day, while riding in the target's psyche, the revenant manipulator can attempt to take control, changing the effect to function as *possession*^{OA} until the next dawn. The target is entitled to a Will save (same DC) to remain in control. If the revenant manipulator successfully gains control for three consecutive days, the target's mind is permanently erased, and the creature's body transmutes into an exact copy of the revenant manipultor's over the course of 24 hours, leaving him with statistics identical to those he had when he was reduced to o hit points and first used this ability. Any effect that ends the riding possession or possession effect before this occurs erases his psyche from the target's mind, causing him to truly die.

Chapter 3: Magic Market



Magic Market is our weekly article that contains all the tools, toys, and treasure that players (or GMs) could want in their game. In 2016, we created 21 suits of magic armor, 21 magic shields, 21 magic weapons, 10 magic rings, 10 magic rods, and 40 wondrous items.

This chapter contains all the content from Magic Market produced over the course of 2016. The magic items are presented in groups, beginning with specific armors, then specific shields, and so on, in the order presented above. Within each category, the magic items are presented in alphabetical order, and a convenient table near the beginning of each such section lists each magic item by price.

Specific Armors

The following section provides a number of specific magic armors. They are presented in alphabetical order.

ARMOR OF ANIMAL DEFENSE

Slot armor; CL 3rd; Weight 100 lbs. Aura faint transmutation

This fine suit of polished steel barding floats a few inches above a leather harness that can be adjusted for any animal, and the plates rearrange themselves accordingly, while any excess armor simply folds itself into the suit, affording a comfortable fit for creatures of any dimension.

In addition to functioning as +3 *full plate barding*, these suits of armor have no maximum Dexterity bonus. They are also able to spring into action in moments of danger, propelling the wearer away from potential hazards. As an immediate action, the wearer may choose to gain a bonus of any amount up to the armor's enhancement bonus on Reflex saves. This bonus lasts for 1 round. For each point of bonus to Reflex saves gained in this way, the armor's enhancement bonus to AC is also reduced by 1 for 1 round.

Some of an armor of animal defenses' unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 12,650 gp
Craft Magical Arms and Armor, cat's grace	

ARMOR OF MOLTEN LASHES

PRICE 80,300 gp

Slot armor; CL 7th; Weight 40 lbs.

Aura moderate evocation

While these suits of armor appear to be nothing more than a suit of black chainmail, often decorated with fire motifs, they are extremely hot to the touch and uncomfortable to handle. As a convenient side effect to the armor's magical effects, a character who dons this armor is protected from this uncomfortable heat.

In addition to functioning as a suit of +4 greater fire resistance chainmail, the wearer of this armor can speak a command word to cause it to become a molten mass of lava, which damages weapons and creatures that strike the wearer. Up to 3 times per day, the wearer of a suit of armor of molten lashes can command the armor to assume this molten form for 1 minute. During this time, the armor offers no armor bonus to AC, but deals 2d6 points of fire damage to any creature that hits the wearer with a natural attack or a melee weapon without reach. Manufactured melee weapons also suffer this fire damage, which is not reduced by hardness of less than 20.

None of an armor of molten lashes's unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Craft Wondrous Item, fire shield, heat metal

Cost 40,300 gp

PRICE 19,150 gp

d%

Table 3-1: Specific Armors

01 - 08	Shroud of undeath	3,175 gp
09 - 16	Garbage mail	3,200 gp
17 - 24	Cage of ribs	3,950 gp
25 - 30	Jester's suit	8,155 gp
31 - 36	Electric eel skin	8,910 gp
37 - 42	Dirtmail	9,250 gp
43 - 48	Mephit scale armor	10,200 gp
49 - 54	Leechmail	14,165 gp
55 - 60	Armor of animal defense	19,150 gp
61 - 66	Flourite armor	21,650 gp
67 - 72	Parade plate	24,300 gp
73 - 78	Butterscotch bulwark	25,160 gp
79 - 82	Water skins	35,170 gp
83 - 86	Fire plate	36,650 gp
87 - 89	Wind chainmail	50,250 gp
90 - 92	Sewer rat skin	53,325 gp
93 - 95	Lich lord's plate	74,200 gp
96 - 97	Armor of molten lashes	80,300 gp
98	Suit of sand	100,155 gp
99	Armor of the arctic	101,650 gp
100	Street armor	125,305 gp

Armor Name

ARMOR OF THE ARCTIC

PRICE 101,650 gp

Cost

Slot armor; CL oth; Weight 50 lbs.

Aura moderate evocation

This armor is made from super-hard ice that has been buried under at least 10 feet of snow for a minimum of a year and a day. The armor itself freezes the air around it, causing a mist to collect about the wearer.

In addition to functioning as +3 full plate, a suit of armor of the arctic possesses an extreme cold which provides proof against freezing attacks, and also chills those who would dare strike the wearer. The wearer of a suit of armor of the arctic is immune to cold damage and the effects of spells with the cold descriptor. Additionally, the armor has a frosty aura, which deals 2d6 points of cold damage to any creature that hits the wearer with a natural attack or a melee weapon without reach. This damage also applies to any creature that grapples the wearer. Further, any metal weapon that strikes the armor of the arctic is affected by the spell chill metal (no save). However, if any amount of fire damage is dealt to armor of the *arctic*, it instantly gains the broken condition.

None of an *armor of the arctic's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 51,650 gp Craft Magic Arms and Armor, chill metal, endure elements

BUTTERSCOTCH BULWARK

PRICE 25,160 gp

Slot armor; CL 9th; Weight 15 lbs. Aura moderate transmutation

This armor was created by a gentle wizard when his best customer was conscripted. The wizard was the owner of a magical confectionery, and the suit is made from enchanted butterscotch which constantly replenishes itself and

remains sticky and melted, ready to eat and able to adhere to various weapons, with the aim of keeping the wearer safe by disarming his foes.

This curious armor functions as a suit of +*1 leather armor* and additionally produces up to 10 lbs. of delicious butterscotch each day. This butterscotch is magical in nature and provides no calories, both preventing those that eat it from gaining weight and failing to provide any real sustenance to the eater. In addition to these effects, the armor attempts to grab any weapon that attacks its wearer. The first time each day that any given creature makes an attack against the wearer of a *butterscotch bulwark* with a melee weapon, the wearer may attempt a free disarm combat maneuver to attempt to disarm that weapon. If the attack is successful, the attacker's weapon becomes stuck to the wearer's armor and cannot be pried free without a DC 25 Strength check.

Some of a *butterscotch bulwark's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 12,660 gp		
Craft Magical Arms and Armor, telekinesis			

CAGE OF RIBS

PRICE 3,950 gp

Slot armor; **CL** 1st; **Weight** 25 lbs. **Aura** faint abjuration

This unusual suit of armor is made from steel wrapped in bone meal, which has been sewn with abjurative magic to ward off undead creatures. Typically these suits of armor resemble a human rib cage, and are worn over the chest, though other styles and exotic patterns are known to exist.

In addition to functioning as a +1 chain shirt, the cage of ribs protects the wearer from undead, warding her against their attacks and shielding her from their senses. The wearer of this armor is invisible to unintelligent undead, as though warded by a hide from undead spell. Anything that would end this effect instead suppresses it for 1 hour. Regardless of whether the hide from undead effect is broken, the wearer of this armor gains a +2 dodge bonus to AC against the natural attacks of undead creatures, and a +1 bonus on saving throws made to resist the extraordinary and supernatural abilities of undead creatures.

Some of a *cage of ribs*' unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, hide from undead

DIRTMAIL

PRICE 9,250 gp

Cost 2,150 gp

Slot armor; **CL** 15th **Weight** 25 lbs. **Aura** strong transmutation

This suit of hideous armor appears to be made of dry, loose dirt, and fits over the wearer's head like a mail shirt. The armor is tough without being rigid, and is generally as effective as a shirt of steel links. This suit of magic armor functions as a +1 chain shirt, except that it also grants the wearer some control over dust and dirt. First, the wearer ignores the effects of difficult terrain caused by sand, mud, rubble, or magically altered earth. Additionally, whenever the wearer is reduced to o or fewer hit points, he is placed into a state of suspended animation, as *temporal stasis*, and buried at a depth of 5 feet. The wearer exits this state when he is returned to the surface. The wearer can be dug up by other characters; otherwise, after 1 minute, the wearer is magically transported back to the location he was in when the *temporal stasis* effect was triggered.

Some of a suit of *dirtmail's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 4,750 gp

Craft Magic Arms and Armor, temporal stasis

ELECTRIC EEL SKIN

Slot armor; **CL** 1st; **Weight** 15 lbs. **Aura** faint evocation

These suits of +*i* leather armor are made from the skin of electric eels, which have been magically enhanced to grant the wearer many eel-like traits. The wearer gains a +5 circumstance bonus to CMD to resist attempts to grapple him, as well as a +5 bonus on combat maneuver checks and Escape Artist checks made to escape a grapple. Additionally, the wearer can move through areas as small as one-quarter his space without squeezing, or one-eighth his space when squeezing.

Finally, once per day, the wearer of a suit of *electric eel skin* can unleash a blast of electrical energy in a 20-foot radius, forcing each other creature within the area to succeed on a Reflex save (DC 13 + 1 per point of enhancement bonus the armor possesses) or suffer 2d6 points of electricity damage per point of enhancement bonus the armor possesses. Creatures that fail their saving throw by 5 or more are also stunned for 1 round.

Some of an *electric eel skin*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 4,535 gpCraft Magic Arms and Armor, grease, reduce person, shocking
grasp

FIRE PLATE

PRICE 36,650 gp

PRICE 8,910 gp

Slot armor; **CL** 9th **Weight** 5 lbs. **Aura** moderate evocation

This fantastic suit of plate mail is made of solid flames from the Elemental Plane of Fire, which burns hot on the outside, but remains cool and comfortable for the wearer. The flame is super hard, stronger than steel, and gives off heat which can damage those that get too close.

In addition to functioning as +2 *full plate, fire plate armor* burns super-hot, damaging those that touch the armor. Whenever a creature ends his turn adjacent to the armor's wearer, that creature suffers 1d6 points of fire damage.

Additionally, whenever a creature adjacent to the wearer deals damage to her with a natural attack or a manufactured weapon without reach, it suffers 1d6 points of fire damage. A command word, spoken as a standard action, can suppress or resume these effects. A suit of *fire plate* is immune to damage and the broken condition.

Some of a suit of *fire plate's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 19,150 gpCraft Magic Arms and Armor, fire shield

FLUORITE ARMOR

PRICE 21,650 gp

Slot armor; **CL** 15th; **Weight** 60 lbs. **Aura** strong illusion

Made from magically-toughened fluorite, these suits of armor are made to an individual's measurements and fit like a suit of full plate, but because they are made of natural materials, they can be worn by druids. The suits are normally translucent and colorless, though some wearers are able to focus their will and cause the armor to change color.

In addition to functioning as a suit of +*i* full plate, fluorite armor can be commanded to take on extremely bright and vibrant colors. This can produce two effects. The first effect can be used to continually cause characters within 5 feet of the armor, including the wearer, to become sickened for 1d4 rounds unless they succeed on a Will save (DC 22). Regardless of whether or not the save is successful, characters that are subjected to this effect are immune to the effect for 1 minute thereafter. The second effect, which can be activated once per day, causes a burst of sickening colors to radiate out from the armor, causing the wearer and all characters within a 10-foot-radius spread centered on the wearer to become confused for 1 round, with no saving throw to resist the effect.

None of a suit of *fluorite armor's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 11,650 gp

Craft Wondrous Item, *scintillating pattern*

GARBAGE MAIL

<u>PRICE</u> 3,200 gp

Slot armor; **CL** 5th; **Weight** 30 lbs. **Aura** faint conjuration

This unusual suit of armor is made from cobbled-together parts of various other metal items, salvaged from a scrap heap and held together by strained and overworked magic, which isn't quite able to rid the armor of the reeking foul smell of the rubbish heap. No two of these suits look quite the same, though all tend to look somewhat ridiculous, with odd angles and recognizable pieces of trash forming most of the protective value.

These unconventional suits of armor function as a suit of +*i* scale mail, but additionally issue forth a constant reeking stench, which is difficult to ignore and can cause those who breathe it in to become sick. Any character within 30 feet of the armor, other than the wearer, must succeed on a DC 14

Fortitude save or be sickened. Characters suffer a cumulative -1 penalty to this saving throw for each round they are exposed to the armor's stench. A character which spends at least 5 minutes within the stench's area of effect is immune to the stench for 24 hours. The horrible reeking stench created by this armor is supernatural in origin and can be suppressed or resumed as a swift action.

None of a suit of *garbage mail's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Craft Magic Arms and Armor, stinking cloud

JESTER'S SUIT

Slot armor; CL 7th; Weight 10 lbs.

Aura moderate illusion

These suits of armor were created for the court jesters of a mad king who insisted he have entertainment while on the battlefield. The armor itself is a twist of bright and vibrant yellows, reds, blues, and violets.

This suit of +1 padded armor can be activated with a command word, causing it to swim with colors and project them outward in a dazzling light show, which can fascinate onlookers. When activated, the armor unleashes a 10-foot-radius spread of color centered on the wielder, which causes those within the area to succeed on a Will save (DC 22) or be fascinated for 1d4 rounds. Creatures who succeed on their saving throw are dazzled, instead. This ability can be used a number of times each day equal to the wearer's Charisma modifier (minimum 1). A *jester's suit* must be worn 24 before it has any effect.

None of a *jester's suit's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Craft Magic Arms and Armor, *rainbow pattern* **Cost** 4,155 gp

PRICE 14,165 gp

Cost 1,700 gp

PRICE 8,155 gp

LEECHMAIL

Slot armor; **CL** 5th; **Weight** 25 lbs. **Aura** faint conjuration

This suit of +2 slick shadow hide armor is dark and rubbery, and somehow always faintly damp and greasy, no matter what steps are taken to clean it. Many have difficulty identifying the type of animal that the hide came from, and in fact, the armor is made from the hide of a giant leech, or, more commonly, from several. Horrifyingly, the leech's giant sucker mouth remains intact, and is actually on the inside of the armor, positioned over the wearer's stomach. When the armor is donned, the mouth attaches to the wearer and slowly begins to drain his blood.

Each hour that the armor is worn, it inflicts id8 points of damage. This damage is spread out over the course of the hour, and does not interfere with spellcasting, concentration, or even the wearer's ability to sleep, should he attempt to do so while wearing the armor. This draining process helps protect the wearer against diseases and poisons, and the



wearer gains a circumstance bonus equal to twice the armor's enhancement bonus on saving throws made to resist diseases and poisons.

Some of a suit of *leechmail's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 7,165 gp

Craft Magic Arms and Armor, bleed, neutralize poison, remove disease

LICH LORD'S PLATE

PRICE 74,200 gp

Slot armor; **CL** 9th; **Weight** 15 lbs. **Aura** moderate necromancy

These +5 *mithral breastplates* are plated with a dull black metal, which reflects no light, and almost appears as though it were made of pure darkness. Each bears a large engraved skull on the front of the breastplate, as well as engraved skulls on each shoulder. Specifically designed for necromancers, the arcane spell failure chance for a *lich lord's plate* is only 10%, and this is reduced to 0% for necromancy spells. Additionally, if the wearer is undead, he gains channel resistance equal to the armor's enhancement bonus, and suffers only half damage from any sources of positive energy. If the wearer is not undead, he instead gains immunity to death effects, diseases, paralysis, poison, sleep, and stun, as well as ability drain and energy drain. Some of a *lich lord's plate's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +8-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, undead anatomy II

MEPHIT SCALE ARMOR

PRICE 10,200 gp

Cost 39,200 gp

Slot armor; **CL** 3rd; **Weight** 15 lbs. **Aura** faint abjuration

These dark red suits of scales are typically created for Small creatures, as they are the favored armor of fire mephit irregular soldiers and scouts recruited into various Plane of Fire armies. These suits feature numerous comfort features, including slots for the wings, and are often decorated with some emblem or marking significant to the individual wearing the armor.

In addition to functioning as a +*i* suit of fire resistance scale mail, these suits of armor can cure the wearer of some damage when exposed to fire. Whenever the wearer of one of these suits suffers at least 1 point of fire damage, she gains fast healing 2 for 1d6 rounds. When worn by a fire mephit or a mephit paragon with the fire or magma elemental infusions, these armors offer a number of additional benefits. The mephit's fast healing increases to 5 when in contact with fire. Additionally, the wearer does not suffer the normal armor check penalty to Fly checks. Finally, the armor has no chance of spell failure for the purposes of casting mephit paragon spells.

None of a *mephit scale armor's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 5,200 gpCraft Magical Arms and Armor, resist energy

PARADE PLATE

PRICE 24,300 gp

Slot armor; **CL** 7th; **Weight** 15 lbs. **Aura** moderate enchantment

These suits of +2 mirrored mithral breastplate are always impeccably clean, and gleam brilliantly in any light source. Always ostentatious, with intricate designs and engravings designed to enhance the viewer's sense of the wearer's importance, they are often decorated with gold, platinum, or other precious metals, and may even bear a number of jewels embedded in the chest piece. As long as a suit of *parade plate* is worn for at least 4 days per week, its wearer adds its enhancement bonus to her Leadership score. If the wearer does not have the Leadership feat, she can instead attract a number of ist-level followers equal to her Charisma modifier + the *parade plate*'s enhancement bonus.

Once per day, as a move action, the wearer can cause each of her allies within 60 feet that can see her gain a +2 morale bonus on attack rolls, ability checks, saving throws, and skill checks. If any of the affected creatures are her followers, the bonus is doubled for those creatures (her cohort, if she has one, still receives only a +2 bonus). This bonus lasts for one minute. None of a *parade plate*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, good hope, creator must have the Leadership feat

SEWER RAT SKIN

PRICE 53,325 gp

Cost 14,300 gp

Slot armor; CL 7th; Weight 20 lbs. Aura moderate transmutation

These suits of +5 studded leather armor are made from the hides of hundreds of sewer rats, or, in rare cases, from one or two wererat skins. In either case, the wearer gains both a climb speed of 10 feet and a swim speed of 10 feet, and adds the armor's enhancement bonus as a resistance bonus on saving throws made to resist diseases and poisons. Additionally, the wearer can cast dominate animal (DC 15) as a spell-like ability at will, but only on rats or rat-like creatures. He can use this ability on swarms of creatures as though the swarm were a single creature. Finally, once per day, the wearer can cast beast shape II, but only to transform into a rat or ratlike creature.

None of a sewer rat skin's unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Cost 26,825 gp **Construction Requirements** Craft Magic Arms and Armor, beast shape II, dominate animal, monkey fish^{ACG}, remove disease

SHROUD OF UNDEATH

PRICE 3,175 gp

Slot armor; CL 3rd; Weight 20 lbs. **Aura** faint abjuration

This +1 studded leather armor uses human finger bones for its studs. As long as the armor is worn, the wearer suffers only half damage, rounded up, from any effects that use positive or negative energy (such as a cleric's channel energy class feature, cure light wounds, inflict light wounds, and so on). This applies only to hit point damage, not effects such as energy drain, even if they are related to negative energy in some way. The armor interferes with healing caused by such effects exactly the same way that it interferes with damaging effects.

None of a *shroud of undeath*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 1,675 gp

Craft Magic Arms and Armor, resist energy

STREET ARMOR

PRICE 125,305 gp

Slot armor; CL 13th; Weight 10 lbs. Aura strong abjuration

These suits of +5 heavy fortification padded armor are exceptionally comfortable, imposing no arcane spell failure chance and allowing a maximum Dexterity bonus of +10. They were originally designed to be worn by nobility and

other important dignitaries when they ventured out in public, to protect them from cutpurses and assassins. As it turns out, however, the same magic that protects against such ne'er-do-wells also serves them guite handily, and the armor has become popular amongst smugglers and backstabbers, as well as the social elite.

In addition to providing significant protection against sneak attacks, a suit of street armor contains a total of six small pockets, each of which functions similarly to a *bag* of holding, and can hold up to 2 cubic feet or 20 pounds of material. The pockets can be made to meld into the street armor with a command word from the wearer, at which point they are indistinguishable from the rest of the suit and completely inaccessible and undetectable until another command word (which also must be spoken by the wearer to function) causes them to return. Finally, as a feature added to protect against kidnapping attempts, once per day, the wearer can cast whispering wind as a spell-like ability.

None of a suit of *street armor*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +10-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 62,805 gp Craft Magic Arms and Armor, limited wish, secret chest, whispering wind

SUIT OF SAND

PRICE 100,155 gp

Slot armor; CL 5th; Weight 10 lbs. Aura faint transmutation

Though it appears to be an unassuming robe of padded brown cloth and seems perpetually dirty, these suits of armor provide protection that exceeds even that of many traditional metal armors. While worn, the sands of the world's deserts swirl around the wearer and defend him from harm, blocking attacks and warding off attackers.

In addition to functioning as a suit of +3 padded armor, a suit of sand calls the very desert to fight on behalf of the wearer. While in a desert environment, the wearer of this suit can command the sands to defend him as a move action. If he does, the desert rises up and envelops him, granting him 20% miss chance against melee attacks, and deflecting the first projectile fired at the wearer, causing it to miss automatically (this effect does not stack with the Deflect Arrows feat or similar abilities). Finally, if a creature tries to grapple the wearer of the suit of sand, the sand flies to her eyes and mouth, choking and distracting her. This grants a +4 bonus on attacks of opportunity made against creatures attempting to grapple the wearer of a suit of sand, as well as giving the wearer a +4 bonus on Escape Artist and CMB checks made to escape the grapple.

None of a suit of sand's unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, shifting sand APC

WATER SKIN

PRICE 35,170 gp

Slot armor; **CL** 9th **Weight** 15 lbs. **Aura** moderate transmutation

This suit of armor is made entirely of magically-animated water, which forms a suit around the wearer. While the armor is completely opaque and covers the wearer from head to toe like a second skin, it neither impairs the wearer's ability to speak or breath, nor hampers his ability to see.

In addition to functioning as a suit of +2 *leather armor*, a *water skin's* wearer can breathe water, and gains a swim speed equal to his land speed. Further, the armor allows the wearer to fight underwater as though he were affected by *freedom of movement*. Additionally, once per day, the wearer can transform into living water; this functions like the spell *elemental body II*, except that the wearer can only transform into a water elemental, and he can squeeze through any space which isn't watertight while so transformed. The transformation lasts for 1 minute.

None of a *water skin*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 19,650 gpCraft Magic Arms and Armor, elemental body II

WIND CHAINMAIL PRICE 50,250 gp

Slot armor; **CL** 3rd **Weight** —

Aura faint evocation

This suit of magical armor is almost completely invisible and weightless, but uses magical winds which stop attacks and redirect arrows. The armor functionally works like a suit of chainmail, but owing to its invisibility, they are typically worn with a mesh undercoat to protect the wearer's modesty.

This magical armor functions like a suit of +2 *chainmail*, except that it is completely weightless and has no armor check penalty or arcane spell failure; for this reason, it is considered light armor. Additionally, the armor causes 10% of incoming ranged attacks to automatically miss the wearer. Finally, once per day, as a swift action, the armor's wearer can cause the winds that comprise the *wind chainmail* to intensify, causing the first ranged attack made against the wearer each round to be fired back at the attacker. If this happens, the attack made against the wearer is redirected at the attacker, with a -5 penalty on the attack roll. This intense wind lasts for 1 minute.

Some of a *wind chainmail's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Cost 25,250 gp

Construction Requirements

Craft Magic Arms and Armor, gust of wind

Specific Shields

The following section provides a number of specific magic shields. They are presented in alphabetical order.

CHOCOLATE SHIELD

PRICE 70,157 gp

PRICE 45,320 gp

Slot shield; **CL** 11th; **Weight** 10 lbs. **Aura** moderate conjuration

A traditional armament for a remote jungle tribe, these shields are little more than wooden frames filled with magical blocks of sweetened milk chocolate. However, they provide substantial defensive benefits due to the fact that the cocoa used in the shields' production is grown in a field laced with abjurative magic.

These +1 heavy wooden shields each hold 6 blocks of magically-strengthened milk chocolate, which replenish each day at dawn. Each of these blocks of chocolate provides an additional +1 shield bonus to AC. Each of these chocolate blocks can also be eaten to provide additional defensive powers; when consumed as a standard action, the consumer gains a +2 luck bonus to AC and on all saving throws for 1 minute. The effects of the chocolate are not cumulative, and in fact, a creature consuming two doses of the chocolate becomes sickened for 1d4 rounds. Each time a block of chocolate is removed from the shield, however, the shield loses the +1 shield bonus granted by that block (the bonus is regained the next dawn when the chocolate is replenished).

Some of a *chocolate shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +7-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 35,157 gpCraft Wondrous Item, heroes' feast

DRONE SHIELD

Slot shield; **CL** 11th; **Weight** 10 lbs. **Aura** moderate transmutation

These +3 heavy steel shields are made of an incredibly lightweight metal, and have a curiously curved and aerodynamic design, which, in conjunction with the four propellers that are cleverly hidden in the corners of the shield's back, give it a very odd appearance.

As a standard action, the shield's bearer can release the shield and cause it to become an animated drone, with statistics for a Tiny animated object, except that it also has a fly speed of 30 feet with perfect maneuverability. As a move action, the creature that released the *drone shield* in this way can issue it mental commands from up to 1,100 feet away, allowing the *drone shield* to take up to a full round's worth of actions. On any round in which the *drone shield* does not receive instructions, it simply hovers in place. As a standard action, the creature that released the *drone shield* can transfer her senses to the *drone shield*, allowing her to see and hear what it does. While doing so, her body is considered blind and deaf. She can transfer her senses back to her body with another standard action.

Table 3-2: Specific Shields				
d%	Armor Shield	Cost		
01 - 08	Shield of the guardian star	2,159 gp		
09 - 16	Sacrificial shield	4,170 gp		
17 - 24	Gong shield	4,170 gp		
25 - 32	Sun shield	4,670 gp		
33 - 40	Shield of the dove	4,970 gp		
41 - 45	Shield of fire	11,180 gp		
46 - 50	Octopus shield	12,170 gp		
51 - 55	Shield of illumination	16,170 gp		
56 - 60	Shield of falling stars	19,170 gp		
61 - 64	Shield of the skull saint	25,154 gp		
65 - 68	Wasp's nest shield	25,157 gp		
69 - 72	Shield of the traveling moon	26,155 gp		
73 - 76	Shield of the captured mind	30,180 gp		
77 - 80	Watcher's shield	40,170 gp		
81 - 84	Drone shield	45,320 gp		
85 - 88	Snowflake shield	50,170 gp		
89 - 92	Umbrella shield	52,170 gp		
93 - 96	Chocolate shield	70,157 gp		
97 - 98	Shield of the saints	100,170 gp		
99	Shield of the soothing voice	120,170 gp		
100	Shield of genie proofing	125,000 gp		

None of a *drone shield*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 22,820 gpCraft Magic Arms and Armor, animate objects, clairaudience/
clairvoyance

GONG SHIELD

PRICE 4,170 gp

Slot shield; **CL** 3rd; **Weight** 15 lbs. **Aura** faint evocation

This thick disk of brass has been strengthened with magic to make it stronger than even tempered steel, and the front is carved with arcane script and musical notes. When struck, the shield makes a loud crashing sound and causes the air to quiver and vibrate with sonic energy.

In addition to functioning as a +*i* heavy steel shield, the gong shield can be struck as a standard action to produce a localized deafening crash that deals sonic damage equal to the weapon's damage dice x the wielder's Strength modifier to all characters within a 10-foot radius (except the wielder of the gong shield). Characters who suffer sonic damage in this way must additionally succeed on a Fortitude save (DC 13) or be deafened for 1d4 rounds. This ability can be used once per day. A character with at least 5 ranks in Perform (percussion instruments) can use this ability an additional number of times each day equal to the shield's enhancement bonus.

None of a *gong shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 2,170 gpCraft Magic Arms and Armor, sound burst

OCTOPUS SHIELD

Slot shield; **CL** 9th; **Weight** 17 lbs. **Aura** moderate transmutation

These +*i* heavy steel shields have several living tentacles grafted to their edges, forming a ring of tentacles around the shield, which occasionally wave about, curling and uncurling in the air, when the shield is not in use, and become more active during combat. The center of the shield bears a beak-like opening, crafted of steel.

A creature attempting to grapple a foe while wielding this shield does not suffer any penalty for not having his shield hand free (although he still suffers a -4 penalty if his other hand is not free), and the shield grants a +4 bonus on grapple checks. Additionally, once per round, as an immediate action, when a melee attack against the shield's wielder misses by 5 or more, the shield's wielder can have the shield's tentacles attempt to grab the attacking weapon, making a disarm combat maneuver with a +4 bonus. Disarm attempts made in this way do not provoke attacks of opportunity, and, if successful, the disarmed weapon is gripped by the shield, which refuses to release it to anyone but the wielder (who can take it as a move action). Attempts by others to grab the disarmed weapon require a disarm combat maneuver check against the shield's wielder, with the shield granting a +4 circumstance bonus to the wielder's CMD.

Finally, once per day, as a standard action, the shield's wielder can have it spray viscous black ink, similar to that produced by an octopus or squid. If used underwater, this creates a 30foot cone of inky water. In this water, creatures within 5 feet have concealment from one another, and any vision beyond 5 feet is completely obscured. If used outside of water, this creates a 30-foot line that causes each creature in the area to succeed on a Reflex save (DC 16) or be blinded for 1 minute. A creature can attempt to wipe the ink from its eyes as a standard action, allowing a new Reflex save. Success ends the blinding effect. At the GM's discretion, certain measures may remove the ink automatically, such as washing one's face with a damp cloth.

None of an *octopus shield*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 6,170 gpCraft Magic Arms and Armor, animate objects or black
tentacles, darknessCost 6,170 gp

SACRFICIAL SHIELD

Slot shield; CL 1st; Weight 15 lbs.

Aura faint abjuration

These +1 heavy steel shields are made of a transparent material that can be seen through as though it were glass, but is as hard as steel. Most are engraved with images of guardian angels or other protectors standing ready to take a blow for the wielder. Whenever the wielder of a *sacrificial shield* would have a critical hit confirmed on her, that hit deals no damage, and the *sacrificial shield* shatters harmlessly in a shower of useless shards. Once destroyed in this way, a *sacrificial shield* loses all magical properties, even if it is put back together via *make whole* or similar magic.

<u>PRICE 4,</u>170 gp

None of a *sacrificial shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Req	uirements	Cost 2,170 gp

Craft Magic Arms and Armor, shield

SHIELD OF FALLING STARS

PRICE 19,170 gp

Slot shield; **CL** 5th; **Weight** 15 lbs. **Aura** faint evocation

These magnificent heavy shields are round in shape, composed of cobalt and iron, and emblazoned with the image of a comet in brilliant blue and silver streaking across the surface of the shield. Originally crafted to give the mercenary Knights of the Black Meteor an extra edge in battle, since the Knights' disbanding, these shields have found their way into all sorts of strange hands.

In addition to functioning as a +*1 heavy steel shield*, a *shield* of falling stars can be commanded up to 3 times each day to unleash a mighty comet-like projectile up to 500 feet as a standard action. Upon impact, the projectile explodes in a blast of cold and rocky ice in a 20-foot-radius spread, dealing 10d6 points of damage to each creature in the area. Half of this damage is cold damage, and the other half is bludgeoning. A successful DC 15 Reflex save halves this damage. If the shield is activated outside at night, the comet that is produced is exceptionally more powerful, able to travel up to 1,000 feet, and exploding in a 40-foot-radius spread. The damage inflicted by this enhanced meteor is the same, but the saving throw DC is increased by +2.

None of a *shield of falling stars*' unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 9,670 gp
Craft Magic Arms and Armor, fireball	

SHIELD OF FIRE

PRICE 11,180 gp

Slot shield; **CL** 7th; **Weight** — **Aura** moderate evocation

These impressive shields are favored by magmin because they have no physical component, as they are made from a *wall of fire* spell that has been made permanent and then disassembled for use in these shields.

In addition to functioning as a +1 tower shield, a shield of fire is weightless and imposes only half the normal armor check penalty and arcane spell failure chance of a traditional tower shield. Additionally, whenever the wearer of one of these shields uses it to gain cover, he is protected against missile attacks by the intense flames of the shield. The shield instantly destroys nonmagical arrows and bolts fired at the wearer before they can make contact, and has a 50% chance of destroying magical arrows or bolts fired at the wielder. Ammunition made primarily from stone or metal, such as sling bullets or the bullets fired from a firearm, as well as giant rocks and siege ammunition, are unaffected by this ability. Some of a *shield of fire's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Wondrous Item, wall of fire

Cost 5,680 gp

PRICE 125,170 gp

PRICE 16,170 gp

SHIELD OF GENIE PROOFING

Slot shield; **CL** 13th; **Weight** 10 lbs. **Aura** strong abjuration

These shields were originally created by the Planar Knights, a group devoted to waging war on the elemental planes. The shields themselves are extremely potent defensive devices, which can be used to repel genies, perhaps the mightiest foes dwelling on the elemental planes.

In addition to functioning as a +5 minor acid cold electricity and fire resistance heavy steel shield, the wearers of these shields are protected from various elemental creatures. The wearer is unaffected by the air mastery, earth mastery, heat, or water mastery monster abilities. Additionally, he gains a +4 bonus on all saving throws made to resist the spells, spell-like abilities, and special attacks of outsiders with the air, earth, fire, or water subtypes. Finally, whenever the wearer of a *shield of genie proofing* uses it to damage an outsider with the air, earth, fire, or water subtypes, that creature must succeed on a Will save (DC 10 + the damage dealt) or be banished back to its home plane, as the spell *banishment*.

None of a *shield of genie proofing's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 62,670 gp
Craft Wondrous Item, banishment, resis	t energy

SHIELD OF ILLUMINATION

Slot shield; **CL** 9th; **Weight** 15 lbs.

Aura moderate divination

These +1 heavy steel shields not only protect their wielders by allowing them to detect hidden threats in their midst. but can also shield them from mental harm. At its bearer's command, a shield of illumination can be made to create a beam of normal light in a 60-foot line. By speaking alternate command words, the shield's bearer can cause this light to reveal hidden things, functioning as any of the following spells, except with an area of a 60-foot line, and a duration of 5 minutes: detect chaos, detect evil, detect good, detect law, detect magic, detect mindscape^{OA}, detect poison, detect psychic significance^{OA}, detect secret doors, detect snares and pits, detect undead, or see invisibility. The shield's bearer does not need to concentrate on this effect to maintain it, but in the case of effects that require multiple rounds of concentration to reveal information, the shield's light must remain on the creature or object in question for that many consecutive rounds. Creatures or objects "detected" by such an effect glow with a faint silvery light, and this is visible to anyone observing them, not just the shield's bearer. In the case of see invisibility, invisible creatures or objects in the area become visible as silvery glowing silhouettes. The shield can produce normal light at will, but can only replicate one of the spell effects listed above a total of three times per day, and it cannot replicate more than one such spell at a time.

Additionally, if the shield's bearer would suffer Intelligence, Wisdom, or Charisma damage, that damage is redirected to the shield, instead. As the shield suffers this ability damage, its light begins to fade. For each point of ability score damage redirected to the *shield of illumination*, the length of the line of light that it creates (including when it replicates spell effects) is decreased by 10 feet. The shield "heals" one point of ability damage per day, increasing the length of its beam of light by 10 feet (to a maximum of 60 feet). If ability damage reduces the length of the shield's light to o feet, the shield loses all magical properties for one week (any ability score damage that would reduce the length of the shield's light to less than o feet affects the bearer normally).

Some of a *shield of illumination*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 8,170 gp

Craft Magic Arms and Armor, detect chaos, detect evil, detect good, detect law, detect magic, detect mindscape^{OA}, detect poison, detect psychic significance^{OA}, detect secret doors, detect snares and pits, detect undead, light, and see invisibility.

SHIELD OF THE CAPTURED MIND PRICE 30,180 gp

Slot shield; CL 1st; Weight 45 lbs.

Aura faint abjuration

These kite-shaped iron tower shields have a human head encapsulated in a golden cage emblazoned upon the front, and sometimes feature decorations of arrows and lightning bolts breaking against the cage. Originally created by a merciful wizard who saw dominated soldiers dying for causes not their own, these shields offer additional protection to those forced to fight against their will.

In addition to having all the normal benefits of a +1 tower shield, a shield of the captured mind's defensive abilities are greatly enhanced when the wearer has his will stripped from him. Whenever the wearer is affected by a charm or compulsion spell or spell-like ability with a saving throw not denoted as harmless, he gains a dodge bonus to AC equal to the level of the spell which has affected him. This effect lasts for the duration of the charm or compulsion effect.

Some of a *shield of the captured mind's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 15,180 gp
Craft Magic Arms and Armor, shield of faith	



SHIELD OF THE DOVE

PRICE 4,970 gp

Slot shield; **CL** 15th; **Weight** 15 lbs. **Aura** strong transmutation

These large round shields are a soothing blue in color and feature the image of a ring of small white birds arranged around the shield's edge. Designed to prevent combat, these shields have the power to destroy weapons that they come into contact with, in the hopes that taking away the means to fight will reduce violence.

In addition to functioning as a +1 heavy steel shield, a shield of the dove can convert deadly weapons into far less harmful beautiful doves. Once per day, when an attack misses the wearer of this shield, she may activate the shield's magic as an immediate action. If she does, the weapon which made the attack must succeed on a Fortitude save (DC 22) or be transformed into a harmless dove for 24 hours, as though with the spell *polymorph* any *object*. Typically, the behavior of a dove created in this way will reflect the actions of the transformed weapon's owner: if the owner takes good care of their weapon, the dove remains near the owner and is affectionate, but owners who abuse their weapons may experience the dove flying away. If the dove is attacked, it will try to flee. If the dove is slain, the effect immediately ends, and the weapon gains the broken condition. Magical weapons can only be affected by this effect if their enhancement bonus is less than the enhancement bonus of a shield of the dove.

None of a *shield of the dove's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 2,570 gpCraft Magic Arms and Armor, polymorph any object

SHIELD OF THE GUARDIAN STAR

PRICE 2,159 gp

Slot shield; CL 1st; Weight 6 lbs. Aura faint divination

A gorgeously well-made small shield, these magic shields are constructed of gold and silver and adorned with a star burst comprised of hundreds of small pearls, making them nearly as valuable for their materials as for their powers. Under starlight, the word "guardian" appears in Elven across the surface of shield, written in white fire.

In addition to functioning as a +1 light steel shield, a shield of the guardian star can be commanded up to 5 times per day to cause an attack to be oriented against the bearer of the shield instead of against its original target. This is a free action which can be made during another creature's turn, and can be used to affect any melee attack made by a creature that threatens the bearer of a shield of the guardian star, or against any ranged attack made against a creature within one range increment of the shield's bearer. The shield can only affect weapon attacks, and has no influence on spells, including those requiring a touch attack. Attacks redirected in this way always hit the bearer of shield, regardless of whether or not the attack roll meets or exceeds her AC. This ability may be used after an attack is made, but the wielder must be declared she is using it before it has been determined if the attack hits or missess.

None of a *shield* of the quardian star's unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 1,159 gp		
Craft Magic Arms and Armor, true strike			

SHIELD OF THE SAINTS

PRICE 100,170 gp

Slot shield; CL 20th; Weight 15 lbs. Aura strong transmutation

This kite-like shield was originally said to have been gifted to a great saint by his god, though the identities of both are long since lost to time. According to legends, the saint stood against the armies of a great and violent horde of barbarian warriors, and though they each attacked him, he did not strike back. Instead, he spoke with such conviction that the horde cast down their arms and joined the saint in prayer.

A +5 heavy steel shield, a shield of the saint is considered cursed by some, for so long as it is worn, the wearer cannot make attacks or cast spells with a saving throw denoted as other than harmless. He does, however, gain an additional +5 dodge bonus to AC while wielding the shield, and a +20 bonus on all Bluff, Diplomacy, and Intimidate checks made against hostile creatures.

Some of a *shield of the saint's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +10-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 50,170 gp
Craft Magic Arms and Armor, eagle's splend	lor, sanctuary

SHIELD OF THE SKULL SAINT

PRICE 25,154 gp

Slot shield; CL 7th; Weight 10 lbs. Aura moderate necromancy

This +2 animated heavy bone^{UC} shield is made from a lattice of human bones, in the center of which sits a single human skull. All of the bones come from the same deceased individual, and a portion of that person's spirit remains within the shield and allows it to animate. The shield can be affected by the command undead spell, as well as the Command Undead feat, and other effects that control undead, and any such effect causes it to become animated, as per the animated magic shield special ability. The shield of the skull saint can remain animated indefinitely while affected by such an ability. The character that used the ability to gain control of the shield is treated as the character that activated the animated ability, even if that is not the wielder. The shield is treated as though it had a number of Hit Dice equal to its enhancement bonus equivalent (typically 4) for the purposes of this ability. If the wielder is undead, and would be affected by such an ability, he can transfer the effect to the shield as an immediate action, provided the shield is not already under the effects of such an ability, and is currently in his possession.

None of a *shield of the skull saint's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 12,654 gp Craft Magic Arms and Armor, animate objects, command undead

SHIELD OF THE SOOTHING VOICE **PRICE** 120,170 gp

Slot shield; CL 17th; Weight 45 lbs. Aura strong necromancy

A tower shield made of a composite of gold and silver, these beautiful shields were rumored to have been crafted by angels, who worried that the struggles on the mortal realm would be the undoing of all the gods' work. Though the shields ended many primordial conflicts, eventually they were all stolen away by a stone demon who could not hear the shield's sweet music.

In addition to functioning as a +1 tower shield, a shield of the soothing voice can be commanded to emit a soothing song that cools hot heads and causes all those who hear it to lay down their arms and come to heel. As a full-round action, the wearer of one of these shields can cause the shield to begin singing. Any character that hears the song must succeed on a Will save (DC 22 + the shield's enhancement bonus, typically DC 23), or succumb to the song, causing him to lose all violent thoughts, drop any held weapons, and approach the wearer of the shield as though lured by a sympathy effect. Upon reaching the shield's wearer, he remains under the song's effects for 1 minute, allowing for negotiations to take place. The wearer of this shield can use this ability a number of times each day equal to 3 + the shields enhancement bonus.

If the wearer of this shield or his allies attack a character that has been affected by this ability, the shield's soothing song turns to a horrible shriek, and affects the wielder and his allies as though with the spell wail of the banshee (Fortitude

save DC 23 + the shield's enhancement bonus, typically 24) for each attack made while the target is so affected.

None of a *shield of the soothing voice's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 60,170 gp
Craft Magic Arms and Armor, sympathy	, wail of the banshee

SHIELD OF THE TRAVELING MOON PRICE 26,155 gp

Slot shield; **CL** 11th; **Weight** 5 lbs.

Aura moderate transmutation

These tiny silver bucklers each bear symbols representing all of the moon's phases meticulously etched in a ring around the edge of the shield's face and labeled in Elven. At any given time, the image corresponding to the moon's current phase glows with a faint inner light. Though always sturdy, these shields are somewhat fickle, having more power under certain conditions.

The strength of a *shield of the traveling moon's* enhancement bonus depends on the phase of the moon. On a new moon, or in an environment with no moon, the shield has a +1 enhancement bonus. When the moon is normal, the shield has a +2 enhancement bonus. When the moon is near full, the shield has a +3 enhancement bonus, and when the moon is full, it has a +4 enhancement bonus. In addition to these benefits, the shield grants its bearer a +2 luck bonus to AC as long as the wielder is outside at night (between sunset and the following sunrise).

Finally, once per week, the bearer of this shield can speak a command word in order to project the shield's magic in a shining light in a 1-mile radius, causing that area to be treated as though it were under the influence of the full moon, both for the effects of this shield's power, as well as for the effects of other abilities which are influenced by the moon. This effect lasts until daybreak.

For the purposes of this shield's abilities, the moon is in one of four statuses at any given time: full, near full, new, and normal. The moon is full for the three-day period when the moon appears the largest in the sky, it is near full for four days before it is full, and four days after, and it is new for a three-day period when the moon appears the darkest in the sky. It is considered normal at all other times.

Some of a *shield of the traveling moon's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 13,155 gpCraft Magic Arms and Armor, must be crafted outside under
the light of a full moonCost 13,155 gp

SNOWFLAKE SHIELD

Cost 25,170 gp

PRICE 4,670 gp

Slot shield; **CL** 15th; **Weight** 15 lbs. **Aura** strong abjuration

A disk about the size of man's chest, a *snowflake shield* is so named for the snowflake painted on its front. The delicate design of these shields, with no two exactly alike, belies their defensive potential.

In addition to functioning as a +5 heavy steel shield, a snowflake shield provides its wielder with a number of potent defenses against the harsh and frozen wastes. The wielder of a snowflake shield gains the benefits of the evasion class feature of the rogue against any effect which deals cold damage. Additionally, the wielder's vision is never hampered by snow, sleet, hail, or similar weather conditions. Finally, a snowflake shield provides its wielder with an additional +2 dodge bonus to AC against any creature native to a cold environment.

Some of a *snowflake shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +7-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, *endure elements*, creator must have the evasion class feature

SUN SHIELD

Slot shield; **CL** 3rd; **Weight** 15 lbs. **Aura** faint evocation

A single piece of highly polished mirrored steel, these beautiful shields are popular among crusaders who venture deep into deserts, tundra, and other lands where the sun is always a factor. The shield always remains cool to the touch, and is frequently used as a sleeping surface in sun-scorched deserts.

In addition to serving as a +1 heavy steel shield, a sun shield can be used to direct the light of the sun forward as a powerful burst of fire energy. While outside and exposed to natural sunlight, the wielder of one of these shields can make a single ranged touch attack as a standard action against a target within 30 feet. She gains a bonus on this attack roll equal to the shield's enhancement bonus, and if the attack hits, it deals 3d6 points of fire damage plus 1d6 points of fire damage per point of enhancement bonus the sun shield possesses (typically 4d6). This ability can be used once per hour.

None of a *sun shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 2,420 gpCraft Magic Arms and Armor, scorching ray



UMBRELLA SHIELD

PRICE 52,170 gp

Cost 26,170 gp

Slot shield; **CL** 3rd; **Weight** 15 lbs. **Aura** faint abjuration

These small hand-held umbrellas are made of cloth, and appear for all purposes to be standard umbrellas or parasols, but function identically to +3 heavy steel shields, when intentionally wielded as a shield. Additionally, the shield protects its wielder from the effects of light and heat. It absorbs the first 10 points of fire damage per attack that the wielder would usually suffer (similar to the resist energy spell), and it grants the wielder spell resistance 25 against any spell with the light descriptor. Additionally, the wearer can hold the umbrella shield over his head in order set the light level in his space to dim light, regardless of the current light condition, and reduce the wind speed in his space by 40 mph (to a minimum of o mph). This can protect the wielder from any and all harmful effects that he may suffer from sunlight (such as a vampire's sunlight weakness, for example), but as long as the umbrella shield is held aloft in this way, it does not grant its shield bonus to AC.

None of an *umbrella shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, darkness, resist energy

WASP'S NEST SHIELD

Slot shield; **CL** 3rd; **Weight** 10 lbs. **Aura** faint conjuration

This +2 heavy wooden shield is riddled with small holes, and emits a very faint but persistent buzzing sound when held. Three times per day, as a full-round action, the wielder can conjure a wasp swarm, which begins attacking his enemies and remains for 1 minute or until dispersed. The wasp swarm never harms the wielder, but it has no regard for the wielder's allies, who may suffer its swarm damage if they are near the wasp swarm's chosen targets. The wielder does not have direct control over the wasp swarm's actions.

Additionally, whenever a creature deals at least 5 points of damage to the *wasp's nest shield*, a wasp swarm is conjured and attacks the creature that dealt the damage, or, if the damage was caused by an environmental hazard, trap, or otherwise not caused by a creature, the wasp swarm attacks the nearest creature or creatures. When conjured in this way, the wasp swarm does not spare the wielder damage (and may actively attack him, if he was the one who damaged the shield).

None of a *wasp's nest shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 12,657 gpCraft Magic Arms and Armor, summon swarm

WATCHER'S SHIELD

PRICE 40,170 gp

Slot shield; **CL** 7th; **Weight** 15 lbs. **Aura** moderate divination

This +5 heavy steel shield is crafted in a perfect circle, with a single large green gemstone set in the center, and typically no other features. Originally crafted by an order of knights dedicated to complete and total honesty, these shields grant the wielder a number of powers to aid in identifying falsehood. First, the wielder gains a competence bonus on Sense Motive checks equal to the *watcher's shield's* enhancement bonus. Additionally, the gem in the center of the shield flashes with a bright light whenever someone within 60 feet of it speaks a deliberate falsehood, and is constantly lit with a dim light as long as there are any illusion spells or effects active within 60 feet of the shield. The wielder is able to see the gem's light even if he is holding the shield so that it faces away from him.

None of a *watcher's shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 20,170 gp
Craft Magic Arms and Armor, detect	magic, discern lies

Specific Weapons

The following section provides a number of specific magic weapons. They are presented in alphabetical order.

BATTLEAXE OF BLIZZARDS

PRICE 110,310 gp

Slot none; **CL** 13th; **Weight** 6 lbs. **Aura** strong transmutation

This 2-foot-long shaft of deep-blue iron, freezing to the touch, is capped by an ornate crescent-shaped blade, apparently made from ice, though hard as steel, unmelting, and engraved with finely detailed images of snowflakes floating on the wind. When swung in the air, this weapon shimmers with frost.

In addition to functioning as a +1 frost battleaxe, a battleaxe of blizzards has a number of powers relating to the frozen energy it produces. First, the blade instantly freezes water when it comes into contact with it, much like a *freezing sphere* spell. Additionally, any attack the blade makes against a creature that is made primarily of liquid (such as a water elemental or most oozes) instantly petrifies the target, unless the target succeeds on a Fortitude save (DC equals the damage dealt by the attack).

Further, when the *battleaxe* of *blizzards* makes especially powerful impacts, it summons the fury of winter, raining snow and ice upon its victim. Whenever the *battleaxe* of *blizzards* confirms a critical hit, it creates an *ice storm* effect centered on the target, with a duration of 1d4 rounds. The wielder of a *battleaxe* of *blizzards* is immune to the effects of this *ice storm*.

Finally, once per day, while in a cold environment, the wielder of a *battleaxe* of *blizzards* can wave it through the air for one full round in order to use *control weather* as a spell-like ability in order to produce a blizzard.

None of a *battleaxe of blizzards*' unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 55,310 gp
Craft Magic Arms and Armor, control weather,	freezing
sphere, ice storm	

BOW OF THE SNIPER

PRICE 125,400 gp

Slot none; **CL** 7th; **Weight** 3 lbs. **Aura** moderate illusion

These odd bows are made from glass, though they stretch more supplely than yew wood and appear to be as hard as steel. Within the bow's clear shape, a pulsing darkness swims about, shifting constantly.

In addition to serving as a +1 distance composite longbow (+o Str), these weapons have several potent abilities relating to sneak attacks. First, the bow of the sniper can be used to make ranged sneak attacks at any range, rather than just within 30 feet. Second, whenever the bow of the sniper is used to confirm a critical hit, if the critical hit was also a sneak attack, then the sneak attack dice for that attack is doubled (regardless of what the weapon's critical multiplier actually is). Finally, once per day, the wielder of one of these bows can

Table 3-3: Specific Weapons

d%	Weapon Name	Cost
01 - 08	Shadow shuriken	950 gp
09 - 16	Ghost hunter's axe	2,310 gp
17 - 24	Swift spike	3,320 gp
25 - 32	Sickle of the servant slayer	4,306 gp
33 - 40	Penny candy lance	6,310 gp
41 - 48	Detonation dagger	7,702 gp
49 - 56	Dagger of the dead	9,301 gp
57 - 60	Shark net	18,400 gp
61 - 64	Phase sai	21,301 gp
65 - 68	Smithy's hammer	22,312 gp
69 - 72	Sling of the hunter	24,300 gp
73 - 76	Sword of the realm	35,315 gp
77 - 80	Woodsman's axe	38,310 gp
81 - 84	Wild nunchaku	42,302 gp
85 - 88	Magmin hatchet	50,306 gp
89 - 92	Pick of the merry miner	53,308 gp
93 - 96	Spear of spit-roasting	56,305 gp
97	Crossbow of increasing returns	108,350 gp
98	Battleaxe of blizzards	110,310 gp
99	Bow of the sniper	125,400 gp
100	Thirsty club	130,300 gp

make a special precise attack, which, if successful, counts as a sneak attack, even if conditions would not otherwise allow a sneak attack to be made. The wielder must decide to use this ability before the attack roll is made, and if the attack misses, then the attempt is wasted.

Some of a *bow of the sniper's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 62,900 gp

Craft Magic Arms and Armor, greater invisibility

CROSSBOW OF INCREASING RETURNS PRICE 108,350 gp

Slot none; **CL** 1st; **Weight** 8 lbs. **Aura** faint transmutation

Though intricate and heavily decorated with engraved scrollwork, gold filigree, and other fanciful touches, there is no outward sign of magic on these heavy crossbows. The first clue that these weapons are something special typically comes when one pulls back the lever to reload the weapon, which causes light to pulse throughout the weapon.

In addition to functioning as a +2 heavy crossbow, these weapons become more powerful the more they are used. Whenever the wielder makes an attack with the crossbow of increasing returns, the bolt fired deals an additional idio points of piercing damage, plus an additional idio points of piercing damage for each round in the last minute during which an attack was made with the crossbow of increasing returns (to a maximum bonus of 5dio additional damage).

Some of a *crossbow of increasing return's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +7-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, gravity bow^{APG}

Cost 54,350 gp

DAGGER OF THE DEAD

PRICE 9,301 gp

Slot none; **CL** 7th; **Weight** 1 lb.

Aura moderate necromancy

This +i bone^{UC} dagger can only be crafted from a single bone from a humanoid creature. Any creature slain by the blade has a 30% chance of rising as a skeleton or zombie (equal chance of either) after 24 hours. Otherwise, at that time, the body quickly begins to rot and decay, leaving only bleached bones in its wake.

None of a *dagger of the dead*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 4,801 gp
Craft Magic Arms and Armor, animate dead	

DETONATION DAGGER

PRICE 7,702 gp

Slot none; CL 5th; Weight 1 lb.

Aura faint evocation

These obviously magical daggers feature bright red blades, forged to resemble a stylized fire, and thrum slightly when held. Typically, these daggers bear a rune or other mark indicating their dangerous nature.

In addition to functioning as a +1 dagger, once per day, when the wielder of one of these daggers successfully hits a target, he can scream a command word to unleash a wave of explosive energy in a small area. If he does, a blast of raw force energy expands in a 20-foot-radius spread, dealing 5d6 points of fire damage to all characters in the area. A successful Reflex save (DC 14) halves this damage. A *detonation dagger* is never harmed by this explosion, even if its wielder rolls a natural 1 on his saving throw.

None of a *detonation dagger's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 4,002 gp
Craft Magical Arms and Armor, fireball	

GHOST HUNTER'S AXE

PRICE 2,310 gp

Slot none; **CL** 9th; **Weight** 6 lbs. **Aura** moderate conjuration

These curious weapons were originally created by Dreath the Vengeful, a ghost hunter in life who rose as a ghost upon his death. Though he hated what he had become, he thought he would make the best use out of his newfound change of state, and devoted his afterlife to crafting weapons to combat the dead. These axes have solid oak handles but blades made of ghostly steel, which can harm no mortal, but is lethal to ghosts and other incorporeal creatures. While a *ghost hunter's axe* is considered a +*1 battleaxe*, because of the unique way it was crafted, the blade cannot harm corporeal creatures or objects and passes clean through them. It does however, do full damage to incorporeal creatures. The handle of the axe can be used to make improvised weapon attacks against corporeal creatures, but such attacks never provoke an attack of opportunity.

None of a *ghost hunter's axe's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements Craft Magical Arms and Armor, *plane shift*

MAGMIN HATCHET

PRICE 50,306 gp

PRICE 6,310

Cost 1,310 gp

Slot none; CL 5th; Weight 3 lbs.

Aura faint evocation

These stout weapons bear the hallmarks of magmin construction, being made from the melted amalgamation of various metals and boasting a blade made of blazing lava. About the size of a common woodcutter's tool, these weapons have a destructive potential far more than their size.

In addition to functioning as a +2-flaming burst handaxe, these weapons are exceptionally effective at destroying objects. A magmin hatchet ignores hardness of less than 20 (including its fire damage, which is not reduced by objects with a hardness of less than 20). Additionally, whenever the magmin hatchet causes an object to gain the broken condition, that object explodes in a wave of fiery energy, dealing 5d6 points of fire damage to the object and all creatures within a 10-foot radius A successful Reflex save (DC 14) halves this damage.

Some of a *magmin's hatchet's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 25,306 gp
Craft Wondrous Item, fireball	

PENNY CANDY LANCE

Slot none; CL 3rd; Weight 10 lbs.

Aura faint enchantment

These colorful weapons were originally created by a mad court mage for the entertainment of a child king, who demanded candy and jousting. The lances are made to traditional lance specifications, but are made from sweet sugar and magic, often having spirals of brilliant colors and fruit flavors that wind the length of the lance.

Though somewhat more brittle than a typical lance (half the normal hardness and hit points), the nature of magical construction makes these serviceable weapons. Each *penny candy lance* functions as a +*1 lance*, which, through magical accident, transmits some of its sweetness to those it hits. Any creature that suffers damage from a charge attack made with the *penny candy lance* must succeed on a Will save (DC 11) or have their attitude towards the wielder of the lance improved to friendly for 1 minute. Subsequent attacks against the affected creature end this effect. Additionally, the lance has a calming effect when licked, and any creature that licks the lance is affected by a *calm emotions* spell.

Some of a *penny candy lance's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 3,310 gp
Craft Wondrous Item, calm emotions, charm p	erson

PHASE SAI

PRICE 21,301 gp

Slot none; CL 9th; Weight 1 lb. Aura moderate conjuration

These sai are made of a strange metal that is difficult to identify, which has a faintly blue-green hue to its sheen. Often, the two prongs on either side of the sai's main spike are engraved so that they appear to resemble wispy trails of energy, or possibly ghosts with outstretched arms.

These +1 ghost touch sai have blades that can phase in and out of material reality, allowing them to pass incorporeally into the blade of an opponent's weapon, then become corporeal again inside the weapon, effectively fusing the phase sai and the enemy's weapon together. The wielder can choose to use this ability any time he makes a disarm attempt with the phase sai. If he does, and he either succeeds on the disarm attempt or fails by less than 5, the two weapons become fused. While fused, neither the phase sai's wielder nor the creature holding the other weapon can move further away from the other unless they succeed on an opposed Strength check, in which case they can drag the other at half their normal movement speed (this doesn't count as movement for the dragged character, and that character doesn't provoke attacks of opportunity).

While fused together, neither the phase sai nor the other weapon can be used to make attacks or combat maneuvers, except for attempts to disarm the weapon they are fused to. If either the phase sai or the other weapon is disarmed or let go while the two are still fused, anyone attempting to wield either weapon suffers a -4 penalty on attack and damage rolls for as long as they are fused. The phase sai's wielder can end the fusing effect as a swift action.

None of a phase sai's unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 10,801 gp
Craft Magic Arms and Armor, plane shift	

PICK OF THE MERRY MINER

PRICE 53,308 gp

Slot none; CL 10th; Weight 6 lbs.

Aura moderate transmutation

These +3 keen adamantine heavy picks also function as a rod of metal and mineral detection, except that the range at which they can find minerals increases to 120 feet. Additionally, they are capable of confirming critical hits against objects and against any creature of the construct type, or which is primarily made of earth, rock, stone, metal, or a similar substance, even if that creature would normally be immune to critical hits or precision-based damage.

Finally, once per day, the wielder of a *pick of the merry miner* can touch the weapon to a natural stone or earthen surface (but not worked stone) and affect it as though by the spell passwall, except that the length of the passage created is up to 30 feet.

None of a pick of the merry miner's unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 28,308 gp
Craft Magic Arms and Armor, keen edge, lo	cate object,
passwall	

SHADOW SHURIKEN

Slot none; CL 8th; Weight 1/2 lbs.

Aura moderate evocation

Made of a dull black cast iron, these +1 frost shuriken reflect no light. When thrown, a *shadow shuriken* causes all squares through which it travels, as well as all squares adjacent to those squares, to be filled with a deeper darkness effect, which lasts for 3d6 rounds.

None of a shadow shuriken's unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 475 gp Craft Magic Arms and Armor, deeper darkness and chill metal or ice storm

SHARK NET

PRICE 18,400 gp

PRICE 950 gp

Slot none; CL 7th; Weight 6 lbs. Aura moderate conjuration

These masterwork nets are made of kelp and seaweed, with a single shark's tooth entwined at each intersection of the lines that comprise the net. An invention of the sahuagin, these nets are nonetheless popular amongst underwater combatants that are able to get their hands on them, and can be used as effectively underwater as above water. A creature entangled in the net suffers 1d6 points of slashing damage at the end of each of its turns, unless it spends a full-round action that turn holding perfectly still. The net also inflicts 1d6 points of slashing damage on each failed Escape Artist or Strength check made to escape from the net. Finally, once per day as a full-round action, while holding the net, the wielder can summon a great white shark. Other than the type of creature summoned, this functions identically to summon nature's ally IV.

Some of a *shark net*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities. It is also treated as a +2-equivalent weapon for the purposes of determining its hardness and hit points.

Construction Requirements

Cost 9,360 gp

Craft Magic Arms and Armor, magic weapon, summon nature's ally IV

SICKLE OF THE SERVANT SLAYER

PRICE 4,306 gp

Slot none; CL 13th; Weight 2 lbs. Aura strong abjuration

These sickles all have black handles made from bone, said to be the bone of a human servant who died at the hands of his master, and studded with tiny metal nails for grip. The blades are serviceable and glow with a faint red light.

In addition to functioning as a +1 sickle, these magic weapons carry a powerful enchantment that severs the connection between summoned servitors, familiars, and even animal companions and master. The sickle of the servant slayer deals an additional 1d6 points of damage against animal companions, eidolons, familiars, phantoms, and summoned creatures. Additionally, summoned creatures that are the subject of a critical hit from the sickle of the servant slayer must succeed on a Fortitude save (DC equals the damage dealt) or be instantly slain.

None of a sickle of the servant slaver's unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	s Cost 2,306 gp

Craft Magic Arms and Armor, banishment

SLING OF THE HUNTER PRICE 24,300 gp

Aura moderate necromancy

Made from leopard skin and deer sinew, these slings cause the air to fill with a musky scent when whirled. Bullets fired from the sling seem to stream towards their foes.

A sling of the hunter always functions as a +1 animal bane *sling*, and additionally provides its wielder with a +5 competence bonus on all Knowledge skill checks made to identify animals, dragons, magical beasts, and vermin. Finally, up to three times per day, the wielder of one of these slings can speak the name of a species of animal, dragon, magical beast, or monstrous humanoid to the sling. If he does, then all attacks made by the sling against such a creature in the next minute do an additional 1d6 points of damage and automatically confirm critical hits

Some of a *sling of the hunter's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of further improving its magical abilities.

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Construction Requirements	Cost 12,300 gp
Craft Magic Arms and Armor slav living	

Craft Magic Arms and Armor, slay living

SMITHY'S HAMMER

PRICE 22,312 gp

Slot none; CL 10th; Weight 5 lbs. Aura moderate evocation

These heavy black hammers are prized as much for their ability to mend and protect as their capacity for destruction. Each *smithy's hammer* functions as a +1 *flaming warhammer*. Additionally, by lightly banging the hammer on any metal object for 10 minutes, the smithy's hammer can affect it as though by the spell *mending*, even repairing objects that have been broken into multiple pieces into a single, cohesive whole that is as good as when it was first forged. If the smithy's hammer is used in this way on a weapon, shield, or suit of armor that is not damaged and is not of masterwork quality, it becomes masterwork for 1 hour.

Additionally, three times per day, the wielder of a smithy's hammer can touch it to a single shield or suit of armor and speak a command word. If she does, she can transfer any amount of the smithy's hammer's enhancement bonus to the touched shield or suit of armor. This enhancement bonus does not stack with any existing enhancement bonus the shield or suit of armor may possess. The benefits last for 1 hour, or until the wielder touches the smithy's hammer to the shield or suit of armor and speaks the command word again to end the effect.

Some of a *smithy's hammer*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 11,312 gp Craft Magic Arms and Armor, flame blade, flame strike, or fireball, and magic weapon, mending

SPEAR OF SPIT-ROASTING

PRICE 56,305 gp

Slot none; CL 12th; Weight 9 lbs.

Aura strong evocation

These +2 *flaming burst longspears* are made of blackened wood with long, tapered spearheads. In addition to the spear of spit-roasting's other abilities, whenever its wielder successfully damages a creature with it, he can choose to leave the spear embedded in the target's body. If he does, the target suffers damage from the spear automatically at the beginning of its turn each round (including the extra fire damage and the damage from its enhancement bonus, but not including any Strength bonus or other bonuses the wielder might have granted). The spear of spit-roasting can be removed as a standard action with a successful Strength check (DC $_{15} + 2$ per point of enhancement bonus the spear of spit-roasting possesses, or 19 for most spears of spit-roasting). Failure on this check causes the spear to inflict damage again. The spear's wielder can remove it without the Strength check, but must succeed on a Steal combat maneuver to do so, if the creature it is embedded in is unwilling to relinquish it.

If the impaled creature is adjacent to an object when the wielder embeds the spear in it, he can make a combat maneuver check to attempt to use the spear to pin the creature to that object. If he succeeds, the creature cannot move for as long as the spear remains embedded (unless he can carry or drag the object he is pinned to), and the DC to remove the spear increases by +4.

Finally, if the spear of spit-roasting is used as an actual spit to cook meat, it can do so without a fire, and always cooks the meat evenly and to the wielder's exact specifications.



Some of a spear of spit-roasting's unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 28,305 gp Craft Magic Arms and Armor, fireball, flame blade, or flame strike

SWIFT SPIKE

PRICE 3,320 gp

Slot none; CL 5th; Weight 2 lbs. Aura faint transmutation

Rumor has it that the first of these silvery rapiers was created by the legendary wizard swashbuckler Mary Lee, to aid her in defending her ship crewed entirely by unseen servants. The rapier is weighted more heavily toward the point than normal for weapons of its sort, and is unusually rigid, making it feel more like a short metal spear rather than a delicate sword.

In addition to functioning as a +1 rapier, these beautiful weapons allow the wielder to move an additional 20 feet whenever she uses the charge action. The bonus movement speed is considered an enhancement bonus. Additionally, the swift spike's critical multiplier is increased by 1 for any critical hits confirmed as part of a charge.

None of a swift spike's unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities. **Construction Requirements Cost** 1,820 gp

Craft Magical Arms and Armor, haste

SWORD OF THE REALM

PRICE 35,315 gp

Slot none; CL 9th; Weight 4 lbs. Aura moderate evocation

These +2 longswords are always ornately engraved and decorated with gold filigree and fanciful designs, and are almost exclusively found in the hands of knights, lords, and other nobility. Their designs often bear crowns or other symbols of rulership, or display gallant knights astride armored steeds. Each sword of the realm is magically linked to a single domain. The exact size of the domain varies from weapon to weapon, but they tend to adhere to political boundaries, and most commonly match the borders of a particular barony or county, although in some cases it might instead be a large city and its immediate environs, or possibly even an entire country, if that country was fairly small.

Within the sword of the realm's domain, it is treated as though its enhancement bonus were two higher than it actually is, and it deals an additional 1d6 points of damage with each successful hit. Additionally, as long as the blade is held or visibly worn, its wielder gains a +4 bonus on all Charisma-based ability checks and skill checks made within the sword of the realm's domain.

By performing a special ritual that requires one week and 5,000 gp in special incense and oils, the wielder of a sword of the realm can attune it to a new domain. This ritual must be performed in the new domain, and the wielder must be empowered as a ruler or protector of the entirety of that domain, or the ritual fails.

Some of a *sword of the realm*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 17,815 gpCraft Magic Arms and Armor, charm person, hallow

THIRSTY CLUB

PRICE 130,300 gp

Slot none; **CL** 5th; **Weight** 10 lbs. **Aura** faint necromancy

Made from a single piece of desert rock, shaped by the hot, wild winds and hardened by endless ages in the sun, this terrible weapon carries all the thirsts and hunger of the desert. Those that hold this terrible club wield the very wrath of the desert and can sustain themselves by draining the vitality of their victims.

In addition to functioning as a +5 *flaming vicious club*, a thirsty club has the power to drain away the essence of those it strikes, exacting the desert's price from them. Whenever the thirsty club deals damage to a living creature, she suffers an additional 1d6 points of nonlethal damage. When a creature has suffered at least 15 nonlethal damage dealt by this club, she gains the fatigued condition, and if the wielder had the fatigued condition, he is cured of it. If the target suffers at least 30 points of nonlethal damage from the club, she gains the exhausted condition, and if the wielder had the suffered at least 15 nonlethal damage from the club, she gains the exhausted condition, he is cured of it.

Some of a *thirsty club's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +8-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 65,300 gp
Craft Magic Arms and Armor, ray of	exhaustion

WILD NUNCHAKU

PRICE 42,302 gp

Slot none; **CL** 7th; **Weight** 2 lbs. **Aura** moderate transmutation

These nunchaku are bound in red leather, and often bear images of many-headed hydras, typically with one or more of the hydra's own heads attacking the others. They have a curious balance to their weight, and the sound that they make as they whoosh through the air seems to oscillate slightly, as though they were speeding up and slowing down, even when they are not.

In addition to functioning as a pair of +*i* speed nunchaku, the wielder of a pair of wild nunchaku gains a cumulative +*i* bonus on damage rolls made with the weapon for each consecutive successful attack he makes with them since the last time an attack he made with them missed (to a maximum bonus of +5). This bonus fades after *i* minute. However, any time the wielder makes an attack with the wild nunchaku that misses by 5 or more, he damages himself, suffering damage as though he had struck himself with the weapon.

Finally, whenever the wielder of a pair of *wild nunchaku* makes a full-attack action, he may choose to suffer a -2 penalty on all attack rolls he makes that round in order to make one additional attack with the *wild nunchaku* at his full

base attack bonus. The wielder must declare that he is using this ability before making his first attack roll as part of the full-attack action.

Some of a pair of *wild nunchaku's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements Craft Magic Arms and Armor, *haste* Cost 21,302 gp

WOODSMAN'S AXE

PRICE 38,310 gp

Slot none; **CL** 9th; **Weight** 6 lbs. **Aura** moderate transmutation

These +2 keen plant-bane battleaxes have handles carved from great and majestic redwood trees, with rustic and handcrafted leather grips. Though they are often found in the hands of giant slayers and others who routinely fight large opponents, they were originally created to aid lumberjacks in their daily work.

A woodsman's axe ignores the hardness of wooden objects. Additionally, while it is held, its wielder suffers no penalty on Climb checks for climbing with one hand, and gains a competence bonus on Climb checks equal to the weapon's enhancement bonus. Finally, whenever the wielder of a *woodsman's axe* confirms a critical hit with it against a creature at least one size category larger than herself, she may make a trip combat maneuver against that creature as a free action, with a bonus on the check equal to 1 per 5 points of damaged inflicted by the critical hit. When performing a trip combat maneuver in this way, the wielder never provokes an attack of opportunity, and can trip creatures of up to any size category.

None of a *woodsman's axe's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 19,310 gp

Craft Magic Arms and Armor, creator must have 5 ranks in the Climb skill, *keen edge, summon monster I, telekinesis*.

Rings

FAERIE RING

The following section provides a number of magic rings. They are presented in alphabetical order.

PRICE	40,000	gp

Slot ring; CL 15th; Weight — Aura strong conjuration

This magical ring is comprised of tiny flowers or mushroom caps woven together and kissed by a fey. The plant matter used in construction of these rings never rots and is resistant to physical destruction from day-to-day wear, though the ring can still be destroyed by damage, as normal. These rings are often gifted to mortals by powerful fey.

The wearer of a *faerie ring* gains a +3 bonus on all Charismabased skill checks made to interact with creatures of the fey type. Additionally, once per day the wearer of a *faerie ring* can attempt to call a fey to his service. To do so, the wearer must chant the name of the type of fey to be summoned for a full minute without interruption. If the wearer wishes to summon a specific fey, he must use that character's name when chanting, instead. A specific fey may choose to ignore the summons, or it may choose send another fey of equal or lesser Hit Dice in its stead. Unless attempting to summon a specific fey, the wearer can only summon fey with a CR less than or equal to his own.

Once summoned, the wearer can negotiate with the fey to enter his service for a time. The wearer has 10 minutes to complete his negotiations, and if no agreement is reached in this time, the fey simply returns from whence it came. Typically a fey will accept an offer of gold, usually requiring 50 gp per CR it possesses for 24 hours of service, during which time it will attempt to complete tasks and perform services which you request of it (though it may limit some of these tasks during negotiations). Fey creatures may also refuse gold as payment, but must offer some alternative payment which can be provided instead. Often a fey who employs this tactic finds some way to get more out of the wearer than he was expecting. In any case, the wearer cannot negotiate for more than 24 hours of service at a time, though a fey who gives its name could demand an extended contract during negotiations.

Construction Requirements Cost 20,000 gp Forge Ring, creator must be a fey, *greater planar binding*,

summon nature's ally VIII

GENIE RING

PRICE 70,000 gp

Slot ring; **CL** 9th; **Weight** — **Aura** moderate transmutation

Crafted by the jann as a means to access the greater powers and unique abilities of their more esteemed cousins, these rings grant the wear the power of the genie in a limited form. Typically forged from cheap iron, the wearers of these rings usually use their newfound powers to alter the metal into something more exotic and valuable.

The wearer of a *genie ring* gains a number of abilities. First, once each day, she can create 1 gallon of extremely flavorful wine. Second, she can grow or shrink at will, as with the spells *enlarge person* or *reduce person*, except that the effect last until the ring's wearer chooses to end it, and it can affect her

Table 3-4: Rings

d%	Ring Name	Cost
01 - 12	Ranger's ring	1,500 <mark>gp</mark>
13 - 24	Ring of spell strikes	2,000 gp
25 - 36	Ring of animal speech	5,000 gp
37 - 48	Ring of circles	5,000 gp
49 - 60	Survivalist's ring	7,500 gp
61 - 72	Ring of sure faith	10,000 gp
73 - 84	Ring of diamonds	20,000 gp
85 - 95	Faerie ring	40,000 gp
96 - 99	Genie ring	70,000 gp
100	Ring of the lich lord	200,000 gp

regardless of her creature type. Third, the wearer of the *genie ring* can breathe underwater, and can touch another creature to grant it the ability to breath underwater for 1d6 rounds. Finally, once per day, the wearer of this ring may touch a single metal object of no more than 1 pounds and transform it into any other metal for 1 day (for example, he could turn a gold coin into a silver coin).

<u>Construction Requirements</u> Cost 35,000 gp Craft Wondrous Item, creator must be a genie

RANGER'S RING

PRICE 1,500 gp

Slot ring; **CL** 5th; **Weight** — **Aura** faint divination

These simple rings are forged from a single band of unadorned silver and appear to be nothing other than mundane jewelry, and a cheap example at that. In fact, these rings, commonly worn by rangers and other wary travelers, carry a potent magical charm that warns the wearer of impending danger.

When created, each *ranger's ring* is attuned to a certain creature type (or in the case of humanoids and outsiders, a subtype). Whenever a creature with the chosen creature type or subtype comes within 100 feet of the wearer of one of these rings, the *ranger's ring* warms the wearer's finger and glows with a bright blue radiance, alerting the wearer to potential danger. Additionally, the wearer of one of these rings gains a heightened sense of the creature, increasing the wearer's favored enemy bonus against the chosen creature type, by +1 (if the creature does not have the favored enemy class feature, they are treated as having a +0 bonus).

Construction Requirements Forge Ring, *locate creature* Cost 750 gp

RING OF ANIMAL SPEECH

PRICE 5,000 gp

Slot ring; **CL** 1st; **Weight** — **Aura** faint divination

These rings come in a wide variety of sizes, some designed for the tiny feet of toads and rats, with others suitable for tigers and mastiffs. All are green and feature tiny pictures of humans wearing pointy hats on them.

When worn by a creature that is an animal companion or familiar, these rings grant a +2 enhancement bonus to Intelligence and allow the animal companion or familiar to speak and understand any language his master speaks and understands.

Construction Requirements	Cost 2,500 gp
Forge Ring, speak with animals	

RING OF CIRCLES

PRICE 5,000 gp

Slot ring; CL 5th; Weight —

Aura faint abjuration

A ring of circles is a silver ring made from the magical dust that once served as the material component for a magic circle spell. The ring is also carved with dozens of tiny and intricate magical circles which glow faintly when worn by a creature capable of casting of a *magic circle* spell of the same kind used in creation of the ring.

Regardless of the origin of the silver used to construct the ring, a *ring of circles* has a number of potent properties relating to the spell *magic circle against evil*, and its counterparts for other alignments. First, the wearer is not subject to any aspect of a magic circle spell he did not cast; the wearer may choose to suppress or resume this benefit as a free action. Second, the wearer can use the *ring of circles* as an additional focus whenever he casts such a spell; if he does, the ring conjures enough powdered silver to supply the spell components for the spell. Finally, if the wearer is an occultist with the magic circles class feature, he can draw upon the ring's power in order to create his magic circles in half the usual amount of time, and an occultist with the fast circles class feature can create magic circles as a swift action.

Construction RequirementsCost 2,500 gpForge Ring, magic circle against chaos, or magic circle against
evil, or magic circle against good, or magic circle against law.

RING OF DIAMONDS

PRICE 20,000 gp

Cost 10,000 gp

Slot ring; CL 13th Weight — Aura strong conjuration

This subtle magic item is a plain golden band with a prayer of salvation inscribed in the common tongue along the inside of the band. Set into the ring are three 5,000 gp diamonds, which can be detached from the ring and sold separately, though doing so diminishes the magical potential of the ring.

Whenever the wearer of this ring casts a spell which returns a character to life, as a free action, the wearer may speak the prayer written on the ring and wish for the health of the returned, if he does, one of the diamonds crumbles to dust and when the target is returned to life, she suffers no negative levels or Constitution drain as a result of returned to life by that spell. When this ring no longer has any diamonds, it ceases to function.

Construction Requirements	
Forge Ring, greater restoration	

RING OF SPELL STRIKES

Slot ring; **CL** 1st; **Weight** — **Aura** faint divination

These elegant rings are usually made from gold, and are set with a half dozen tiny rubies, making the ring valuable regardless of its enchantment. To anyone who dons the ring, however, it quickly becomes clear it is more than a simple piece of jewelry, as it hums on the wearer's finger with magical power.

These rings focus and direct magical energies which are held in the hand, allowing them to be delivered both more potently and more accurately than normal. The wearer gains a +1 bonus on attack rolls with a range of touch. Additionally, the ring increases the wearer's caster level by +1 for the purposes of determining the damage of spells with a range of touch (this has no effect on spells which do not deal damage, and the bonus to the wearer's caster level does not apply to other effects, such as overcoming spell resistance).

Construction Requirements	Cost 1,000 gp
Forge Ring, true strike	

RING OF SURE FAITH

Slot ring; CL 8th; Weight —

Aura moderate abjuration

These rings can be made of either gold or silver, and bear a single, large gem, often a ruby or emerald. In addition to its other properties, the ring's gem glows brightly whenever its wearer is about to take an action that is at odds with his current alignment, allowing the wearer to reconsider his chosen course of action. Unlike a *phylactery of faithfulness*, this happens automatically, without the wearer needing to stop and consider.

Additionally, the wearer is immune to any effect that would directly alter his alignment through magical or supernatural means, and if he would be forced to perform an act that runs counter to his alignment because of a charm or compulsion effect, he is entitled to a new saving throw to resist that effect, with a +4 bonus (even if the effect did not offer an initial saving throw). Finally, the DC of any Bluff, Diplomacy, or Intimidate check made to convince the wearer to act in a way that is at odds with his current alignment is increased by +4.

Construction Requirements

Forge Ring, light, protection from chaos, protection from evil, protection from good, protection from law

RING OF THE LICH LORD

PRICE 200,000 gp

Cost 5,000 gp

Slot ring; CL 16th; Weight — Aura strong necromancy

These potent rings are made of a dull black metal that reflects no light, and are engraved with the image of a skull, with tiny sapphires set in its eyes. In addition to serving as a *ring of protection* +5, each *ring of the lich lord* grants its bearer a +1 insight bonus to Intelligence, Wisdom, and Charisma. But the most prized ability of a *ring of the lich lord* is its ability to store the wearer's soul in a manner somewhat similar to a lich's phylactery.

PRICE 10,000 gp

If the ring's wearer dies, his soul is held by the ring, as though he were affected by a *magic jar* spell, with the ring serving as the spell's focus. This effect lasts indefinitely. As long as a soul is held in the ring in this way, the sapphire that serves as its right eye glows with a faint inner light. As with *magic jar*, any soul held in the ring in this way can sense nearby life forces and attempt to possess them. Any creature possessed in this way has its soul stored in the sapphire that serves as the ring's left eye, which glows for the duration of the possession. While the magic jar spell that allows the soul to remain in the ring lasts indefinitely, each time it uses the magic jar effect to possess a creature, the possession ends automatically after 8 hours, at which point the spirit returns to the gem in the ring's right eye. The spirit stored in the ring can attempt to possess creatures at will, but if a creature succeeds on its saving throw to resist being possessed, it is immune to this ability for 24 hours.

A *dispel magic* spell cast on the *ring of the lich lord* releases the spirit held within it, sending them to their normal afterlife. If the ring is worn while a spirit is stored within it, then if the wearer dies, her soul is not stored, and the previous soul remains in the ring.

Construction RequirementsCost 100,000 gpForge Ring, eagle's splendor, fox's cunning, magic jar, owl's
wisdom, shield of faith

SURVIVALIST'S RING

PRICE 7,500 gp

Slot ring; **CL** 3rd; **Weight** — **Aura** faint divination

These rings are often made of copper or iron. They always feature three gemstones, with the central stone being much larger than the others, although all three tend to be from among less precious stones, such as tiger's eye quartz, amethyst, malachite, or similar. The ring is of great value to those who must survive alone in the wilderness, and each gem has a different purpose.

The leftmost gem glows faintly when the wearer is facing north, and functions as a simple compass. This even functions on other planes or locations where north has no meaning, instead attuning itself to a similar cardinal direction (if one exists on the plane), or towards the spot that it first entered the plane, if no such equivalent exists.

As a move action, the wearer can concentrate on any of the following: food, fresh water, or shelter. If she does, the central gem on the ring will glow as long as she is facing in the direction of the nearest source of the visualized thing within 1 mile. The intensity of the glow indicates the relative distance, with it being brighter the closer the wearer is to the desired object.

The rightmost gem glows faintly whenever the wearer is facing towards a source of disease or poison within 60 feet, including venomous or diseased creatures.

Construction Requirements

Cost 3,750 gp

Forge Ring, locate object, detect poison

Rods

The following section provides a number of magic rods. They are presented in alphabetical order.

CRYSTAL ROD

PRICE 12,000 gp

Slot none; CL 5th; Weight 3 lbs.

Aura faint evocation

This rod is about 3 feet in length and formed out of three varieties of quartz crystal. The upper section is purple quartz, the center section is made of rose quartz, and the base is made of plain, clear quartz crystal. Being hollow, the rod is unusually light, and it uses the natural properties of quartz to create distinct magical effects when exposed to electricity.

A *crystal rod* normally has no properties of its own, though it makes a serviceable bludgeon, functioning as a masterwork club. Whenever the wielder suffers 1 or more points of electricity damage, howver, the rod can produce one of the following effects; each effect can be produced once per day.

The wielder may choose to have the rod hold that electricity within it, allowing it to deal 2d6 points of electricity damage the next time the wielder touches it to another character or object. The rod retains this electrical charge for 1 minute and can deliver this damage either as a standard action, requiring either a melee touch attack (for just the electricity damage) or a normal melee attack (for the electricity damage and damage for hitting with the *crystal rod* as a masterwork club.

The rod can also be made to attune itself to electricity, causing it to draw electricity in the area to itself. This ability grants an additional 10 points of electricity resistance to all characters within 30 feet of the rod.

Finally, the rod can immediately unleash a bolt of electrical damage as a ranged touch attack with a range of 100 feet, dealing 10d6 points of electricity damage on a successful hit.

Construction RequirementsCost 6,000 gpCraft Rod, lightning bolt

ROD OF FAMILIAR TRANSPORT PRICE 7,500 gp

Slot none; **CL** 7th; **Weight** 5 lbs. **Aura** moderate conjuration

These short rods are typically black, with a white cap on one end and a stuffed animal, usually a rabbit or dove, sitting majestically atop the crown of the rod. When the command word is spoken, the stuffed animal springs to life and lets out a tiny cry.

As a standard action, the wielder of one of these rods can speak a command word and teleport his familiar up to 400 feet in the direction of his choosing. If this would result in the familiar being transported into a solid object, it is moved to the nearest unoccupied space instead. The wielder must have line of sight and line of effect to his familiar when he uses the rod but need not have line of sight or line of effect to the destination. Additionally, the familiar must be within 100 feet at the time he speaks the command word for this to ability to function.

Construction Requirements Craft Rod, dimension door Cost 3,750 gp

Table	3-5:	Rod	S
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	d%	Rod Name	Cost
	01 - 15	Rod of mephit fire	3,000 gp
	16 - 30	Rod of familiar transport	7,500 gp
	31 - 45	Rod of ioun assault	9,500 gp
	<mark>46 -</mark> 60	Crystal rod	12,000 gp
	<mark>61</mark> - 70	Rod of mephit control and conjur	ing 25,000 gp
	71 - 80	Rod of frozen fire	60,000 gp
	<mark>81</mark> - 89	Rod of lordly command	75,000 gp
	90 - 93	Rod of returns	100,000 gp
	94 - 97	Rod of the lich lord	110,000 gp
	9 <mark>8 -</mark> 100	Rod of monster calling	150,000 gp
R	OD OF F	ROZEN FIRE P	RICE 60,000 gp

Slot none; CL 15th; Weight 5 lbs.

Aura strong evocation

About 1 foot in length, this silver rod is engraved with images of snowflakes encased in crowns of fire. The rods are icy to the touch, but blaze hot when the user speaks the magic words to activate the rod's powers.

A rod of frozen fire can be used to create a beam of bright blue fire which burns, and possibly freezes, its victims. By speaking a command word and pointing the rod at a creature or object within 100 feet, the wielder of a rod of frozen fire may make a ranged touch attack which deals 7d6 points of damage, half of which is cold damage, and half fire damage. If the attack results in a critical hit, in addition to dealing twice the normal amount of damage, the rod of frozen fire freezes the target, entrapping the target creature or object in a prison of fire-filled ice. The target is petrified for 1d4 rounds and suffers 1d6 points of fire damage each round while petrified in this way. Any bludgeoning damage dealt to the petrified creature or object causes it to be freed of this effect.

Construction Requirements	Cost 30,000 gp
Craft Rod, polar ray	

ROD OF IOUN ASSAULT

PRICE 9,500 gp

Cost 4,750 gp

Slot none; CL 9th; Weight 5 lbs.

Aura moderate transmutation

These unusual rods are made from several spent *ioun* stones of various sorts, each of which is fastened together through magical means to form a single rod of many colors and a very rough, unusual shape. When wielded by someone who is currently benefitting from one or more ioun stones, the rod gives a faint hum.

As a standard action, the wielder of a rod of ioun assault can point it at a single creature within 60 feet, directing up to three ioun stones currently affecting the wielder to fly through the air like missiles and strike the target. Make a separate ranged attack for each ioun stone, each with a range increment of 20 feet. Each stone that hits deals 1d4 points of damage, plus 1 additional point of damage for every 5,000 gp the *ioun stone* is worth (up to a maximum bonus of +5). Whether an ioun stone hits or misses, it returns to the rod's wielder at the beginning of the wielder's next turn, and until that time, the wielder does not gain the ioun stone's benefits.

Construction Requirements Craft Rod, telekinesis

ROD OF LORDLY COMMAND

PRICE 75,000 gp

Slot none; CL 11th; Weight 5 lbs. Aura moderate enchantment

These rods are capped in gold, with a beautiful stained-oak handle, and bear a dazzling assortment of rubies, sapphires, and emeralds in its cap. As long as the rod is held in hand, the wielder can activate it to cause any spoken command he issues to carry the weight of magical enforcement, as the spell suggestion (DC 15). If the target of the effect has sworn an oath of fealty to the wielder, or is otherwise the wielder's subject, vassal, or ward, they suffer a -4 penalty on saving throws made to resist this effect, even if the oath was coerced from the target (such as if they were made to give the oath by a *suggestion* issued by the rod).

Three times per week, the rod's wielder can touch it to a creature as a standard action (requiring a melee touch attack), and demand that the target perform a task, which must be able to be summarized in 25 words or less. The creature is not compelled to perform the task, but if she fails to actively work towards completing it for 24 hours, she suffers a -2 penalty to each of her ability scores. Each day, another -2 penalty accumulates, up to a total of -10. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the target resumes attempting to fulfill the command. This effect lasts 14 days, or until the command is fulfilled.

Construction Requirements Cost 37,500 gp Craft Rod, geas/quest, suggestion

ROD OF MEPHIT CONTROL AND CONJURING **PRICE** 25,000 gp

Slot none; CL 5th; Weight 5 lbs. Aura faint conjuration

These sleek rods are made from highly polished copper

and capped with brass spheres, each of which is engraved with tiny mephits exhaling fire, wind, dust, or some other appropriate element. The rod is warm to the touch, though it can be safely handled without gloves.

These rods are each attuned to a specific type of mephit (such as air, dust, earth, etc.). The wielder can attempt to control any mephit of the type the rod is attuned to within 100 feet by issuing a command and displaying the rod as a standard action. If he does, the wielder and the target mephit make opposed Charisma checks; if the wielder succeeds on the check, the mephit follows the command to the best of its ability, as the spell geas/quest, but if the mephit succeeds on the check, it is immune to this effect for 24 hours. Mephits commanded in this way continue to obey the orders they were given even if they move beyond 100 feet. The wielder of the rod can use this ability 3 times per day.

Additionally, if the wielder of one of these rods is a mephit, the chance that its summon ability functions successfully increases to 100%, and it can use that ability an additional time per day by expending one of the rod's daily uses. This effect also applies to the elemental summons class feature of a mephit with levels in the mephit paragon class. This

ability only functions if the mephit wielding the rod is of the same type (or has the same elemental infusion) as the type of mephit the rod is associated with.

Construction Requirements	Cost
Craft Rod, summon monster III	

ROD OF MEPHIT FIRE

PRICE 3,000 gp

Slot none; CL 1st; Weight 5 lbs.

Aura moderate evocation

These impressive looking rods are typically made from gold and encrusted with rubies; they are considered by many to be more valuable for the bullion than the rods' relatively unimpressive magic. However, to the fire mephit, these rods are considered both useful and a source of pride.

Once every 4 rounds, the wielder of one of these rods can breathe fire just like a fire mephit, creating a 15-foot cone of fire that deals 1d8 points of damage. A DC 11 Reflex save halves this damage. In the hands of a fire mephit, the rod greatly increases the power of the mephit's breath weapon, allowing it to use it once every 1d4 rounds, increasing the Reflex save DC by 2, and increasing the damage by 1d8 for every 5 Hit Dice the mephit possesses.

Construction Requirements	Cost
Craft Rod burning hands	

raft Rod, burning hands

PRICE 150,000 gp

ROD OF MONSTER CALLING Slot none; CL 17th; Weight 5 lbs. Aura strong conjuration

This stout jade rod is engraved with various inscriptions in extraplanar languages, describing powerful outsiders, and it hums with power when held. When in the hands of a character capable of casting the *gate* spell, the rod whistles softly.

Three times per day, as a standard action, the wielder of a rod of monster calling can swing it about her head in order to summon monsters to her side. Normally this functions similarly to the spell summon monster IX, except that the creature summoned in this way attacks the wielder of the rod and her allies unless she succeeds on an opposed Charisma check. Additionally, the summoned creature remains for 24 hours, or until it is slain.

If the wielder of the rod of monster calling can cast a spell of the calling subschool, she can use the rod as an additional focus when casting such a spell; if she does, she treats her caster level as 4 higher than it actually is for the purposes of determining what type of outsider can be summoned. She also gains a +4 bonus on Charisma checks and Charismabased skill checks made in negotiating with the summoned outsider.

If the wielder can cast *gate*, then once per day, when she uses the rod of monster calling to summon monsters, she can instead summon any outsider with a CR of 20 or less. As with the creatures summoned by replicating the summon monster



IX spell, the outsider summoned in this way attacks the user and her allies unless she succeeds on an opposed Charisma check.

Construction Requirements Craft Rod, summon monster IX **Cost** 75,000 gp

PRICE 100,000 gp

ROD OF RETURNS

Slot none; CL 15th; Weight 5 lbs.

Aura strong necromancy

Taking the shape of a golden rod, about 3 feet in length and carved in the shape of snake with 6 feathered wings wrapping around its head in a beautiful cage, these distinctive rods were created by a powerful mage to return his fallen companions to life. Unfortunately, the rods can have some unfortunate side effects.

As a full-round action, the wielder of this rod can restore a dead character to life. When he does, he rolls 1d4 to determine the manner in which the target is returned to life, as detailed below.

Reincarnate: On a result of 1, the target is returned to life as with the spell *reincarnate*, except that he does not gain any negative levels; instead, he must succeed on a Will save (DC 20) or lose all memory of his life.

Draining Rejuvenation: On a result of 2, the target is returned to life as with *raise dead*, except that the target gains no negative levels; instead, a random ability score suffers 1 point of permanent ability drain.

Insane Return: On a result of 3, the target is returned to life as though with the spell *raise dead*, except that he suffers no negative levels; instead, he is affected as though by the spell *insanity*, except that each hour he can attempt a new Will save (DC 20) in order to end the effect. Once the effect ends, the target gains 1 random madness. For more information on madnesses, see *Pathfinder Roleplaying Game: GameMastery Guide*.

Skeletal Animation: On a result of 4, the target is animated by necromantic magics and rises as a skeletal champion, and his alignment changes to chaotic evil until he receives the benefits of an *atonement* spell. A character which becomes a skeletal champions in this way can never be returned to life by this rod again.

Construction Requirements	Cost 50,000 gp
Craft Rod, create greater undead,	raise dead, reincarnate

ROD OF THE LICH LORD

PRICE 110,000 gp

Slot none; **CL** 11th; **Weight** 5 lbs.

Aura moderate necromancy

These rods are made of wrought iron, which has been blackened until it seems that they are made of pure darkness. Their heads are engraved in the shape of laughing black skulls, with emeralds set in the eye sockets, and their handles are covered in twisting runic patterns which glow with eerie green light when the rod is used.

A rod of the lich lord functions as a +2 vicious mace, and once per day, as a swift action, the wielder can infuse the rod with necromantic energy. If he does, then the next time the rod hits a living creature, that creature must succeed on a Fortitude save (DC 17) or be paralyzed for 1d10 minutes. If the rod does not successfully hit a creature before the wielder's next turn, this ability is wasted.

Additionally, the wielder can cast *animate dead* as a spell-like ability three times per day, and *create undead* as a spell-like ability once per day. Further, the wielder gains the Command Undead feat for as long as the rod remains in his possession, and the rod's wielder can channel negative energy three times per day, using his Hit Dice or CR (whichever is lower) as his cleric level, and using his own Charisma modifier.

Construction Requirements	Cost 55,000 gp
Craft Rod, animate dead, create undead,	ghoul touch

Wondrous Items

The following section provides a number of wondrous items. They are presented in alphabetical order.

Table 3-6: Wondrous Items

d%	Item Name	Cost
01 - 04	Rope tangle trick	50 gp
05 - 08	Saddle of stability	500 gp
09 - 12	Sunrod sword	602 gp
13 - 16	Summoner's coin (lesser)	850 gp
17 - 20	Instant elephant	1,000 gp
21 - 24	Traceable trade bar	1,200 gp
25 - 28	Traveller's journal	1,500 gp
29 - 32	Elixir of the beast	1,500 gp
33 - 35	Pen of truth	2, <u>500 gp</u>
36 - 38	Saddle of the discerning rider	2,500 gp
39 - 41	Library book	3,000 gp
42 - 44	Summoner's coin (standard)	3,400 gp
45 - 47	Black candle of focused power	5,000 gp
48 - 50	Everticking clock of alerts	5,00 <mark>0 gp</mark>
51 - 53	Elixir of insight	5,000 gp
54 - 56	Elixir of power	5, <mark>000 gp</mark>
57 - 59	Saddle of the ghost rider	7,200 gp
60 - 62	Astral bomb	7,500 gp
63 - 65	Summoner's coin (greater)	7,750 gp
66 - 68	Golden caori transformation feather	8,000 gp
69 - 71	Hat of the high mountain	10,000 gp
72 - 74	Faerie rose	15,000 gp
75 - 77	Dreamstone	18,000 gp
<u>7</u> 8 - 80	White candle of heavenly light	18,000 gp
81 - 82	Pixie dust	18,750 gp
83 - 84	Font of visions	20,000 gp
85 - 86	Red candle of everburning war	20,000 gp
87	Caori songbird	25,000 gp
88	Gloves of the glacial peak	30,000 gp
89	Dream powder	35,000 gp
90	Skis of the mountain climber	45,200 gp
91	Healing font	54,000 gp
92	Mask of night terrors	60,000 gp
93	Caori rejuvenation egg	65,000 gp
94	Clock of progressive enchantments	100,000 gp
	Dragon scale saddle	102,000 gp
96	Apparatus of the toad	110,000 gp
97	Fountain of youth	132,000 gp
98	Genie lamp	160,000 gp
99	Clock of subjective time	200,000 gp
100	Gilded doom	306,000 gp

APPARATUS OF THE TOAD

PRICE 110,000 gp

Slot none; **CL** 19th; **Weight** 500 lbs. **Aura** strong transmutation

Presumably invented by the same mad wizard that created the apparatus of the crab, the apparatus of the toad is a similar metallic magical vehicle, although these are typically made of copper and allowed to oxidize to give them a beautiful green patina. When unoccupied, it appears to be a large metal barrel big enough to hold up to four Medium creatures. Close examination, and a DC 20 Perception check, reveals a secret catch that opens a hatch at one end. Anyone who crawls inside finds 8 (unlabeled) levers, a single red button, and seating for two Medium or Small occupants. The ceiling of the interior contains a small cage with five sides, the open side being pressed against the front wall of the apparatus. Mounted to the ceiling at the top of the cage is a winch with a long coil of cable, and some sort of launching mechanism. The levers and button allow those inside to activate and control the apparatus's movements and actions.

Table 3-7: Apparatus Controls

Control	Lever Function
Lever 1	Extend/retract legs
Lever 2	Uncover/cover forward view window
Lever 3	Uncover/cover side view windows
Lever 4	Open/close mouth
Lever 5	Fire/retract grappling cable
Lever 6	Move forward/backward
Lever 7	Turn left/right
Lever 8	Open/close "eyes" with continual flame
Lever 9	Open/close rear hatch
Lever 10	Activate horn
Button	Leap

Operating a lever (or the button) is a full-round action, and neither the button nor a particular lever may be operated more than once per round. The more complex operations of the apparatus are outlined below.

Grappling Cable: The mechanism on the roof of the apparatus's interior is designed to fire a grappling cable. Treat this as a ranged touch attack with a range increment of 30 feet and a maximum range of 300 feet. If the attack hits, the grappling cable latches on to its target, allowing the apparatus to attempt to initiate a grapple combat maneuver as a free action. The cable has hardness 10 and 20 hit points, and can support up to 2,000 lbs. of weight. If the grappling cable is not currently attached to anything, using the lever to retract the cable retracts the entire length. If it is attached to a creature or object, treat this as a pull combat maneuver, except that the *apparatus* of the toad does not need to move with the target. A creature pulled all the way to the apparatus of the toad's space is deposited in the cage, which is large enough for two Medium creatures or one Large creature, although it is easily escaped if the apparatus's mouth is not closed. This lever does nothing if the mouth is not open, and the mouth cannot close while the grappling cable is not fully retracted.

Horn: Pulling this lever causes a loud, ribbit-like noise to issue forth from the apparatus. The sound can be clearly heard up to 1 mile away (DC o Perception check).

Leap: Pressing this button while the apparatus's legs are retracted has no effect. If the legs are extended, however, it causes them to perform a mighty leap, propelling the apparatus 100 feet vertically and 200 feet horizontally. The landing is very jarring, inflicting 1d6 points of nonlethal damage for every 20 feet of vertical drop (typically 5d6, unless the apparatus lands on a location higher than where it leaped from) to each creature within the apparatus, and inflicting half that much damage to the apparatus itself (this damage ignores hardness).

Unlike an *apparatus of the crab*, an *apparatus of the toad* is not air-tight, and if completely submerged, begins to flood. However, it can safely swim and float on top of water. When active, an apparatus of the toad has the following characteristics:

hp 150; **hardness** 10; **speed** 20 ft., **swim** 20 ft.; **AC** 20 (-1 size, +11 natural); **ranged** grappling cable +8 touch (grab); **CMB** +14; **CMD** 24.

Construction Requirements	Cost 55,000 gp
Craft Wondrous Item, animate objects, a jump, creator must have 8 ranks in Know	<i>continual flame</i> , wledge (engineering).

ASTRAL BOMB

PRICE 7,500 gp

Slot none; **CL** 12th; **Weight** 3 lbs. **Aura** strong conjuration

These unusual leather bundles are small enough to fit in the palm of the hand, and are designed to be able to be easily thrown (range increment 10 feet). Consisting of a scrap from a *portable hole* and leather from a *bag of holding*, the bundle collapses in on itself on impact, creating an astral rift in much the same fashion that occurs when those two items are combined. Alternatively, an *astral bomb* can also be triggered by a command word, from up to 60 feet away.

When triggered (whether by impact or by a command word), an *astral bomb* creates a rip in space, opening a portal to the Astral Plane. Each creature within 10 feet of the *astral bomb* suffers 5d6 points of damage, and must succeed on a DC 18 Reflex save or be sucked into the vortex, being transported to a random location on the Astral Plane. Once used in this way, an *astral bomb* is destroyed.

Cost 3,750 gp

Construction Requirements Craft Wondrous Item, plane shift, secret chest

BLACK CANDLE OF FOCUSED POWER PRICE 5,000 gp

Slot none; **CL** 5th; **Weight** 1 lb. **Aura** faint abjuration

This tall, thick black candle is set in a golden base inscribed with stars, moons, suns and other astrological bodies. A *black candle of focused* power has no magic of its own, but can be used to greatly empower *magic circle* spells and similar effects, making these candles prized by many spellcasters and occultists. When burned, these candles produce not even a wisp of smoke, but do produce a steady, soft light which increases the light level by one step within a 10-foot-radius spread.

These candles can be used in conjunction with any *magic circle* spell (or an effect which replicates a *magic circle* spell, such as the occultist's magic circles class feature). The candle

can be combined with the *magic circle* in one of two ways. First, it can be burned within the *magic circle* in order to focus magical power for those within the circle. When used in this way, the caster level of all spells cast in the circle which target creatures of the alignment which the circle protects against are increased by 2, and the saving throw DCs are increased by 1.

Second, the *black candle of focused power* can be placed on the border of a *magic circle* which has had its power focused inward; if it is, then the circle acts as a trap which can cause any creature of the alignment the circle is opposed to become trapped inside for as long as the candle burns. A creature trapped inside the circle cannot leave the circle, and cannot cast spells or use abilities against any creature outside of the circle (unless it specifically has some ability that allows it to do so, such as those possessed by some outsiders when they are called into a magical circle). Additionally, so long as the candle continues to burn, the circle cannot be broken by any means, though performing any hostile action against the trapped creature immediately causes the candle to extinguish.

A black candle of focused power can burn for a total of 10 hours before it is exhausted; this time need not be spent all at once. Lighting or extinguishing the candle is a move action which does not provoke attacks of opportunity.

Construction Requirements	Cost 2,500 gp
Craft Magic Wondrous Item, magic circle	

CAORI REJUVENATION EGG

PRICE 65,000 gp

Slot none; CL 15th; Weight 125 lbs.

Aura strong transmutation

This unusual item was created by the Order of Tranquil Renewal, a radical group of caori monks who believe in quiet meditation and constant renewal as a path to enlightenment. Designed as a portable meditation chamber, these large alabaster structures are shaped like massive caori eggs and can be entered by a small door in the front of the structure. While the monks mass-produced several mundane versions of these chambers, magical variations feature shining runes on the inside of the egg-like structure, which help to focus the mind and renew the body.

A creature who steps inside the *caori rejuvenation egg* and seals it is completely closed off from the outside world, and is not subject to its hardships. A creature inside one of these eggs is treated as though they were in a state of suspended animation, as the spell *temporal stasis*, except that they are free to act as they normally would while they remain within the egg. Additionally, the renewing magic of the egg can help to reverse the adverse effects of unnatural or magical aging. For every 8 hours spent within the egg, 1 year of magical or supernatural aging is reversed. Finally, a creature who rests within a *caori rejuvenation egg* gains a +2 morale bonus on attack rolls, saving throws, and skill checks. Upon exiting the chamber, these bonuses last for 1 hour per 8 hours spent in the *caori rejuvenation egg*, up to a maximum of 24 hours.

The egg normally does not feature a locking mechanism, though a locking mechanism can be added by securityconscious individuals. However, the *caori rejuvenation egg* can be destroyed by external attacks; the egg has hardness 10 and 50 hit points.

Construction Requirements	Cost 32,500 gp
Craft Wondrous Item, hero's feast, temporal stasis, tiny hut	

PRICE 25,000 gp

CAORI SONGBIRD

Slot none; **CL** 5th; **Weight** 5 lbs. **Aura** faint enchantment

A strange curiosity among the caoris, these fine bird figures are made from gold or silver and enchanted to produce wondrous songs upon demand. Though these birds take many shapes, they very rarely resemble caoris or other large flightless birds, and usually take the shapes of very exotic birds, typically with exaggerated plumage, strange crests, and similar distinguishing features.

These enchanted birds can be commanded to sing with a simple word, allowing them to be activated as a swift action. While singing, the bird produces a magical song which grants those within 30 feet a +2 bonus to attack rolls, saving throws, and skill checks; caori in the area receive a +4 bonus, instead. The bird can be commanded to sing its magical song for up to 10 minutes each day; while this time need not be spent consecutively, it must be spent in 1-minute increments.

Construction RequirementsCost 12,500 gpCraft Wondrous Item, heroism

CLOCK OF PROGRESSIVE ENCHANTMENTS PRICE 100,000 gp

Slot none; **CL** 7th; **Weight** 10 lbs. |**Aura** moderate abjuration

These magical clocks are housed in highly polished ironwood carved with runes in Elven script, proclaiming mighty phrases which must be uttered as the clock is wound to activate its magic. The clock's face is made of pearl inlaid with golden numbers, again in Elven script, and the hands are miniature arrows made from silver. Once wound, the clock keeps accurate time for 12 hours.

Once per day, when winding the clock, the phrases on the clock's housing can be uttered. If this is done, then when the clock chimes each hour, it releases a wave of magic which empowers those within 30 feet for 1 hour. All creatures in the area are affected by one of the following spells, determined at random: *freedom of movement, good hope, heroism,* and *protection from evil* (some *clocks of progressive enchantments* instead protect against other alignments). These spells always have a duration of 1 hour, regardless of their normal duration.

Construction Requirements

Craft Wondrous Item, freedom of movement, good hope, heroism, protection from evil (or other appropriate protection spell, if the clock is to protection against a different alignment)

Cost 50,000 gp

CLOCK OF SUBJECTIVE TIME

PRICE 200,000 gp

Slot none; **CL** 17th; **Weight** 10 lbs. **Aura** strong transmutation

This magnificent clock is crafted from strange and alien metals, and gleams with supernatural luster. It never requires winding and it emits a loud *tick-tock* as its hands move steadily around a featureless circle, mimicking a standard 12hour clock.

These powerful devices can be used slow, speed up, or stop time within a small area. For up to 10 minutes each day, a creature touching the clock can speak a command word which either causes the hands to slow or speed up. If the hands are sped up, then all creatures within the 30-footradius area around the clock are affected as though by *slow*, as time moves faster around them. If the hands are slowed down, then creatures are affected as by *haste*. These 10 minutes need not be spent consecutively, but must be spent in 1-minute increments. Additionally, once per day a creature can use the clock to stop time, as per the spell *time stop*.

Construction Requirements Craft Wondrous Item, *time stop*

DRAGON SCALE SADDLE

PRICE 102,000 gp

Cost 100,000 gp

Slot none; **CL** 15th; **Weight** 15 lbs. **Aura** strong transmutation

This exceptional saddle is crafted from the scales of 7 dragons of differing types, and is enhanced with silken cushions and silver and gold chains. The saddle is extremely comfortable and smells strongly and simultaneously of brimstone, smoke, ozone, and mercury.

This saddle provides the mount with 5 points of energy resistance against acid, cold, fire, and electricity damage. Additionally, when seated in this saddle, the rider can speak a command word in order to transform his mount into a mighty dragon for 10 minutes. The mount is affected as though by the spell *form of the dragon III*, except that the transfigured creature gains a +4 morale bonus to attack and damage rolls and 100 temporary hit points while transformed.

Construction RequirementsCost 51,000 gpCraft Wondrous Item, form of the dragon III, greater heroism

DREAMSTONE

PRICE 18,000 gp

Slot none; **CL** 13th; **Weight** 1 lb. **Aura** strong illusion

This stone is small enough to fit in the palm of the hand, and is very smooth. It is engraved with numerous shallow loops and whorls, which criss-cross each other all over the stone's surface like ripples on a pond in the rain.

If held in the hand while sleeping, a *dreamstone* allows its user to communicate through dreams to the holders of other *dreamstones*. Once per day, while asleep, the *dreamstone's* user can attempt to create a shared dreamscape including herself and up to 13 other creatures, each of which must possess his own *dreamstone*. The user can create an open invitation, allowing any *dreamstone* user to appear within her shared dreamscape, or she can specifically invite known individuals (in which case she must be able to provide enough information to make it clear exactly who it is she is inviting). A creature with the Lucid Dreamer feat counts as having a *dreamstone* in his possession for this purpose. Once the shared dreamscape is created, it persists for 130 minutes.

Construction Requirements Craft Wondrous Item, dream council^{OA}

DREAM POWDER

Slot none; CL 9th; Weight 3 lbs.

Aura moderate illusion

This powder sparkles in the light, and seems to shimmer and shift from cobalt blue to turquoise. It is very fine, and smells faintly of vanilla. A single bag of *dream powder* contains 50 charges' worth of the powder. A character can draw up to 3 doses of powder from the bag as a single standard action, and can apply up to 3 doses to a single adjacent creature with another standard action. If the target is unwilling, a melee touch attack is required. Alternatively, the character can apply up to 3 doses to a character that is further away by making a ranged touch attack against that character. The range increment for the dust is 5 feet, and it has a maximum range of 30 feet. Throwing the dust in this way is also a standard action.

A single dose of *dream powder* allows a creature that is not normally capable of dreaming (such as those that don't sleep) to do so for 24 hours. The *dream powder* does not force the target to fall asleep, but allows him to do so if he concentrates for 1 minute. This allows the target to be the recipient of spells such as *dream*.

Two doses of *dream powder* can be used to replicate the spell *dream*. The creature that the powder is used on becomes the messenger for the *dream* spell.

Five doses of *dream powder* can be used to replicate the spell *dream travel*. The *dream travel* effect is delayed until 1 minute after the *dream powder* is used. During this time, any creature that is affected by a dose of *dream powder* from the same bag of *dream powder* will be affected as though she were an additional target of the *dream travel* spell. When using *dream travel* in this way, the creature on which the five doses of *dream powder* were used rolls twice to determine how accurate her arrival is, and takes whichever result she prefers.

Construction Requirements Craft Wondrous Item, *dream*

PRICE 5,000 gp

Cost 17,500 gp

Cost 9,000 gp

PRICE 35,000 gp

ELIXIR OF INSIGHT Slot none; CL 17th; Weight — Aura strong divination

This pure white elixir is contained in an ornate golden bottle, with a crystal stopper. The substance smells like fresh mint and is cool and refreshing when consumed.

When consumed, this magical elixir fills the imbiber's mind with a glimpse of all possible futures for the next hour. The flash of insight is difficult to retain and the user soon forgets the details of what he see, but retains a sense of what's going to happen, allowing him to be better prepared for the upcoming challenges. This grants him a +2 bonus on initiative checks, ability checks, attack rolls, saving throws, and skill checks for 1 hour. Additionally, the user retains absolute clarity about one action that is to occur, allowing him to gain a +10 insight bonus on a single attack roll, saving throw, or skill check during this time.

Consuming these elixirs can have a dangerous side effect, possibly driving the user insane. Whenever one of these elixirs is consumed, the imbiber must succeed on a Will save (DC 20) or become horribly panicked and confused, suffering 1 point of Wisdom drain.

Construction Requirements	Cost 2,500 gp
Craft Wondrous Item, foresight	

ELIXIR OF THE BEAST

PRICE 1,500 gp

Slot none; **CL** 7th; **Weight** — **Aura** moderate transmutation

When consumed, this elixir transforms the consumer into a mighty dire wolf, as with the spell *beast shape II*, except that the effect lasts until the next sunrise after the elixir was consumed, and the imbiber retains the ability to speak. Additionally, if the elixir was consumed while the imbiber was in direct moonlight, the size bonus to Strength and Dexterity increases by a further +4.

Finally, when the imbiber consumes this elixir, he must succeed on a Will save (DC 20) or have his mind corrupted by the transformation which effects the body. If he fails, he suffers 10 points of Intelligence and Charisma damage, which cannot be healed magically, but which does recover naturally at the normal rate. If this would reduce the imbiber's Intelligence or Charisma below 1, it is instead reduced to 1, but the imbiber loses control of his faculties and acts as though he were a real dire wolf for the duration of the transformation.

Construction Requirements	Cost 750 gp
Craft Wondrous Item, beast shape II	

ELIXIR OF POWER

PRICE 5,000 gp

Slot none; CL 13th; Weight —

Aura strong transmutation

A deep black elixir contained in a bone jar inscribed with eldritch runes, these magical liquids grant the consumer terrible power, but at great risk. The substance contained within is flavorless and odorless and has the consistency of water.

When consumed, this black potion grants the user great power, increasing each of his ability scores by 6, granting him an additional attack per round at his highest base attack bonus and rendering him immune to critical hits for 1 minute.

Each round that he benefits from the elixir's effects, the user suffers 10 points of damage and must succeed on a Fortitude save (DC 20) or gain a permanent negative level.

Construction Requirements	Cost 2,500 gp
Craft Wondrous Item, transformation	

EVERTICKING CLOCK OF ALERTS

PRICE 5,000 gp

PRICE 15,000 gp

Slot none; **CL** 17th; **Weight** 10 lbs. **Aura** strong divination

Made of polished wood and inlaid with bronze and silver swirls, these gorgeous clocks never require winding, making them popular even among those who are not interested in their other magical properties. These clocks have dark wood faces with ivory numbers for a 24-hour day and feature three very fine hands, made from gold, silver, and copper, to represent hours, minutes and seconds, respectively.

These clocks constantly tick and never require winding, keeping accurate time indefinitely. They can also be used to alert the owner of the clock to various points of interest. By speaking a command word, a creature can specify a set of conditions which cause the clock to chime. Taking advantage of the clock's perfect sense of time, such conditions are usually "when 8 hours have passed," or similar, but the everticking clock of alerts also has a limited divination magic which alerts it to the presence of specified creatures or objects within 120 feet and can chime in response to these triggers. Adventurers commonly use these clocks to alert them to the presence of monsters or gems. The clock can sense objects and creatures through 1 foot of stone, 3 feet of wood, or 5 feet of dirt. Metal of any kind blocks the clock's senses, and it is fooled by illusion spells such as invisibility. The clock cannot detect alignments or thoughts.

Construction RequirementsCost 2,500 gpCraft Wondrous Item, foresight

FAERIE ROSE

Slot neck; **CL** 9th; **Weight** — **Aura** moderate abjuration

A *faerie rose* is a naturally occurring magical phenomenon sometimes found in faerie circles which have been graced by fey nobility. Once plucked, the rose continues to live on, providing a sweet smell and a number of useful defensive benefits. Caution should be taken, however, as those who take these roses without permission from the fey noble who created the item often incur the wrath of that powerful individual.

A *faerie rose* projects a sweet scent which renders the wearer immune to *stinking cloud* and *cloud kill* spells, as well as any scent-based abilities (such as the troglodyte's stench special ability). Additionally, a *faerie rose* has 10 petals which can be plucked to provide a potent defense. When the wearer plucks a petal, she chooses either to gain damage reduction or spell resistance for 1 minute. The amount of damage reduction the wearer gains depends on the wearer's Hit Dice. If the wearer has 10 or fewer Hit Dice, she gains DR 5/cold iron; if she has 11 to 15 Hit Dice, she gains DR 10/cold iron. If the wearer chooses to gain spell resistance, she gains spell resistance equal to 11 + her Hit Dice. A *faerie rose* regrows all of its petals once each month on the night of the new moon.

Construction Requirements Cost 7,500 gp

Create Wondrous Item, creator must be a fey, *stone skin, spell resistance*

FONT OF VISIONS

PRICE 20,000 gp

Cost 10,000 gp

Slot none; **CL** 7th; **Weight** 300 lbs. **Aura** moderate divination

These fountains are often made of marble, and always have crystal-clear water, regardless of where they are kept. Once per day, a *font of visions* can be used to cast *scry* as a spell-like ability (DC 16), and anyone using it as the pool of water required to cast a *scry* spell on their own does not need to provide the normal costly focus for the *scry* spell. Further, when used as the focus for a *scry* spell (whether with the font's special ability or simply by casting it normally), the caster can use *analyze aura*^{OA} through the sensor with a 100% chance of success.

Additionally, the first time each week that a character drinks from the *font of visions*, that character receives a vision of a moment of relative importance to that character which is likely to occur within the next week. The vision lasts up to one minute, and its exact nature is determined by the GM. It is possible, but rare, for such visions to be out of context, or otherwise misleading, and due to the ever-changing nature of the future, it is always possible that the vision will not occur at all, but all visions shown in this way are likely to occur, at least as of the time that the vision is shown.

Construction Requirements

Craft Wondrous Item, analyze aura^{OA}, augury, scrying

FOUNTAIN OF YOUTH PRICE 132,000 gp

Slot none; **CL** 13th; **Weight** 200 lbs. **Aura** strong transmutation

These fountains take a variety of forms, but are almost always ostentatious and gaudy affairs, typically made of pure gold or at least gold-plated—and bearing statues and engravings of cherub-like angels frolicking and playing in the fountain. The first five people each day who drink from the fountain (a standard action) are affected as though by the spell *greater age resistance*. Additionally, affected creatures do not age that day, meaning that a creature who drinks from the fountain in this fashion every day effectively ceases aging for as long as she continues to do so, possibly extending her lifespan well beyond her maximum age. Water removed from the fountain and consumed later does not bestow any particular benefit.

Construction Requirements

Craft Wondrous Item, greater age resistance^{UM}

GENIE LAMP

PRICE 160,000 gp

Cost 66,000 gp

Slot none; **CL** 17th; **Weight** 1 lb. **Aura** strong universal

This gorgeous oil lamp is crafted chiefly from a glossy black metal, with gold filigree forming exotic patterns suggesting clouds, waves, fires and mountains. Though the lamp is clearly metal, it remains cool to the touch, even in very warm environments.

By rubbing this lamp, one can summon forth a noble genie from one of the four elemental planes to serve the bearer of the lamp. The type of genie summoned is determined randomly by a roll of a d%, as indicated below. *Djinni:* On a result of 1 - 25, a noble djinni is summoned, who will serve the caster for 1 hour before departing for its home plane.

Efreeti: On a result of 25 – 50, a noble efreeti is summoned, who will serve the summoner for 1d10 rounds, after which it may act as it pleases for 1d10 minutes before being returned to its home plane.

Marid: On a result of 51 – 75, a noble marid is summoned, who will either serve the summoner for 1 hour, or attack the summoner for 1 hour or until slain (50% chance of either).

Shaitan: On a result of 76 – 100, a shaitan is summoned, who will serve the summoner for 1 hour if provided with a gem worth at least 100 gp; otherwise, it departs.

The lamp can be used in this way once per day. Genies summoned in this way can provide the summoner with a wish, but such wishes always come with unintended consequences unless the summoner bribes with genie with at least 20,000 gp worth of treasure.

In addition to this function, the lamp can be used to entrap a genie. By presenting the lamp towards a genie within 30 feet, that genie must make a DC 25 Will save or be imprisoned within the lamp. A genie imprisoned in this way can be summoned at any time from the lamp and must provide at least 24 hours of service, which need not be all at once, before it is free to act on its own. A genie that has been affected by this ability becomes immune to it in the future, and genies summoned by the lamp cannot be trapped in this way while summoned.

Construction Requirements Craft Wondrous Item, gate, wish

PRICE 306,000 gp

Cost 80,000 gp

GILDED DOOM

Slot none; **CL** 17th; **Weight** 5 lbs. **Aura** strong universal

This hideous and hateful trap appears as a golden nugget, about the size of a human fist. Upon initial examination, it appears to be rough and featureless; close inspection, however, reveals the presence of a tiny eldritch rune that triggers the nugget's dangerous magic.

Any creature who touches the *gilded doom* without first speaking a command word must succeed on a Fortitude save (DC 23) or be transformed into pure gold. A creature transformed in this way is effectively petrified, except that he is turned into gold rather than stone, giving him hardness 5. Additionally, because the transformed creature is not actually made of stone, he cannot be freed from this petrification by a stone to flesh spell, but must be freed either with a special command word, or by use of a freedom spell. Destroying the gilded doom ends this effect on all creatures that it has transformed into gold. A creature that has been turned into gold in this way can be identified as not being a true statue with a DC 25 Appraise or Perception check, and can generally be sold for market value. A Medium-sized creature has a market value of 1,000 gp, and the value doubles for every size category larger than Medium the transformed creature is, and is reduced by half for every size category smaller than Medium. Most buyers that know the nature of



the statues, however, will balk at buying them, whether for moral concerns or simply for fear that the *gilded doom* will be destroyed and render them worthless.

Construction RequirementsCost 153,000 gpCreate Wondrous Item, wish

GLOVES OF THE GLACIAL PEAK

PRICE 30,000 gp

Slot hands; CL 15th; Weight — Aura strong evocation

These comfortable and warm gloves were designed for mountaineers scaling the heights of snowcapped mountains. They allow those undertaking such endeavors to be protected from the dangers that dwell in those remote reaches of ice and snow.

The wearer of a pair of *gloves of the glacial peak* gains a +5 competence bonus on all Climb checks, and can climb sheets of ice with ease, allowing him to traverse such surfaces as though under the effects of a *spider climb* spell. Additionally, a character who wears these gloves can gather snow and imbue it with magical power, allowing him to throw snowballs with lethal force. Characters with these gloves are considered to be proficient with snowballs as thrown weapons. As a standard action, a character wearing these gloves can gather snow and throw it as a ranged touch attack that deals 5d6 points of cold damage on a successful hit. If the snow was gathered on a mountain, then the snowball

deals 7d6 points of cold damage on a successful hit, instead. There must be snow at hand in order for the wearer to make a snowball.

Construction RequirementsCost 15,000 gpCraft Magic Arms and Armor, spider climb, polar ray

GOLDEN CAORI TRANSFORMATION FEATHER PRICE 8,000 gp

Slot none; **CL** 9th; **Weight** 1 lb. **Aura** moderate transmutation

These rare golden feathers are created by enchanting a feather plucked from a great caori warrior. The magical processes used in the ritual enchantment turn the feather gold and allow a creature who blows on the feather for 6 full seconds to transform herself into a mighty golden caori warrior.

Activating a *golden caori transformation feather* is a fullround action that does not provoke attacks of opportunity. Once the feather's magic has been activated, the user is transformed into a Medium-sized golden caori, as with the spell *alter self*, except that the bonus to Strength is increased to +6. The transformative effects of the feather last for 10 minutes per Hit Dice of the user.

If the feather is used by a caori, it instead causes her natural attacks to deal damage as though she were one size category larger than she actually is, and she gains a fly speed of 20 feet with clumsy maneuverability (or, if she already has a fly speed, it is increased by 20 feet).

Construction Requirements Craft Wondrous Item, alter self

HAT OF THE HIGH MOUNTAIN

PRICE 10,000 gp

Cost <u>4,000 gp</u>

Slot head; CL 1st; Weight — Aura faint abjuration

These hats come in a wide number of styles, though close fitting woolen caps and short brimmed felt hats tend to be the most popular. Each bears a similar enchantment protecting those that climb to great altitudes from the cold, thin air, and strong winds that are prone to haunt such reaches.

The wearer of one of these hats is protected against cold weather as though with the *endure elements* spell. Additionally, the wearer of a *hat of the high mountain* ignores the effects of winds of 50 miles per hour or less. Finally, the wearer ignores the effects of altitude zones while in mountainous terrain. For more information on altitude zones and other environmental hazards, see the *Pathfinder Roleplaying Game Core Rulebook*.

Construction RequirementsCost 5,000 gpCraft Wondrous Item, endure elements

HEALING FONT

PRICE 54,000 gp

Slot none; CL 7th; Weight 500 lbs. Aura moderate conjuration

These large fountains could easily be described as pools, and are large enough to accommodate up to two Medium creatures at a time, or one Large creature (although not comfortably). The fountain's waters have remarkable healing powers: the first time each day that a creature drinks from the fountain, he heals 4d8+7 points of damage. Additionally, for each hour that a creature spends bathing in the fountain, he heals 1 hit point per Hit Dice, and recovers 1 point of ability score damage. A fatigued character that spends one hour bathing in the fountain is also cured of fatigue.

Construction Requirements

Cost 27,000 gp Craft Wondrous Item, cure critical wounds, lesser restoration

INSTANT ELEPHANT

PRICE 1,000 gp

PRICE 3,000 gp

Slot none; CL 11th; Weight 3 lbs.

Aura moderate conjuration

This self-described magic trick is typically sold in a bright pink box with colorful lettering proclaiming that, by following a few simple steps, you can grow your own elephant. Inside the box is a paper replica of an elephant, a small piece of blue oil pastel, and instructions for the use of the trick.

By writing the words "grow big" in the common tongue on the paper elephant with an oil pastel, wax crayon, or piece of colored chalk (a full-round action), one can cause the paper elephant to vanish, replaced by a real elephant which appears in an unoccupied space adjacent to the trick's user. The elephant obeys the user's spoken commands and will perform any action the user requests, though it is limited to what can be physically accomplished by an elephant. The elephant remains for 2d6 rounds, or until slain.

Construction Requirements	Cost 500 gp
Craft Wondrous Item, summon nature's ally VI	

LIBRARY BOOK

Slot none; CL 5th; Weight 2 lbs.

Aura faint divination

These large tomes are bound in leather, and often have engraved metal decorations on their covers, though they never bear a title or an author. These books are linked to the contents of vast magical libraries, and copy the contents of the pages of various books within. By consulting the book for 1 minute, a character can gain a +5 bonus on a single Knowledge check of the type the book is associated with (arcana, dungeoneering, engineering, etc.). The character is treated as having access to a library for the purposes of this check (allowing the user to make untrained checks with a DC higher than 10).

However, the book's contents change each day at dawn, taking completely different information from a new selection of books in the library it is linked to. Each day, when this happens, the book becomes associated with two of the

following Knowledge skills, chosen at random: arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, or religion.

Construction Requirements

Cost 1,500 gp Craft Wondrous Item, creator must have at least 5 ranks in at least 3 different Knowledge skills.

MASK OF NIGHT TERRORS PRICE 60,000 gp

Slot head; CL 9th; Weight 8 lbs. Aura moderate illusion

These wooden masks are far heavier than they seem like they should be, and are carved into fearsome and terrifying visages, typically of highly stylized monsters that one might expect to find in a terrifying nightmare, although sometimes they take the guise of particular individuals, instead.

A mask of night terrors functions only while its wearer is asleep. If the mask is worn while sleeping, the wearer is plagued by horrific nightmares that draw from his subconscious fears, making each nightmare personalized to his own anxieties and traumas. This functions as the spell nightmare, except that the DC to resist this effect is equal to 10 + 1/2 the wearer's Hit Dice + the wearer's Charisma modifier, to a maximum DC of 20.

If the wearer successfully resists the *nightmare* effect, he confronts his fears, and awakens invigorated and ready for anything. He is affected as though by the spell good hope until the next time that he rests, or until he becomes affected by a fear effect, whichever comes first.

Construction Requirements Cost 30,000 gp Craft Wondrous Item, good hope, nightmare

PEN OF TRUTH

Slot none; CL 5th; Weight —

Aura faint divination

These quill pens are often made with brightly colored and beautiful feathers, with peacock feathers being the most common. These pens cannot be used to write deliberate falsehoods, no matter how hard the author tries. Instead, whatever lie the author intended to write, he winds up writing the truth, instead. This does not prevent the pen from being used to write inaccurate information, as long as it is what the author truly believes. If the author is magically compelled to write a particular phrase, or is writing an obvious and clear work of fiction, this ability does not apply.

Construction Requirements

Cost 1,250 gp

Craft Wondrous Item, zone of truth

PIXIE DUST

Slot none; CL 5th; Weight —

Aura faint transmutation

This special dust is manufactured by pixies, using secret techniques known only to their race, and allows those who coat themselves in it to use some of their most potent abilities. Most prized for its ability to be split among multiple individuals, pixie dust makes an effective tool for infiltration squads.

PRICE 18,750 gp

PRICE 2,500 gp
A pouch of *pixie dust* contains a large amount of magical dust which can make its user invisible, as the spell *invisibility*, and grants the user a fly speed equal to twice their land speed with good maneuverability. A character made invisible by *pixie dust* cannot be detected by *see invisibility* or similar spells, though a *true seeing* spell reveals the user's presence. Any action which would end the *invisibility* also ends the fly effect. A pouch of *pixie dust* contains enough dust for 250 minutes of invisible flight. These minutes need not be used all at once, but must be used in 1-minute increments.

Construction Requirements

Cost 9,375 gp

Create Wondrous Item, Creator must be a fey, fly, invisibility

RED CANDLE OF EVERBURNING WAR PRICE 20,000 gp

Slot none; CL 7th; Weight 1 lb.

Aura moderate enchantment

This magical candle is a deep crimson color, at once vibrant like fresh blood and dull like a fading ember. The candle is set in a brass stand with various words of war, battle, and death inscribed in a thousand different languages and scripts, which shift and change constantly. When burned, the red candle of everburning war raises the light level to normal in the area within a 30-foot radius and emits a deafening cacophony of battle sounds, as loud as an actual battle.

Creatures within 30 feet of a red candle of everburning war gain a +2 morale bonus on attack rolls and weapon damage rolls so long as the candle is burning. Additionally, morale bonuses which originate within the 30-foot-radius area are increased by +1 so long as the candle remains burning (multiple morale bonuses of the same type do not stack).

Lighting or extinguishing a red candle of everburning war is a move action that does not provoke attacks of opportunity. A red candle of ever burning war can never be exhausted and burns indefinitely, so long as a creature dies within its light every minute. If a minute passes without a creature being reduced to o or fewer hit points, the candle extinguishes itself and cannot be used again for 24 hours.

Construction Requirements Cost 10,000 gp Craft Magic Wondrous Item, good hope

ROPE TANGLE TRICK

PRICE 50 gp

Slot none; CL 1st; Weight 5 lbs. Aura faint transmutation

This jet black coil of silk rope constantly twitches and shakes on its spool, eager to get out in the world. The rope has a small amount of stored animating force that can be unleashed in a single burst of violent energy.

These fine, 50-foot lengths of silk rope constantly twitch and move about, making them somewhat difficult to climb, imposing a -2 penalty on all Climb checks made to scale such ropes. A rope tangle trick cannot be knotted, and if it is cut, only the longest length of rope retains any magic. Upon command, the rope can be made to lie dormant for 1 minute, allowing the rope to be climbed without penalty.

Additionally, by uttering a special command word while grasping the rope firmly in one hand, the rope can be commanded to expend all of its energy to entangle the next creature who attempts to climb it. The next time a

creature touches the rope, it springs to life, wrapping around the creature and binding itself around them, causing the creature touching the rope to gain the entangled condition for 1 minute unless he succeeds on a Reflex save (DC 20). The rope can be cut off the target (AC 5, 4 hit points), escaped with a successful Escape Artist check (DC 30), or burst with a successful Strength check (DC 24). Note that the creature is merely entangled by this effect, and unless the rope is anchored (such as with a piton, grappling hook, or similar anchor), the target can still move about. After this ability has been used once, it cannot be used again, though the rope *tangle trick* continues to function as a silk rope.

Construction Requirements

Craft Wondrous Item, animate rope

SADDLE OF STABILITY

PRICE 500 gp

Slot none; CL 1st; Weight 20 lbs.

Aura faint abjuration

These hand-crafted saddles are usually made of light colored leather and feature extensive, if somewhat homely, tooling. Despite its somewhat cheeky appearance, these magic saddles possess a useful enchantment that makes them banned in most professional jousts.

Once seated, these magic saddles make it nearly impossible for the rider to become unseated. The rider cannot fall out of his saddle, even if he falls unconscious or is victim to an outside influence. The saddle's magic only functions so long as the mount still lives. The subtle magic of the saddle makes it somewhat more difficult to get in and out of the saddle, though, as its magic tries to keep the rider in place. Because of this the rider, suffers a -4 penalty on Ride checks made to make a fast mount or dismount.

Construction Requirements

Cost 250 gp

Craft Wondrous Item, creator must have at least 1 rank in Ride.

SADDLE OF THE DISCERNING RIDER **PRICE 2,500 gp**

Slot none; CL 3rd; Weight 10 lbs. Aura faint evocation

This lovely black leather saddle is tooled with gold and silver scrollwork in a pseudo-Elven script. While the majority of the scrollwork is just beautifully crafted but meaningless designs, a single section near the pommel grip contains the owner's name in particularly bright gold.

Each of these saddles is tied to a specific owner by a special ritual which requires 1 full minute of contact with the saddle's pommel grip. Once bound to a specific owner, the saddle the saddle will not allow anyone else to sit in it. If anyone other than the bonded owner attempts to sit in the saddle, the saddle throws that creature 10 feet into the air and 10 feet in a random direction, and the thrown creature suffers 2d6 points of damage upon landing and is knocked prone. If the creature is thrown into an obstacle, its movement is stopped short, causing him to land in the nearest adjacent square to the obstacle instead. If the thrown creature hits another creature, both creatures suffer the fall damage.

Construction Requirements

Cost 1,250 gp

Craft Wondrous Item, qust of wind

Cost 25 gp

SADDLE OF THE GHOST RIDER

PRICE 7,200 gp

Cost 22,600 gp

Slot none; CL 3rd; Weight 10 lbs. Aura faint illusion

This strange saddle appears to be made of clear glass, though it is extremely durable and exceedingly comfortable for the rider. Very close inspection reveals simple runes inlaid upon the saddle indicating an illusion aura.

When seated in this saddle, the rider can speak a command word up to three times a day in order to render both himself and any equipment the mount is wearing completely invisible, as the spell *invisibility*, except that the effect lasts only so long as the mount moves at least 20 feet each round, and for 1d4 rounds thereafter.

Construction Requirements	Cost 3,600 gp
Craft Wondrous Item, invisibility	

SKIS OF THE MOUNTAIN CLIMBER PRICE 45,200 gp

Slot feet; **CL** 5th; **Weight** 20 lbs. **Aura** faint transmutation

Created by a ski enthusiast who very much disliked mountain climbing, these enchanted skis are a little short for a man of average height, but fit comfortably and seem to weigh nothing when worn, allowing the wearer to forget about their presence until they are needed, which also makes them popular among skiing enthusiasts who would rather not deal with the clunky issues of wearing skis.

The *skis of the mountain climber* allow the user to move swiftly along snowy or icy surfaces of varying inclines without ever having to lift their feet. The wearer can spend a swift action each round to cause the skis propel him forward at a rate of 40 feet per round. The skis can go up or down slopes, though they cannot be used to scale wholly vertical planes.

Construction Requirements Craft Wondrous Item, haste, spider climb

SUMMONER'S COIN

PRICE 850 gp (lesser), 3,400 gp (standard), 7,750 gp (greater)

Slot none; CL 5th (lesser), 11th (standard), 17th (greater); Weight —

Aura faint (lesser), moderate (standard), or strong (greater) transmutation

These large golden coins are perfectly round and shine with a supernatural light, clearly marking them as magical. While accepted as legal tender in most places, the coins are far more valuable for their magical natures or as collection items. Each coin comes with a monster minted on the "heads" side and an arcane rune on the "tails" side.

When thrown into the air, these magical coins bang and pop before vanishing in a flash of golden light, producing a powerful monster made of pure gold to serve the cointosser for 1 minute. A lesser *summoner's coin* produces any creature that could be produced by *summon monster III*; a standard *summoner's coin* produces any monster which could be summoned with *summon monster VI*; and a greater *summoner's coin* summons any monster which could be summoned with *summon monster XI*. The creatures *summoned* by this spell appear as perfect replicas of the actual creature, but are made of solid gold, which has some effects on the summoned creature. A creature summoned by one of these coins gains DR 5/—, and its natural attacks are treated as one size category larger for the purposes of determining damage. However, these golden creatures are incapable of speech, and therefore are unable to cast spells with verbal components (though they may still use spell-like abilities).

Construction Requirements

Cost 425 (lesser), 1,700 (standard), 3,875 (greater) Create Wondrous Item, *summon monster III* (lesser), *summon monster VI* (standard), *summon monster IX* (greater)

SUNROD SWORD

PRICE 602 gp

Slot none; **CL** 5th; **Weight** 1 lb. **Aura** faint evocation

Marketed as Zelod's Magnificent Sunrods, these magical versions of the alchemical illumination device were created by master magician and cane sword enthusiast Zelod Crane as the ultimate surprise defense. While outwardly resembling a typical sunrod, these items have a pair of buttons on the side for easy operation and typically bear Zelod's name in gold lettering along one edge of the rod.

A sunrod sword functions like a typical sunrod, except that it is operated by a convenient button on the side, rather than by striking, which allows the rod to be activated and deactivated as a swift action. This makes it possible for the wielder to spread out the sunrod's six hours of light over the course of one or more days. Additionally, by pressing the second button (also a swift action), the wielder of the sunrod sword can cause a long flat blade of light to project from the golden tip of the rod, allowing the rod to be wielded as a brilliant energy longsword for a short time. The blade lasts for 2 rounds per full hour of light remaining in the sunrod sword. The sword has no enhancement bonus to attack and damage but is considered a magical weapon for the purposes of overcoming damage reduction. The sword feature of a sunrod sword can also be dismissed as a swift action, but every round that the effect is active reduces the amount of light left to the rod by 30 minutes.

Construction RequirementsCost 302 gpCraft Wondrous Item, daylight

TRACEABLE TRADE BAR

PRICE 1,200 gp

Slot none; **CL** 9th; **Weight** 10 lbs. **Aura** moderate divination

This weighty bar of high purity gold is exceptionally valuable, and comes marked with appropriate trade stamps and indications of quality, such that it can be redeemed in almost any market for a price of 1,000 gp. The gold bar, however, is laced with powerful magic which allows it to be traced.

Each of these golden bars is magically paired with a small glass lens. As a standard action, a creature can whisper a command word to the lens in order to conjure a map of the 1,000 square mile radius surrounding the bar, which appears when you look through the lens, with a flashing red dot indicating the bar's location on the map. A second command word causes the lens to fill with a vision of the area in a 10foot radius around the gold bar, as though with the spell *clairvoyance*. The *traceable trade bar* allows the lens holder



to see, but not hear, the goings on in the immediate area surrounding the golden bar. This tracking magic ceases to function if the bar and the lens are ever on different planes of existence.

Construction Requirements	Cost 600 gp
Create Wondrous Item, scrying	

TRAVELLER'S JOURNAL

PRICE 1,500 gp

Slot none; **CL** 5th; **Weight** 2 lbs. **Aura** faint divination

These books are bound in plain brown or black leather, and are typically unlabeled, although some possess a blank space deliberately set aside for the owner to write in their name, and a few that are specially made for a certain individual will have that person's name inscribed upon them.

As long as the book is in the possession of a creature, it automatically fills with narrative writing about everything that happens to that creature, updating magically as it occurs. In addition to providing a written transcription of all conversations the creature has, it provides a brief summary of any actions she takes, places she goes, or things she notices. The writing is written from a first-person perspective, although the owner does not actually dictate the exact writing, and cannot edit the book's contents (other than through the normal means). The book does not record any actions that the owner takes that involve it (so it will not mention when the owner consults or reads it, for example), although it does clearly mark any time the book changes hands, and it includes the name of its new owner, beginning from the top of a fresh page. If the book is left unattended, it continues to function as long as it is within 60 feet of its owner, which it considers to be the last person that touched it.

The book has 500 pages, which is typically enough space to be used for about a month before its pages are filled, although depending on the person and the events that they undertake, the book may last for a longer or shorter period of time.

Construction RequirementsCost 750 gpCraft Wondrous Item, clairaudience/clairvoyance, unseen
servantServant

WHITE CANDLE OF HEAVENLY LIGHT PRICE 18,000 gp

Slot none; **CL** 11th; **Weight** 1 lb. **Aura** moderate conjuration

A tall, thin white candle set in a copper stand and etched with holy symbols from a dozen faiths, a *white candle of heavenly light* is a gorgeous work of the chandler's craft and smells faintly of succulent fruits. When burned, brilliant bright light radiates from the candle, increasing the light level within a 50-foot-radius to bright light and dispelling darkness effects of 6th level or lower within the area.

In addition to providing a brilliant source of light, a *white candle of heavenly light* also produces waves of calming and healing magic within the area. All creatures within the candle's light are affected as though by a *calm emotions* spell so long as the candle burns. Additionally, the candle restores 10 hit points each round to all living creatures who remain within the light. Undead creatures instead suffer 10 points of damage each round. A successful Will save (DC 15) negates these effects, and a creature who succeeds on his saving throw is immune to the effects of the candle for 24 hours.

A white candle of heavenly light can be burned for 1 hour before being reduced to nothingness. Additionally, at any time while it is burning, the user can cry out a special prayer in Celestial as a standard action, causing the candle to explode in beautiful radiance. All living creatures within a 50-foot-radius are affected by a *heal* spell (this use has no effect on undead creatures). Activating this ability uses up the rest of the *white candle of heavenly light* and it does not burn any longer. If this ability is not activated, it instead goes off automatically when the candle burns out after 1 hour. Lighting a candle is a move action that does not provoke attacks of opportunity.

Construction RequirementsCost 9,000 gpCraft Magic Wondrous Item, calm emotions, heal

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 2016, we created 25 new monsters, from CR 1 to 25.

This chapter contains all the content from Exotic Encounters produced over the course of 2016, with the exception of the player races found in chapter 1. First, the 25 monsters are listed in alphabetical order, with one monster appearing on each page. 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, six new monster template are listed in alphabetical order. Finally, there is a collection of 25 new monster feats.

Some of the monsters, templates, and feats have been expanded, reduced, or otherwise altered from the original article in which they debuted, to allow them to fit into their allotted page count.

Aeon, Mesolavitar

At first glance, this creature could almost pass for some kind of abstract representation of an angel, with a humanoid torso and two large wings, but its head has no face, and instead of legs it has two long, writhing tendrils of flesh, and its wings, although shaped in a way that resembles feathers, are simply smooth, unnaturally pale-white flesh, and do not seem to move as the creature glides through the air.

MESOLAVITAR

CR 14

XP 38,400 N Large outsider (aeon, extraplanar) Init +6; Senses blindsight 60 ft.; Perception +25 Aura enforced peace (120 ft., DC 25)

DEFENSE

AC 27, touch 15, flat-footed 25 (+4 deflection, +2 Dex, +12 natural, -1 size) hp 189 (18d10+90) Fort +16, Ref +10, Will +15 Defensive Abilities militant pacifism; Immune cold, critical hits, poison; Resist electricity 10, fire 10; SR 25

OFFENSE

Speed 30 ft., fly 40 ft. (average) Melee 2 tentacles +22 (2d6+5 plus paralyzing touch) Special Attacks emotion drain, mental communion Spell-Like Abilities (CL 18th; concentration +23)

At Will—calm emotions (DC 17), deep slumber (DC 18), sanctuary (other creatures only) (DC 16) 1/day—temporal stasis (DC 23)

STATISTICS

Str 20, Dex 14, Con 20, Int 13, Wis 19, Cha 21 Base Atk +18; CMB +24; CMD 36

Feats Ability Focus (enforced peace aura), Greater Vital Strike, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Persuasive, Power Attack, Skill Focus (Intimidate), Vital Strike

Skills Acrobatics +23, Diplomacy +30, Fly +18, Intimidate +36, Perception +25, Sense Motive +25, Stealth +16 Languages envisaging SQ extension of all, void form

ECOLOGY

Environment any (Outer Planes) Organization solitary, pair, or delegation (3-8) **Treasure** standard

SPECIAL ABILITIES

Emotion Drain (Sp): As a standard action, a mesolavitar can touch a creature with one of its tentacles in order to forcibly drain that creature of emotion. This functions as calm emotions, except that the duration is permanent. If hostile actions are taken against the creature, the effect is suppressed for 10 minutes, after which it resumes. This effect can be removed with break enchantment, dispel magic, remove curse, and similar effects. Each time it uses this ability, the mesolavitar is temporarily disturbed by the emotions it absorbs, rendering it sickened for 1d4 hours.

Enforced Peace Aura (Su): Creatures within 120 feet of a mesolavitar must succeed on a DC 25 Will save each time they attempt a hostile action, or they are unable to follow through, wasting the action (but not expending any resources, such as spell slots, magic item charges, and so on). Once a creature has succeeded on this saving throw at least once, it is immune to this effect for 24 hours. The mesolavitar is not affected by this ability, but if it takes any hostile actions, this aura is suppressed for 1 hour. This is a mind-affecting compulsion effect, and the saving throw DC is Wisdom-based and contains a +2 bonus from Ability Focus.

Mental Communion (Su): A mesolavitar can act as a psychic conduit between two individuals, forcing them to see and comprehend the world from the viewpoint of another. As a standard action, the mesolavitar can touch two creatures, each of which must have an Intelligence score of 3 or higher. If either creature is not willing, the mesolavitar must make a melee touch attack to touch that creature. Each creature is entitled to a Will save (DC 23) to resist the effect. If either creature succeeds on its Will save or is not touched, the attempt fails. Otherwise, the mesolavitar affects each creature as though with the spell share memories^{UM}, except that each target experiences some of the other target's memories (of the mesolavitar's choosing), and multiple memories can be shown with each use, up to a total of one hour of memory per use of this ability.

Each target must then succeed on a secondary Will save (DC 23) or have their attitude toward the other target increase by one step (to a maximum of helpful). This is a mind-affecting compulsion effect, and unlike the initial Will save, if one creature succeeds on the save and the other does not, the one that failed is still affected. The saving throw DC is Wisdombased.

Militant Pacifism (Ex): A mesolavitar is immune to any compulsion effect which would specifically prohibit it from performing hostile actions, such as sanctuary, or a forbid action^{UM} spell for which "attack" was selected.

Paralyzing Touch (Su): A creature damaged by one of the mesolavitar's tentacle attacks must succeed on a Fortitude save (DC 24) or have their Strength score reduced by 1d3 for 1 hour. A creature whose Strength is reduced to 0 in this way is paralyzed for as long as her Strength score remains o. The saving throw DC is Constitution-based.

Ecology

Mesolavitars represent the dichotomy of peace through force, where the only way to ensure peace and avoid conflict is to use overwhelming force to oppress those who would disturb such peace. They travel the planes, acting as mediators and arbiters of conflict. These enigmatic beings seem to prefer to bring about peace in gentle, unobtrusive ways, but if negotiations fail, they will not hesitate to impose their will, psychically exposing the combatants to the opposition's point of view, and, in dire cases, even draining the very will to fight from them. In rare cases, where even these dramatic attempts failed, mesolavitars have been known to simply kill all of the combatants on both sides, just to bring the conflict to an end.

There seems to be little rhyme or reason to which conflicts attract a mesolavitar's attention, and while they certainly do not shy away from large military conflicts, on occasion they have been known to pass by raging war zones in order to intervene in family feuds, local politics, or even something as small as a personal one-on-one quarrel.

Clockwork Manticore

This steel monstrosity resembles some mad engineer's attempt to create a mechanical horror, with a lion-like body, bat-like wings with folding flaps of black leather, and a dagger-studded tail.

CLOCKWORK MANTICORE

CR 8

XP 4,800

N Large construct (clockwork)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE AC 21, touch 13, flat-footed 17 (+2 Dex, +2 dodge, +8 natural,

-1 size) hp 85 (10d10+30)

Fort +3, Ref +5, Will +4

DR 10/adamantine; Immune construct traits; Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy) **Melee** bite +14 (1d8+5), 2 claws +14 (1d4+5), tail slap +9 (2d6+8) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** blade volley, bladed tail

STATISTICS

Str 20, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1 **Base Atk** +10; **CMB** +16; **CMD** 28 (32 vs. trip) **Feats** Improved Initiative^B, Lightning Reflexes^B **SQ** swift reactions, winding

ECOLOGY

Environment any **Organization** solitary, pair, or pride (3–6) **Treasure** none

SPECIAL ABILITIES

Blade Volley (Ex): As a standard action, a clockwork manticore can snap its tail, unleashing a volley of daggers from its tail. Each use of this ability unleashes id8 daggers against a single target. Make a separate attack roll for each dagger. They are treated as having a range increment of 20 feet when launched in this way. Each dagger inflicts id4 points of piercing damage, plus the clockwork manticore's Strength modifier (typically id4+5). A clockwork manticore cannot fire more daggers with this ability than it has remaining on its tail (see the bladed tail ability, below).

Bladed Tail (Ex): A clockwork manticore's tail is studded with 20 detachable daggers, which can be thrown with its blade volley special attack. Its tail slap deals slashing damage, instead of bludgeoning. Additionally, it deals an additional 6 points of slashing damage with its tail (this is already factored into its statistics, above). Each time it uses its blade volley ability, for each dagger that is launched, it suffers a permanent –1 penalty on damage rolls made for its tail slap attack, until the next time its tail is restocked with blades (to a maximum damage penalty of –20; this cannot reduce the damage inflicted by any given attack to less than o). The clockwork manticore cannot restock its own tail, but any creature with humanoid hands and access to 20 daggers can do so. Restocking the clockwork manticore's tail with masterwork, poisoned, or even magical daggers does not impact its attack or damage bonuses for its tail slap attack, unless all of the daggers stored in the tail have the same masterwork quality, poison, or magical enhancement. Individual daggers can be removed from the clockwork manticore's tail with a disarm or steal combat maneuver (or simply as a move action, if it is willing).

Ecology

While there is some doubt as to the origins of living manticores, and whether or not they may have been magical creations, there can be no doubt that these clockwork terrors are entirely man-made. Created most often to serve as bodyguards or to protect important locations, some clockwork manticores are created simply because their creator wishes to test his abilities, for they are particularly difficult pieces of clockwork to craft, especially as far as making them able to fly.

Clockwork manticores are usually something of a jewel in their creator's crown and often see a place of prominence among their creator's possessions. Given the cost and difficulty of constructing these creatures, as well as the pride their owners show in them, a clockwork manticore is usually stationed in a place of honor, but far away from danger, typically as a guardian of an out-of-the-way vault or similar pile of treasure. Masters of the clockwork craft sometimes like to show off by employing several clockwork manticores, often as gate guards or, very rarely, as scouts, sentries, or even as preprogrammed assassins. Though eminently qualified to serve in any of these roles, even powerful mages and well-todo artisans find that the cost of employing such works of art in this way is an excessively costly and time-consuming affair, available only to the very wealthy.

Each part for a clockwork manticore must be hand-crafted from a composite of strong metals, such as bronze, together with lightweight materials, such as tin or copper. Often, each of these creatures is accentuated with purely artistic elements of gold and silver, designed to suit the tastes of each specific creator. The wings are typically made from leather or canvas, stretched over thin frames of hollow brass or joined wires of gold. Very rare examples have wings made from glass or gems; however, these constructs are either flightless or fly only through the aid of magic spells; in such cases, a *fly* spell is added to the construction requirements. Depending on exactly what elements are used in construction, a clockwork manticore typically weighs anywhere between 5,000 lbs. to 18,000 lbs.

Clockwork Manticore Construction

The clockwork manticore is a masterpiece of clockwork construction and is exceptionally difficult to create. The creator must begin with crafted clockwork pieces worth 10,000 gp. The cost of the daggers kept in the clockwork manticore's tail is not included in this price. **CL** 10th; **Price** 70,000 gp

CONSTRUCTION REQUIREMENTS

Craft Construct, *geas/quest, telekinesis*, creator must be at least caster level 14th; **Skill** Craft (clockwork) DC 22; **Cost** 35,000 gp

Daemon, Toegedaemon

This grotesquely obese creature is covered in small black scales, which lighten to a pale and fine iridescence across its enormous belly, and its two black leathery wings seem almost comically undersized. The palms of each of the creature's hands bear a small, fanged mouth, and yet another mouth is located in the middle of its belly, appearing at a glance almost as though the creature had been cut in twain, and increasing its total number of mouths to four.

TOEGEDAEMON

XP 153,600

CR 18

NE Large outsider (daemon, evil, extraplanar) Init +1; Senses darkvision 60 ft.; Perception +30

DEFENSE

AC 33, touch 11, flat-footed 31 (+1 Dex, +1 dodge, +22 natural, -1 size)

hp 319 (22d10+198)

Fort +21, Ref +10, Will +20

DR 10/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., fly 40 ft. (clumsy)

Melee 2 claws +29 (1d8+1d4+7), bite +29 (1d6+7), bite +29 (2d10+7 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks flesh to candy, reckless indulgence, swallow whole (7d6 acid damage plus 7d6 bludgeoning damage, AC 21, 62 hp)

Spell-Like Abilities (CL 18th; concentration +23)

At Will—beguiling gift^{APG} (DC 16), suggestion (DC 17) 3/day—shrink item (DC 18)

1/day—*feeblemind* (DC 20), summon (level 9, 1d4 meladaemons, 60%)

STATISTICS

Str 25, **Dex** 13, **Con** 26, **Int** 13, **Wis** 20, **Cha** 21 **Base Atk** +22; **CMB** +30; **CMD** 42

Feats Dodge, Following Step, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Fly), Step Up, Tough Inner Wall*, Toughness, Weapon Focus (bite), Weapon Focus (claw) **Skills** Bluff +30, Fly +22, Intimidate +30, Perception +30, Sense Motive +30, Spellcraft +26, Stealth +22 **Languages** Abyssal, Infernal; telepathy 100 ft. **SQ** change shape (Medium or Small humanoid creatures, *alter self*), consumptive glee

Environment any (Abaddon) **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Consumptive Glee (Ex): Whenever a toegedaemon consumes a candy, baked good, or similar treat, it heals a number of hit points equal to its Hit Dice. The toegedaemon also gains this benefit whenever it successfully makes a bite or claw attack against a creature affected with its flesh to candy special attack.

Flesh to Candy (Sp): As a standard action, a toegedaemon can force a single living creature within 120 feet to succeed on a Fortitude save (DC 26) or be instantly transformed

into a delicious candy, baked good, or similar treat. Affected creatures are effectively petrified, but transformed into food instead of stone, and as a result, do not gain hardness of any kind. This transformation is permanent, but can be undone by any effect that can cure petrification. A creature that succeeds on its saving throw is immune to this effect for 24 hours. All toegedaemons are immune to this effect. The saving throw DC is Charisma-based.

Reckless Indulgence (Su): As a standard action, a toegedaemon can force a single creature within 60 feet to succeed on a Will save (DC 26) or be compelled to immediately act out their most self-indulgent desires. The exact nature of the compulsion varies from creature to creature, and depends on that creature's particular hedonistic pleasures of choice. If no particular action seems appropriate, the creature immediately begins pursuing candy, baked goods, and other treats, consuming such items at all costs and with no regard to the consequences. Creatures compelled in this way do not engage in combat willingly, except to pursue their compulsion, but can still defend themselves if they are attacked. This is a mind-affecting compulsion effect. The saving throw DC is Charisma-based.

Ecology

These insidious daemons are spawned from the souls of those who died from overindulgence, whether choking on some hedonistic treat, or dying from health complications caused by a lifetime of such indulgence. Although the majority of these souls died from indulgences relating to food and overconsumption, this is not universally the case, and deaths caused in the pursuits of other, darker pleasures can result in the creation of a toegedaemon as well.

Toegedaemons value quality deaths over quantity of deaths, and like to create convoluted and elaborate situations leading to unusual and particularly tragic deaths, and can often barely contain their giggling laughter as they watch the events unfold. They are particularly fond of transforming creatures into candy, shrinking them with *shrink item*, and then arranging for their friends or loved ones to consume them, either unwittingly or with *beguiling gift*.

While these creatures rarely attempt to commit some kind of massacre, preferring instead the slow, torturous deaths relating to the desire to consume, on occasion, irresistible circumstances arise that are far too tempting for a toegedaemon to pass up. Festivals and celebrations which heavily rely on the consumption of candies and baked goods have the potential to attract a toegedaemon to prey on those innocent festival-goers, sometimes massacring a small, out of the way community, then using candy created from the remains of that town to feed another.

Some prefer instead to infiltrate a large community and use their change shape ability to pose as a humanoid and assume the role of a chief maker of baked goods or candies, forcing people to indulge in their insidious candies, or to devour missing street urchins, all while merrily singing and enjoying their day. Such toegedaemons are often found as leaders of a cell of the cult of the Sweet Circle, often perpetuating grand secret schemes of death and domination through the heinous device of a beloved succulent diversion.

<u>Darouga</u>

Though largely obscured by thick pale mists, the monster lurking just beyond the clarity of your vision seems to resemble nothing so much as a giant bear, though its six glowing eyes, each a different color, make it clear that this is something else, and its high-pitched shriek doesn't belong on a creature so large and hulking.

DAROUGA

CR 13

XP 25,600 CN Huge magical beast

Init +3; Senses low-light vision, mist sight; Perception +22

DEFENSE

AC 26, touch 7, flat-footed 26 (-1 Dex, +19 natural, -2 size) hp 161 (17d10+68) Fort +13, Ref +9, Will +9

Defensive Abilities mist dodge

OFFENSE

Speed 40 ft.

Melee 2 claws +20 (2d6+5) and 1 bite +20 (3d6+7) **Space** 15 ft.; **Reach** 10 ft.

Special Attacks beguiling mist, mighty mist, rage mist

STATISTICS

Str 20, Dex 8, Con 16, Int 10, Wis 14, Cha 4

Base Atk +17; CMB +24; CMD 33 Feats Ability Focus (beguiling mist, rage mist), Blind-Fight, Cleave, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Toughness Skills Perception +22, Stealth +11 Languages Aklo

ECOLOGY

Environment cold forest, hills, marshes, and plains **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Beguiling Mists (Ex): A darouga can choose to generate a mist which confuses and baffles those within the fog. As a standard action, the darouga can create this mist in a 30-foot-radius spread centered on itself that moves with it. This mist functions like the spell *obscuring mist*, except that each character other than the darouga which begins its turn within the mist succeed on a Will save (DC 22) or become confused for 1 round. The save DC is Wisdom-based. The mist remains until the darouga chooses to dismiss it, which requires another standard action. The darouga can only generate one form of mist at a time.

Mighty Mist (Ex): As a standard action, a darouga can enshroud itself in a thick mist, filling a 30-foot-radius spread centered on it. This mist functions like the spell *obscuring mist*, except that the darouga gains a +4 bonus to its Strength score while within this mist. The mist remains until the darouga chooses to dismiss it, which requires another standard action. The darouga can only generate one form of mist at a time. **Mist Dodge (Ex):** A darouga is easily able to evade danger while sheltering within mists and fog. Whenever a creature makes an attack against the darouga that would be affected by concealment, the attacker must roll the miss chance twice and take the less favorable result. Characters with the Blind-Fight feat ignore this effect.

Mist Sight (Ex): A darouga can see normally in fogs, mists, rain and similar effects that obscure its vision, and ignores miss chance granted to other creatures by concealment generated by such effects.

Rage Mist (Ex): A darouga can create a thick red mist that drives those within it insane with a powerful anger. As a standard action, the darouga can create a 30-foot-radius spread of thick mist, centered on itself, that moves with the darouga. This mist functions like the spell *obscuring mist*, except that each creature within the mist gains a+2 bonus to Strength and Constitution while within the mist, and each creature other than the darouga must succeed on a Will save (DC 22) or be overcome with rage, being forced to make at least 1 melee attack against the nearest creature on their turn.

Ecology

A darouga is a massive bear-like creature with six glowing eyes, and it dwells in areas where mists and fogs are common. Said to have been spawned by an ancient mist, which still held a small spark of magic left over from primeval times, the darouga thrives in thick fog clouds and never strays far from areas where it can easily hide in the mist, despite being able to generate fog on its own. Darougas are highly unpredictable creatures, and, because of their size and power, they are difficult to study.

Many believe the darouga to be a myth, owing to the fact that they wrap themselves in mist and resemble a dire bear or other large animal, and accounts from rare survivors are often written off as exaggerations. Because the creatures are only active at night, the darouga is sometimes considered to be a dream or result of fatigued imaginations. Though difficult to confirm, the darouga is reported to be violently territorial and a vicious predator. Whether these characterizations are accurate, or merely the fancy of the frightened, are a matter of debate among scholars.

Legends of the darouga are common in mountain forests and river valleys. Though usually described as a creature of nightmare, sent to punish those who stray into the mists, they are sometimes described as guardians meant to protect these sacred and ancient places. Some cryptozoologists believe that these stories are actually thickly veiled references to the spawning grounds of the terrible darouga. These same scholars believe that darouga are a natural evolution of the bear, or perhaps a result of magical experimentation on large bear-like creatures. Some among the fey claim that these terrors are more than merely cunning, but quite intelligent, capable of both language and culture, and obsessed with some secret only they know and will give their lives to keep.

Demon, Falmoro

This lumbering giant appears to be a massive sphere of orange-brown flesh, sprouting six muscular clawed limbs. It stands upon two of these limbs at a time, and has six eyes, each positioned between its huge arms, and its spherical body is split by a large toothy mouth which opens in a ring, with dozens of tendrils which writhe and undulate inside, somehow producing a sort of terrible music. As you watch, its horrible mouth is filled with hellish light, filling you with a sense of foreboding.

FALMORO

CR 17

XP 102,400 CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 120 ft.; Perception +20

DEFENSE

AC 33, touch 7, flat-footed 33 (-2 size, -1 Dex, +25 natural armor)

hp 247 (15d10 +165)

Fort +17, Ref +10, Will +13

Defensive Abilities DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28 OFFENSE

Speed 60 ft., climb 30 ft.

Melee 4 claws +25 (2d6 +12 plus grab) and bite +25 (3d6 +18) **Space** 15 ft.; **Reach** 10 ft.

Special Attacks abyssal portal, send through

STATISTICS

Str 34, **Dex** 8, **Con** 30, **Int** 6, **Wis** 14, **Cha** 6 **Base Atk** +15; **CMB** +29; **CMD** 38

Feats Great Fortitude, Improved Natural Attack (bite, claw), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +17, Intimidate +16, Perception +20, Sense Motive +20

Languages Abyssal, Celestial, and Draconic; telepathy 100 ft.

ENCOUNTERS

Environment any (Abyss) Organization solitary Treasure standard SPECIAL ABILITIES

Abyssal Portal (Su): A falmoro can create a portal to the Abyss within its open maw as a standard action. Once open, the falmoro can maintain the open portal as a free action. Each round, there is 50% chance that one or more demons crawls through the portal to attack the falmoro's enemies. The type of demon which comes through the portal is determined randomly, with a 25% chance that 1d10 vrocks are summoned, a 25% chance that 1d4 hezrous are summoned, a 25% chance that 1d3 glabrezus are summoned, and a 25% chance that 1d2 nalfeshnees are summoned. The demons summoned by this ability are obligated to obey the falmoro's telepathic commands for 1 minute, after which time the summoned demons are free to act as they will. Unlike demons summoned in the normal way, demons summoned through the portal can use their summon abilities after the 1 minute has expired. Once free to act as they please, demons summoned by this ability typically attack the falmoro in order to prevent rival demons from coming through the portal, and to prevent the falmoro from dragging them back into the Abyss, a practice the capricious demon often employs simply for the fun of watching its fellows be denied hope of freedom. A falmoro can keep this portal open for up to 10 minutes per day, which need not be spent consecutively, but must be spent in 1-minute increments.

Send Through (Ex): A falmoro can hurl grappled creatures into its mouth in order to send them to the Abyss while its portal is open. Whenever the falmoro successfully maintains a grapple while the portal is open, he can hurl the grappled creature into the portal to the Abyss. A creature hurled into the portal can attempt a Will save (DC 15) to resist the effect; otherwise, she is transported to a random location on the Abyss.

As long as the portal remains open, a creature can leap into the falmoro's mouth in order to follow a character which has been transported in this way. Leaping through an open portal is a standard action which provokes attacks of opportunity.

Ecology

A falmoro is a terrible demonic entity that first formed within a rift in the Abyss, which bordered a portion of Hell. The strange entity seems to be eternally connected to the Abyss, and is capable of creating a magical field that allows travel between the Abyss and other realms. Some scholars claim the falmoro was created as a weapon for the demonic forces in their eternal wars with devilkind. Indeed, many falmoros wander the parts of Hell which closely border the Abyss, summoning forth demonic armies that constantly pour through. As a result, these creatures are hated by devils of all kinds, and are often attacked by them as top priorities, limiting their effectiveness.

A typical falmoro is an engine of both malice and confusion, summoning demonic beasts to devastate and slay their foes and wreak havoc upon the worlds they invade. Falmoros also take great delight in commanding those demons, and then killing them or hurling them back into the pit from whence they came in order to display dominance. On the other hand, they also revel in those that escape, knowing such creatures go on to perpetuate mayhem.

These living portals are oftentimes killed by those that they summon, limiting their danger when they escape to other planes, or are hunted down and slain by other outsiders who fear for the trouble they could cause, both to their home plane and on the Material Plane. The appearance, or suspected appearance, of a falmoro often elicits the alliance and attention of various outsiders and adventuring groups. Typically, these groups are spear-headed by devils, who specifically hate the falmoro and, through infernal means, are capable of discerning their whereabouts and learning of individuals who may be attempting to summon one of these terrors. Such groups often contain inevitables, celestial entities, and mortal heroes recruited to contain the danger one of these creatures represents, or to dismantle the various cults of demoniacs which are both insane and well-informed enough to accomplish summoning a falmoro.

Rituals to summon a falmoro demon are complex, and typically involve a wide use of doors, as well as human and animal sacrifice. Falmoro summoning is most easily accomplished on the night of the new moon.

Devil, Iraxtar (Tax Devil)

As this red-skinned fiend removes its half-moon spectacles with its clawed hands, it spreads its red bat-like wings, and a scorpion-like tail emerges from under its plain black robe.

TAX DEVIL (IRAXTAR)

CR 15

XP 51,200

LE Medium outsider (devil, evil, extraplanar, lawful) Init +7; Senses darkvision 60 ft., debtsight, see in darkness; Perception +27

DEFENSE

AC 30, touch 20, flat-footed 23 (+7 Dex, +10 natural, +3

profane)

hp 225 (18d10+126)

Fort +17, Ref +15, Will +17

DR 10/good and silver; Defensive Abilities armor of infernal authority; Immune fire, poison; Resist acid 10, cold 10; SR 26

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 2 claws +25 (2d6+6), sting +20 (1d10+3 plus poison) **Special Attacks** claim wealth, confiscate

Spell-Like Abilities (CL 18; concentration +21)

Constant—glibness, nondetection

At Will—demand offering^{OA} (DC 15), greater teleport (self plus 250 lbs. of objects only), soul bind (DC 22)

3/day—blur, greater dispel magic, lightning bolt (DC 16), mirror image

1/day—*demand* (DC 21), summon (level 6, 1d3 bone devils, 60%), *trap the soul* (DC 21)

STATISTICS

Str 22, Dex 25, Con 22, Int 22, Wis 23, Cha 17

Base Atk +18; CMB +24 (+28 disarm or steal); CMD 44 (46 vs. disarm or steal)

Feats Combat Expertise, Greater Disarm, Greater Steal, Improved Disarm, Improved Steal, Lightning Reflexes, Power Attack, Toughness, Weapon Finesse **Skills** Appraise +27, Bluff +24, Diplomacy +24, Fly +25,

Knowledge (planes) +27, Knowledge (local) +24, Knowledge (nobility) +24, Perception +27, Profession (clerk) +27, Sense Motive +27, Sleight of Hand +28, Stealth +28

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

ECOLOGY	
Environment any Organization solitary Treasure double	
SPECIAL ABILITIES	

Armor of Infernal Authority (Su): A tax devil gains a profane bonus to AC equal to its Charisma bonus.

Claim Wealth (Sp): As a full-round action, a tax devil can touch a helpless or willing creature, or the corpse of a creature that was killed in the last hour, in order to forge an arcane link between the creature and its possessions, and use that link to transport the victim's valuables to the vaults of Hell. The creature is entitled to a Will save (DC 22) to resist this effect (if a corpse is touched, use its saving throw bonus from the moment of its death). All of the creature's worldly possessions of any value, beginning with those on its person, and then continuing to the nearest objects it owns that aren't on its person, are teleported to a vault in Hell. This ability can affect only a total gp value's worth of items up to the gp value of debt that the touched creature owed. In the event that the creature's nearest possessions do not evenly add up to the exact gp value of its debt, this ability "rounds up" to include the next item, even if this causes the total gp value to exceed the value of the debt, but no further items after that are affected.

This debt need not be owed to the tax devil or even to an individual or organization for which the tax devil works. Once this maximum gp value limit is reached, any further possessions of the target are unaffected, and any further uses of this ability on that creature have no effect, unless he accrues new debt. This clears the creature of debt according to the tax devil's debtsight ability, but may or may not legally clear the creature of debt.

Confiscate (Su): Whenever a tax devil successfully damages the same creature with both of its claw attacks in one round, it can make a disarm or steal combat maneuver against that creature as a free action. If it successfully disarms or steals an object, it can choose to have that object be teleported to its vaults in Hell, instead of holding the item or having it fall in a nearby square.

Debtsight (Su): Tax devils have a sixth sense that allows them to sense any debts that a creature may currently owe or be owed. As a standard action, the tax devil can identify whether a specific creature within 60 feet owes any major debts or is owed any major debts (and it can distinguish between the two). If it spends another standard action on the following round, it can learn several details about the debt, including its value in gp, or estimated value in the case of debts that are more difficult to quantify, as well as whether it is a formal debt with a contract and recognized by a legal authority, or an informal debt backed only by the individual's reputation, and who the debt is owed to (or from). If it continues to concentrate for a third round, it learns when the debt is due, and any agreed penalties for default.

Ecology

The overlords of Hell take matters of debt quite seriously, maintaining legions of tax devils who consider it their sworn duty to oversee each and every debt in the multiverse, even (perhaps especially) those that do not involve Hell directly at all. These devils spend most of their time cataloguing debts and payments, but often must travel to the Material Plane in order to collect on debts, both infernal and otherwise.

While these devils are adept at collecting bargained souls, they spend most of their time focusing on debts for material goods. If a tax devil identifies an individual with an outstanding debt, it disables or slays them, and then transports the owed wealth to vaults in Hell, where they are catalogued, sorted, and stored until the rightful owner comes to claim them. Of course, this wealth has a way of sitting in holding for decades, or even centuries, as it awaits processing, and by the time it finally is sorted, the owed individual has frequently already passed on, at which point the wealth conveniently defaults back to Hell. Those in the know can bribe the infernal hierarchy in order to expedite the process, and sometimes even avoid having to travel to Hell to pick up the goods in person.

Dread Flower

This monster before you looks like a cord of leafy vines, with beautiful star-shaped flowers blooming all over it. The creature's chief feature, however, is the powerful and pleasant scent that wafts out from the many brilliantly colored flowers.

DREAD FLOWER

XP 1,200

NE Medium plant Init +0; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 14, flat-footed 10 (+4 Dex) Hp 42 (5d8+20) Fort +7, Ref +1, Will +3 Defensive Abilities plant traits

OFFENSE

Speed 10 ft.

Melee 4 tentacles +6 (1d3+2)

Special Attacks life drain, sweet scent, weakening aroma STATISTICS

Str 14, Dex 10, Con 16, Int 5, Wis 14, Cha 2

Base Atk +3; CMB +5; CMD 15

Feats Ability Focus (sweet scent), Toughness, Weapon Focus (tentacle)

Skills Perception +10, Stealth +0 (+20 in deep undergrowth); Racial Modifiers +20 Stealth in deep undergrowth Languages Aklo

ECOLOGY

Environment temperate forests, swamps **Organization** solitary or pair **Treasure** incidental

SPECIAL ABILITIES

Life Drain (Ex): Whenever a dread flower hits with its tentacle attack, the target must succeed on a Fortitude save (DC 15) or become fatigued for 1d4 rounds. If the target becomes fatigued as a result of this ability, the dread flower regains 1d4 hit points and gains a +2 enhancement bonus to its Strength and Dexterity scores for 1d4 rounds.

Sweet Scent (Ex): A dread flower emits a sweet smelling scent from its colorful flowers, which can be clearly smelled at a distance of up to 120 feet. A creature who breathes in the scent must succeed on a Will save (DC 15) or be compelled to move closer to the dread flower on its turn. An affected creature must use a move action to move closer to the dread flower on its turn and cannot move farther away from the dread flower, but is otherwise free to act normally. A creature already adjacent to the dread flower is unaffected by this ability.

This is a mind-affecting effect. Creatures immune to scent-based attacks or to poison are immune to this effect. Creatures who gain a saving throw bonus vs. poison apply that bonus against this effect, as well. The saving throw DC is Constitution-based.

Weakening Aura (Ex): Up close, the sweet scent of the dread flower is far more potent, sapping the strength and vitality of those who breathe in its perfume. A creature which begins its turn adjacent to the dead flower must succeed on a Fortitude save (DC 15) or suffer 1 point of Strength damage. Strength damage dealt this way is very temporary and recovers at a

rate of 1 point per hour, once the victim stops being exposed to either the dread flower's sweet scent or weakening aura abilities.

Ecology

CR₄

Known by some as the siren flower, these terrible flowering plant monsters use their sweet scents to lure prey to its doom. Not quite mindless, these hunters have a malicious streak and will happily kill and maim anything that wanders too close to them, luring in the unwary, and then crushing them to death with their powerful tentacles, even as the victim is lost in the flowers' beautiful scent. Cunning and violent predators, these wicked plant monsters prefer to attack the weak, injured, and very young, not simply because they make easier prey, but because the dread flower enjoys dominating the helpless and reveling in its relative strength.

Though the dread flower is not especially social or intelligent, these creatures possess some limited intellect that makes them very dangerous as ambush predators, and they speak a primitive version of Aklo which they use to torment their victims. Their primitive understanding of Aklo leads some to believe that they were created by evil-aligned fey creatures, a theory corroborated by the monster's almost otherworldly beauty, and pleasant yet lethal means of attack.

A dread flower blooms all year round and produces new seeds whenever it kills a creature, which detach and blow in the wind. Thankfully, these seeds can only find purchase in ground that was soaked with blood within the last hour, making the plants relatively rare. Still, their hardy resistance to cold and heat make them viable throughout the year, and their lifespan far outstrips that of most mortal creatures, capable of living for hundreds of years, provided that they are well fed. Though they enjoy killing and maiming weak prey, they are not particularly selective in their hunting habits, and rely on their natural scents to weaken bears and other large would-be prey animals that might come close enough to the plant to pose a threat. The most common cause of death for dread flowers are well informed rangers and good-aligned druids who recognise the plants from afar, and are able to deal with them at a distance without worry for the plant's sweet smell.

Since many of these potential threats to the dread flower view the plant, incorrectly, as an incidental hazard of nature, methods for counteracting the dread flower are often employed, rather than terminating such a plant. As a result, these flowers are often found surrounded by other pungent plants, most typically stink weed, which are used to mask the scent of the dread flower and to minimize their danger.

Being native to swamps, dread flowers are often encountered by savage reptilian peoples, who, after losing some of their tribe, sometimes begin to worship the plants as gods. Though dread flowers lack the mental capacity to revel in such treatment, they enjoy the regular sacrifices provided by such creatures and, fearing the consequences of a concerted effort by a tribe to eliminate them, accept such roles gleefully. They often attempt to communicate with such creatures, though with little success. In the rare instances when they can communicate, they limit themselves to one word commands and answers.

Emperor Colossus

This giant construction appears to be made from copper and its form resembles that of some twisted humanoid, perhaps an orc, bearing a crimson crown upon its massive head. It towers above its surroundings and its footfalls shake the earth.

EMPEROR COLOSSUS

CR 24

XP 1,228,800

N Colossal construct Init +2; Senses darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 44, touch o, flat-footed 44 (-2 Dex, -8 size, +54 natural) hp 275 (30d10+110) Fort +10, Ref +8, Will +10 Defensive Abilities armor of the colossus, dread return; DR 20/adamantine; SR 35;

Immune construct traits, polymorph

OFFENSE

Speed 60 ft., fly 200 ft. (clumsy)

Melee 2 slams +41 (4d8+28/19-20)

Special Attacks boot of the colossus, breath of the colossus, crown of the colossus, fist of the colossus

STATISTICS

Str 48, Dex 6, Con —, Int 16, Wis 10, Cha 10 Base Atk +30; CMB +57; CMD 65 Feats Blinding Critical, Cleave, Craft Magical Arms and Armor, Craft Construct⁸, Critical Focus, Great Cleave, Greater Vital Strike, Improved Initiative, Improved Critical (slam), Improved Vital Strike, Master Craftsman, Power Attack, Skill Focus (Craft [armor], Craft [constructs]), Toughness, Vital Strike

Skills Craft (armor) +39, Craft (constructs) +39, Fly +12, Perception +30, Swim +49

ECOLOGY	and the second second
Environment any	
Organization solitary	
Treasure incidental	
SPECIAL ABILITIES	

Armor of the Colossus (Su): Whenever an emperor colossus successfully resists a spell with its spell resistance, its body becomes supernaturally charged, granting it an armor bonus to AC equal to the level of the spell resisted for 1d4 rounds.

Boot of the Colossus (Ex): As a standard action, the emperor colossus can stomp on a Medium-sized or smaller creature, dealing 20d6 points of bludgeoning damage and allowing the emperor colossus to make a combat maneuver check to grapple the target as a free action which does not provoke attacks of opportunity. If the check is successful, the target is automatically pinned.

Breath of the Colossus (Ex): An emperor colossus manufactures a deadly poisonous acidic gas within its body, which it can expel as a full-round action. Once per day, as a full-round action, the emperor colossus can expel a cloud of acidic gas in a 30 foot-radius spread. Any creature that begins her turn within the cloud suffers 10d6 points of acid and must succeed on a Fortitude save (DC 25) or suffer 1d4 points of Constitution damage. The cloud persists for 1 minute or until dispersed by winds of at least 20 mph. **Crown of the Colossus (Su):** An emperor colossus is capable of controlling other constructs with its magic crown. Mindless constructs within 120 feet of an emperor colossus fall under its control, as though with the spell *dominate monster*, so long as they remain within 1 mile. Constructs with an Intelligence score are allowed a Will save (DC 25) to ignore this effect.

Dread Return (Ex): An emperor colossus is extremely resilient and, if destroyed, automatically reassembles. The first time an emperor colossus is reduced to o or fewer hit points, it is automatically restored to full hit points in 1d4 rounds. Additionally, it gains a +4 bonus on attack rolls and deals an additional 1d8 points of damage with its slam attack for 24 hours. After the emperor colossus uses this dread return ability, it is unable to use it again for 24 hours. If he is destroyed within this period, he is permanently destroyed.

Fist of the Colossus (Ex): An emperor colossus is extremely adept at destroying walls and other fortifications, and its slam attacks deal an additional 100 points of damage to objects and bypass any hardness the object possessed.

Ecology

These dread automatons were first created on a remote planet in the depths of the void for the purpose of glorifying a longforgotten and terrible king. Made in his twisted image, the colossus stood as the king's sentry, ensuring that his will would be carried out, even if he were not around. Eventually the king vanished, perhaps to another plane of existence, and the colossus was left in his stead. After some time had passed, the colossus gained some degree of sentience and, like the king that created it, began to conquer and mold the world around its personal vision. It slaughtered the people of its world and destroyed their buildings, before creating another colossus in its image to stand guardian over its conquered world, then departing to find more worlds to demolish. Now, hundreds of planets have fallen to these terrors, which have grown ever more sophisticated, creating civilizations of constructs and grand palaces to serve their vanity. Their empire stretches across the distant reaches of the stars on planets now devoid of all life, their cultures just a distant memory. The few scholars who hold any knowledge of these dread beasts feel that the end of the universe is inevitable at their hands, unless some great force can intervene before it is too late.

A typical emperor colossus stands 80 feet tall and weighs several thousand tons, though rumors persist of even larger, more magnificent versions of the creature, which stretch miles into the air and whose very weight crushes planets.

The secrets of creating an emperor colossus are long lost to time, known only to the original creator of these cosmic terrors, and to the emperor colossuses themselves. However, constructing one of these creatures seems to consume a vast amount of natural resources, as well as the natural magic of planets, draining worlds of their very life-force. Though most emperor colossuses find little need for such devices, some occasionally forge for themselves giant weapons to increase their power. These weapons are typically magical and usually have 2-3 weapon special abilities. Emperor colossuses that create weapons always train in their use.

Erling

The first sign of this acid green goblin is the wicked sound of its axe as it appears from thin air. It stands the height of a tall man, but lacks the muscle mass of a hobgoblin, instead being thinly built and graceful. Its head is almost comically large, being mostly taken up by its mouth full of yellow teeth. Its ears are uncommonly small for a goblin, and its eyes gleam yellow with malice.

ERLING

CR 6

XP 2,400 NE Medium humanoid (goblinoid) **Init** +7; **Senses** darkvision 60 ft. Perception +1

DEFENSE

AC 19, touch 18, flat-footed 11 (+1 armor, +7 Dex, +1 dodge) hp 68 (8d8+32)

Fort +5, Ref +13, Will +7

OFFENSE

Speed 30 ft.

Melee mwk greataxe +11/+6 (1d12+6/x3) Ranged repeating heavy crossbow +13/+8 (1d10) Special Attacks consume luck, lucky strike Spell-Like Abilities (CL 6th) At will—ghost sound (DC 8), invisibility (self only)

STATISTICS

Str 18, Dex 24, Con 16, Int 12, Wis 12, Cha 6 Base Atk +6; CMB +10; CMD 28 Feats Dodge, Mobility, Spring Attack, Toughness Skills Bluff +6, Handle Animal +5, Ride +14 Stealth +22; Racial Bonus Stealth +4 Languages Common, Giant, Goblin

ECOLOGY

Environment any

Organization solitary, pair, or band (3-5 plus 1 leader [3rd-level rogue])

Treasure standard (mwk greataxe, padded armor, repeating heavy crossbow [20 bolts], and other treasure)

SPECIAL ABILITIES

Consume Luck (Su): An erling can consume energy caused by exceptional luck or unluck. Whenever a character within 30 feet (including the erling) rolls a natural 1 or a natural 20 on an attack roll, the erling can gain 1 luck point as an immediate action. For every luck point the erling has, it gains a +1 luck bonus to AC and saving throws. These luck points last for 1 minute or until expended.

Lucky Strike (Su): An erling can expend 1 luck point as a free action as part of making an attack roll. If he does, he rolls twice and takes whichever result he chooses.

Ecology

Erlings are an elusive and exotic race of goblinoids, thought to be closely related to hobgoblins, owing to their similar physical stature. Malicious and hateful creatures, erlings delight in the misfortune of others and enjoy watching others suffer in unfortunate accidents. They share many of the appetites typical to goblins, enjoying excessive food, destruction, mayhem, and wild revels. They also share their smaller cousins' love of song, something they frequently indulge in while invisible and just on the edge of a potential victim's hearing, aiming to unnerve their foes so that they might enjoy watching them squirm before coming in for the kill. Erlings have little love for the castoffs of others, and unlike their lesser kin, never reuse found weapons or armor; instead, they each carry a personal armory consisting of a well-crafted greataxe and a repeating heavy crossbow.

Little is known of the erling culture, as they spend most of their time invisible to the rest of the world, roaming about unseen in small groups, looking to start up trouble. Their natural stealth, combined with potent illusion, make it almost impossible to prepare for the coming of an erling band, and usually their presence remains undetected until it is too late. These erling bands consist of several men and women of fighting age, who form what appears to be a close bond, founded on a mutual desire for mischief and good chemistry. While erling bands are exceptional at coordinating clever ambushes and working well with each other, they aren't generally any better organized than other goblins, and lack the ambition for large-scale attacks, instead plotting out violent but ultimately minor raids for food and other provisions.

Among the most arrogant of goblinoids, erlings are known to mock their victims and torment them mentally before striking. They lack patience, however, and such attempts at drawing out the suffering of those they wish to kill or rob usually end prematurely, as the erlings' violent impulses take over. Erlings are particularly fond of composing simple songs or rhymes about their latest kills, but rarely remember them for long.

Erlings have trouble separating the simple desire for comic mischief from violence, and rarely find much humor in anything unless someone ends up dead. Even so, they are ever so slightly more sophisticated than simple goblins, and often go to great lengths to employ some form of primitive showmanship when perpetuating an act of comic destruction, ideally creating some kind of terrible, lethal "accident." However, these actions are difficult for the erlings to accomplish, as they lack real creativity and patience. Despite their relative safety due to their invisibility, they tend to simply start fires or set loose horses (in the errant hope that horses will be as dangerous to other humanoids as they believe them to be towards goblins). They are also fond of simply slaughtering their victims and then telling people they died in some comic way, even staging the scene to make it look like they were killed in some more amusing fashion.

To these goblinoids, the accidental death is considered to the height of cosmic perfection, when fates cruelly line up to snuff out a life without need of axe or bolt. As such, erlings that can arrange an accidental death are awarded places of great prestige among other erlings. Almost equally revered, however, are erlings that die as the result of some tragic accident, and these are among their most honored members, with individual erling bands remembering these fallen comrades more so than those that die honorably in battle. As a result, erling heroes often have names like Footslipped, Trapeater, and He Who Swallows Acid. Even more respected are those erlings that almost die as a result of a twist of fate, and these seem to be the de facto leaders of many erling bands.

Faceless Dreamer

For the briefest of moments, you spot a truly alien creature, extremely gaunt, with wood-colored skin, lanky hair, and worst of all, no face. Then the being is simply gone, and in its place stands a beautiful elf gripping a staff, but in a moment, that too vanishes, as the elf's features twist and warp into some new horror.

FACELESS DREAMER

CR 10

XP 9,600

N Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural) hp 95 (10d10+40)

Fort +8, Ref +11, Will +11

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +15/+10 (1d6+6 plus sleep), or 2 claws (nightmare form only) +17 (2d6+6 plus sleep plus 1 Wis damage)

Special Attacks dream form, manipulate dreams, nightmare form, sleep strike

Spell Like Abilities (CL 20; concentration +24) At will—*dream, nightmare* (DC 19)

STATISTICS

Str 18, Dex 18, Con 16, Int 10, Wis 14, Cha 18

Base Atk +10; CMB +14; CMD 28

Feats Cleave, Great Fortitude, Iron Will, Power Attack, Toughness

Skills Bluff +17, Diplomacy +17, Knowledge (planes) +13, Perception +15, Sense Motive +15, Survival +15 Languages Common; truespeech

ENCOUNTERS

Environment any Organization solitary Treasure standard (mwk quarterstaff, other treasure) SPECIAL ABILITIES

Dream Form (Su): A faceless dreamer has the ability to assume a pleasant and striking form, the exact details of which are determined by the viewer. Assuming dream form requires a standard action and the transformation lasts for 1 hour. While in dream form, the faceless dreamer gains a +4 bonus to Wisdom and Charisma and radiates an aura of peace and calm within 10 feet. Characters within the aura are affected as though by *calm emotions* for as long as the faceless dreamer remains in dream form; a successful Will save (DC 21) negates this effect. This ability can be used at will, but the faceless dreamer must enter a nightmare form for at least 10 minutes before it can use this ability again in the same day. The saving throw DC is Charisma-based.

Manipulate Dreams (Su): A faceless dreamer has the ability to force a sleeping character within 30 feet to dream of whatever it wishes, so long as she remains asleep. Activating this ability is a swift action and causes a sleeping character to have a vivid dream of the faceless dreamer's choosing. The nature of the dream is determined when the faceless dreamer uses this ability, but then develops naturally unless the faceless dreamer continues to use a swift action each round to alter the character's dreams. Most often, faceless dreamers

use this ability either to torment their foes or to communicate with their friends.

Nightmare Form (Su): A faceless dreamer can assume the form of a terrible nightmare, the exact details of which vary depending on the viewer. Assuming nightmare form requires a standard action and the transformation lasts for 1 hour. While in nightmare form, a faceless dreamer gains a +4 bonus to its Strength and Dexterity scores and gains 2 primary claw natural attacks, which it may use in place of its staff (this attack's listing in the stat block already has taken into account the bonus to Strength). These claws deal 2d6 points of damage plus 1 point of Wisdom damage on a successful hit unless the target succeeds on a (DC 19) Will save. This ability can be used at will, but the faceless dreamer must enter a dream form for at least 10 minutes before it can use this ability again in the same day. The saving throw DC is Charisma-based.

Sleep Strike (Su): Whenever a faceless dreamer hits a living creature with a melee attack, she must succeed on a Will save (DC 19) or fall asleep for 1010 rounds. A character with more total Hit Dice than the faceless dreamer gains a +2 bonus on her save to resist this effect.

Ecology

Faceless dreamers are unusual outsiders with an ephemeral appearance and temperament. They are spawned initially by rare, once-in-a-lifetime dreams, which cause them to spring into existence on the Ethereal Plane. A faceless dreamer has a special connection to the dreamer that spawned it, and many leave the Ethereal Plane to seek out their progenitors, wishing to engage them in conversation and seek to understand their minds. Out of a misguided desire to please their creators, faceless dreamers will often seek out and torment their creator's enemies, or rather, the enemies they see in their creator's dreams, manipulating these enemies' dreams or even outright attacking them.

Faceless dreamers seem alien to many observers, causing them to believe that they are undead horrors or aberrations, rather than outsiders. Because of this, often faceless dreamers will assume dream form in order to confront peaceful individuals in a physical manner. Despite this adequate camouflage, faceless dreamers prefer to communicate with others in their dreams, assuming their disguise only when the dreamer is awakened. While faceless dreamers are intelligent, they are highly irrational individuals and will often behave erratically, turning from friendly to violent with the least provocation.

Because of their physical similarities, both in body type and lack of facial features in their natural form, some believe the faceless dreamer and the faceless lord to be related creatures; however, the two have little to nothing in common, with one being a creature of the fey and the other being an outsider given life by dreams. Even so, some scholars refuse to let the point go, stressing that the faceless lords seem to have no visible place in fey society, and believe that if they are not descended directly from the faceless dreamer, they must at least be a sort of offshoot of their branch, perhaps created by the primal dreams of fey. Faceless dreamers themselves hold little interest in deciphering any potential connection.

Faceless Lord

This tall, slender figure has pale skin. It has no eyes, ears, or nose, and its mouth is almost lipless, with oversized, gleaming white teeth. Dozens of masks of all shapes and sizes spin around it in the air, while even more hang from its belt.

FACELESS LORD

XP 409,600

CE Medium fey

Init +14; **Senses** blindsight 60 ft., low-light vision; Perception +48

CR 21

DEFENSE

AC 31, touch 21, flat-footed 20 (+10 Dex, +1 dodge, +10 shield) hp 409 (39d6+273)

Fort +21, Ref +31, Will +27

Defensive Abilities ring of masks; **DR** 15/cold iron and lawful; **Immune** cold, fire; **Resist** acid 10, electricity 10; **SR** 32

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OFFENSE

Speed 30 ft.

Melee +*1* keen shocking rapier +30/+25/+20/+15 (1d6+9 plus 1d6 electricity/15-20)

Ranged +*i* shocking longbow +30/+25/+20/+15 (1d8+1 plus 1d6 electricity)

Special Attacks steal face

Spell-Like Abilities (CL 20, concentration +20)

Constant—nondetection At Will—aura alteration^{OA}, blur, disguise self, invisibility (self only), mirror image

3/day—greater shadow conjuration (DC 22), greater shadow evocation (DC 23), veil (DC 21)

STATISTICS

Str 26, **Dex** 30, **Con** 22, **Int** 24, **Wis** 22, **Cha** 10 **Base Atk** +19; **CMB** +27; **CMD** 47

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Greater Dirty Trick, Greater Disarm, Greater Vital Strike, Improved Dirty Trick, Improved Disarm, Improved Initiative, Improved Vital Strike, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Craft [clothing], Disguise), Toughness, Vital Strike, Weapon Finesse Skills Acrobatics +52, Bluff +42, Craft (clothing) +55, Diplomacy +42, Disguise +58, Escape Artist +52, Knowledge (arcana) +46, Knowledge (local) + 49, Perception +48, Sense Motive +48, Sleight of Hand +52, Stealth +52, Use Magic Device +42; Racial Bonus +10 Disguise Languages Aklo, Common, Elven SQ animal masks, convincing illusions

ECOLOGY

Environment any

Organization solitary

Treasure double (+1 shocking longbow with 40 arrows, +1 keen shocking rapier, other treasure)

SPECIAL ABILITIES

Animal Masks (Sp): With 10 minutes of work and a successful DC 30 Craft (clothing) check, a faceless lord can create a special animal mask. When the mask is created, the faceless lord must choose one of the following spell effects: *animal aspect, bear's endurance, beast shape I, beast shape II* (tiny animals only), *bull's strength, cat's grace, eagle's splendor, fox's cunning,* or *owl's wisdom* (in the case of *animal*

aspect, beast shape I, and beast shape II, the animal must be chosen at the time the mask is created, and cannot later be changed). As long as the mask is worn, the wearer is affected by the chosen spell. The faceless lord can maintain a number of animal masks at any one time equal to 1/4 its Hit Dice (typically 9). If an additional mask would be created beyond that amount, the faceless lord must choose an existing mask that loses its power. Donning or removing a mask is a standard action.

Convincing Illusions (Sp): A faceless lord's illusions are particularly convincing. The DCs of its spell-like abilities of the illusion school are increased by +5.

Puppetmaster (Sp): A faceless lord can cast *dominate monster* on any creature wearing one of its masks. It can use this ability once per creature per day. Regardless of whether or not the creature succeeds on its saving throw, it is not aware of the attempt, and if it fails on its saving throw, the faceless lord can choose to have the creature remember nothing of the time it was dominated.

Ring of Masks (Su): A faceless lord is constantly surrounded by a ring of floating masks, which swirl around it and block attacks made against it, granting it a +10 shield bonus to AC. Each time an attack made against the faceless lord misses by an amount equal to or less than the shield bonus granted by this ability, the shield bonus is reduced by 2 (to a minimum of +0). As a full-round action, the faceless lord can restore the bonus to +10 by conjuring additional masks.

Steal Face (Su): As a standard action, a faceless lord can touch a creature and attempt to steal their face. This requires a melee touch attack, and the target is entitled to a Will save (DC 29) to resist. If the saving throw fails, the target's face disappears from his head and his likeness appears on an empty mask in the faceless lord's possession. The creature whose face was stolen is blinded, deafened, and unable to speak (including casting spells with verbal components). These effects last indefinitely, but the creature can be cured with a break enchantment spell. Anyone that puts on the mask bearing the creature's face is physically transformed to appear identical to that person at the time the mask was used (as disguise self, except it applies to auditory, tactile, and olfactory senses, as well), for as long as the mask is worn. The faceless lord can maintain a number of masks in this way equal to 1/4 its Hit Dice (typically 9). If an additional mask would be created beyond that amount, the faceless lord must choose an existing mask that loses its power (this does not restore the face to the creature it was stolen from). A creature that succeeds on his saving throw to resist this effect is immune to it for 24 hours. The saving throw DC is Charismabased.

Ecology

Rumored to be fey nobles who have been cast out or disgraced so profoundly that their very names and faces have been stricken, not just from court records, but from their very selves, faceless lords are wandering troublemakers. They often visit quiet and isolated villages and begin selling their masks as mundane curiosities, or even giving them away for free, then use their powers to make mischief.

Fyrskygge

What at first appeared to be a shadow in the ice clearly becomes something more, as a seemingly endless wave of impossibly black shadow energy pours from the ice in a horrifying torrent. Dozens of red and white eyes blink from the inky substance, somehow as immaterial as the rest of it, with whispers of hatred and hunger resounding from within the creature's horrible form without clear source.

FYRSKYGGE

CR 23

XP 819,200

CE Colossal undead (incorporeal) Init +13; **Senses** darkvision 60 ft.; Perception +39

DEFENSE

AC 17, touch 17, flat-footed 8 (+6 deflection, +9 Dex, -8 size) hp 345 (30d8+210)

Fort +18, Ref +21, Will +21

Defensive Abilities incorporeal, meld into ice, undead

traits; Immune cold; Weaknesses ice bound

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +31 (1d6 Strength, Dexterity, and Constitution damage plus freezing touch)

Space 30 ft.; Reach 30 ft.

Special Attacks black ice, create spawn, freezing touch, surge of darkness

Spell-Like Abilities (CL 20th; concentration +26) At Will—control weather, snow shape, wall of ice

STATISTICS

Str —, Dex 28, Con —, Int 10, Wis 14, Cha 22 Base Atk +22; CMB +39; CMD 49

Feats Ability Focus (freezing touch), Alertness, Blind Fight, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Stealth), Spring Attack, Toughness

Skills Bluff +36, Intimidate +39, Perception +39, Sense Motive +4, Stealth +32

Languages Aklo

ECOLOGY Environment cold deserts Organization solitary Treasure incidental

SPECIAL ABILITIES

Black Ice (Su): As a full-round action, the fyrskygge can infuse a patch of ice with negative energy turning it jet black. The targeted ice must be within 500 feet, and can be up to 30 feet in radius. Living creatures that begin their turn in contact with ice affected in this way suffer 5d6 points of negative energy damage. The target patch of ice also becomes extremely difficult to move across, with each 5-foot square of ice requiring 20 feet of movement. These effects last for 1 minute. The fyrskygge can use this ability at will, though it can only affect one patch of ice at a time.

Create Spawn (Ex): A creature whose Strength, Dexterity, or Constitution is reduced to o by the fyrskygge's incorporeal touch attack dies and rises as a fyrskygge 1d2 minutes thereafter. Fyrskygges created in this way are under the control of the fyrskygge that killed them, and are destroyed if that fyrskygge is destroyed.

Freezing Touch (Ex): A creature that comes into direct physical contact with the fyrskygge, either by dealing damage with a natural attack, attempting to grapple the fyrskygge, or being touched by the fyrskygge, must succeed on a Fortitude save (DC 33) or slowly start to freeze. The first time a creature is affected by this ability, she is slowed for 1d6 rounds and suffers 1d4 points of Strength damage. If the creature is affected by this ability a second time while under the influence of its initial effects instead becomes stunned for 1 round, and suffers 1d4 points of Dexterity damage. A creature affected a third time (while stunned) becomes paralyzed instead.

Ice Bound (Ex): A fyrskygge must remain within the ice at all times, able to emerge to the surface only for short periods, limiting its influence on the outside world. Normally, a fyrskygge must remain melded into ice (see the meld into ice ability), but it can make short forays into the world beyond the ice. As a full-round action once each day, the fyrskygge can exit the ice for a period of up to 1 minute. After this time, each round the fyrskygge remains outside the ice, it suffers 10d6 points of damage; this damage cannot be healed by any means until it returns to the ice.

Meld into Ice (Ex): A fyrskygge can meld into ice, not merely passing through it, but joining with it and infecting it with his dark presence. As a free action, a fyrskygge can choose to meld into ice. This works like the spell *meld into stone*, except that the fyrskygge melds into ice rather than stone, and the duration of the effect is permanent. Additionally, the fyrskygge cannot take actions to affect the outside world while melded in this way, nor can it be harmed directly. Destroying the ice that the fyrskygge is melded into, such as with a *disintegrate* spell or similar effect, deals 100 points of damage to the fyrskygge and forces it out of the ice, where it must either find a new piece of ice to rest in or suffer damage from its ice bound ability. Finally, while melded into the ice, the fyrskygge recovers 5 hit points per round.

Surge of Darkness (Su): A fyrskygge can lash out in a wild surge of dark energy, attacking multiple creatures within its reach. As a full-round action, the fyrskygge may make a single incorporeal touch attack against any number of foes within its reach. For each foe beyond the first, the fyrskygge suffers a -4 penalty on the attack roll.

Ecology

A fyrskygge is remnant of a terror which was once known when the land was covered with ice, food was scarce, and death was common. In those days, death and malice began to take form, a howling doom that reigned in the coldest and remotest places. This roving malice was bound to the ice, laying claim to all in its path. As the world warmed, their habitat was destroyed and the hateful plague was stopped. Eventually, only a handful of fyrskygges remained, hiding away in the most isolated and frozen lands.

Fyrskygges are extremely mysterious creatures, embodying those who succumbed to frigid and frozen deaths. They display intelligence and seem to speak a primal form of Aklo; where they learned such a language or what use they have for it are questions currently left unanswered, as the terrors confine themselves to the icy shelves, emerging only briefly to feed and spread their horrible curse.

Gem Haunt

What at first seemed to be large gleaming gem suddenly shimmers and seems to melt, becoming a gel-like substance filled with needle-sharp stingers that swirl in the brilliantly colored goo. Completing the transformation is a large, oddly humanoid eye which opens in the middle of the goo.

GEM HAUNT XP 800

CR 3

CE Diminutive aberration **Init** +9; **Senses** all-around vision, darkvision 60 ft.; Perception +2 DEFENSE **AC** 19, touch 19, flat-footed 14 (+4 size, +5 Dex)

hp 30 (4d8+12) Fort +4, Ref +6, Will +6 Defensive Abilities amorphous; Immune critical hits, precision damage

OFFENSE

Speed 10 ft. Melee sting +12 (1d2-2 plus poison) Space 1 ft.; Reach o ft.

Special Attacks lithovore

STATISTICS

Str 6, Dex 20, Con 16, Int 6, Wis 14, Cha 6 Base Atk +3; CMB -3; CMD 12 Feats Improved Initiative, Weapon Finesse Skills Disguise +5 (+25 when mimicking a gem), Stealth +24; Racial Modifiers +20 Disguise when mimicking a gem. Languages Aklo SQ mimic gem ENCOUNTERS Environment any Organization solitary Treasure standard SPECIAL ABILITIES

All-Around Vision (Ex): A gem haunt sees in all directions at once. It cannot be flanked.

Amorphous (Ex): When not mimicking a gem, a gem haunt has an amorphous and unstable shape. It is immune to critical hits and precision damage and can squeeze itself through any space that is not watertight.

Lithovore (Ex): A gem haunt gains its nutrition by devouring petrified creatures. This process requires a full-round action, during which the gem haunt deals 1 point of Constitution drain to the petrified creature each round. For every point of Constitution drained, the gem haunt regains 5 hit points and absorbs enough nutrition to sustain itself for 1 week. If a character is reduced to 0 Constitution in this way, it dies. Its petrified body crumbles to dust, leaving a single gem worth 500 gp per Hit Dice in the dust pile, in the place where its heart used to be.

Mimic Gem (Ex): A gem haunt has the ability to alter itself to become any gem of Diminutive size or smaller. An Appraise check reveals that the gem has a value of 2,000 gp. A successful Perception check opposed by the gem haunt's Disguise check is required to discern that the gem haunt is something other than it is. A gem haunt gains a +20 racial bonus on Disguise checks made to mimic a gem, and always treats Disguise as a class skill. While mimicking a gem, a gem haunt's senses are reduced to the 5-foot area immediately around it.

Poison (Ex): Sting—injury; *save* Fortitude DC 15; *frequency* 1/round for 6 rounds; *effect* 1 Dexterity damage; if the target's Dexterity is reduced to 0 by this poison, he is petrified for 1 minute, taking on the appearance of the last gem that the gem haunt mimicked with its mimic gem ability; *cure* 1 save.

Ecology

Gem haunts are believed by some to be the result of yhe magical energies latent in discarded material components for spells. Other schools of thought claim that they are born from the mangled remains of souls left in gems used for *soul traps*. Whatever the case, these aberrant creatures born from magic are twisted monstrosities with limited intelligence and intense carnivorous appetites that drive it to kill. Their strange powers allow them to change shape from that of a gem, theorized to be the gem that spawned them, to the strange semi-liquid creature that scholars consider to be their natural form. While there was some early debate about whether these strange creatures were oozes or something else, modern scholars cite their solid and complex structures, along with their surprising intelligence, to favor the latter argument.

Whatever their origins, gem haunts are cunning and ruthless predators who lie in wait to poison and ultimately devour their prey. While gem haunts prefer to hunt small, weak animals and semi-intelligent humanoids attracted to shiny objects, they won't hesitate to attack larger, more intelligent prey, especially when hungry. In combat, gem haunts tend to be fairly pragmatic, preferring to attack when their target is at its weakest and remaining in the battle only long enough to get what they need before fleeing to safety. Despite their intelligence, gem haunts have no discernible culture or society.

Even so, gem haunts seem to have a few common traits with each other and tend to prefer a careful hunting style. They almost always appear as extremely valuable gems, such as rubies, sapphires, and diamonds, despite the ability to mimic other shapes. While some cite the likelihood of their origins relating to spell components and magical foci, as well as a limited knowledge of geology and gemology, as the reason for this, some postulate that the gem haunt actually knows the desires of creatures that might pick it up. Long-term studies note that the gems the gem haunt mimics have been known to change. This has been seen when the gem haunt has spent some time within the gem bags and treasure chests of creatures it feels it cannot successfully attack, or after enemies have repelled the gem haunt's attack and decided to set it free. Whether this reflects some desire for the gem haunt to be a more successful hunter, or is an aesthetic choice, is unknown.

Though gem haunts speak and understand Aklo, they rarely choose to do so. Those who do begin to correspond with a gem haunt will note they create the sounds of their speech by maneuvering their sharp rocky shards together to produce a harmonic resonance, and that the creatures are quite simple and single-minded individuals.

Hoi-oi

This small lemur has black fur and huge, glowing yellow eyes. Its body is emaciated and wizened, and each of its hands bears a single long, crooked pointer finger, easily three times the length of its other fingers.

HOI-OI

CR 22

XP 614,400

NE Tiny magical beast

Init +12; **Senses** darkvision 60 ft., low-light vision, scent, see in darkness; Perception +27

DEFENSE

AC 39, touch 29, flat-footed 30 (+8 Dex, +1 dodge, +10 natural, +8 profane, +2 size) hp 379 (33d10+198) Fort +24, Ref +26, Will +18 Defensive Abilities armor of night; DR 10/epic; Immune ability damage, ability drain, curses, diseases, energy drain, fear, paralysis, petrification, poison, sleep; SR 33

OFFENSE

Speed 40 ft.; climb 40 ft.

Melee 2 claws +43 (1d8+4 plus 4d6 negative energy) **Space** 2-1/2 ft.; **Reach** 5 ft.

Special Attacks claws of death, evil eye, gaze of death, rend (2 claws, 1d6+6 plus 6d6 negative energy), slaying gesture **Spell-Like Abilities** (CL 20th; concentration +28)

At Will—bestow curse (DC 22), deeper darkness (self only), finger of death (DC 25), insanity (DC 25)

3/day—soul bind (DC 27)

STATISTICS

Str 18, **Dex** 27, **Con** 22, **Int** 13, **Wis** 21, **Cha** 26 **Base Atk** +33; **CMB** +35; **CMD** 62

Feats Ability Focus (gaze of death), Combat Reflexes, Dodge, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Natural Attack (claw), Improved Vital Strike, Iron Will, Mobility, Power Attack, Skill Focus (Intimidate), Skill Focus (Perception), Skill Focus (Stealth), Spring Attack, Weapon Finesse, Vital Strike

Skills Acrobatics +24, Intimidate +34, Perception +47, Stealth +58

Languages Aklo

ECOLOGY

Environment temperate and warm forests and jungles **Organization** solitary **Treasure** incidental

SPECIAL ABILITIES

Armor of Night (Su): In areas of dim light or darkness, a hoi-oi gains a +8 profane bonus to AC, as it surrounds itself in semi-real shadows that protect it from attacks. This bonus is already included in the creature's statistics.

Claws of Death (Su): As a swift action, a hoi-oi can cause its claws to become wreathed in negative energy, causing it to inflict an additional 4d6 points of negative energy damage with each successful hit, and causes its rend to deal an additional 6d6 points of negative energy damage. This effect lasts until the hoi-oi uses another swift action to end it. This damage is already included in the creature's statistics. **Evil Eye (Su):** As a move action, a hoi-oi can turn its baleful glare on a single creature within 30 feet, forcing that creature to suffer a –4 penalty to one of the following (hoi-oi's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This effect lasts for 1 minute, or 1 round, if the target succeeds on a Will save (DC 34). A creature can only suffer one penalty from this ability at any given time. This is a mind-affecting curse effect. The saving throw DC is Charisma-based.

Gaze of Death (Su): Any creature within 30 feet of a hoioi that makes eye contact with it must succeed on .a Will save (DC 33) or suffer a terrible curse. Such creatures do not heal naturally, and any attempt to heal them magically fails unless the caster succeeds on a DC 31 caster level check. Additionally, each night, while the affected creature sleeps, it is affected as though by the spell *nightmare*. The curse cannot be removed by anything less than a *miracle* or *wish* spell, although slaying the hoi-oi ends the effect automatically. Treat this as a gaze attack. The saving throw DC is Wisdombased.

Slaying Gesture (Sp): As a full-round action, a hoi-oi can point the long, narrow index finger of each of its hands at two different creatures, affecting each of those creatures with its *finger of death* spell-like ability. If it does so, the DC for that ability is reduced by 2.

Ecology

A strange creature said to have been birthed by dark fey, the hoi-oi is a malicious harbinger of death and destruction, although it seems to reserve all of its hatred and evil for intelligent species. Left to its own devices, in the wilderness, far from humanoids and other sentient creatures, the hoioi behaves much like any other animal, spending its time searching for small grubs and insects inside dead trees and logs. Their intense hatred of intelligent creatures, especially humanoids, leads them to stalk and murder such creatures when they find them, however, often toying with their prey for some time, using their incredible stealth and deeper darkness ability to appear before them and afflict them with its gaze of death before disappearing to a safe distance. By using similar tactics to deliver bestow curse, the hoi-oi can torment and weaken its prey for days before they eventually succumb. It is only when they encounter foes powerful enough to threaten them that they make use of their more potent spell-like abilities, although they always use soul bind to steal the souls of those they slay, trapping them in small stones which they use to decorate their lairs.

Hoi-oi lairs are often very remote, hidden in caves atop jungle mountains, or in burrows deep in the marshes and swamps that hug muddy rivers. Though hoi-oi will keep very little in terms of the provisions of humanoids and other sentient creatures, they will often stock pile gems and other natural valuables in their lairs. Occasionally, these lairs are decorated with artfully arranged piles of skulls, or several humanoid prisoners kept in cages of bone or twisted roots. These poor souls are often those who proved most successful at eluding the hoi-oi or that wronged it in some way, most likely by stealing one of its gems. They can look forward to months or even years of torment before the hoi-oi finally kills them, often after destroying their minds and breaking their hearts with false hope and false promises.

Leidkolti

As this ragged and yellowed scroll unfurls on its own, it becomes clear that it is made not from vellum or some other tanned hide, but is in fact a living, membranous creature, its two beady black eyes staring with unblinking hatred, a tiny mouth ringed with needle-like fangs hissing menacingly.

LEIDKOLTI

CR 5

XP 1,600 CN Tiny aberration

Init +5; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size) hp 55 (7d8+24) Fort +7, Ref +9, Will +7 Defensive Abilities evasion Weaknesses vulnerability to fire

OFFENSE

Speed 5 ft.; fly 30 ft. (average)
Melee bite +12 (1d4-1 plus attach)
Special Attacks absorb scroll, smothering grapple
Spell-Like Abilities (CL 7th; concentration +10)
At Will—erase, read magic, secret page

1/day—sepia snake sigil (DC 16)

STATISTICS

Str 9, Dex 20, Con 16, Int 14, Wis 15, Cha 17 Base Atk +5; CMB +2 (+12 grapple when attached); CMD 17 (can't be tripped) Feats Great Fortitude, Lightning Reflexes, Skill Focus (Disguise), Weapon Finesse Skills Disguise +6 (+14 to appear as a scroll), Escape Artist +15, Fly +9, Knowledge (arcana) +12, Perception +12, Spellcraft +12, Stealth +23, Use Magic Device +10 (+18 to activate a scroll); Racial Modifiers +8 Disguise to appear as a scroll, +8 Use Magic Device to activate a scroll Languages Aklo, Undercommon SQ compression ECOLOGY

Environment any Organization solitary, pair, sheaf (3–12), or library (13–40) Treasure incidental SPECIAL ABILITIES

Absorb Scroll (Su): Whenever a leidkolti successfully uses its *erase* spell-like ability on a scroll, it can choose to absorb the magical writing the scroll held. If it does, the writing appears on the leidkolti's body, and can be cast from it as though it were a scroll. The leidkolti can use its own body as a scroll in this way, or another creature can do so, although in the latter case the leidkolti must be either willing or helpless.

Smothering Grapple (Ex): Whenever a leidkolti successfully maintains a grapple, in addition to any other actions it takes as part of maintaining the grapple, it can attach itself to the target's face, covering their mouth and nose and preventing them from breathing. If the leidkolti is already attached to the creature's face, it can instead reduce the number of rounds that the creature can continue holding its breath by 1d6. Attacks that hit a leidkolti while it is using this ability also inflict damage to the smothered creature, equal to 1/2 the damage inflicted to the leidkolti.

Ecology

Despised by adventurers everywhere, often compared to the likes of mimics and rust monsters, and sometimes referred to as "scroll-mimics" or "scrollers," leidkolti are thought to be distant relatives of the cloaker, as they share many features of anatomy. When rolled up, or seen from above, a leidkolti bears a striking resemblance to a piece of vellum parchment, allowing them to easily pass for scrolls. This is a mistake that the leidkolti have adapted to take advantage of, and many leidkolti actively seek out collections of scrolls (magical or otherwise) in which to make their nests. They have even learned how to manipulate writing and steal the magical abilities of scrolls, which they use to defend their homes, along with placing sepia snake sigils on any other scrolls around them, counting on these booby traps to immobilize potential foes, allowing the leidkolti to prey on them at its leisure.

In addition to employing advanced hunting tactics, leidkolti often form crude alliances with other creatures who might be easily manipulated into luring prey to their lairs, so that they might more easily feast. Such alliances are fairly onesided, and usually involve the leidkolti making overtures to the fledgling wizards, bards, and similar magicians who occasionally crop up in the tribes of less civilized humanoids, with whom they occasionally share ruins or other spaces. They provide some access to magical spells, taken from scroll collections, to the primitive spellcasters, who in turn lure rival clan members and adventurers to where the leidkolti is holed up. Such bargains only last so long as it is convenient for the leidkolti, who often end such schemes with a promise of further power, only to envelop and ultimately devour those foolish enough to take them into their confidence.

Leidkolti are typically solitary, or live in small groups of perhaps 2 or 3. However, larger groups of leidkolti, sometimes called sheaves (or libraries, for particularly large groups), have been known to congregate in areas where scrolls and paper are exceedingly common. Most often, they take up residence in abandoned libraries of ancient knowledge in underground vaults, or in rarely used sections of law libraries and the like, where they can fester for years, eating squatters and students, who are presumed to have run off. It is not unheard of, however for these creatures to be cultivated as guardians for valuable collections, and are known to take up residence in the restricted areas of more than one arcane university, intended to prevent those not ready for such things from gaining knowledge they shouldn't.

Though most often compared with cloakers, who share many physical and mental characteristics with the leidkolti some are quick to point out similarities to gem haunts, mimics, and even potion beasts. These ludicrous rumors are often formulated by traveling adventurers and other treasure seekers who face similar problems with all these creatures. Lately, there has been a growing concern of the scholarly community due to a theory that all of these creatures share a similar origin. This wild and unfounded claim states that leidkolti, gem haunts, potion beasts, and indeed some other monsters are actually the creations of one or more bitter wizards, meant to cheat them out of their loot. How such a grand conspiracy could fester unnoticed for so long, and leave a legacy of so many distinct creatures, are just a few of the problems with this theory.

Mountain Spirit

This massive creature rises up from the side of the mountain like a tumorous growth. It is made entirely of rock and sediment, yet vaguely humanoid in shape, with two arms, a head, and a torso, but instead of legs, its body simply extends into the ground where it seems to merge cleanly with the surface.

MOUNTAIN SPIRIT

CR 25

XP 1,638,400

N Colossal outsider (earth, elemental, native) Init +4; Senses darkvision 60 ft., tremorsense 120 ft.; Perception +49

DEFENSE

AC 40, touch 2, flat-footed 40 (+38 natural, -8 size)

hp 620 (40010+400); fast healing 20 (only works while earth gliding)

Fort +31, Ref +15, Will +30

DR 15/—; Defensive Abilities rock catching; Immune

electricity, elemental traits; **Resist** acid 20, cold 20, fire 20

OFFENSE

Speed 30 ft., burrow 60 ft.; earth glide **Melee** 2 slams +48 (6d10+15)

Ranged rock +32/+27/+22/+17 (3d10+15)

Space 30 ft.; Reach 30 ft.

Special Attacks earth mastery, entomb, rock throwing (180

ft.)

Spell-Like Abilities (CL 20th; concentration +22) At Will—soften earth and stone, spike stones (DC 16), stone shape

3/day—earthquake, stone call^{APG} (DC 21)

STATISTICS

Str 40, Dex 10, Con 28, Int 8, Wis 22, Cha 14 Base Atk +40; CMB +63 (+67 bull rush or sunder); CMD 63 (+65 vs. bull rush or sunder, can't be tripped) Feats Awesome Blow, Blind-Fight, Cleave, Dazzling Display, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Improved Vital Strike, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (slam)

Skills Intimidate +60, Knowledge (geography) +22, Knowledge (nature) +22, Perception +49, Sense Motive +49, Stealth +27

Languages Terran SQ mountain bond

ECOLOGY

Environment any mountains Organization solitary Treasure incidental

SPECIAL ABILITIES

Earth Mastery (Ex): A mountain spirit gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the mountain spirit takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the mountain spirit is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Entomb (Ex): Whenever a mountain spirit begins its turn in control of a grapple with a creature at least one size category smaller than itself, it can attempt to entomb the creature as a standard action, plunging the creature deep within the mountain spirit's own earthy body, where the creature is effectively buried alive. While buried in this way, the creature is unable to breathe, and suffers 6d10 points of bludgeoning damage each round (the mountain spirit can suppress or resume the bludgeoning damage as a swift action, if desired). The entombed creature is effectively paralyzed, and cannot move, except to attempt DC 30 Strength checks as a standard action to attempt to escape. Creatures with a burrow speed gain a +10 bonus on this check, while creatures with the earth glide special ability succeed automatically. Success on this check allows the entombed creature to dig through the mountain spirit's body and emerge in the nearest unoccupied square. If there is no suitable square for the character to emerge into (such as if the mountain spirit is currently burrowing), the attempt automatically fails. Entombed creatures can still take purely mental actions. Entombed creatures are considered to have total cover from all creatures other than the mountain spirit.

Mountain Bond (Su): Each mountain spirit is bonded to a particular mountain, and serves as a metaphysical extension of the mountain itself. Mountain spirits cannot leave the boundaries of the mountain to which they are bonded. By concentrating as a full-round action, a mountain spirit can create a scrying sensor located anywhere on the mountain to which it is bonded, which otherwise functions as *clairaudience/clairvoyance*. The mountain spirit can have only a single scrying sensor created in this way at any given time.

Ecology

Primordial creatures of earth that are closely linked with mountains, these massive earthen guardians are often mistaken for earth elementals, and in fact have much in common with them. However, while earth elementals hail from the Elemental Plane of Earth, mountain spirits can be found on any plane that holds mountains. Some scholars have theorized that the most ancient of the elder earth elementals undergo a mysterious process by which they leave the Elemental Plane of Earth and seek out a suitable mountain on another plane, then undergo a slow transformation into a mountain spirit, growing considerably as their bond with the land empowers them, but the process is believed to be far too slow to be observable. Others, especially of shamanistic traditions, believe mountain spirits to be a natural growth of the land and a manifestation of the mountain's power and majesty.

Mountain spirits spend most of their time in the heart of the mountain to which they are bonded, and in fact most mountains harbor a mountain spirit, even though few travelers ever encounter any of them. Only creatures that threaten the mountain itself can earn a mountain spirit's ire, such as those who attempt to alter the mountain in significant ways, deforesting it, digging massive holes through it, or even attempting to demolish it entirely. When a mountain spirit is roused to action, it will not rest until whatever threat it perceives to its home has been driven off, or completely destroyed.

Nyokhara

This horse-sized serpent hangs patiently from a tree branch, its massive, muscular coils covered in black scales mottled with bright reds and yellows. Its reptilian eyes glow with an unnerving green light.

NYOKHARA

CR 7

XP 3,200

NE Large magical beast Init +3; Senses darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +16

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size) hp 94 (9d10+45) Fort +10, Ref +9, Will +7

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft. **Melee** bite +16 (1d8+12 plus poison and grab) **Special Attacks** careful constriction, constrict (1d8+12), hypnotic gaze, swallow whole (3d6 acid damage and 3d6 bludgeoning damage, AC 14, 9 hp)

Spell-Like Abilities (CL 9; concentration +13) At Will—*speak with animals* (snakes only) 3/day—*charm animal* (DC 14; snakes only), *entangle* (DC

14) 1/da

1/day—suggestion (DC 16), tree shape

STATISTICS

Str 27, Dex 17, Con 18, Int 7, Wis 14, Cha 19 Base Atk +9; CMB +18; CMD 31 Feats Ability Focus (hypnotic gaze), Improved Natural Attack (bite), Iron Will, Power Attack, Toughness Skille Acrobatics up Porcention up Stealth + 4 Pacial

Skills Acrobatics +15, Perception +16, Stealth +4; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics Languages Aklo

ECOLOGY

Environment warm forests, swamps Organization solitary or nest (2–6 plus 3–12 giant constrictor snakes) Treasure standard

SPECIAL ABILITIES

Careful Constriction (Ex): A nyokhara is a master of delicately squeezing the life out of a creature without the creature even realizing it is in danger. It can safely make combat maneuver checks against fascinated creatures (including initiating a grapple) without ending the fascination or even granting a new saving throw to end the fascination effect. The first time each round that the nyokhara deals damage to a fascinated creature it is grappling, and any time a nyokhara swallows a creature whole, that creature is entitled to a new Will save to end the fascination effect. Other hostile actions made by the nyokhara, such as using its bite attack, end fascination effects normally.

Hypnotic Gaze (Su): Any creature that meets a nyokhara's gaze must succeed on a DC 20 Will save or be fascinated by the nyokhara for as long as it continues to be able to see the nyokhara, and for 1d4 rounds thereafter. A creature that succeeds on a saving throw to resist the nyokhara's

gaze (including new saving throws to end the fascination effect due to potential threats) is immune to the nyokhara's hypnotic gaze for 10 minutes. A nyokhara can suppress or resume this effect as a swift action.

Poison (Ex): Bite—injury; *save* Fort DC 18; *frequency* 1/ round for 6 rounds; *effect* 1d3 Wis; *cure* 2 consecutive saves. The save DC is Constitution-based.

Ecology

Sometimes referred to as serpent fathers or snake kings, nyokharas are deadly and dangerous predators who possess just enough intelligence for their predations to be sadistic and malevolent, rather than being motivated purely by hunger. Possessing both venom and powerful constrictive abilities, as well as potent magical powers, nyokharas are sometimes the subject of worship by primitive humanoids, who sacrifice live animals to these false deities. Rarely satisfied with food that possesses only animal intelligence, however, nyokharas lucky enough to gain such worship invariably demand humanoid sacrifices sooner or later, manipulating these dark cults to supply them with an endless stream of victims whose last struggles, pleas, and cries the nyokhara can savor as much as their flesh.

Because of the power that nyokharas wield over other serpents, and because they possess both venom and the ability to constrict their prey (whereas most snakes possess only one or the other), some scholars believe that nyokharas are the last of an ancient race of primordial snakes, from which all "normal" snakes are descended. Others believe that nyokharas are snakes that have been blessed by dark powers, or were born under auspicious signs, and gained their powers through supernatural means. To date, the exact mating habits of nyokharas is unknown, so this theory remains a possibility, albeit one that does not enjoy many supporters.

Nyokharas bear an intense hatred of couatls, and take great delight in the death of these good-aligned outsiders. For their part, couatls are also eager to root out and slay any nyokharas they may encounter, but don't seem to bear nyokharas any more ill-will than they would any other evil creature. Because most nyokharas are too weak to fight a couatl on an even playing field, a nyokhara who learns of the existence of a nearby couatl will immediately begin scheming ways to defeat it though treachery and manipulation.

Given their unnatural hatred of couatls and their mysterious origins, some have proposed the radical theory that nyokharas are descended from couatls who performed some evil act, which caused them to be stripped of their wings and many of their magical abilities by a divine force. The proponents of this theory posit that the evil action committed by the earliest nyokharas forever stained the creatures, dooming them to a wicked existence. Whether or not this is the case, nyokharas have little room in their hearts for anything other than self-serving evil, quashing theories that they might be closely related to other powerful serpentine creatures, such as the wyrmsnake or sea serpents. Some point to their selfish natures as being draconic, and try to connect them to the mighty skyhunter, which also has some serpentine features and is often compared with the couatl, though the similarities end there.

Ocean Hunger

Lurking beneath the sea is a true horror, a massive, armorplated monstrosity bigger than any whale. Its sleek body is covered with a dull grey bony plates, and it has a long row of red eyes filled with black smoke running down either side of its body. Though it has no visible fins or tentacles, it swims with incredible speed, and its mouth, large enough to swallow a ship, is filled with angry red spikes like massive spears.

OCEAN HUNGER

XP 307.200

N Colossal magical beast (aquatic) Init +3; Senses darkvision 120 ft.; Perception +40

DEFENSE

AC 36, touch 1, flat-footed 36 (-1 Dex, +35 natural, -8 size) hp 480 (31d10+310) Fort +26, Ref +16, Will +15

Defensive Abilities all-around vision

OFFENSE

Speed swim 100 ft., fly 20 ft.

Melee bite +39 (4d6+22/19-20 plus grab)

Special Attacks capsize, death jet, swallow whole (10d10 piercing damage, AC 27, hp 48), tsunami wave, waters of death

STATISTICS

Str 40, Dex 8, Con 28, Int 10, Wis 16, Cha 2 Base Atk +31; CMB +54 (+56 overrun); CMD 63 Feats Critical Focus, Great Fortitude, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception, Swim), Toughness, Vital Strike, Weapon Focus (bite)

Skills Perception +43, Swim +63; **Racial Modifiers** Swim +8 **Languages** Aklo

ECOLOGY
Environment cold oceans
Organization solitary
Treasure incidental
SPECIAL ABILITIES

Death Jet (Ex): An ocean hunger can move with great speed, opening its wrathful maw and devouring all those in his path. An ocean hunger suffers no penalty to CMB for attempting to overrun multiple targets while underwater. Additionally, whenever it successfully overruns an opponent while underwater, the ocean hunger may choose to use its swallow whole ability to swallow that creature.

Drain Life (Ex): Whenever a creature suffers damage from the ocean hunger's swallow whole ability, the ocean hunger regains a number of lost hit points equal to 1/2 the amount of damage dealt in this way.

Tsunami Wave (Ex): An ocean hunger can create a massive 100-foot radius wave as full-round action by surfacing above the water, then crashing back down. The wave created by this effect deals 10d6 points of bludgeoning damage to creatures within its radius who are on the surface of the water, and those creatures also sink 1d10 x 10 feet under the water. Creatures in the area can attempt a Reflex save (DC 34) for half damage. The save DC is Constitution-based. Waters of Death (Su): As a standard action, the ocean hunger can suffuse the water within 100 feet of it with dark energies, causing the water to turn red. Any creature (excluding the ocean hunger) which begins its turn within the area suffers 5d6 points of damage and must succeed on Fortitude save DC 28 or be slowed so long as it remains within the area.

Ecology

CR 20

Very little is known about the ocean hunger, a massive aquatic monster that generally dwells at the ocean's depths, buried dormant under the sea floor, waiting for its time to awaken. These periods of hibernation typically last up to 100 years, and are usually followed by the massive cataclysm that is the ocean hunger's feeding frenzy, as the beast attempts to sate its hunger before returning to hibernation. The ocean hunger's appetite is legendary, and stories tell of it depleting large swaths of the ocean's population, as well as attacking ships, port cities, and even devouring small islands whole. After eating, the beast returns to its long slumber. The regularity of the creature's sleep cycle, as well as the obvious power of the monster, lead some scholars to question whether the beast has some greater purpose than merely feeding. Some scholars also point out its seemingly unnatural flight, questioning if it may have been deliberately created with some kind of purpose.

Due to the long periods of hibernation, it is difficult to gauge if there is more than one ocean hunger in existence, with some scholars claiming that there is only one such creature. While others believe this to be wishful thinking, the mating habits and social habits of the ocean hunger have not been observed by any living creature, and information about its general behavior—apart from a voracious and destructive appetite—is difficult to determine.

Where ocean hungers do appear, destruction and death surely follow, and creatures of the sea take care to consider the ramifications of such a creature's appearance. Even relatively powerful denizens of the deep, such as krakens and rouge marids, fear the coming of an ocean hunger, which will surely speak doom for them. Because their sleep cycles are blessedly regular, communities tracking an ocean hunger's sleep often have ample time to prepare. Still, migrations relating to an ocean hunger cause nearly as much destruction as the creature itself, with entire populations of sea-dwelling peoples cutting a path of blood in an effort to get as far away from the monstrosity as possible. Others try to create massive sacrifices for the ocean hunger, attempting to launch crusades against the surface world to feed the great terror, but all such plans invariably fail.

While sleeping, an ocean hunger is nearly impossible to notice, and is effectively indestructible. Some creatures make the sites of its supposed hibernation a place of worship, constructing elaborate temples and shrines to venerate the great lurking beast. Whether the ocean hunger notices the homages to its power or cares for them is a matter of some debate, as its hunger leaves all remnants of such places in ruin, and the worshipers are often its first meal, a fact some consider to be a great honor worth dying for.

Potion Beast

Barely visible swimming in the potion bottle is a scaled quadruped, about the size of a frog, with a pair of forwardfacing jet-black horns and sparking yellow eyes.

POTION BEAST	CR
XP 300	
CN Fine magical beast	
Init +4; Senses darkvision 60 ft.; Perception +6	
DEFENSE	
AC 22, touch 22, flat-footed 18 (+4 Dex, +8 size)	
hp 6 (1d10+1)	
Fort +3, Ref +6, Will +2	
Defensive Abilities nauseating skin	
OFFENSE	
Speed 10 ft., swim 20 ft.	
Melee gore +13 (1d4-3)	
Space 1/2 ft.; Reach o ft.	
Special Attacks assimilate potion, poison potion, sicker	ning
horns	
STATISTICS	
Str 5, Dex 18, Con 12, Int 12, Wis 14, Cha 10	
Base Atk +1; CMB -10; CMD 4	
Feats Weapon Finesse	
Skills Knowledge (arcana) +2, Perception +6, Swim +9;	
Racial Modifiers Swim +8	
Languages none	
SQ potion habitat	
ECOLOGY	
Environment any underground or urban	
Organization solitary	
Treasure incidental	
SPECIAL ABILITIES	

Assimilate Potion (Sp): Over time, a potion beast living inside a potion can absorb some of that liquid's magic, allowing it to access the potion's power without need to consume it. If a potion beast has remained in physical contact with the liquid of a potion for at least 1 hour, it can cast the spell that potion replicates as a spell-like ability 3 times per day. The caster level for this spell-like ability is equal to the caster level of the potion, and the potion beast has a concentration modifier of +0.

Nauseating Skin (Ex): Any creature that consumes a potion containing a potion beast also consumes the potion beast, and may become ill due to its nauseating skin. When the creature first swallows the potion beast, she must succeed on Fortitude save (DC 15) or become nauseated for 1 round and expel the potion beast into an adjacent square. If the save is successful, the potion beast suffers 1 point of damage or damage equal to the swallowing creature's swallow whole damage, but the creature must continue to make Fortitude saves each round until the potion beast dies, or until it is expelled. The saving throw DC is Constitution-based and includes a +4 racial bonus.

Poison Potion (Ex): A potion beast has the ability to transmute any potion it touches into a poisonous substance that is harmful to all non-potion beasts. As a standard action, the potion beast can touch a potion in order to poison it. A creature who drinks the poisoned potion must succeed on a DC 11 Fortitude save or suffer 1d2 points of Constitution

damage. The saving throw DC is Constitution-based. Creatures immune to poison are immune to this effect, and creatures add any saving throw bonus against poison as a bonus to resist this effect.

Potion Habitat (Ex): Potion beasts are born to magical potions and can live indefinitely in magical potions without need to eat, sleep, or breathe.

Sickening Horns (Ex): Whenever a potion beast deals at least 1 point of lethal damage to a creature with its gore attack, that creature must succeed on Fortitude save (DC 11) or become sickened for 1 round.

Ecology

Potion beasts are strange little creatures whose existence can be traced back to improperly created potions. When a potion is not created correctly, there is a chance that the magical energies, left unrestrained, create life in the form of one of these intelligent, if somewhat dangerous, beasts. Perfectly at home in potions, potion beasts live for long periods of time by simply feeding off the energies which gave it life, allowing it to live comfortably so long as it is undisturbed. Typically, potion beasts can be found going about their simple lives in the bottles of discount potion sellers, merely enjoying existence until someone pops the cork and forces the creature to action. Not especially malicious by nature, potion beasts will use whatever means are available to them to defend their homes and return to normalcy.

Potion beasts have been noted to be extremely bright and possess strong survival instincts, often looking for the easiest way out of problems. Though intelligent, potion beasts are not naturally gifted with language, and special care must be taken to teach them to speak. For those that do convince a potion beast to talk, they find them to be surprisingly curious and cunning individuals who want to see the world, but only if it doesn't mean leaving the comfort of their potion homes. As such, potion beasts are sometimes kept as loyal and exotic pets for wizards and alchemists.

Though difficult, some potion beasts can be convinced to take up residence in a new potion if their old home is lost, usually due to reckless consumption on behalf of some humanoid. Potion beasts are typically quite angry after such a disturbance, but if subdued, begin searching for a new home immediately. As they are capable of living in nearly any kind of potion, they will seek out the nearest potion to inhabit, but prefer to choose a potion carried by the person who expelled it from its home, believing it to be that person's sacred duty to replace the potion beast's home. Though they lack language skills, they may try to communicate this desire to curious individuals. Otherwise, they use their exceptional natural stealth to safely find a new home. When choosing such a home, potion beasts are not especially picky, and despite their ability to absorb the magics of the potions they inhabit, they seem to possess no desire to choose more powerful potions over others, and as their chief concern is comfort they tend to choose those with the roomiest bottles. Potion beasts occasionally try to inhabit elixirs of alchemist extracts, but find such environments to be unsuitable for their lifestyle. They usually attempt to destroy such places when they discover them, thinking them to be terrible tricks.

Qlippoth, Gorligost

This abomination resembles a giant, slime-covered caterpillar, except for the twelve pairs of undersized, leathery wings which sprout from its back, the massive, mosquito-like proboscis that extends from its fang-rimmed maw, and the two undulating tentacles placed on either side of its head.

GORLIGOST XP 76,800

CR 16

CE Gargantuan outsider (chaotic, extraplanar, evil, qlippoth) Init +2; Senses darkvision 60 ft.; Perception +25

DEFENSE

AC 28, touch 4, flat-footed 28 (-2 Dex, +24 natural, -4 size) hp 262 (21d10+147)

Fort +18, Ref +12, Will +10

Defensive Abilities acidic slime; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., fly 20 ft. (clumsy)
Melee bite +31 (6d6+19 plus impale and poison/19-20), 2 tentacles +25 (2d8+6)
Ranged acid spit +15 touch (8d6 acid damage)
Space 20 ft.; Reach 20 ft. (30 ft. with bite)
Special Attacks horrific appearance (DC 26)

STATISTICS

Str 36, Dex 6, Con 23, Int 7, Wis 12, Cha 19 Base Atk +21; CMB +38; CMD 46 (can't be tripped) Feats Ability Focus (horrific appearance), Ability Focus (poison), Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (bite) Skills Fly +8, Intimidate +28, Knowledge (planes) +22, Perception +25

Languages Abyssal; telepathy 200 ft.

ECOLOGY

Environment any (Abyss) **Organization** solitary **Treasure** incidental

SPECIAL ABILITIES

Acid Spit (Ex): A gorligost can spit a glob of acidic spit as a standard action. Treat this as a ranged touch attack with a range increment of 30 feet and a maximum range of 150 feet. On a successful hit, this acidic spit deals 8d6 points of acid damage.

Acidic Slime (Ex): A gorligost constantly sweats an acidic mucus, which covers its body and is particularly effective at eating through metals. Whenever a creature hits the gorligost with a melee attack, the weapon (or the attacker, if the attack was made with an unarmed strike or natural attack) suffers 1d6 points of acid damage. This damage ignores hardness.

Horrific Appearance (Su): Creatures that succumb to a gorligost's horrific appearance are permanently confused, as the spell *insanity*.

Impale (Ex): Whenever a gorligost hits a creature of Large size or smaller with its bite attack, if the result of its attack roll exceeded the target's AC by 5 or more, the gorligost can choose to impale the target on its proboscis. The target is

entangled (and treated as anchored to the gorligost). If the gorligost moves while it has a creature impaled in this way, the creature moves with it, and this movement does not provoke attacks of opportunity against the target. At the beginning of the gorligost's turn each round, if a creature is currently impaled on its proboscis, that creature suffers 4d6 points of damage, and the gorligost heals that many hit points. The gorligost cannot make bite attacks while a creature is impaled with this ability. It can release the impaled creature as a move action.

Poison (Ex): Bite—injury; *save* Fort DC 28; *frequency* 1/ round for 6 rounds; *effect* 1d3 Dex damage. A creature that suffers 3 Dexterity damage in this way in a single round is paralyzed for 1 round; *cure* 2 consecutive saves.

Ecology

Like all qlippoths, these massive creatures defy description, at least in the terms of anatomy and physiology that mortal creatures are familiar with. Despite their great physical power, and nearly humanoid intelligence, gorligosts are relatively simple creatures and spend the majority of their time seeking out living prey to devour. They feed by impaling their victims and draining out their vital organs with their powerful, sucking proboscises, leaving shriveled sacs of dried skin and bleached bone in their wake. They have a particular fondness for demonic flesh, and those summoners powerful and foolish enough to summon them are sometimes able to earn their goodwill (to whatever extent these creatures can be said to have goodwill) by feeding them a steady supply of lesser demons.

Because of their great size, a gorligost requires a substantial diet, which instinctively drives it to seek out very large prey in order to subsist. Even a steady diet of such creatures, however, does nothing to curb the gorligost's hunger, which seems at least to be its chief motivator. The desire to eat, coupled with an overwhelming and uncaring malice, drive these demonic entities more than mere survival, leaving onlookers wondering why they leave such paths of misery and destruction in their wake, when they could so easily sustain themselves on herd animals and other large game. The answer, it seems, lies in their diverse and uncaring hunger, as well as a perverse desire to inflict suffering on those they devour, reveling in the accident of their wicked feeding mechanism. In addition to hungering for demonic flesh, a desire some scholars believe arises from the sick pleasure of eating would-be allies, gorligosts hunger for sapient creatures, enjoying the look of suffering as they kill countless humanoids to satisfy their hunger. They also enjoy eating objects, destroying metal and wood creations with their acidic slime, and will often pause to devour homes, wagons and other large objects, either out of a mistaken belief that they are prey animals, or out of an instinctive desire to cause suffering.

So great is their hunger that, if deprived of their proboscis, which is required to suck the organs out of their victims, a gorligost becomes immediately suicidal, attempting to do as much worldly damage as it can in its death throes, but rarely living on for more than a few minutes, even if the individual who claimed such a grim trophy is dispatched.

Skyhunter

This humongous draconic creature is covered in bright plumage in a variety of startling colors, ranging from ghostly white to shining coppery hues. Its claws are short and stunted, though it has a pair of wicked talons on its powerful hind legs. Its tail gracefully supports it in flight, and its toothy maw is filled with dark lightning.

<mark>SKYHUNTER</mark> XP 204,800

CR 19

N Gargantuan dragon

Init +12; **Senses** darkvision 120 ft., low-light vision; Perception +30

DEFENSE

AC 34, touch 15, flat-footed 25 (+8 Dex, +1 dodge, +19 natural, -4 size)

hp 362 (25d12+200)

Fort +24, Ref +24, Will +18

DR 15/magic; **Immune** poison, sleep, petrification, stunning, lightning, **SR** 30

OFFENSE

Speed 30 ft., fly 200 ft. (average)

Melee bite +30 (3d6+13), 2 talons +30 (2d6+9 plus grab) and 2 wings +30 (2d8+9)

Space 20 ft.; Reach 15 ft.

Special Attacks lightning cloud, razor wings, magical feathers

STATISTICS

Str 28, Dex 26, Con 26, Int 8, Wis 14, Cha 19 Base Atk +25; CMB +38; CMD 57 Feats Ability Focus (lightning cloud, razor wing), Dodge, Flyby Attack, Great Fortitude, Iron Will, Improved Initiative, Improved Natural Attack (bite, wing), Lightning Reflexes, Power Attack, Skill Focus (Fly, Perception) Skills Appraise +27, Fly +36, Knowledge (arcana) +27, Perception +36, Survival +30 Languages Celestial, Common, Draconic ECOLOGY Environment deserts Organization solitary Treasure standard

SPECIAL ABILITIES

Lightning Cloud (Su): The skyhunter can spit a roiling, lightning-filled cloud at a distance of up to 100 feet. The cloud fills the area in a 20-foot-radius spread. Any character that starts its turn within the cloud must succeed on a DC 32 Reflex save or suffer 10d10 points of electricity damage and be staggered for 1 round. A successful save halves the damage and negates the staggered effect. The cloud persists for 1d4 rounds, which is the same amount of time the skyhunter must wait between uses of this ability.

Magic Feathers (Sp): A skyhunter's feathers carry the potent arcane magic that lies within all dragons, but in a more unstable, readily mutable form. These feathers can be manipulated by the skyhunter to use spells at its discretion. Up to 3 times per day, a skyhunter can pluck a single feather from its body as a standard action and imbue it with spell power. Doing so allows the skyhunter, or another character in possession of the feather, to draw on the power of the feather to cast a single spell from the sorcerer/wizard list as a spell-like ability. The spell must be chosen when the skyhunter

plucks the feather, and may not later be changed. This ability can only be used once, and the feather immediately loses its potency after the spell is cast.

Once imbued with spell power, these feathers retain their magical potency for 24 hours, after which time they become mundane, though beautiful, feathers. The caster level for any spell cast in this way is 25th and uses the Charisma modifier of the creature casting the spell to determine its saving throw DC.

When a skyhunter dies, its magic is collected in a handful of its feathers, which begin to glow within 1d4 rounds of its death. 1d3 of these feathers function like the skyhunter's normal magical feathers, with a random spell of at least 6th level being imbued within them. However, these feathers these do not lose potency until the feather is used to cast the spell stored within it. Another 1d20 feathers become imbued with magical power and function as *feather tokens* of a random type.

Razor Wings (Ex): A skyhunter's wings are razor sharp and it treats its wing attacks as primary natural attacks. Additionally, whenever it confirms a critical hit with its wing attacks, the target must make a DC 32 Fortitude save or suffer an additional 2d8+9 points of bleed damage.

Ecology

The feathered skyhunter is a primeval ancestor of modern dragons and is thought by some to be the progenitor of draconic sorcerous power. Others claim the multihued creatures are common ancestors to all dragons. Massive aerial predators, skyhunters lack much of the subtlety and cunning of their modern descendants, instead driven by animalistic survival instincts. They are more likely to attack a creature to sate their hunger or defend their territory than for some more personal reason.

In antiquity, skyhunters were hunted almost to the brink of extinction by early mages looking to harvest their power. Some scholars believe that the modern scaled dragons emerged around this time as a mutation that denied poachers their prize and secured the dragons' place in the future, but evidence to support this theory is somewhat lacking. Other scholars note some superficial similarities between skyhunters and couatls, although, with the latter being an outsider and the former a mortal creature, most dismiss the idea out of hand. For the rest, the exact relation between the creatures is cause for some debate, with many believing that the couatls actually begat the much more powerful skyhunter.

This theory is often touted by scholars who also believe that the nyokhara is in some way related to couatls, theorizing that wicked couatls became serpent fathers, and especially righteous ones ascended to become mighty skyhunters. Whatever the case, skyhunters have no particular care for either creature, and seem only to get along with true dragons, behirs, and other dragonlike creatures which inhabit the remote deserts where skyhunters can still be found. Even so, skyhunters make their nests far from such creatures, believing that they, too, might try to steal their magical feathers or harvest their eggs for nefarious ends.

Sphinx, House

This creature could almost be mistaken for a house cat, if not for the 18-inch-long, white, feather wings which extend from its back, and its deep, soulful eyes, which betray a greater intelligence.

HOUSE SPHINX

CR 2

Ecology

XP 600 N Tiny magical beast

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

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 19 (3d10+3) Fort +4, Ref +5, Will +5

OFFENSE

Speed 30 ft., fly 40 ft. (poor) Melee 2 claws +7 (1d2+1), bite +7 (1d3+1) Space 2-1/2 ft.; Reach 0 ft. Special Attacks diving strike, pounce Spell-Like Abilities (CL 6th; concentration +7) At will—detect magic, read magic 3/day—augury 1/week—divination, remove curse

STATISTICS

Str 13, Dex 15, Con 12, Int 14, Wis 15, Cha 12 Base Atk +3; CMB +2; CMD 14 Feats Iron Will, Weapon Finesse Skills Fly +8, Knowledge (history) +5, Knowledge (religion) +5, Stealth +20; Racial Modifiers +4 Fly, +4 Stealth Languages Common, Sphinx SQ sphinx's knowledge

ECOLOGY

Environment warm deserts and hills Organization solitary, pair, circle (3–12), or colony (13–32) Treasure standard

SPECIAL ABILITIES

Diving Strike (Ex): Whenever a house sphinx makes a charge attack while flying, if it descends at least 10 feet as part of its movement, it gains a +2 bonus on all damage rolls made as part of the charge.

Sphinx's Knowledge (Ex): House sphinxes make excellent advisors, and can often provide useful facts and insights. The house sphinx is treated as trained in all Knowledge skills, and whenever a non-sphinx within 30 feet of a house sphinx makes a Knowledge check, the house sphinx can use the aid another action to assist them. Additionally, if both the house sphinx and the creature it is aiding get an odd result on their die rolls, the bonus the house sphinx grants on the check if its aid another attempt is successful increases to +5, whereas if both the house sphinx and the creature it is aiding get an even result on their die rolls, the aided creature is treated as trained in that skill for the purposes of determining whether or not it can achieve results higher than 10.

These small creatures are deceptively adorable, and combine the appeal of house cats with the beauty and wonder of angels. Curious and inquisitive to a fault, house sphinxes are bundles of constant energy, always poking their noses into every new and exciting mystery they can find. This curiosity often leads them into companionship with wizards and other spellcasters as familiars, and house sphinxes are highly sought as such. The majority of house sphinxes live in the wild, however, in large colonies that roam the deserts, plains, and hills, seeking out new and exciting locations to explore in a roiling mob of excited, childlike creatures.

The exact nature of the house sphinx is a matter of some controversy, as other species of sphinx see their existence as a terrible embarrassment. Criosphinxes and hieracosphinxes view them as abominations, and go out of their way to attack any house sphinxes that they become aware of, making sure to gruesomely dismember the bodies and spread the remains. Androsphinxes and gynosphinxes take a somewhat less hostile approach to their smaller kin, but still have little patience for them, and will generally not tolerate their presence. The desert-dwelling owl sphinxes claim to largely be unaware of such creatures, insisting that they must be some kind of new phenomenon. Owl sphinxes show some sympathy with their smaller kin and envy their free spirit, however they will not discuss the topic any further. In fact, the mere mention of house sphinxes is a great source of annoyance to many sphinxes, which has prevented many scholars from gaining much of an insight into the sphinxes' perspective on their smaller cousins. What few sphinxes are willing to speak about house sphinxes universally claim that there is no actual relation, and that only humanoids could possibly be confused or short-sighted enough to see any kind of resemblance.

That some scholars even claim the house sphinx may have been a common ancestor to larger more powerful sphinxes, is usually enough of an insult to get inquiring parties killed by angry sphinxes. This theory seems to have little supporting evidence at any rate especially given the wide range of exotic appearances possessed by many larger sphinxes.

House sphinxes have a great love of puzzles, stemming from a broader love of all things mysterious, and demonstrate a great skill for solving complex riddles, opening trick boxes, and generally finding things out. This some times gets them into trouble as they discover things they were not meant to know. Despite their love of puzzles, house sphinxes lack their larger cousins affinity for creating them and seem to have no desire to create riddles or traps of their own, instead preferring to find ways around such things. To accomplish this, house sphinxes often work as a team to relentlessly attack problems.

A spellcaster of at least 7th level, who has the Improved Familiar feat, and whose alignment is within one step of neutral, may select a house sphinx as a familiar.

Sphinx, Owl

Emerging from the sand is a creature with the body of a lion, but the face of a wise, aged woman with large round eyes. Her strong legs end in the talons of a bird of prey, and a pair of wings extend from her back blowing the sand around in a majestic torrent.

OWL SPHINX

XP 6,400

LN Medium magical best

Init +7; **Senses** darkvision 60 ft., low-light vision, *see invisibility*, x-ray vision; Perception +20 (+22 to listen) DEFENSE

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural) hp 126 (12d10+60)

Fort +12, Ref +13, Will +11

OFFENSE

Speed 30 ft., burrow 40 ft., fly 40 ft. (average) **Melee** 2 claws +16 (1d8+4 plus grab) and bite +16 (2d6+4) **Special Attacks** eye of enchantment, eye of fear, sandstorm **Spell-Like Abilities** (CL 12th, concentration +17)

Constant—see invisibility

3/day—divination, discern location

1/day—control wind

STATISTICS

Str 18, Dex 16, Con 18, Int 14, Wis 20, Cha 14 Base Atk +12; CMB +16; CMD 29 Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Power Attack, Toughness Skills Diplomacy +14, Fly +18, Perception +20 (+22 to listen), Sense Motive +17; Racial Modifier +2 Perception to listen Languages Celestial, Common, Draconic

ECOLOGY

Environment deserts Organization solitary Treasure standard SPECIAL ABILITIES

Eye of Enchantment (Su): As a standard action, the owl sphinx can glare at a single living creature within 30 feet. If she does, the target must succeed on a Will save (DC 21) or fall under the owl sphinx's influence, which can take one of three forms.

Charm: The owl sphinx may choose to charm the target as with the spell *charm monster* for 1 minute.

Suggestion: The owl sphinx may force the target to perform one specific action, as with the spell *suggestion*.

Fascinate: The owl sphinx may cause the target to become fascinated, compelling him to move closer to the owl sphinx on his turn.

The chosen effect persists for as long as the owl sphinx continues to concentrate on it. This is a mind-affecting compulsion effect, and the saving throw is Wisdom-based.

Eye of Fear (Su): As a standard action, the owl sphinx can glare at a single living creature within 30 feet. If she does, the target must succeed on a Will save (DC 21) or be overwhelmed by fear, becoming panicked for 1d4 rounds. If the target succeeds on his saving throw, he is shaken for 1d4

rounds, instead. A creature can only be affected by this ability once in a 24-hour period. This is a mind-affecting fear effect and the saving throw DC is Wisdom-based.

Sandstorm (Su): While burrowing, an owl sphinx can cause the sand within a 30-foot-radius spread to twist and swirl, forming a deadly sandstorm. In the affected area, vision is reduced to 5 feet, and creatures that begin their turn within the area must succeed on a Reflex save (DC 21) or suffer 2d6 points of damage. The owl sphinx cannot use this ability in areas without any sand.

Ecology

An owl sphinx is a curious creature that dwells under the sands of hot deserts, guarding ancient secrets, the knowledge of the gods, or some treasure. They often appear to challenge desert travelers, offering knowledge, aid, or even treasure to those that can beat the owl sphinx either in combat, or in a contest of philosophy (of which the owl sphinx is quite fond). Exceedingly wise creatures, owl sphinxes have little patience for their kin's tricks and riddles, preferring to take a more straightforward, if somewhat more long-winded, approach to things.

Bound by ancient deals with long forgotten gods, each owl sphinx takes her duty very seriously and never drifts too far from her charge. They are known to spend their spare time hunting for food, advising kings, and, above all, reading. The quest for new books often drives owl sphinxes to make deals with more mobile mortals, and those that offer a book as tribute are sure to find themselves in the owl sphinx's good graces.

Owl sphinxes have very little respect for most other sphinxes, at least in a general professional sense, believing their kin to be lazy, flighty, self-obsessed, and entirely too focused on riddles and mind games. As such, they are eager to prove that they are different from their kin, eschewing the traditional elusiveness, evasiveness, and riddles, and employing a direct approach to dealing with those that come by. They will often inform visitors of exactly what their business is and how to get at what ever it is they are guarding. Though they will often have something in mind at the start, a character that discusses dealings with other sphinxes can frustrate the owl sphinx into changing its behavior. Similarly, a character with a house sphinx familiar or sphinx companion of any sort is far more likely to see an extremely formal version of the owl sphinx, eager to prove to the sphinx how things should be done. In such cases, the owl sphinx speaks slowly, uses titles, and fights without mercy or abandon, sparing the sphinx and all the while explaining how and why it is doing what it is doing, so that the sphinx can carry out what the owl sphinx believes to be its sacred duties more effectively.

More powerful owl sphinxes are usually wizards or clerics who learn their magic from tomes of magic brought to them as tribute. Such characters prefer to focus on divination spells and powerful illusions and enchantments, which they can use to supplement their natural magical abilities to quickly subdue their foes.

CR 9

Thing Under the Bed

This horrible abomination appears as a naked, 6-armed humanoid of indeterminate gender. It has a pair of horns that extend from the sides of its bald, egg shaped head, with a cluster of eyes like those of a spider dominating the top half of a nose-less face. Its wide mouth reveals hundreds of needlesharp teeth of wildly varying lengths, and it seems to smell faintly of sugar.

THING UNDER THE BED

CR 11

XP 12,800

NE Medium undead Init +7; Senses darkvision 60 ft., low-light vision, *true*

seeing; Perception +21

DEFENSE

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural) hp 136 (16d8+64) Fort +9, Ref +8, Will +14 Defensive Abilities upscape Immune updeed traits

Defensive Abilities unseen; **Immune** undead traits **Weaknesses** light powerlessness

OFFENSE

Speed 30 ft., burrow 40 ft., fly 40 ft. (average) **Melee** 6 claws +16 (1d6+3 plus grab) Special Attacks face of fear, nightmare feast, power of night, rake (5 claws +16, 1d6+3) Spell-Like Abilities (CL 12th, concentration +16) Constant—true seeing At will—detect thoughts (DC 16) 3/day—dimension door (self plus up to 50 lbs of objects only) 1/day—nightmare (DC 19) STATISTICS Str 16, Dex 16, Con -, Int 10, Wis 14, Cha 18 Base Atk +12; CMB +15; CMD 29 Feats Dodge, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Iron Will, Mobility, Power Attack, Weapon Focus (claw) Skills Intimidate +23, Perception +21, Sense Motive +21,

Stealth +22

Languages Celestial, Common, Draconic

ECOLOGY

Environment urban **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Face of Fear (Ex): Any creature that can clearly see a thing under the bed must make a Will save (DC 22) or become shaken for 1d6 rounds. A creature that fails this Will save by 5 or more instead becomes frightened for 1d6 rounds, then shaken for 1d6 rounds after that. A creature that fails this Will save by 10 or more instead becomes paralyzed for 1d6 rounds. This is a mind-affecting fear effect that relies on visual components.

Light Powerlessness (Su): While in conditions of normal light, a thing under the bed becomes incorporeal, unable to affect the physical world. While in such conditions, a thing under the bed loses its Strength score and gains the incorporeal subtype. It gains a fly speed of 5 feet with perfect maneuverability while in such a state (replacing its normal fly speed of 40 feet with average maneuverability). While in conditions of bright light, a thing under the bed is paralyzed, unable to move or act, though it remains incorporeal.

Nightmare Feast (Su): A thing under the bed feasts on the nightmares of humanoids, especially humans, and can both manipulate their dreams and gain sustenance from them. Whenever a creature fails a saving throw against a thing under the bed's *nightmare* spell-like ability, the thing under the bed can choose how much damage the *nightmare* inflicts, and gains 5 temporary hit points for every point of damage inflicted this way. If the thing under the bed goes 24 hours without causing a creature to suffer a *nightmare*, it suffers 1 point of permanent Charisma drain, which can only be restored by using its *nightmare* spell-like ability to kill a creature with a number of Hit Dice equal to or greater than the amount of Charisma drain it has suffered in this way.

Power of Night (Su): While in an area of darkness, a thing under the bed gains a +4 enhancement bonus to its Strength and Charisma scores.

Unseen (Su): When in an area of normal light or bright light, a thing under the bed is invisible. This is a supernatural effect and cannot be dispelled.

Ecology

A thing under the bed is a very unusual form of undead, created when a child of 12 or 13 years dies as a result of a nightmare so terrible it scared them to death. The first of these creatures was said to have been created by night hags, though as time progresses, they are far more likely to arise as a result of another thing under the bed. Hateful and malicious creatures that thrive on fright and derive enjoyment from the fears of the living, they often seek out homes where they can torment their victims and find easy food. Since they find themselves starving if they cannot regularly devour nightmares, they often select easy targets with ample hiding spaces to haunt, feasting on their dreams for a long time and reveling in the torment they cause.

As a result, these creatures almost always haunt the beds and closets of small children, who are more vulnerable to their powers and less likely to be believed by their elders. Their natural camouflage allows them to hide even when older, more capable sorts come looking, a fact that amuses them greatly so long as they never bring bright light. Though predators, they rarely outright kill their prey, preferring to slowly torment them until they become hardened to their attacks, or bold in the face of their nightmares, at which point they move on to another target. Though all are able to manipulate nightmares, the most powerful of these creatures are said to create persistent nightmare-like dreamscapes and imprison their victims within for years, feasting off of their energy.

Because of their natural defensive abilities and extreme camouflage, it is difficult to locate and kill a thing under the bed, and it is unknown exactly how many of these creatures exist, haunting the beds of children throughout the world. Though occasionally these creatures starve to death, they are undead and do not perish over time unless killed by violence, leading to the potential that these creatures might some day overtake mortals in raw numbers, endlessly feasting on the perpetual nightmares of humanoids.

Trihorn Terror

This hulking mound of fur-covered muscle walks upright like a man and has humanoid proportions, with well-muscled limbs ending in huge curving claws. Its head is dominated by an oversized mouth, filled with triangular teeth and topped by three arrow-straight spiky horns.

TRIHORN TERROR

CR 12

XP 19,200 CE Large monstrous humanoid Init +6; Senses darkvision 60 ft.; Perception +19 DEFENSE AC 23, touch 12, flat-footed 20 (+2 Dex, +1 dodge, +11 natural, -1 size) hp 175 (14d10+98) Fort +10, Ref +11, Will +13 Defensive Abilities absorb magic; SR 23 OFFENSE Speed 60 ft., climb 30 ft. Melee bite +20 (1d8+7), 2 claws +20 (1d8+7), gore +15 (2d6+3) Space 10 ft.; Reach 10 ft. Special Attacks impale, powerful charge (gore, 4d6+10), rend (2 claws, 2d8 +10), shred magic, sickening saliva STATISTICS Str 24, Dex 14, Con 22, Int 8, Wis 14, Cha 8 Base Atk +14; CMB +22; CMD 35 Feats Cleave, Deflect Arrows^B, Dodge, Improved Critical (gore), Improved Initiative, Iron Will, Mobility, Toughness Skills Climb +24, Perception +19, Swim +24 Languages Sylvan ECOLOGY **Environment** forest **Organization** solitary Treasure standard SPECIAL ABILITIES

Absorb Magic (Ex): A trihorn terror's fur absorbs magical energy. Whenever the trihorn terror resists a spell with its spell resistance, it gains a +2 bonus to its natural armor for 1 minute.

Impale (Ex): A trihorn terror can impale a creature with its horns, causing terrible wounds. Whenever the trihorn terror confirms a critical hit with its gore attack, it deals an additional 2d6 points of bleed damage to the target.

Shred Magic (Su): A trihorn terror's claws have the ability to dispel magical effects. Whenever a trihorn terror deals damage with its claw attack, it automatically dispels the magical effect affecting the target with the highest caster level. If multiple effects are tied for the highest caster level, one is dispelled at random.

Sickening Saliva (Ex): A trihorn terror's saliva causing can cause horribly illness. Any creature that takes damage from the trihorn terror's bite attack must succeed on a Fortitude save (DC 22) or become nauseated for 1 round. Even a creature that succeeds on this saving throw is sickened for 1 round.

Ecology

Named for the obvious three horns atop its head, the trihorn terror is a massive monster that lurks in the woods and viciously attacks anything that enters its territory. These fearsome monsters are born with numerous natural gifts that enable it to quickly overwhelm and kill most creatures with ease, and are apex predators in the areas they inhabit. Their bad habit of killing and eating their mates and children is the only thing that keeps these terrors from overwhelming their ecosystems.

Highly antisocial, each trihorn terror takes a large swath of woodland to be its territory, mercilessly seeking out and destroying any creature it deems a threat, while carefully preserving and even cultivating a large supply of prey animals to sate its endless hunger. Typically, these monsters stick close to home, never venturing far from their territory, but rather keeping anything that travels too close far at bay. These creatures only leave their territories to mate, something they do about once every 3 years. During this time, trihorn terrors exude a potent pheromone that attracts others of their kind and lessens their natural aggressive tendencies enough to allow them to mate. Still, such affairs are short-lived, as the creatures' aggression soon takes over, leading to new trihorn terrors being born only when the pregnant beast survives the conflict. Trihorn terror litters tend to be about 8 to 10, and only a few of these are likely to survive, as the mother's hunger often overwhelms her maternal instinct. Those that do survive mature supernaturally quickly (assuming they are well fed), reaching adulthood within a few months of birth. Again, conflicts with nearby trihorn terrors tend to result in bloody encounters, keeping the population small. A typical trihorn terror reaches 15 feet tall and weighs 900 lbs., and they can live 10 years, though few reach such advanced age.

Oftentimes, very few creatures within an area can effectively compete with a newly arrived trihorn terror, with owlbears, dire bears, and other large vicious animals being the most likely to provide a direct challenge. All of these find themselves to be little match for a trihorn terror, and only the largest of predators (dinosaurs, dragons, and the like) can long coexist with these terrible creatures. Even in such cases, they are soon forced to kill the highly aggressive monster. Occasionally, these beasts are enslaved by powerful fey or ensnared by the plant monsters they have no interest in eating. They are particularly vulnerable to dread flowers, often attracted to such creatures during a time of feeding, looking to score an easy meal only to become fodder for the carnivorous plants.

Though they possess a human-like intellect, a trihorn terror speaks only a rudimentary dialect of Sylvan and has a sharply limited vocabulary, which consists mainly of threats, and various words for "food," "hunt," and "take." Due to their habit of killing one another, it is unknown where this facility for language comes from, with some scholars believing it to be an inborn part of their monstrous nature, and others believing it is taught to them by fey creatures in their very early stages of life (perhaps invisible fey, such as pixies). This is supported by the fact that these beasts are occasionally found serving as bodyguards or soldiers of fey, and other more powerful and cunning creatures of the woodlands.

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: clockwork manticore, emperor colossus, erling, faceless dreamer, faceless lord, gem haunt, leidkolti, tax devil.

Deserts: fyrskygge, house sphinx, owl sphinx, skyhunter.

Extraplanar: gorligost qlippoth, falmoro demon, mesolavitar aeon, toegedaemon.

Forests: darouga, dread flower, hoi-oi, nyokhara, trihorn terror.

Hills: darouga, house sphinx.

Mountains: darouga, mountain spirit.

Ocean: ocean hunger.

Plains: darouga.

Swamp: dread flower, nyokhara.

Underground: potion beast.

Urban: potion beast, thing under the bed.

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: gem haunt, leidkolti.

Construct: clockwork manticore, emperor colossus.

Dragon: skyhunter.

Fey: faceless lord.

Humanoid: erling.

Magical Beast: darouga, hoi-oi, nyokhara, ocean hunger, owl sphinx, potion beast.

Monstrous Humanoid: trihorn terror.

Outsider: faceless dreamer, falmoro demon, gorligost qlippoth, mesolavitar aeon, mountain spirit, tax devil, toegedaemon.

Plant: dread flower.

Undead: fyrskygge, thing under the bed.

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.

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Templates

The following pages present a series of templates that can be applied to a wide range of creatures. Each template lists all mechanical changes to be made to the base creature, as well as a brief ecology. The templates are presented in alphabetical order.

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Morphic	+2	140
Slime	+2	144

Berserk Creature

Berserk creatures are driven by a primal rage and fury, and live with a constant need to inflict violence on others. They look much like other creatures of their kind, although sometimes their berserk nature is given away by bloodshot or maddened eyes.

Creating a Berserk Creature

"Berserk" is an acquired template that can be added to any living creature with an Intelligence score (referred to hereafter as the base creature). A berserk creature uses the base creature's stats and abilities, except as noted here.

Challenge Rating: Same as the base creature +1.

Armor Class: The creature suffers a -2 penalty to AC.

Defensive Abilities: A berserk creature gains a +4 bonus on saving throws made to resist pain effects. Additionally, it gains an amount of damage reduction equal to 1 per 3 Hit Dice it possesses, which cannot be overcome by any means (similar to a barbarian's damage reduction).

Speed: The base creature's speed increases by 10 feet for each of its forms of movement.

Melee: If the base creature does not have any natural attacks, it gains its choice of a bite attack or a slam attack. Either way, this is a primary natural attack, which deals damage based on the berserk creature's size (see the *Pathfinder Roleplaying Game Bestiary* for more information on the appropriate damage amount for these attacks for creatures of various size categories).

Special Attacks: A berserk creature gains several special attacks.

Aggressive Compulsion (Ex): A berserk creature must attack another living creature each round if able, and cannot choose to deal nonlethal damage with any attack it makes. Certain creatures to which the berserk creature is particularly close (such as immediate family, loved ones, or an animal's trainer), may, at the GM's discretion, be able to calm the berserk creature. In order to do so, he or she must be within 60 feet of the berserk creature, and must succeed on a Diplomacy check (DC 10 + the berserk creature's Hit Dice + the berserk creature's Charisma modifier). Success allows the berserk creature to ignore this restriction for up to 1 hour, but does not in any way prevent the berserk creature from attacking.

Erratic Combatant (Ex): A berserk creature makes wild and unpredictable swings that carry great strength. It suffers a penalty on melee attack rolls equal to 1 + 1 per 4 Hit Dice it possesses, but gains a bonus on damage rolls equal to twice this penalty. This bonus to damage is increased by half (+50%) if the berserk creature is making an attack with a two-handed weapon, a onehanded weapon using two hands, or a primary natural weapon that adds 1-1/2 times its Strength modifier on damage rolls. This bonus to damage is halved (-50%) if the berserk creature is making an attack with an offhand weapon or secondary natural weapon. The berserk creature counts as possessing the Power Attack feat for the purposes of meeting prerequisites that require it, and if the berserk creature has the Power Attack feat, it can use it in conjunction with this ability (the penalties and bonuses stack).

Strike Back (Ex): The first time each round that the berserk creature is damaged by a melee attack, it can immediately make a single melee attack against the creature that damaged it, using its full base attack bonus. If the triggering attack was part of a full-attack action, the strike back attack is resolved before any further attacks made as part of that action.

Ability Scores: Str +6, Dex +2, Con +4, Int -2 (minimum 1).

Skills: A berserk creature gains a +8 racial modifier on Intimidate checks, but suffers a -4 penalty on all other Intelligence-, Wisdom-, and Charisma-based skills.

Feats: A berserk creature gains Diehard, Endurance, and Toughness as bonus feats.

Ecology

Many things can lead a creature to become berserk. For intelligent creatures, it is often a response to a particularly painful emotional experience, such as the death of a loved one. Creatures with animal intelligence may become berserk if they are mistreated or abused, or even simply if they have offspring they feel the need to protect. Unlike most templates, the berserk template is often a temporary one, lasting anywhere from a few days to a few months, depending on the cause. Of course, certain traumas cause more permanent emotional scarring, and so sometimes, once a creature becomes berserk, it can never be brought back to the way it once was.

Berserk creatures are predictably violent, lashing out at anyone and anything in their path with maximum destructive potential. Using enhanced physical strength and the sudden rush of combat ability granted by this overwhelming fury, berserk creatures are manic, aggressive combatants without any compulsion for self-preservation, striking out as hard and as fast as possible. Because they are driven in part by violent madness, they will not necessarily continue to attack the same creature until it is dead, even if it would be advantageous to do so, and so their actions in combat can be wild and unpredictable.

Berserk creatures are known to shout and rage during battle, connecting an emotional or traumatic experience to what is happening around them, even if it is not related to the events at hand. Perhaps they blame their enemies for the death of a loved one who was mauled by a bear, or, in the case of berserk animals, they may bark or wail with pain or anger that is strongly remembered, but in the distant past. Often these screams of twisted fury and animalistic rage can be used to find clues as to the source of the berserk creature's anger, and possibly allow characters to help them calm down and move on from their rage. Such a thing is a tricky prospect, however, as berserk creatures are unlikely to simply sit back and wait for well-meaning characters to try to sort things out.

Flesh-Eating Beast

Flesh-eating beasts are animals and magical beasts which normally eschew meat, but have taken up a carnivorous diet, especially one including intelligent creatures. This drives them to unnatural bouts of bloodlust, making them dangerous, but potentially useful.

Creating a Flesh-Eating Beast

"Flesh-Eating Beast" is an acquired template that can be added to living creatures of the animal or magical beast type that are normally herbivorous (referred to hereafter as the base creature). A flesh-eating beast uses the base creature's stats and abilities, except as noted here.

Challenge Rating: Same as the base creature +1.

Senses: A flesh-eating beast gains the scent special quality.

Defensive Abilities: A flesh-eating beast gains DR 5/good or lawful.

Speed: The base creature's land speed is increased by 50% (rounded down, minimum increase of 5 feet).

Melee: A flesh-eating beast gains a primary bite natural attack if the base creature didn't have one already. Damage for the bite attack depends on the flesh-eating beast's size, but it deals damage as though the flesh-eating beast were one size category larger than it actually is. If the base creature already had a primary bite natural attack, the flesh eating beast's bite attack deals damage as though it were one size category larger than it actually is.

Special Attacks: A flesh-eating beast gains several special attacks.

Feeding Frenzy (Ex): Whenever a flesh-eating beast is within 60 feet of a creature that currently has less than 1/2 its maximum hit points (potentially including itself), the scent of the wounds and fresh blood drives it into a feeding frenzy. The flesh-eating beast gains a +4 morale bonus to its Strength and Constitution scores, suffers a -2 penalty to AC, and must either make a bite attack against a living, corporeal creature that is not of the ooze or plant types each round, or spend a move action consuming the flesh of such a creature (which must either be helpless, willing, or dead for less than 1 hour). If there are no other creatures to attack or consume, the flesh-eating beast must bite itself, automatically succeeding on the attack roll and dealing damage as normal.

The feeding frenzy lasts for as long as there is a creature within 60 feet of the flesh-eating beast that has less than 1/2 its maximum hit points, and for 1d6 rounds thereafter. Oozes, plants, incorporeal creatures, and non-living creatures do not trigger a flesh-eating beast's feeding frenzy.

Naturally Intimidating (Ex): The first time that a flesheating beast hits a given creature with its bite attack each day, it can make an Intimidate check to demoralize that creature as a free action. *Rip and Tear (Ex):* Whenever a flesh-eating beast confirms a critical hit with its bite attack against a living corporeal creature that is not an ooze or plant, it rips off a chunk of flesh, inflicting an amount of bleed damage equal to the flesh-eating beast's Hit Dice.

Special Qualities: A flesh-eating beast gains the following special quality.

Wild Nature (Ex): The DC of all Handle Animal checks involving the flesh-eating beast increase by +4. This also applies to other skill checks made to influence the flesh-eating beast, such as those made for a druid's wild empathy class feature. Finally, the flesh-eating beast gains a +2 bonus on saving throws made to resist compulsion effects.

Ability Scores: Str +4, Con +4, Wis –4 (minimum 1). Additionally, the base creature's Intelligence score is halved (rounded down, minimum 1).

Skills: A flesh-eating beast gains a number of ranks in Intimidate equal to its Hit Dice, and treats Intimidate as a class skill.

Ecology

While there is nothing unusual about animals that eat meat, flesh-eating beasts are animals that would naturally eat only plants, but which have been driven to a carnivorous diet, whether by the will of cruel masters, or the whims of the fates. Creating a flesh-eating beast is generally as simple as capturing an herbivorous creature and forcing it to consume nothing but meat, generally for a period of at least 1 week per Hit Dice it possesses. The process is not foolproof, and some creatures seem to resist the condition, but overall, this method has roughly a 70% chance of success, although these odds are lowered to 50% in the case of intelligent creatures, which are much harder to transform. If the creatures are fed exclusively the flesh of intelligent humanoids, these odds are increased by 20%.

Generally, though, a topic of much more interest is how to revert a creature from a flesh-eating beast back to its natural state. This, too, can be done, but it requires twice as long, and the success rate is much lower: generally only about 30%, although this can be increased to 50% if the creature is attended by a skilled animal handler who can calm its wild temper and urges.

Flesh-eating beasts tend to have far greater hunger than other animals of their kind, and in addition to entering a frenzied state at the scent of fresh blood, they tend to be far more aggressive hunters than is really necessary to sustain an animal of their size. This is thought to be due, in part, to the change in diet, and the inefficiency of the creature's digestive system in handling the new types of proteins, minerals, and vitamins to sustain itself. Oftentimes, the process used to transform such creatures leads them to be more aggressive, particularly towards humanoids, whom they grow to resent. Flesh-eating beasts fed exclusively meat from intelligent creatures tend to crave the same kind of meat, and will actively seek it out, despite being able to survive on less intelligent prey.

Morphic

Morphic oozes are unusual in that they have more control over their amorphous form than other oozes, allowing them to twist their gel-like bodies into a variety of shapes, and even mimic the forms of other creatures. Because they can assume the forms of more terrifying creatures, these oozes are often mistaken for magical beasts or aberrations.

Creating a Morphic Creature

"Morphic" is an inherited template that can be applied to any creature of the ooze type. A morphic creature retains all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as base creature +2.

Type: A morphic creature gains the shapechanger subtype.

Defensive Abilities: A morphic creature retains all the defensive abilities of the base creature and gains the morphic defense ability.

Morphic Defense (Sp): Whenever the morphic creature uses its change form or mimic special attacks, it gains an additional +4 dodge bonus to AC for as long as the ability is active.

Weaknesses: A morphic creature gains the unstable form weakness.

Unstable Form: A morphic creature's transformations are especially unstable and can be disrupted with physical trauma. Whenever a morphic creature suffers an amount of damage equal to or greater than 1/10 its maximum hit points, if it has assumed another form using its change form or mimic abilities, it is forced back into its natural form.

Special Attacks: A morphic creature retains all of the special attacks of the base creature and gains the following special attacks.

Change Form (Sp): A morphic creature can shift its ooze body into the shape of another creature, gaining some of its abilities as a standard action. This functions like the spell *beast shape IV*, except that the morphic creature does not gain any supernatural or spell-like abilities that the assumed form might have possessed, and assuming a new form does not allow the morphic creature to speak unless it already had the ability to do so. Additionally, the morphic creature retains the gel-like qualities of its body, and so does not gain the normal +10 bonus on Disguise checks to pass as the selected creature. A morphic creature can use this ability at will, but each transformation lasts for only 1d10 rounds. *Mimic (Sp):* A morphic creature can mimic the form of another creature it observes for at least 3 rounds. As a standard action, a morphic creature can assume the form of another creature it has witnessed for at least 3 full rounds, as though using the spells *giant form II*, *monstrous physique IV*, *shapechange*, or *vermin shape II*, except that the morphic creature retains the gel-like qualities of its body, and so does not gain the normal +10 bonus on Disguise checks to pass as the selected creature. This transformation lasts for 1 minute, or until the morphic creature returns to its base form. The morphic creature does not gain any of the supernatural or spell-like special abilities of the assumed form.

Ability Scores: Increase from the base creature as follows: Dex +4, Con +4.

Ecology

A morphic ooze is either magically or chemically different from a typical member of its species, in such a way that gives it greater control of its amorphous body, allowing it to assume the forms of other creatures. This provides it a distinct advantage in hunting for food, allowing the ooze to gain more offensive power while it devours its prey. Occasionally, a morphic creature will try to blend into a group of its prospective victims, before attacking when they seem most vulnerable. Because a morphic creature retains its gel-like body, color, and consistency when it transforms, they are rarely mistaken for members of other species.

Morphic oozes prefer to use their abilities as often as possible, both to utilize additional offensive and defensive abilities gained by changing shape, and because of some instinctual enjoyment the creature receives from shifting its form. For intelligent oozes, this feeling of happiness is tied into not just the act of shifting, but also in the challenge of assuming new and ever more interesting forms. Oftentimes, they will seek out other creatures in order to more effectively copy their forms, trying to get the details just right. For non-intelligent oozes, the feeling is purely a chemical rush, causing them to frequently change into various strange shapes purely for the sensation of it, a process which can be comical to watch, but which is deadly to disturb.

Because morphic creatures' transformations are so shortlived, some intelligent morphic creatures attempt to seek a means to achieve a more permanent transformation. They have been known to mimic the forms of creatures with voices in order to conduct interviews with wizards and others knowledgeable about such things. Of course, due to their monstrous natures, most morphic oozes who attempt such a plot find themselves in danger of being destroyed. Unfortunately, outside of a *polymorph any object* spell, the morphic creature has no known way to assume one permanent shape, a fact that some find maddening.

Origami Creature

Origami is an ancient art of folding paper in order to make it take on beautiful shapes, and practiced origami artists can make paper take on the forms of familiar creatures. Some spellcasters have learned how to imbue origami creatures with animating spirits, and use such creatures as messengers, spies, guardians, or for other, stranger purposes. Although origami creatures are typically much more fragile than their living counterparts, they are often nearly as deadly.

Creating an Origami Creature

"Origami creature" is an inherited template that can be added to any corporeal creature. An origami creature uses all the base creature's statistics and special abilities, except as noted here.

CR: Same as the base creature -2.

Type: The creature's type changes to construct (augmented). Do not recalculate class Hit Dice, base attack bonus, saves, or skill points.

Senses: An origami creature gains blindsight 60 feet, and loses all other senses.

Armor Class: The origami creature's natural armor bonus to AC is reduced by -4 (to a minimum of o).

Hit Dice: Change all racial Hit Dice to dios. Class Hit Dice are unaffected. As constructs, origami creatures do not have a Constitution score. Unlike most constructs, origami creatures do not gain bonus hit points based on size.

Defensive Abilities: The origami creature loses any damage reduction the base creature possesses, as well as any resistances or immunities to various damage types. As a construct, it gains the standard construct immunities. Origami creatures also gain spell resistance equal to their new CR +11. An origami creature loses all spell-like and supernatural defensive abilities the base creature possessed, but retains extraordinary defensive abilities.

Weaknesses: Origami creatures gain fire vulnerability. Additionally, they gain the following weaknesses.

Fragile Construction (Ex): Whenever a creature confirms a critical hit against an origami creature with a bludgeoning weapon, the origami creature's Strength and Dexterity scores are permanently reduced by 6 as its body is crumpled. If this reduces either score to o, the origami creature is destroyed. Whenever a creature confirms a critical hit against an origami creature with a slashing weapon, the origami creature must succeed on a Fortitude save (DC 10 + damage dealt) or be destroyed, as it is cut in two.

Highly Flammable (Ex): An origami creature that suffers any amount of fire damage must succeed on a DC 20 Fortitude save or catch on fire, suffering 1d6 points of fire damage each round until the flames are put out (for more information on catching on fire, see the *Pathfinder Roleplaying Game Core Rulebook*). Water Vulnerability (Ex): Splashing an origami creature with at least 1 gallon of water or similar liquids inflicts 1d3 points of damage to it, and reduces its natural armor bonus to AC by 1. Immersion in water inflicts 10 points of damage per round to the origami creature, and reduces its natural armor bonus to AC by 2 per round of immersion. These effects stack, but cannot reduce the origami creature's natural armor bonus to AC to less than o. The origami creature's natural armor bonus to AC restores itself naturally at a rate of 1 point per 10 minutes until it is fully dry, but damage inflicted in this way remains until healed.

Speed: Same as the base creature. If the base creature had a fly speed, its maneuverability increases by two steps (to a maximum of perfect).

Melee: Same as the base creature, but all natural attacks deal slashing damage. If the base creature did not possess any natural attacks, it gains a primary slam attack. If the base creature typically wielded a manufactured weapon, a paper version of the weapon is incorporated into the origami creature's form for the purposes of serving as this slam attack, and the attack's damage dice are equal to the base damage dice of that weapon (for example, if the base creature was Medium-sized and typically wielded a dagger, its slam would deal 1d4 points of damage, but if it typically wielded a greataxe, the slam would deal 1d12 points of damage). If there is no appropriate weapon for the slam attack to emulate, it instead deals damage appropriate for the origami creature's size. Whether patterned after a weapon or not, the slam attack deals slashing damage, and its critical threat range and critical multiplier are unaltered.

Special Attacks: An origami creature loses all spell-like and supernatural special attacks the base creature possesses, but retains all of its extraordinary special attacks, and gains the following special attack.

Paper Cut (Ex): Whenever an origami creature confirms a critical hit with one of its natural attacks, it also inflicts an amount of bleed damage equal to 1/2 its Hit Dice (rounded down). This bleed damage can be healed with a DC 15 Heal check.

Special Qualities: An origami creature loses all spelllike and supernatural special qualities the base creature possesses, but retains all of its extraordinary special qualities, and gains the compression and freeze universal monster abilities.

Ability Scores: Str -2, Dex +4, Int -2 (unless the base creature's Intelligence is already less than 7). As a construct, an origami creature has no Constitution score.

Ecology

While origami creatures share a lot in common with animated objects, the magic that brings them to life causes them to behave in all ways as the creature that they appear to be, rather than as an animated piece of paper. Thus, origami creatures tend to have behaviors strongly associated with the base creature, though they are somewhat less intelligent, and are often bound to those that create them.

Qarin

Qarins are a special type of genie who devote themselves to testing (some would say tormenting) mortals, challenging their moral and ethical beliefs, and attempting to convert them away from their current path in life. Rather than do so simply by talking, most qarins prefer to meddle in the affairs of their chosen ward from the shadows, complicating their lives and creating difficult (and sometimes contrived) moral quandaries.

Creating a Qarin

"Qarin" is an inherited template that can be added to any genie (including djinni, efreeti, janni, marids, and shaitans), referred to hereafter as the base creature. A qarin retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: A qarin's alignment is closely linked to that of his ward (see the ward special quality, below). By default, a qarin's alignment is diametrically opposed to that of his ward (if the ward's alignment is neutral good, the qarin's is neutral evil; if the ward is lawful evil, the qarin is chaotic good, and so on). If the ward is neutral, the qarin's alignment is whichever of the following is closest to the base creature's alignment (choose randomly in the event of a tie): chaotic evil, chaotic good, lawful evil, or lawful good.

If either the qarin or the qarin's ward has their alignment changed for any reason other than one of the pair causing the change in the other (whether through magical compulsion or simply through conversation), the other party must succeed on a DC 20 Will save or have their alignment shift in the opposite fashion (for example, if a lawful evil qarin had his alignment shift to lawful neutral, his chaotic good ward would have her alignment change to chaotic neutral; alternatively, if both were neutral good, because one had converted the other, then if one changed to become lawful good, the other would shift to chaotic good, if she failed her save). The redemption or temptation option of an *atonement* spell can reverse this effect, but this forces the other party to make a saving throw or have her alignment changed, as normal.

Type: As the base creature. However, a chaotic qarin gains the chaotic subtype, and similarly, evil, good, and lawful qarins gain the corresponding subtypes. Note that qarins change alignment often, and if a qarin stops being chaotic, evil, good, or lawful, he loses the corresponding subtype.

Armor Class: The creature gains a deflection bonus to AC equal to the lower of his Charisma modifier or his ward's Charisma modifier (minimum +o).

Defensive Abilities: The qarin retains all the defensive abilities of the base creature, and gains the following defensive abilities.

Defensive Bond (Su): A qarin gains a +2 morale bonus to

AC against attacks made by his ward, and he gains a +2 morale bonus on saving throws made against his ward's spells and abilities.

Rejuvenation (Su): It is all but impossible to permanently destroy a qarin as long as his ward still draws breath. As long as the qarin's ward is still alive, the slain qarin restores himself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a qarin is to first slay his ward. Even if the qarin is killed after his ward has died, if the ward is later returned to life, there is a 10% chance that the qarin rejuvenates 2d4 days later.

Special Attacks: The qarin retains all the special attacks of the base creature, and gains the following special attacks.

Constant Companion (Sp): A qarin gains a number of abilities that allow him to keep tabs on his ward, and better meddle in her affairs. The garin can cast scrying once per day, but only to view his ward (he is treated as being familiar with his ward for the purposes of determining the spell's Will save modifier). Additionally, as long as he is on the same plane as his ward, he can concentrate on her as a standard action in order to listen to her surface thoughts, as though with *detect* thoughts (the saving throw DC is equal to 10 + 1/2 the garin's Hit Dice + the garin's Charisma modifier). If his ward succeeds on her saving throw, he can't use this ability again for 1 hour. The garin can also communicate telepathically with his ward over any distance, as long as they are on the same plane (this does not grant the ward any particular ability to respond).

If the qarin has at least 5 Hit Dice, he can cast *suggestion* on his ward as a spell-like ability three times per day (the DC and range are the same as his ability to read her surface thoughts), and whenever he successfully reads his ward's surface thoughts, he may choose to see and hear what she does for as long as he continues to monitor her thoughts (if he does so, he no longer sees or hears through his own body, and is considered blind and deaf).

Interfere (Su): Once per day, while monitoring his ward's thoughts, as an immediate action, a qarin can meddle with the destiny of his ward, causing her to roll twice on her next attack roll, ability check, skill check, or saving throw, and take either the better or worse result (the qarin chooses what type of roll and whether the ward will take the higher or lower result when he uses the ability). Most qarins threaten to use this ability at an inopportune time if their ward takes an action they disapprove of, or offer to use it to their ward's benefit if the ward will perform actions she otherwise wouldn't. For every 5 Hit Dice the qarin possesses, he can use this ability one additional time per day.

Special Qualities: The qarin retains all the special qualities of the base creature, and gains the following special quality.

Ward (Su): Each qarin is mystically linked to a specific humanoid creature, referred to as his ward. Many of the qarin's abilities are related to his ward. The qarin always

knows the direction and relative distance to his ward, and if the two are on different planes of existence, he knows what plane she is on. The ward cannot sense the qarin in the same fashion, but if she has met the qarin and has been made aware of the special link between them, then she automatically senses whenever the qarin is within one mile of her, and can empathically sense his emotions within this range, similar to the empathic link between a wizard and his familiar.

If the qarin's ward dies, the qarin loses all benefits of this template (other than his alignment subtypes) until his ward is returned to life, or until he finds a new ward. This does not cause his alignment to change. He cannot find a new ward until a year and a day has passed, at which point he may perform a 24-hour ritual to become bonded to a new ward. The qarin has no control over who the new ward is, and it is determined randomly from among all humanoids. When a qarin gains a new ward, his alignment automatically changes to become the opposite of the new ward's (or, if the ward is neutral, the qarin's alignment is selected randomly from among chaotic evil, chaotic good, lawful evil, and lawful good).

Abilities: Cha +4

Skills: Qarins have a racial bonus on Diplomacy checks equal to +8 or their Hit Dice, whichever is higher.

Ecology

While most genies are more than happy to leave the Material Plane and all of its (in their eyes) backwards inhabitants to do as they please, there is a certain group of genies, known as qarins, who devote themselves entirely to meddling with the hearts and minds of mortals. Each qarin is assigned to a specific mortal, who they focus all of their efforts on, obsessively watching and interfering with that individual's life, and attempting to challenge their moral and ethical views, to push them from their current path—whatever that path might be. They do so not because they have adopted any particular moral viewpoint themselves, nor because they oppose a specific one, either, but simply to test the strength and conviction of the beliefs of the one whom they focus on.

Qarins move from one mortal to the next, usually after the mortal's death, or on rare occasions, when a mortal clearly passes or fails the qarin's test, the qarin can sever the link and move on. Because they always oppose and question the beliefs and views of their current ward, a qarin might go straight from attempting to corrupt a paladin to attempting to redeem an evil tyrant, and they make such transitions flawlessly. For this reason, some scholars theorize that the qarins are truly neutral in alignment, although if this is the case, the magic of their bond obscures it from even the most powerful of magical effects that have been turned upon qarins in the past.

Little is known about why the qarins set themselves to this task, or how they determine their wards. The qarins themselves, when asked, state that they have been given this task by the divine, but they refuse to elaborate. It is known that qarins do associate with one another, forming a sort of secret society, but beyond this, details are unclear.

The tests that garins set for the mortals they are bound to come in many different forms, and are frequent, as the garin seeks to determine the mortal's character. Typically, they begin by meddle in small things on a day-to-day basis, just to ensure that the mortal is living the life they claim to be living, and to establish a baseline for determining the difficulty of future tests of faith and the likelihood of the mortal giving in. These tests are small things, arranged by the garin either by magical or mundane means, and are usually provided without direct interaction between the garin and his ward. Usually, these little tests consist of giving the mortal the opportunity to act on the beliefs they profess. This might mean showing a beggar in need of assistance to a mortal who claims to be charitable, or a showing the same beggar to a mortal who claims to be merciless, but this time injured and clutching his last coins. A charitable character who gives the beggar a coin or two establishes that he means what he says, but is not a slave to his ideal, while one that takes the beggar under his wing, helping him to find work and making sure that he is on the road to success, demonstrates that changing his viewpoint will be considerably harder, and may require more effort on behalf of the garin.

Qarins usually prefer to use the minimum effort to convince their ward to change their ways, using their interfere ability whenever she is doing something the garin does not approve of, and contacting their ward with whatever lessons, temptations, and wisdom they feel will most easily sway her. However, in the case of especially devout wards, their tests tend to be more extreme, offering the ward what they need in times of great peril, if only they will change their ways, or tempting them with wishes and magical treasure acquired on their planar trips and journeys, if only they will see the other point of view. Typically, a garin offers ever more impressive gifts each time the mortal ward refuses his aid, all the while increasing the hardships she will face, raising up her enemies with the same favors he is offering to the ward, and using his talents to weaken the mortal. Meanwhile, mortals who do begin to give in can expect less and less from the garin, who eventually loses interest in the mortal ward.

Qarins usually offer a singular test of faith to mortals who repeatedly rebuke them and turn away from their aid, no matter how much it has cost them. This will take the form of a high-risk situation, often one which will cost the life of one who is held dear to the mortal ward. Typically, the mortal will be able to save his loved one's life, but only with the aid of the qarin. If passed, such tests usually satisfy the qarin, who moves on to some other mortal in order to continue his work. Mortals who fail this test might also satisfy the qarin as not worthy of their faith, but are also likely to require further testing. In such cases, the qarin usually attempts to persuade the individual after such an ordeal that their faith is not worth it, and that they should strive to live a different lifestyle.
<u>Slime</u>

Slime creatures are powerful oozes that represent living embodiments of deadly chemicals. Though slime creatures are not as caustic as most oozes, they make up for it by having more fluid bodies, as well as poisonous flesh that infects those who come into contact with them.

Creating a Slime Creature

"Slime" is an inherited template that can be applied to any ooze creature. A slime creature retains all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as the base creature +2.

AC: A slime creature never receives a natural armor bonus to AC, as its body is almost entirely liquid.

Defensive Abilities: A slime creature retains all the defensive abilities of the base creature and gains the poison body ability.

Poison Body (Ex): An adjacent creature which hits a slime creature with a natural attack or melee weapon is exposed to slime poison (see special attacks, below).

Special Attacks: A slime creature retains all the special attacks of the base creature and gains the following special attacks.

Natural Attack (Ex): A slime creature does not deal acid damage with its natural attacks or during a grapple; instead, whenever a slime creature hits another creature with one of its natural attacks, and each round it is in a grapple with another creature, that creature is exposed to slime poison.

Slime Poison: **Type** poison (contact); **Save** Fortitude DC 20 + 1/2 the slime creature's Hit Dice + the slime creature's Con modifier

Frequency 1/ round for 6 rounds

Effect 1 Con damage, and a creature that is reduced to o Con in this way is completely dissolved into animate slime. One minute after its death, it is returned to life as a slime creature of the same type that killed it. Dealing at least 1 point of cold damage to the resulting slime creature halts this process; **Cure** 1 save.

Slime Puddle (Ex): When a slime creature is reduced to o hit points, it immediately dies, filling an area equal to its space with a puddle of slime poison, which lasts for 1 hour before becoming inert. Dealing at least 1 point of cold damage to the puddle causes it to immediately become inert.

Ecology

No one knows where the original slime creatures came from, as most are created by exposure to slime poison. Most slime creatures share little in common with the creatures they were before, instead being driven almost entirely by hunger. Because of their poisonous bodies, they are occasionally sought out by alchemists looking to make particularly virulent poisons.

Slime creatures are often driven by nothing so much as a blind hunger, which infuses every aspect of their being. Slime creatures will often seek out the nearest source of devourable material to kill and eat, after the manner of the type of ooze they are. Because killing another creature also allows the slime to reproduce, they are vicious creatures, bent on attacking anything that strays too close, as well as actively hunting out both their next meal and their next chance to create more of their kind.

Intelligent slime creatures tend to pursue these tasks with greater drive than those merely driven by instinct, seeking out large vulnerable communities and attacking with reckless abandon to further their own influence. Such slime attacks are thankfully rare, and are usually put to a stop before they can do too much harm to a large community. Slime creatures are extremely averse to cold temperatures, and thus are driven deep underground when in cold environments, where they lay in wait for a break in the weather. Intelligent slime creatures typically use such a break to flee their current environment for somewhere warmer.

Antidotes, and other magic which can affect poisons, have no specific effect on a slime creature, though exposure to such things is highly uncomfortable for slimes and causes them to become agitated and fearful. They also instinctively avoid creatures with the cold subtype, despite only having a minor vulnerability to cold energy. Some scholars claim that creatures of the cold subtype are immune to slime poison, a claim which has no basis in fact.

Slime creatures are occasionally bottled by daring alchemists. Sometimes bits of the creatures are collected piecemeal, to be combined with special reagents to deliver deadly poisons at a later time, whereas others capture a whole slime creature in large glass container, which is then kept cold. In the latter case, the container can be thrown to unleash the slime. These thrown weapons are highly dangerous, both for the target and the user, who should escape the attack as soon as possible.

A slime grenade, as such items are called, has a range increment of 10 feet, and costs 150 gp per Hit Dice of the slime creature inside the container. It requires 2 hands to throw. Once bottled, slime poison can be treated using Craft (alchemy), with a DC of 10 +the CR of the slime creature to become a stable poison, and sells for 2,500 gp + 100 gp per Hit Dice of the slime creature per dose.

Monster Feats

The following section presents a number of feats that apply specifically to monsters, although at the GM's discretion, some of them may be made available to player characters who qualify for them. They are presented in alphabetical order.

Acid Spray (Monster)

When a victim cuts its way out of your stomach, you unleash a torrent of caustic acid.

Prerequisite: Swallow whole monster special ability. **Benefit:** Whenever a creature you have swallowed successfully cuts her way out, you project a 15-foot cone of acid which burns the escaping creature and anyone caught in the cone, dealing an amount of acid damage equal to 2d6 + the acid damage dealt by your swallow whole ability (if any). A successful Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) halves this damage.

Adjustable Breath (Monster)

You can adjust the shape of your breath weapon. **Prerequisite:** Breath weapon.

Benefit: Whenever you use your breath weapon, you can choose whether it takes the form of a cone or a line. When taking the form of a line, its length is twice as long as when it takes the form of a cone (so, if it is normally a line, and you use it as a cone, it is half the normal length, but if it is normally a cone, and you use it as a line, it is twice the normal length). No other aspect of your breath weapon is changed.

Breath of Frost (Monster)

Your cold breath freezes foes in their steps.

Prerequisite: Breath weapon that deals cold damage. **Benefit:** Whenever you use your breath weapon, you can choose to make it a breath of frost. If you do, any creature that fails its Reflex save to reduce the damage from the breath weapon and suffers at least 1 point of cold damage from your breath weapon has its legs covered in a thin layer of frost, rooting it in place. The creature is unable to leave its current square unless it succeeds on a Strength check (DC 12 + your Constitution modifier) as a move action. If your breath weapon takes a certain number of times per day, a breath of frost counts as two uses. If your breath weapon takes a certain amount of time to recharge, it takes twice as long after a breath of frost.

Breath of Ignition (Monster)

Your flaming breath causes creatures caught in it to catch on fire.

Prerequisite: Breath weapon that deals fire damage. **Benefit:** Whenever you use your breath weapon, you can choose to make it a breath of ignition. If you do, any creature that fails its Reflex save to reduce the damage from the breath weapon and suffers at least 1 point of fire damage from your breath weapon catches on fire, suffering an amount of fire damage each round equal to 1d6 per 5 Hit Dice you possess (minimum 1d6) or your normal breath weapon damage, whichever is lower. Other than the damage dealt, and the Reflex DC to put out the flames (which is equal to the breath weapon's DC), this functions identically to catching on fire through other means. If your breath weapon can only be used a certain number of times per day, a breath of ignition counts as two uses. If your breath weapon takes a certain amount of time to recharge, it takes twice as long after a breath of ignition.

Caster of Shadows (Monster)

So great is your size that you block out the very sun for those below, shrouding them in darkness.

Prerequisite: Gargantuan size or larger.

Benefit: The light level in areas adjacent to you is reduced by 2 steps. The affected area extends 20 feet out from your space, or 30 feet out if you are Colossal. This ability has no effect on light sources which originate below the vertical limit of your space; thus, sunlight, moonlight and the like are easily blocked, but light from torches or *light* spells on the ground are not. Note that unless you have darkvision or some other way to perceive creatures in darkness, you may be blind to threats adjacent to you.

Deadly Swallow (Monster)

Through practiced muscle contraction, you can quickly crush your still-living prey to death in order to facilitate easier digestion.

Prerequisite: Swallow whole monster special ability. **Benefit:** Whenever a creature you have swallowed suffers damage from your swallow whole ability, she suffers an additional 1d6 points of bludgeoning damage per size category you are larger than the swallowed creature.

Deep Lungs (Monster)

You can use your breath weapon more often. **Prerequisite:** Breath weapon that requires you wait 1 or more rounds between uses.

Benefit: When determining how long you must wait before using your breath weapon again, reduce the number of rounds, minutes, or hours by 1 (so if you would normally need to wait 1d4+1 rounds, you wait 1d4 rounds instead, whereas if you would normally need to wait 1d4 hours, you wait 1d4-1 hours, and so on). This cannot reduce the wait time to less than 1 round.

Drop (Monster)

From your maximum reach, you hurl your foe to the ground, crushing the puny creature who dared stand against you. **Prerequisites:** Str 27, grab monster special attack or Improved Grapple, Huge size or larger.

Benefit: When grappling a creature at least 3 size categories smaller than you, if you begin your turn in control of the grapple, as a free action you may choose to end the grapple by dropping your foe from a great height. The target is knocked prone in a square adjacent to you and suffers damage determined by your size: if you are Huge, the target suffers 3d6 + your Strength modifier points of damage; if you are Gargantuan, the target suffers 5d6 + your Strength modifier

Table 4-3: Feats		
Feats	Prerequisites	Benefits
Acid Spray	Swallow whole.	Create a cone of acid when cut open.
Adjustable Breath	Breath weapon.	You can adjust your breath weapon's shape.
Breath of Frost	Breath weapon that deals cold damage.	Your breath weapon can freeze foes in place.
Breath of Ignition	Breath weapon that deals fire damage.	Your breath weapon can set foes on fire.
Caster of Shadows	Gargantuan or larger.	The light level near you is reduced.
Deadly Swallow	Swallow whole.	Your swallow whole ability does more damage.
Strong Swallow	Deadly Swallow.	Your swallow whole does more damage and is harder to escape.
Deep Lungs	Breath weapon.	You can use your breath weapon more often.
Drop	Str 27, grab or Improved Grapple, Huge or	You can drop grappled foes from a great height
	larger.	to damage them.
Ectoplasmic	Incorporeal undead.	You can temporarily form a corporeal body out
Manifestation		of ectoplasm.
Expansive Stomach	Grab, swallow whole.	You can swallow creatures your own size.
Fatal Felling	Acrobatics 1 rank, Huge or larger.	You can move when falling prone, and crush
		creatures you land on.
Living Wall	Combat Expertise, Huge or larger.	You provide total cover to smaller creatures.
Nauseating Breath	Breath weapon that deals acid damage.	Your breath weapon creates nauseating fumes.
Numbing Breath	Breath weapon that deals electricity damage.	Your breath weapon numbs your foes.
Plague Carrier	Disease.	Your disease gains the plague template.
Reassembling Flesh	Corporeal undead.	Control your limbs independently of your body.
Independent Limbs	Reassembling Flesh.	Metal items you create are more durable.
Reduce to Rubble	Str 25, Power Attack and either Improved Bull	You can knock down buildings.
	Rush or Improved Overrun, Large or larger.	
Sewer Stench	Stench	Your stench is more profound.
Stride Over	Huge or larger.	You can move through small creatures' spaces.
Tough Inner Wall	Con 15, swallow whole.	Your stomach has more hit points.
Through the Cracks	Amorphous and compression.	You can squeeze through tiny cracks.
Urban Ambusher	Freeze.	You gain benefits on the surprise round of
		combat after hiding with freeze.
Violent Expulsion	60 hit points, grab, swallow whole.	You can violently fling a creature from your
		insides when it damages you.
Worm-Ridden Spawning Worms	Undead, must have flesh of some kind.	Your corpse is host to dozens of parasitic worms
		that bite foes you grapple.
	Worm-Ridden.	Creatures damaged by your worms may become
		infested themselves.

points of damage; and if you are Colossal, the target suffers 10d6 + your Strength modifier points of damage. The target may attempt an Acrobatics check, opposed by your CMD, to negate the prone affect and halve the damage from this ability.

Ectoplasmic Manifestation (Monster)

You can create a solid body for yourself out of ectoplasm, although it doesn't last long.

Prerequisite: Incorporeal undead.

Benefit: As a full-round action, you can manifest a corporeal body for yourself out of ectoplasm. While manifested in this way, you effectively lose the incorporeal subtype and all incorporeal traits. While corporeal in this fashion, your Strength score is equal to the lower of your Dexterity or Charisma scores. Your body, while solid, is translucent, and obviously unnatural. If you are partially or completely inside a solid object when you use this ability, you suffer 1d6 points of damage and are shunted to the nearest unoccupied space.

You can remain corporeal in this fashion for a number of minutes equal to your Charisma modifier, after which you must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + 1 per previous save) at the beginning of your turn each round, or be forced to spend a full-round action returning to your incorporeal state. Each time you use this ability, you must wait 1d4 hours before you can use it again.

Expansive Stomach (Monster)

Eating larger and larger meals has caused your insides to expand, allowing you to accommodate bigger creatures. **Prerequisites:** Grab monster special ability, swallow whole monster special ability.

Benefit: You may swallow creatures of your size category or smaller.

Normal: Unless otherwise stated, a creature with swallow whole can swallow creatures up to one size category smaller than it.

Fatal Felling (Monster)

Even when all seems lost, you maintain control of your considerable bulk, and you make the most of a bad situation by controlling the direction you fall, if fall you must. Prerequisites: Acrobatics 1 rank, Huge size or larger. Benefit: Whenever you become prone, such as when you are tripped, fall asleep, or are slain, you may choose which direction you fall. You then fall prone in that direction, landing in a space adjacent to the space you were standing in, instead of simply being prone in the same space you were standing in (you still take up your normal space when you fall prone in this way). If any of the squares you fall into are occupied by creatures smaller than yourself, each of those creatures must succeed on a Reflex save (DC 10 + 1/2 your racial Hit Dice + your Strength modifier) or suffer 1d6 points of damage for each size category he is smaller than you, and becomes pinned under your bulk (though you do not gain the grappled condition). The pinned condition immediately ends when you cease to be prone.

Independent Limbs (Monster)

When your limbs are severed, you can control them as easily as if they were still attached.

Prerequisite: Reassembling Flesh.

Benefit: When your limbs are separated from your body, you can control them just as easily as if they were still attached. You can rip off one of your own arms or legs as a full-round action, inflicting 4d6 points of damage to yourself, to which damage reduction does not apply, although if your limbs are severed by other means, this ability functions just as well.

A severed limb uses your statistics, modified for its current form. A severed arm is treated as two size categories smaller than you, and a severed leg is treated as one size category smaller than you. Both severed arms and severed legs are treated as having a Strength score equal to half your Strength score (rounded down, minimum 1). Similarly, they benefit from only half your natural armor bonus to AC. Severed arms have a speed of 10 feet and a climb speed of 10 feet, while severed legs have a speed of 15 feet. If severed yourself using the method described above, each limb has a number of hit points equal to the damage you suffered severing it. If severed any other way, the limb has hit points equal to 1/4 your hit point total.

Each of your limbs acts on your initiative, and can take a full round's worth of actions. A limb that moves more than 60 feet away from you can no longer be controlled until it is once again within this range. A limb that is reduced to 0 hit points can no longer act, but can still be reattached to your body.

Living Wall (Monster)

You are an expert at interjecting your sheer bulk between those you would protect and their attackers, rendering their frail efforts in vain.

Prerequisites: Combat Expertise, Huge size or larger. **Benefit:** Whenever you use Combat Expertise, fight defensively, or take a total defense action, you provide total cover to creatures and objects on one side of you against attacks made or spells cast by creatures at least 2 size categories smaller than you that originate from the opposite side of you. Siege weapons and other exceptional attack forms are not affected by this ability, at the GM's discretion.

Nauseating Breath (Monster)

Your acidic breath creates noxious fumes.

Prerequisite: Breath weapon that deals acid damage. **Benefit:** Whenever you use your breath weapon, you can choose to make it a noxious breath. If you do, any creature in the breath weapon's area must succeed on a Fortitude save (at the same DC as the breath weapon's Reflex save) or be nauseated for 1 round, and then sickened for 1 round per 5 Hit Dice you possess. If your breath weapon can only be used a certain number of times per day, a nauseating breath counts as two uses. If your breath weapon takes a certain amount of time to recharge, it takes twice as long after a nauseating breath.

Numbing Breath (Monster)

Your electric breath numbs your victims' muscles, weakening them.

Prerequisite: Breath weapon that deals electricity damage. **Benefit:** Whenever you use your breath weapon, you can choose to make it a numbing breath. If you do, any creature that fails its Reflex save to reduce the damage from the breath weapon and suffers at least 1 point of electricity damage from your breath weapon becomes fatigued (or exhausted, if already fatigued). If your breath weapon can only be used a certain number of times per day, a numbing breath counts as two uses. If your breath weapon takes a certain amount of time to recharge, it takes twice as long after a numbing breath.

Plague Carrier (Monster)

The diseases you carry are especially contagious, and ripe for spreading a plague through an entire city.

Prerequisite: Disease universal monster ability. **Benefit:** The disease that you carry gains the plague template (*Pathfinder Roleplaying Game: Horror Adventures*). Additionally, you gain a +2 racial bonus on saving throws made to resist diseases.

Reassembling Flesh (Monster)

The same forces that animate your corpse can also restore it from severe damage.

Prerequisite: Corporeal undead.

Benefit: You are not destroyed when reduced to o hit points, although you do immediately go into a death-like state during which you are unaware and cannot act. Each hour, you heal 1 hit point, until you reach 1 hit point, at which point you awaken from this death-like state. You are still destroyed if your negative hit point total equals or exceeds your Charisma score. Additionally, if any of your limbs are severed, you can reattach the limb by holding it in place for 3 rounds. You can even reattach your head to your body in this fashion, although typically this requires outside assistance, unless you have some other means of controlling your body while your head is detached.



Reduce to Rubble (Monster)

You can crush entire buildings. Prerequisite: Str 25, Power Attack and either Improved Bull Rush or Improved Overrun, size Large or larger. Benefit: You can attempt to destroy a building by ramming it as a charge attack and making a combat maneuver check. The DC of this check depends on the size of the structure, as well as the material it is made of. The base DC is 20 unless the building was specifically designed to resist assault, in which case the DC is equal to 20 + the Knowledge (engineering) modifier of the architect or designer that created it. The DC increases by 10 for each size category larger than you the building is. If the building is made of stone, the DC increases by 5, and if it is made of metal, the DC increases by 10. If the structure is made of a material less sturdy than standard wood construction, the DC may be lower, at the GM's discretion. Similarly, certain engineering features (such as being built into the side of a mountain, being built on narrow support struts, etc.) may increase or decrease the DC as well.

If the combat maneuver check is a success, the building collapses, dealing 8d6 points of bludgeoning damage and burying everyone inside. A successful DC 15 Reflex save halves this damage, and negates being buried. Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead. Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds).

Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

Sewer Stench (Monster)

Your stench is particularly pungent, and mixed with aromas of filth and waste.

Prerequisite: Stench universal monster ability. **Benefit:** Any creature that fails the Fortitude save to resist your stench ability by 5 or more is nauseated, rather than sickened, for the first 1d4 rounds of the effect. Additionally, the range of your stench special ability extends to 60 feet, and the duration is increased to 1.5 times the normal amount.

Spawning Worms (Monster)

The worms in your body can lay eggs in those that they bite, spreading the infection.

Prerequisite: Worm-Ridden.

Benefit: Any creature damaged by your worms is exposed to the wormpox disease. The saving throw DC for the disease is equal to 10 + 1/2 your Hit Dice + your Charisma modifier.

WORMPOX

Type disease, injury; Save Fortitude varies Onset 1 day; Frequency 1/day Effect 1 Con damage; Cure 2 consecutive saves.

Stride Over (Monster)

You walk over the rabble, neither trampling them underfoot nor knocking them over, but rather striding wholly above their heads.

Prerequisite: Huge size or larger.

Benefit: You may move through the spaces of creatures of at least 3 size categories smaller than yourself at full speed, without need of an Acrobatics check, and you do not provoke attacks of opportunity from such creatures. You cannot end your movement in a square occupied by another creature, unless it is helpless.

Strong Swallow (Monster)

Your powerful muscles allow you to squeeze the life out of those you have swallowed with even greater efficiency. **Prerequisite:** Deadly Swallow.

Benefit: You add your strength modifier to the additional bludgeoning damage dealt by the Deadly Swallow feat. Additionally, a creature who Strength score is lower than yours suffers a -2 penalty on combat maneuver checks (but not Escape Artist checks) made to escape a grapple while swallowed whole.

Tough Inner Wall (Monster)

You have a hearty physique and it is particularly difficult to cut through your flesh.

Prerequisites: Con 15, swallow whole monster special ability. **Benefit:** You add an additional 1/10 your maximum hit points to the amount of cutting damage required for a swallowed creature to cut free .

Special: This feat can be taken multiple times. Each time it is taken, the Constitution prerequisite increases by +5; thus, in order to select this feat a second time, you must have a Constitution of 20, while selecting the feat a third time would require a Constitution of 25, as so on. You can gain this feat up to 9 times.

Through the Cracks (Monster)

You can squeeze through even the narrowest of spaces, including cracks in the walls or floor.

Prerequisite: Amorphous and compression universal monster abilities.

Benefit: You can squeeze through any space that water can pass through. If this is a narrower space than you would normally be able to squeeze through with your compression ability, each square you enter counts as if it were 4 squares, rather than 2, and you are denied your Dexterity bonus to AC for as long as you are squeezing in this way.

Urban Ambusher (Monster)

You have grown adept at hiding in plain sight and attacking victims who discount you as nothing more than part of the scenery.

Prerequisite: Freeze universal monster special ability. **Benefit:** If you participate in a surprise round in combat after successfully hiding yourself with your freeze universal monster ability, you may take a full round's worth of actions during the surprise round, and you gain a +2 morale bonus on attack and damage rolls made during that surprise round. Additionally, when you ambush an enemy or enemies unaware of your presence, you can attempt a Stealth check at a -10 penalty. The result indicates the DC of Perception checks to hear your attacks until an opponent's first action, when the DC returns to the normal -10 for hearing battle. Other enemies present can still see the attack; this feat only prevents the sounds of battle from alerting others.

Violent Expulsion (Monster)

Rather than suffer a creature to cut its way out of you, you have trained your body to expel unwanted visitors in a deadly rush.

Prerequisites: 60 hit points, grab monster special ability, swallow whole monster special ability,

Benefit: Whenever a creature deals at least 5 points of damage to you while it is swallowed whole, as an immediate action you may choose to end your grapple with that creature and violently expel it from your insides, causing the target to be flung 10 feet in a straight line, in the direction of your choice. If the target encounters an obstacle, both the target and the obstacle suffer 1d6 points of damage and the target lands prone in a square adjacent to the obstacle; otherwise, the target is flung forward 10 feet and lands prone.

Worm-Ridden (Monster)

Your undead flesh is riddled with parasitic worms, which provide a variety of benefits.

Prerequisite: Undead, must have flesh of some kind. **Benefit:** Your corpse is host to dozens of parasitic worms, which bore their way through your body and slowly consume your dead flesh, but which grant you a number of benefits. Whenever you grapple a creature with flesh on their body (whether alive or not), the worms on your body eagerly seek out this fresh meat, and whenever you end a turn grappling or grappled by such a creature, that creature automatically suffers 2d6 points of damage, and must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) or be nauseated for 1 round, similar to a swarm's distraction ability.

The worms do take a toll on your own body, however, as they eat and gnaw through your flesh, and each day you suffer 1d8 points of damage per three Hit Dice you possess.

Chapter 5: Top Ten



Top Ten is our weekly article devoted to injecting flavor into your game, with a focus on adding exciting details and interesting quirks to your game. These articles each have a very specific theme, and provide 10 flavorful entries on that theme, designed to be able to be readily inserted into your game, or to inspire even further ideas in players and GMs.

Each article falls into one of five different categories: articles relating to people, articles relating to places, articles relating

to objects, articles that specifically relate to player characters in some way, and miscellaneous articles. The articles are grouped alphabetically by title within these categories.

Some articles have been extended, shortened, or otherwise altered from their original content in order to allow them to better fit on the page.

Art Dealers

During the course of play, you or your players will undoubtedly load up on all kinds of really cool art objects, gems and magic gear – the sort of neat knickknacks that players undoubtedly gravitate towards, but don't have any real use for and will likely end up selling at some point. The following list provides 10 flavorful faces who want to buy those goods, adding a little something extra that keeps a cool golden griffon statue from becoming just another shape for 150 gp to take.

1. Norman Welterfroth. A tall man with impeccable dress and a well-respected dealer in classical art. Though he prefers to deal in paintings and sculpture from established artists, he has been known to make exceptions for particularly fine pieces. Well known to noblemen around the world as the goto source for fine art, Norman often finds himself needing to restock his wares or find specific pieces to meet the demands of his clients, and is known to pay adventurers handsomely for their plunder,

2. Herita Veloris. A comely young human woman with a truly bizarre method of dress, featuring a large number of white and pink spikes on her dress which could serve as some form of armor. Herita is a planar traveler and quite an accomplished adventurer who travels between the Material Plane and mysterious outer realms, trading in various arts and curiosities between the two places. Due to what she claims is a great demand for Material Plane artwork in far places, she is known to pay extremely well for things normal dealers find pedestrian or lame. She also sells exotic and magical items from her other journeys to discerning customers and is happy to trade such goods for new merchandise.

3. Gershrrixiana the Terrible. The offspring of a truly mighty bronze dragon, Gershrrixiana is surrounded on all sides in her coastal home by enemies and is kept alive only through displays of power and the ability to bluff her status as greater than it is. Being only a young dragon herself, Gershrrixiana relies upon goods procured by heroic individuals who come to her lands in order to fill her horde. Though she doesn't pay for her goods with gold, her offers of service are a temptation for many mighty heroes eager to have a dragon owe them a favor.

4. Max Hormis. A strange portly dwarf who makes his progress through civilized lands on an overladen pack horse, the keen-eyed Max Hormis is always on the lookout for goods to fill his store. Max doesn't wait for goods to be brought to him, but rather travels the world in search of adventurers, nobles, and those who don't know the value of their family heirlooms in order to convince them to part with something shiny. Most find Max greedy, if enthusiastic, and would only deal with him if desperate. His store, to which he eventually returns all he finds, is located deep in the heart of his remote mountain home, and is said to be stocked with one of the most varied and extraordinary collections in all the land.

5. Homer Blackraven. A brilliant and renownedoccultist, Homer makes his home in a dreary swamp, which he claims is excellently positioned to make use of nearby ley lines. Homer might not receive any visitors at all, were it not for a publication he made on the study of the latent energies inherent in magical objects, which is noted to be insightful and well-researched. The article also contains a call for anyone to bring their objects to him and states a standard bounty of 20 lbs. of gold for any item that catches his interest. Homer is chiefly concerned with items of an occult nature, but is well known to be fond of any odd curiosity.

6. Cadence Ca'Alad. A traveling half-elf merchant Cadence is well known to be an accomplished scholar and a shrewd trader. Strangely, though she calls herself a merchant and carries her store with her at all times, she is extremely reluctant to sell anything, and convincing her to part with her goods is noted to be akin to driving mules. Still, many find her services useful and she always has a large store of gold and silver to purchase new goods, the source of which is of great interest to those who have bargained with her in the past.

7. Tavor Saren. A once renowned seller of magical items, known far and wide for his exceptional collection, after growing tired of the ever-increasing demand of adventurers for ever more specific magical gear, Tavor got out of the magic item game and decided to deal in less demanding merchandise. As the majority of his contacts were still adventurers, he ended up dealing in rare works of art or curiosities of the type common to those found in the adventuring profession. His business is now as popular as ever, and his trade in curiosities is second to none. Further driving his reputation are the rumors that he has severalexceptional magic items left over in storage, waiting to be pried away for the right price.

8. Gibor Gibberlit. A quirky gnome merchant with a fascination for statuary, Gibor is a great disappointment to his family, all of whom are gem merchants. Gibor doesn't lament this estrangement, however,but rather revels in it, and recently has resolved to stop purchasing items that incorporate gemstones of any kind, finding it a great joke. His brother Hible is committed to avenging himself against his brother by ruining his business.

9. Nephirm the Wicked. A mighty pit fiend, Nephirm is supposedly undersecretary to one of the great treasurers of hell and demands that all his transactions are secured by iron clad contracts. He is renowned for dealing almost exclusively in material goods rather than in mortal souls like his kin, and is considered one of the safer devils to deal with. Nephirm is normally very businesslike, but can occasionally be very keen to acquire some rare item, without clear purpose.

10. The White Cat. A very difficult merchant to find, the White Cat is a strange figure, always cloaked in illusion which disguises his or her features. The White Cat approaches its clients—usually those who have a habit of acquiring very fine objects of art—and offering great treasures of gold and silver in return for their goods. The White Cat explains that it has a great fondness for art, akin to the greatest of thieves, but having no patience for stealing, has turned to mercantile diversions.

At some point, yo will inevitably sto of rest are often th

At some point, your PCs need to eat and rest up, and will inevitably stop into a tavern or an inn. These places of rest are often the only respite players get in a world of nonstop adventure, so it's important that this little glimpse of downtime be special. One way to do that is to have a strong face of the establishment that sets the tone for their experience and gives them someone fun to interact with, without having to worry about crossing blades.

1. Graham Fisher, Fat Innkeeper. The jovial and honest face of the Harbor Inn, Graham Fisher is a rotund man with a clean and well cared for set of simple clothes. A warm man with a lot of practical advice for living the good life, Graham spends much of his time chatting with patrons while they wait on his wife's famous potato stew. He picks up a lot of rumors, which he is always happy to share with adventuring folks he thinks can handle it. Having a good eye for people, Graham can often spot trouble long before it comes to fruition, and uses his friendly demeanor to diffuse potential problems early on.

2. Kind Kwan, Motherly Café Owner. An elderly half-elven woman and owner-operator of Kwan's Seaside Café, Kwan Eristil appears far more fragile than she actually is, being both tall and thin with silvery hair done in a tight bun. She wears a heavy robe which makes her appear even gaunter, and a pair of large, round spectacles makes her emerald eyes appear unusually large. Kind Kwan has a protective and motherly personality, and she looks after everyone who comes to her café as though she had a personal stake in their successes and failures. She is especially revered by her regular customers, who count on her kind words and experience to get them through the day.

3. Jon Smite, Skinny Innkeeper. The owner and face of the Lonely Tree Inn and Public House, Jon Smite is a short, thin, sour-faced man who owns a profitable establishment on an isolated stretch of road. His success has a lot more to do with his inn's location than with the level of service people receive there, and Jon is known along the road as someone best not interacted with. A bitter and angry man, Jon is prone to flashes of an angry temper, especially in the presence of dwarves.

4. A'shari Al'Shar, **Enslaved Genie**. The proprietor of the Desert Oasis is anything but normal. A genuine djinni, A'shari was deceived by a mortal wizard and forced to run his establishment for 1,000 years. She is currently in year 230 of her service, and tries to make the remote desert inn something special, but frankly she would rather be doing almost anything else. She serves magical food and beverages that excite customers, and is happy to exchange her extensive lore on the inner planes with anyone who has a good story to tell. Still, she is most interested in finding and destroying the wizard's ring, which is binding her to his service, and has promised a wish to anyone who can free her.

5. Sir Roderick the Slayer, Retired Adventurer. Once a great knight who roamed the world righting wrongs and battling dragons, Sir Roderick the Slayer is a towering halforc who strongly favors his human heritage and is very intent upon his retirement. He runs a large and well-kept tavern

known as the Slayer's Hub, where he has cultivated a clientele of skilled adventurers interested in work. He regularly posts jobs that need doing from around the local environs, and offers discounts to those who come back with the quest completed. Despite his denials, rumors persist that Sir Roderick is planning a single expedition before his death, and that he will only take the most accomplished of adventurers with him on this last greatest adventure.

6. Grog, Og, and Log, Shady Goblins. At the entrance to a particularly dark forest stands a squat, round tavern built of wood. The Black Tree Tavern's unlikely hosts are the goblin brothers Grog, Og, and Log, who, though far from polite, are quite civilized, by goblin standards. The goblin brothers bob around seeing to the needs of guests, peddling dog and horse meat to unsuspecting patrons who are grateful for the low prices. The truth is that three goblins have been charmed by a mischievous fey and do his bidding, whatever that may be, using the tavern for cover.

7. Ox, Wizard's Golem. The mighty wizard Xui Challer inherited her father's tavern immediately following his death, but was far too busy to run it herself. Not wanting to sell his legacy or see it fall into squalor, Xui left her mighty clay golem companion, Ox, to see to the tavern's operation. Imbued with a limited sentience, Ox makes for a comical, though efficient, bartender, capable of processing most orders and handling security concerns. He has even been programmed with a limited amount of friendly advice, which he tries his best to use appropriately, but often simply lacks the means to be helpful.

8. Kylieh Morgan, Nymph Barkeeper. At the edge of a mighty old growth forest is an exotic-looking tavern which features a constantly raging party at all hours of the day and night. The owner, Kylieh Morgan, is a wonderfully passionate creature imbued with her kind's natural beauty and charisma. Kylieh is a wild girl who encourages her guests to let go. Though hardly a place to rest, Kylieh makes sure that those who come to her tavern have a good time and won't brook any sourpusses, using her magic skills to force the boring and downcast to participate in her brand of wild debauchery.

9. Palio Hairfoot, Proud Halfling. A graying halfling man, Palio Hairfoot once lived a life that, to hear him tell it, was far too full of adventure and excitement for his taste. Still, he is happy to hear tales of others' adventures, and offers bounties for the best verifiable stories. The food and drink at his establishment is top-notch, a fact Palio takes great pride in, more so than any of his past feats of derring-do, which include battles with hobgoblins, werewolves, and even a close encounter with a dragon turtle. Palio will happily regale listeners with tales of his adventurers, but listeners should be prepared for a very long story.

10. Chesa Markesh, the Devil Behind the Bar. At the Crosswinds Tavern, which stands alone in the middle of nowhere, the beautiful barkeep Chesa Markesh awaits fools, transients, and dreamers who stumble into her tavern and treat with her. Chesa sells more than fine drink and excellent food: she sells dreams, wishes, and desire. Chesa is a devil of some kind, a fact she makes no effort to hide from those who are interested, and has a great deal of power to make things happen in exchange for certain favors from mortals.

Desert Wanderers

In some ways, deserts are easy on a GM. If the party wants to know what there is around them, no one's surprised if there isn't much. "Sand, sand, and more sand," might be one response, or, if you're feeling more generous, you might describe the bright blue sky above, the beating heat from a malevolent sun, the slight breeze that brings no relief, for it is somehow even hotter than the still air. However, eventually the PCs have to find something... or someone. Below is a list of unusual characters that your party might encounter when wandering in the desert.

1. Amira Shazi, Hermit in Training. This young woman is currently in the desert undergoing a religious trial, or similar, in which she must survive on her own in the desert for a year and a day, in emulation of a particular saint, or the founding member of a mystic school she wishes to join, or something similar. She is eager for company, and happy to trade tales and information, but has no supplies to give, and is honorbound to refuse any that the PCs might offer.

2. Yasir Hadir, Befuddled Merchant. This man is the owner of a merchant caravan, made up of brightly-colored wagons and pulled by mules. A merchant who excels at ensuring that his customers' buying experience is as much a show as it is a deal, Yasir dresses and acts flamboyantly. He is currently on his way to a prominent desert city, and, much to the consternation of those in his caravan, is completely lost, and refuses to admit it. The caravan has been wandering in the desert for weeks, and is beginning to grow low on supplies, making tensions high in the camp.

3. Hanifa Malika, Cursed Warlord. This ancient warrior still appears to be in the prime of her youth, although there is a subtle sense of weariness about her that is difficult to place at first. Once a powerful warlord, she was cursed centuries ago to wander this desert eternally, forever patrolling the lands that she conquered, even though they are now blasted and desolate. Talking is difficult for her, and her ancient dialect makes her even harder to understand, but she is peaceable enough, as long as the PCs don't lay claim to her section of desert, or anything in it.

4. Anwar El-Amin, Destined Mentor. Whether he is the recipient of prophetic visions, as he claims, or simply suffering from heat stroke, this middle-aged man of unimpressive stature is convinced that one (or more) of the PCs are the reason that he is in the desert. Fashioning himself as a mentor of heroes, he set out into the desert in search of one that he was destined to train. He is insistent on following the party and providing his wisdom, although frankly he isn't very good as a mentor, raising the question of whether this may just be an elaborate ruse to follow the PCs out of the desert.

5. Zakkiyah Siddeh, Belligerent Scholar. A devoted archaeologist, she remained at the ancient ruin she is studying long after her guide and the rest of her party abandoned her, due to what she describes as "infantile superstitions." She is wary of the PCs, assuming that they are there to loot the ruins or otherwise interfere with her research. If the PCs can prove their good intentions, however, she opens up to them... at least a little bit. While happy to show them around, she is harshly critical and dismissive,

especially if the PCs conclude that the strange happenings that keep occurring throughout the ruin are the result of a haunting or burial curse.

6. Salil Faruq, Magical Mirage. Appearing as a handsome man with a well-trimmed goatee and resplendent robes, Salil is actually a *permanent image* that has, over the centuries, developed sentience and a will of its own. He wanders the desert, knowing deep down that he is not real, but unable to truly come to grips with that fact. When he encounters the PCs, he does his best to hide his illusory nature, and attempts to join up with them, explaining that he can provide his own supplies, and is "just in search of company."

7. Lamya Hosni, Charming Bandit. Referred to affectionately as "the lamia" by the bandits under her command, the beautiful and deadly Lamya Hosni ambushes travelers making their way along trade routes through the desert. While she is certainly in it for the money, those who can give her a good story or other pleasant experience, or who match her wit and charm in flirting, can expect to get away at the cost of only a few trinkets and baubles, whereas those who insist on "doing things the hard way" will find themselves buried to their necks with no supplies at all.

8. Ebrahim Anjahd, Father in Need. This swarthy man is at home in the desert, and it shows, from his gear and attire to the effortless way he travels across the dunes. However, when the PCs encounter him, he is bedraggled and out of sorts, for his son, Rahat, wandered off into the desert on his own, and Ebrahim fears the worst. He promises that anyone who helps him find his son will be greatly rewarded, and while he has little in the way of wealth, his skill and knowledge of the desert are nothing to sneeze at.

9. Parvana Zaman, Polymorphed Cactus. This cactus calls out to any who pass by, crying desperately for aid. Unable to move, and without so much as a mouth, it's unclear how the plant sees, hears, or speaks, but it clearly does so all the same. She claims to have once been a woman named Parvana Zaman, who was cursed into this form by a cruel and capricious wizard when she spurned his advances, and begs for aid in being restored to her form. Of course, while her claims might be true, she could just as easily have done something to earn her unusual imprisonment, or she could even be an awakened cactus with delusions.

10. Baqir, Runaway Slave. This haggard-looking man was clearly a slave, as evidenced by the manacles that still adorn his wrists and ankles, although the chains connecting them have been severed. He has difficulty communicating, for his tongue has been severed, and he never learned to read or write. Initially mistrustful of the PCs, assuming they have come to bring him back to slavery, he hides, and even attacks if found, screaming incoherently. If spared, and a means of communication is established, however, Baqir can provide useful information about the manor from which he escaped, and how to access its treasures, or he may have witnessed something in the desert that is of import to the PCs.

Genies

With all their phenomenal cosmic power, and ability to bend reality in order to grant the wishes of mortals, it's easy to think of genies as cosmic forces, rather than as individual people. This is even more the case when you consider the ways that the different genie races line up on various opposed elemental and alignment axes. But the fact of the matter is that genies have hopes, dreams, fears, desires, foibles, and quirks just like the rest of us. The following list provides descriptions of 10 genies with a lot of character.

1. Hasib Azad, Efreeti Ambassador. This efreeti is haughty and arrogant even by comparison to others of his race, and is sure to let everyone know at every opportunity that he directly serves the Grand Sultan of the Efreeti Empire. Though he relishes the importance of his position as ambassador, he bitterly complains about having to endure the "frigid climes" outside of the Plane of Fire, and bemoans the lack of intelligent conversation. He takes grave offense to any slights against himself or his people, and threatens to bring down retribution with "the full force of the Everlasting Efreeti Empire."

2. Najwa Peynirci, Marid Dancer. This marid entertainer is said to be the most graceful dancer in the inner planes, and enjoys a certain celebrity as a result. She regularly engages in tours across the inner planes, and recently began a tour of the Material Plane, performing dazzling shows of grace and delicate beauty, dancing both in the water, and atop its surface. She travels with a large retinue of musicians, back-up dancers, stagehands, and bodyguards, as well as her special "stage," a large glass tank that she fills with water, allowing viewers to get a good view of the underwater portions of her performance.

3. Emirhan El-Amin, Shaitan Mercenary. This practicalminded shaitan warrior is a travelling sell-sword, making his way through the inner planes and the Material Plane in search of steady work. He has a very high opinion of his own abilities, but there is something about the passionless, matter-of-fact way that he talks about what he can do that makes his claims seem less boastful than they really are. He is sometimes referred to as the Iron Knight, because his body is made primarily of iron.

4. Tahira Rasaid, Djinni Stormchaser. This bright and inquisitive djinni has a passion for weather, particularly storms, and is currently travelling the planes in search of strange and exotic storms to investigate. She is particularly interested in weather patterns on the Material Plane, and will talk at length about the ways that trace amounts of all four elements mix within Material Plane storms, making them far more interesting, to her perspective, than those on her own plane. She is prone to rapid, stream-of-consciousness speech.

5. Ardeshir Demirci, Janni Assassin. This smiling and affable janni doesn't go out of his way to advertise his profession as a hired killer, but he does not go to great lengths to hide it, either, and will not deny it if asked. His natural abilities as a janni allow him to easily slip past most defenses, and he often disposes of his victims by planeshifting them to the Plane of Fire, where he waits long enough to ensure that they burn to death, leaving no trace of them on the Material Plane, which is where he primarily operates.

6. Isra Zaman, Marid Prisoner. This unfortunate marid has been imprisoned at the bottom of a well in a small village situated in a vast desert. The oasis that served as the town's source of water dried up long ago, and although the townspeople maintain to visitors that their well is blessed by the gods to produce limitless water, in truth they all know that the water in the well comes from Isra's *create water* spelllike ability, which she is forced to use constantly to provide the town with a steady water supply. If freed from captivity, Isra gladly bestows a *wish* upon the one who freed her, before departing.

7. Yavuz Nagi, Shaitan Sculptor. Unusually passionate and creative for his kind, this shaitan is an artist, whose sculptures, whether in stone, metal, or sometimes even precious gems, are highly acclaimed throughout the inner planes. Somewhat self-absorbed, Yavuz has a habit of talking to himself, and even when speaking to others he sometimes ventures off on minor musings only he understands, and doesn't bother to explain them. He is currently travelling the planes in search of suitable models and muses to spark his creative process.

8. Ulvi Bardacki, Djinni Messenger. A professional courier of the highest order, this djinni carries messages across the planes, and can be seen flying high above, racing to deliver a message to its recipient. Though exceptionally skilled at her job, even a master courier can get a bit lost when responsible for travelling across numerous planes and innumerable Material Plane worlds, and Ulvi may stop down to ask the PCs for directions, or may have a message for one of them. She is very impatient, however, and will brook no delays while she is on duty, although in her free time, she is more likely to want to relax and engage in some drunken debauchery.

9. Mehrdad Bulut, Efreeti Circus Master. Owner and ringmaster of Bulut's Fantastical Circus, this efreeti is always putting on a show. Garrulous and personable, Mehrdad does his best to ensure that everybody likes him, although in private, when he has no one to impress, he does not bother pretending to be friendly, and takes out his short temper and cruel tendencies on the members of his circus, the vast majority of which are mistreated slaves. In fact, many of the "death-defying" stunts in the circus are not safe at all, and he is often in need of replacements for one or more of his acts.

10. Fadia Husnu, Janni Merchant. This janni businesswoman manages a planar caravan that travels throughout the inner planes and to the Material Plane, carrying a wide variety of exotic goods. As she explains to those who inquire, while the risks and difficulties involved in a trans-planar caravan are great, the profits are even greater, and as a janni, she is well-suited for travelling the inner planes. Although most of her caravan are janni (for that reason), she is always happy to hire on new bodyguards, provided that they have ways of protecting themselves from the hazards of the planes she's visiting (she has no need for bodyguards she has to babysit, after all).

Henchmen

Henchmen are a great way to give your villains some extra clout and make them into more interesting characters. Able to provide a little color, build your villain's reputation, and even pose a potential threat to meddling heroes, these characters are clearly an important part of any evil ecosystem. The following list features 10 henchmen any villain might have in his or her employ.

1. Nessoria, Exceptionally Lazy Imp. Nessoria is actually the familiar to a particularly evil wizard who is lacking in minion-management skills. With limited resources, Nessoria gets stuck with all sorts of henchman-like tasks, such as guarding the lair, mocking invaders, and even kidnapping locals for her boss's terrible experiments. Nessoria, however, is exceptionally lazy, even by imp standards, and would rather sleep than work. Thus, she makes little effort to guard the lair (posting a sign that warns of a terrible devil which guards the place and relaxing elsewhere), gives only hastily thought up insults, and rarely kidnaps a satisfactory victim.

2. Jonath, Excited Newcomer. Recruited by a wicked coven of witches, Jonath is a very enthusiastic, if somewhat incompetent, henchman. Hopelessly in love with one of his villainous bosses, Jonath does whatever he can to impress his paramour, leading him to plunge headlong into danger and take on tasks far outside of his ability. A clean-cut villager, Jonath doesn't really look the part of villainous henchman and often has to convince people of his evil intent.

3. Og the Strong. A massive human male, Og seems like the traditional muscle of any evil operation, a role he plays quite well, dressing in an imposing suit of spiked bone and carrying a massive axe. He even talks a big game about how his masters payed for his sword and that it belongs to them. In actuality, Og, whose real name is Ogmilliandorius, is a cunning bard and not much of a fighter, despite his great size. He cuts a very intimidating figure, but prefers to deal with foes who call his bluff with a mixture of enchantment, magic, and terrifying songs.

4. The Dog Pack. This group of six goblins is completely insane, even by goblin standards. After witnessing their chief being torn apart by wild dogs, this band decided to abandon goblin ways in order to become dogs. They speak with confident barks, chase after squirrels and rabbits, fight by biting and tripping their foes, and even permit their villainous master's small children to pet and play with them. For all their ridiculous behavior, the six are an excellent team and are far more coordinated than the average goblin band. They are also fiercely loyal to their master, and immune to the goblin's normal fear of dogs.

5. Brenda. Brenda isn't really much of henchman, being a rock with a crude face painted upon it. Nonetheless Brenda is the top advisor of a powerful, if quite mad, warlock, who treats the stone as if it was a close friend and confidant. The warlock speaks to Brenda constantly, consulting it for

every little decision and listening for advice, which he heeds without hesitation. Some question whether the warlock truly believes that Brenda is speaking to him, or is merely using it as a convenient excuse to justify terrible actions.

6. Roarnthrax the Mighty. A wyrm red dragon, Roarnthrax is far more powerful than his villainous employer, who originally contracted Roarnthrax to help her destroy a kingdom, bribing him with a great store of gold. In order to keep Roarnthrax from destroying her, his employer is forced to continue to keep him on the payroll at ever more extravagant rates, forcing her to rob and pillage with reckless abandon. For his part, the dragon makes a mockery of the villain-henchman relationship, though despite his subservience being sarcastic, his mere presence keeps many foes from his mistress's throat, which is lucky for her, as Roarnthrax won't lift a claw to aid his mistress.

7. Joira the Good. Joira is actually a really good and nice person, who signed on as henchman for an evil druid her father greatly respected. She tries her best to persuade her villainous master from doing anything evil, and actively seeks good and helpful ways to carry out his villainous commands, which are often wicked for their own sake. Even so, she stays on in the hopes that she can redeem her increasingly frustrated master.

8. Arilee, the Iron Hand. A charming halfling girl, Arilee is a confident fighter and rightly so: her skills are more than sufficient to allow her to serve as a bodyguard for her villainous boss. She takes on the role enthusiastically, claiming that no one else appreciates her talents and that by being a henchman she gets the unique opportunity to face down many unusual challenges. Many don't expect such a small and sweet-looking girl to pack such a punch, a fact she constantly uses to her advantage.

9. Boris the Kobold. A sniveling kobold in service to a human sorcerer, Boris speaks in an excited shriek and constantly jitters as though afraid for his life, which he is nearly constantly. He joined his mistress's service as a way to get away from his tribe, and is deathly afraid that they will find him and kill him without his mistress's protection. As such, he shows exceptional, almost comic, deference to his mistress, whom he believes can protect him. A useful servant, Boris makes for a skilled scout, an effective messenger, and even a decent fighter, though he never receives praise for any of these things and believes he is far worse at them than he actually is.

10. Brorock, Personal Assistant. He despises the term henchman and is very insistent that he isn't a henchman, minion, thrall, or any other such thing. He insists on being called by his proper title of personal assistant, and is always quick to explain his many duties, whether those who meet him want to hear them or not. This handsome human man is always impeccably dressed, is highly competent, and is happy to do his master's bidding. In truth, however, Brorack is actually a powerful demon in disguise, using his role as henchman to witness the rise of great evil.

Jousting Knights

Tournaments can be fun events for roleplaying games, and major parts of any fantasy story. While a tournament will usually include the PCs and at least 1-2 of their sworn opponents, filling out the rest of the roster may prove a bit tedious. Use the knights included in the following list to flesh out your joust with characters who are just as colorful as the heraldry that they sport.

1. Sir Owen Pentad. A local knight of relatively humble background, this dark-haired young man has quickly risen to prominence due to his skill in combat, and has won some unexpected victories against well-established knights in previous tournaments. He prefers to fight with a mace, but is also skilled with a lance, and at archery. His coat of arms is a green stag on a black background, with a silver border. He remains quite awed with the jousting process and the other combatants, and often shyly confesses to opponents, just before or after a battle, how much he looks up to them.

2. Lady Serena Tybolt. A seasoned veteran of several campaigns along the border in the last two decades, Serena is a tough and battle-scarred opponent who, it is whispered, simply refuses to die. She married her squire several years back, which caused a minor scandal, but her extensive service to the crown and her ability to win tournaments helped her weather that particular storm. Taciturn and cynical, she spends most of her time between bouts deep in her cups, and generally scorns company, although anyone who manages to impress her with a feat of martial prowess may be able to get her to warm up long enough for a drink or two. She prefers to fight with a warhammer. Her coat of arms is a blue jay on a red background, surrounded by three towers.

3. Sir Simon Moore. Freshly knighted from service as a squire only a few weeks ago, this is Sir Simon's first tournament. He is a mousy lad, not yet a full-grown man. It is well-known that given the choice, he would have preferred the life of a scholar, but his father would not hear of it. He prefers to fight with a longsword, and heavily favors his shield arm. He is a poor rider. His coat of arms is an acorn on a yellow and black checkered field.

4. Sir Garman Hoyt. A foreign knight, he is easily identified by the ostentatious red plume atop his helmet, something which he claims is in fashion where he comes from. He is slightly past his prime, with thick moustaches, but is still a force to be reckoned with. He does not speak the local tongue, and must have his squire translate everything he says. He prefers to fight with two weapons, typically scimitars. His coat of arms is a black sailing ship atop red waves, with a blue background.

5. Lady Elizabeth Blake. The niece of a duke, she has much higher social standing and nobility than any of the other knights here. She became a knight very much against her family's wishes, and as scandalized as they are by her insistence on participating in jousts (which should be far beneath her), they nonetheless provided her with the best weapons, armor, and training that money can buy. She prefers to fight with a rapier or longsword, and is an excellent horseman. Her coat of arms is a gold griffon on a black background.

6. Sir Regis Ulbricht. A stern and no-nonsense man, he has been a knight for over forty years, and, according to his claims, his family have been knights for over forty generations. He is an imposing sight, standing nearly seven feet tall, his broad shoulders a full three feet wide. He frowns on all of the festivities involved in the tournament, feeling that they are insults to the brave knights that fight in the tournaments. He prefers to fight with a warhammer. His coat of arms is a rising sun behind a craggy mountain peak, on a red background.

7. Sir Samuel Wendt. A blonde-haired, blue-eyed young man, Samuel is an unknown entity at the joust, and the subject of some rumors and gossip, as no one is quite sure where he came from, although he was able to submit sufficient proof of knighthood to the tournament authorities. In fact, the papers he submitted were forged, and he is no knight at all, but a peasant who hopes to become a knight, or at least earn enough in prize money to retire from farming. He prefers to fight with a spear. His coat of arms is a black field with three green chevrons and a single green star.

8. Lady Gertrude Silva. A young, dark-haired woman known for her temper, as well as her battle prowess. She has recently returned from a successful campaign far to the south, and is one of the favorites to do well in the tournament. Despite her fearsome reputation on the battlefield, and the fact that everyone seems too in awe of her to get very close, Gertrude is actually quite a kind soul, if a bit shy socially, and is secretly quite pleased whenever anyone works up the courage to approach her for some conversation. She excels at archery, and is known for her preference for the greatsword in melee, foregoing the protection of a shield. Her coat of arms is a rearing gold horse on a field of black and red vertical stripes.

9. Sir Jacques Renovar. A foreign knight, his armor is carved ostentatiously, and his faceplate resembles a grinning fish. He seems to be here more for the festivities than anything else, and has been more or less constantly drunk since arriving at the tournament. The behavior that has gotten him into the most trouble, however, is his insatiable carnal desires, and in fact he has been chased out of more than one tent, accompanied by angry and indignant shouts. He prefers to fight with a battleaxe. His coat of arms is a fat green fish on a background of blue and black horizontal bars.

10. The Blue Knight. An unknown entity, this figure's faceplate completely obscures his or her face, and he has not spoken since arriving at the tournament. It is unclear exactly what he did to convince the tournament authorities to allow him to compete, and this is a matter of much speculation, for under normal circumstances, he would have needed to reveal his name and place of birth upon registering. He remains silent, responding to inquiries with nothing more than a silent nod or shake of his head, or simply ignoring them entirely. His combat preferences are unknown, but once the tournament begins, it will become clear that he favors a trident, but is quite accomplished with all weapons. His coat of arms, for the purposes of the tournament, at least, is simply a blue field.

Street Performers

One thing that you are likely to find if you spend enough time on foot in a modern city is street performers: the sax player, the paint bucket drummers, the juggler, all of these bring passersby some measure of delight as they hustle and bustle down the crowded city streets. Even the angry zealots shouting about how the world is ending serve as a source of entertainment, or at least a diversion, for some. Just as street performers can make for an interesting encounter in the real world, they can also add color and flavor to a game, and may even lead to more involved plots. What might street performers look like in a magical world? The following list contains 10 street performers ready for use in your game.

1. Byran Callimon and his Amazing Rat Circus. Byran is a withered old toothless fellow with a bald head and round eyes. He is known for his loud voice, which booms with a volume and depth unfathomable for a man his size. He travels with a troupe of trained dire rats that perform in his circus, which consists of a large array of miniature obstacles, tight ropes, rings, and the like. While most rat circuses are entertaining, Byran's squad of wererats perform feats that most circus performers couldn't; they also tend to rob the patrons when the tips aren't any good.

2. Helina Hanini, Halfling Magician. A trained wizard, Helina refrains from doing actual magic during her shows, preferring the close-up tricks that caused her to fall in love with magic in the first place. Gifted with card tricks and coin tricks, she only uses her real magic when someone decides to heckle her or proclaim her a fake, demonstrating impressive skills by transforming into a mighty blue dragon, turning the heckler to stone (only for a moment or two), or raising a wall of fire, depending on what strikes her fancy.

3. Nog the Goblin Singer. A curious fellow, Nog travels from city to city, appearing without any real explanation and often in rather poorly crafted disguises, singing the goblin songs he learned in his youth. Nog claims to be a disfigured gnome, a belief no one takes seriously. Though a poor singer, Nog nevertheless manages good tips with his catchy tunes about death and destruction. In fact, Nog is wandering the world trying to improve his skills, which he is ruthlessly mocked for at home.

4. Elysian Dance Experience. A trio of gorgeous ghaeles, these azata dancers roam the mortal world performing for free outside of sporting events and other venues where people gather in peaceful celebration of athletic competitions. The dancers' beauty and the complexity of their dances are said to be beyond anything in the mortal world. Their performances often cause a great stir, and occasionally cause an outcry from the competitors, who feel the ghaeles' performance is meant to distract from their accomplishments.

5. Hira the Harpist. Though a poor woman living in a poorer town, Hira is perhaps the most gifted artist in all the world, though throughout her life various patrons have called her crass, uncouth, and otherwise disparaged her performance as a means to keep her from realizing the worth of her skill. Even so, her street corner harping often attracts extraplanar attention, and occasionally her audiences have mighty outsiders lurking among them.

6. Noldorna and Brixi. Noldorna is an elf with an exceptional gift for convincing animals to do as she says, a fact she regularly proves with her street-side lion-taming act. She coaxes the beast, named Brixi, to perform all sorts of unusual and improbable feats, including somersaults, dancing on its hind legs, and hulking on its forepaws. Though insistent she has nothing to do with it, some of the towns she travels to have reported several deaths of street people, apparently killed by a large and vicious animal, casing Noldorna to worry she might not be able to perform in the future.

7. Kedric the Aerialist. In his mid-forties, the now retired treasure hunter Kedric likes to pick up a little extra coin and amaze onlookers with displays of the use of his most prized possession: a magic carpet. Kedric is an exceptional pilot of the carpet and can use it to perform all manner of feats, of aerial derring-do, though he prefers loop-the-loops and somersaults.

8. Minos the Beast Juggler. Minos, a gigantic minotaur standing well over 10 feet tall, calls himself the greatest show in all the land, and no one is keen to argue with the brute. Unwelcome in most communities, Minos is forced to perform in slums and dockyards after hours to earn his pay with his astounding show. Minos the beast juggler came by his name honestly, as he juggles various dangerous creatures, including wild boars, rabid dogs, and even small bears.

9. Ivona's Real Magic Show. A cleric of a goddess of entertainment, Ivona performs all of the magician's classics: sawing her assistant in half, trapping him in a mystery box and filling it with swords, and locking him in chains and then drowning him. Unlike your traditional magic show, none of this is an illusion, and she kills and resurrects her lovely assistant at least 4 or 5 times a performance.

10. Ilox Glen, the Lazy Orchestra. A powerful magician, Ilox claims to be the finest musician around, though he doesn't play any instruments, instead using illusory sounds of roaring tigers, heated battle, fiery explosions, and the like to weave a symphony of chaos. Though most think he is more disruption than performer, a few have paid into his noisy act and left satisfied.

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Tricksters

Everyone loves a good trickster. There's something about clever characters that solve their problems by outwitting their foes, as well as the dramatic revelation when the trick is finally unveild, that makes them the sort of characters that are easy to love...or love to hate. While folklore and media are full of trickster characters, the following list presents 10 tricksters designed for use in your game.

1. The Devil Comes as a Child. A malicious spirit known to some plains-dwelling humans, the devil that comes as a child is used to teach tales of never underestimating your opponent and not making foolhardy deals. The child always appears the same way: as a young, blonde human with a round face and blue eyes, who appears at fairs and festivals making absurd wagers with townspeople. The child often asks for seemingly small stakes that turn out to be critical in preserving the life of the individual later. Though the child seems to have no powers of its own, it never loses a wager, and its wagers always prove fatal.

2. The Human Alone. A tricky spirit known to the elven peoples, the human alone appears as a nondescript male human in his middle years, who comes to elven villages alone seeking shelter. The human alone largely serves as a cautionary tale about keeping secrets from your neighbors. He visits communities and spends time with the residences to learn about them and their town. When he visits, he always convinces the elven folk to drink with him to great excess until their tongues loosen, and he later spreads their secrets through the community, causing the residents to turn on each other. As the chaos reaches its height, the human departs, never to be seen again.

3. The Old Owlbear. A powerful spirit thought to dwell in the woods of a remote village, when he first appears, the old owlbear seems to be injured and looks upon travelers for mercy. To those that stop to aid him, he rewards them with a gem, or, in some versions of the story, provices them with safe passage and guidance through the woods, warding them against the fey and other creatures that prey upon travelers. To those that fail the old owlbear's test of compassion, however, the spirit uses his magic to make them appear as owlbears themselves, so that when they arrive in the village, the villagers will seek to kill them and force them to flee into the woods.

4. The Hound. A trickster spirit with a very specific niche, the hound is a shapeshifter which appears to goblins in the shape of a great worg or barghest and leads them secretly to ruin. Preferring to appear before a single lone goblin, preferably one that is relatively low in status in his tribe, who he informs is the "chosen one." The hound builds the goblin's confidence and offers to serve as his mount, stating that it is his sworn duty to protect and aid the chosen one in his quest to spread chaos and destruction. The hound then urges the goblin to take advantage of the fearsome mount to seze control over his tribe, helping the witless sap come to power, and then, when his subject is drunk on his new power, feeds him with poor advice, directing him to send his goblin hordes against overwhelming foes, ensuring their slaughter.

5. The Green Maiden. A spirit of the sea, the green maiden appears as a gorgeous mermaid in the middle of open oceans. She sings to attract the attentions of sailors and lure them to her, offering to guide them to great treasures if they will give her something of theirs. Regardless of what the sailors give to the green maiden, however, she never leads them to treasure, instead bringing them to islands featuring great perils, as well as horrible monsters, to which she is beholden.

6. The White Crow. Appearing as a particularly tall, ghostwhite tengu, the white crow is an odd spirit that who desires only chaos, but lacks the power to affect the physical world. However, the white crow can perfectly mimic the voice of any human being, and he uses this power to shout heckling remarks in crowds and stir up riots by instigating ideas no one remembers ever having.

7. The Wish Granter. This spirit appears as a noble djinni dressed in a golden robes and a silken turban, and is encountered in places where people experience strong desires, but with little hope of achieving them. The wish granter appears and demonstrates great power, then offers to grant the wishes of the three people who can prove their worth to him. Typically, the people destroy themselves as they all look to have their selfish desires fulfilled, and as the town collapses in on itself, the wish granter pretends disgust and leaves. The wish granter has vowed to grant the wishes of any town whose residents do not turn on each other and compete with each other, but he has yet to deal with this outcome.

8. The Roc. The roc prefers to challenge its victims to impossible tasks that seem easy on the surface, and then enjoy watching the mortal undertake the challenge. Common examples include slaying creatures that are extinct, or performing actions that can only be performed by members of another race or class. The roc is known to grant exceptional favors to those who somehow satisfy its extraordinary tasks.

9. The Serpent of Deceptions. Allegedly a lillend with a cruel streak, the serpent of deception appears as a beautiful winged serpent woman. The serpent of deception is a fairly unkind spirit, known to tell lies in order to convince people to do things that will have dire consequences. For many, the serpent of deception lacks subtlety and seems petty and cruel, doing things like poisoning food and then convincing mortals to eat it, or starting blatantly false rumors to ruin a person's life before the truth can be sorted out. No one knows why the serpent of deception does these things, but she is relentless in these petty antics.

10. The Cockatrice and the Basilisk. These two trickster sprits from the same mythos constantly compete with each other at the expense of their mortal victims. Typically, one of the pair will play various practical jokes against a single mortal target, and then the other will step in with an offer to save the target from the first, but always at great expense. The two can never agree on anything except a dislike for another spirit from their pantheon, the weasel, who seems immune to their tricks.

Beaches

Who doesn't love a nice relaxing trip to the beach? Even adventurers deserve a chance to rest and relax on a tropical beach vacation now and again. And even at some place as peaceful and relaxing as a beach, there are plenty of chances for adventure and excitement. Whether it's raiders from beneath the waves, mysterious salvage washed ashore, hidden grottoes, or something even more unusual, there's plenty of adventure to be had on the ocean sands. The following list presents 10 beaches that might make a good spot for adventure.

1. Dragon Turtle Cove. A beautiful white sand beach tucked away in a remote part of the world, this beach normally serves as a destination for travelers looking to unwind, as turbulent waters caused by a nearby reef make it inconvenient for maritime travel. Once every 2 years, however, the normally peaceful beach receives some extraordinary visitors in the form of the rare rainbow-back dragon turtles, fierce and beautiful examples of their species. They return to the beach to mate and lay eggs, and remain only for a week or so, during which time it is advised that lesser creatures stay far away from the beach lest they be crushed by the territorial dragon turtles. When the eggs hatch, local adventurers gather to defend the fledgling dragon turtles from mighty magical predators.

2. Lady Melidia's Getaway. This gorgeous tropical beach is out of the way and not on any map, and that's just the way the beach's chief inhabitant, Lady Melidia Rosway, prefers it. After a quarter of a century, the half elf adventurer choose to retire where it was warm and quiet, allowing her plenty of time to spend with the colorful companions she met on her journeys. Though the beach is hard to reach, that hasn't stopped countless heroes from searching for it, looking to meet Lady Melinda or seeking to claim some of her treasures. For her part, the lady is very short with visitors trying to ruin her retirement or stopping anyone else from enjoying themselves.

3. The Ice Bar. Created by a mighty wizard now long since dead, the Ice Bar was once just one of hundreds of other sandbars in a warm turquoise sea, prior to being transformed into cool ice. The Ice Bar, as it has come to be known, is a popular destination for those looking to stay cool on a hot summer day in paradise, or by wizards looking to perfect their own mighty transmutations. This lonely bar is usually playing host to a few dozen visitors all year around.

4. The Sands of Prophecy. This incredible beach is nothing much to look at, with a short stretch of sand and scraggly weeds being completely dominated by a massive tower of bronze, which overlooks the sand. However, every month on the new moon, the sands shift and roil as an unknown hand writes prophecies of a time far away. The monsters that inhabit the tower guard the shore fiercely, and are said to worship the beach as the voice of an undiscovered god. The events predicted are always distant in the future, and so the veracity of the prophecies is difficult to prove.

5. The Sparkling Cove. At the edge on an underground sea, this fine beach is a rare and nearly undiscovered treasure; though it is known among many subterranean creatures, few find the briny water to be worth their time. The beach itself

features soft silvery sand that gleams and sparkles, casting multifaceted light refracted from bioluminescent fungi over the sea. While the beach is quite peaceful, the sea is rumored to be home to aboleths, and worse.

6. The Wizard's Castle Resort. A massive destination for those with disposable income and a flair for the dramatic, this sunny and gorgeous black sand beach has been transformed into a massive resort by eccentric wizard Aaida Nuvero, who has added a number of exotic magical upgrades. In addition to massive castles made from sand that serve to accommodate the guests and hold many fine restaurants and taverns, the beach features color shifting sands, tide on demand and a never-ending supply of exotic seashells. Rooms start at 25 gp per night.

7. The Bone Beach. Where once there was no beach, now a vast expanse of bone, both humanoid and monstrous, surrounds the cyclopean black tower of Kairig the Cruel, a powerful storm giant wizard and ruler of a bleak stretch of ocean. The bones are those of his enemies and serve as warning to any who would challenge him. Kairig gets few visitors, but his beach is a destination for many necromancers looking for something terrible and specific to harvest from among the remains.

8. An Otherworldly Beach. Those who manage to find these shores find themselves in a world different from the one they left. The beach itself is nice, comprising a small island shaded by fruit-bearing trees, but the seas which surround it seem to stretch on forever and all careen towards the island. Rare treasures lie beneath the sand, but a terrible demon which dwells in the sea covets the items here and demands them in exchange for knowledge of the way home. Why the demon cannot travel to the island is a mystery.

9. The Goblin Preserve. Originally created as an experiment by a mad druid, the goblin preserve is one nonstop party. A 30-mile stretch of beach inhabited by a dozen different tribes of goblins affected by magic which makes them less prone to violence, the beach is one constant wave of debauchery and madness. Goblin games and songs scream at all hours across the beach. While there are still a few occasional casualties, caused by party games that get just a bit too rowdy, the goblins are generally friendly, if no less wild than their counterparts found outside the reserve, and happily welcome visitors, even non-goblins.

10. Ishroch's Horde. While not truly a beach, the horde of the bronze dragon Ishroch resembles nothing more than a beach made of gold coins, at the mouth of the sea caves where Ishroch himself dwells. While Ishroch enjoys receiving visitors to his beach and showing off the wondrous treasure and magical items, which fill the horde he is quick to grow wrathful should someone steal from him. While most creatures living in the area are well aware of the strange golden beach, and know not to take anything from its shores, foreigners often respond to stumbling upon the horde by gleefully stuffing as much of it as they can into their pockets. Tired of chasing off ignorant thieves, Ishroch eventually posted signs near the edges of his horde to warn those who did not know that the coins were his, but occasionally these signs are blown down by tropical storms, or deliberately stolen, which can make the place very dangerous for ignorant travelers.

Grave Markers

Picture this: you're on a lovely evening stroll in a dark and spooky graveyard. All around you are tombstones, each one an identical slab of rounded grey stone, all of them completely blank, devoid of any names, dates, or other writing. Is it a horrible nightmare? If you're an unprepared GM, the answer is yes! The following list provides gravestone descriptions, which should help to ensure that the next graveyard your party encounters is full of grave markers that will stick in their memory until the day they die.

1. Grieving Angels. This granite gravestone is carved in such a way that it appears to be being held aloft by a pair of angels, one male and one female, who openly weep, seeming to lament the death of the person buried beneath them. The tombstone itself features some decorative engravings depicting feathery wings and a ringing bell. On the tombstone, it reads "Murdoch Sullivan, beloved father, husband, and friend." Based on the dates on the tombstone, he died about 25 years ago, at age 38.

2. Stone Cross with Strange Slot. This granite gravestone takes the shape of a cross. A circular hole, perhaps three inches in diameter, sits in the center of where the cross's two lines intersect, and a series of grooves make it look as though something was designed to fit there. On one side, across the horizontal section, the tombstone reads, "Kerstin Kroger, a diamond in the rough." Based on the dates on the tombstone, she died about 5 years ago, at age 27. In truth, there is a stone, capped with a rather large ruby, that can be slotted into the hole on the cross, and if one does so, and turns the stone left and right in just the right combination of movements, a stone slab beneath the grave descends into the ground, granting access to a secret chamber.

3. Ring of Colored Flowers. This grave bears a single unmarked and unworked stone at one end. The plot of land itself is bare dirt, but the area immediately around it is ringed on all sides with a line of bright blue wildflowers, perhaps six inches wide. The flowers are all in full bloom, and, judging by the dirt on the grave, the entire patch was freshly planted, the grave newly dug. Frequent visitors will discover, however, that the flowers seem to remain in full bloom no matter the season, and the dirt always seems freshly disturbed, for some reason.

4. Squatting Imp. This marble tombstone is carved to resemble an imp, squatting lewdly over the head of the grave, holding the stone in front of it. The stone reads, in carefully engraved words, "Ianko Katriev, not forgotten, not forgiven. His crimes are too many to list, and his soul shall rot in Hell for his transgressions." No dates are listed on the tombstone. Close examination reveals that the ground before the grave looks disturbed, as though it had been stomped upon heavily.

5. Marble Tile. This grave is covered with a massive slab of marble, six feet long and four feet wide. Though it is partially buried, and so difficult to tell, it seems to be only a few inches deep. The edge of the slab is engraved with a decorative pattern, which has been inlaid with gold, as has the text on the slab. It bears the name "Patricie Holub," followed by a poem describing falling leaves in autumn, and blooming flowers in spring. Based on the dates on the tombstone, she died 43 years ago, at the age of 61.

6. Talking Gravestone. Atop this grave stands a life-sized statue of an older man with noble, strong features, dressed in heavy armor, holding a shield in one hand, a lit lantern in the other, with a sword at his waist. An engraving at the base of the statue reads "Julian Richard, noble knight, defender of valor, wise and true. Even beyond the grave, he lights the way. Ask, and you shall receive." The statue has actually been endowed with minor magic that allows it to speak in response to questions or statements made to it. It is not actually intelligent, but contains a huge number of stock sayings and aphorisms, and enough understanding to usually be able to select appropriate responses to most questions. When speaking, the statue partially animates, moving its face and sometimes arms.

7. Solid Gold Gravestone. This gravestone appears to be made of solid gold, with its writing comprised entirely of gems that have been embedded in its surface. In actuality, however, the gravestone is made of cheap wood, and the appearance is simply an illusion. If the tombstone is removed from the ground, the illusion ends automatically, until it is put back in place. The illusory tombstone reads "Gwenneg Rosen, beloved by all, accomplished doer of deeds, respected hero." The actual wooden tombstone reads "Enchanted by Eda Katirci."

8. Doors to the Underworld. This resting place can only loosely be called a grave, as the coffin it holds has not been completely buried. Instead, the lid remains exposed to the elements. It is made of solid and sturdy oak, magically reinforced, and has been carved to resemble a pair of doors. There is no handle from the outside, and those who attempt to open it find it stuck tight, though a handle on the inside allows it to open. No name or inscription is on the doors, but they do contain images of suns, moons, and stars.

9. Draconic Gargoyle. This obsidian gravestone is topped by the image of a dragon's head, mouth open in a snarl. When it is dark, the dragon's eyes glow with a ruby-red light, each of which have the strength of a candle. If the grave is disturbed, the dragon head spits forth a blast of flame, accompanied by a mighty roar. The tombstone is engraved on one side, "Severiano Moretti, a dragon in life and death." Based on the dates on the tombstone, he died 107 years ago, at age 74. Rumors persist that the grave houses its owner's horde of ill-gotten treasure, much like a dragon's cache.

10. Trio of Ravens. This black marble gravestone is carved so that it appears that three ravens are perched atop it. The gravestone itself is blank, but the ravens are imbued with magic, and touching one causes it to speak a short phrase. The first states the deceased's name, Ragna Olversson; the second says, "A true warrior, he died in battle. The ravens have him now"; and the third states the years of his birth and death, indicating that he died 225 years ago, at age 21. The raven's eyes gleam ominously, and rumor has it that if anyone disturbs the grave, the birds come alive and attack the one responsible.

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Light Sources

Sure, a lot of the time, players provide their own light when they plumb the depths of various dungeons, caves, and other areas cut off from the light of the sun. And that's fine sometimes; after all, oozes and skeletons don't care about how bright their living space is. But what about dungeons containing creatures that actually need to see? The evil wizard, black knights, and cunning thieves all need light in order to see their minions and treasures. The following list features 10 flavorful ways to light up your dark castles, dread vaults, and lonely towers.

1. Chandelier of Orc Skulls. This all-bone chandelier hangs suspended by a quintet of black barbed chains and features over 20 orc skulls, which have been pieced by the chains through either the mouth or nose, giving the appearance that each of the skulls was impaled by the chains that run through them. The skulls' other cavities are filled with tiny *everburning candles*, casting a dim, heatless light over the room in which this morbid fixture is hung. In windy environments, the skulls rattle and make hollow whistling noises, without disturbing the lights.

2. Luminescent Fungi. Found growing naturally in many underground caves and chambers, this unique fungus is shaped roughly like a bell attached to a long, thin stem, and sheds an eerie crimson light in all directions. The fungi are surprisingly bright, and the light they shed can bathe vast areas in crimson shades. Creatures which eat the fungi glow red as well. The fungi can be easily transplanted and thrive in wet, dark environments.

3. Witch Lights. These floating fires burn in bright blues and eerie greens, and move about an area, casting their clearly supernatural light through the darkness. Because the lights move about, they often are used to illuminate passageways or secret paths, and can be manipulated to light up a specific road or path, making it more obvious to passersby, who are therefore more likely to take it. While these fires typically give off no heat, occasionally they can burn and sear the flesh. Some who make use of these lights cause them to glow in different colors, sorting them so that ones of a given color all lead to the same destination, allowing them to easily direct visitors to any chamber simply by telling them to follow a light of the corresponding color.

4. Orb of Light. This large glass sphere is roughly the size of a warhorse and affixed to a pedestal. It is filled with magically-captured sunlight, lighting up a 500-foot-radius area when exposed, filling the area with real sunlight. An iron covering is affixed to the outside of the sphere, allowing it to be shut off or turned on by the operation of a lever, which opens and closes the iron shutter. Should the orb ever be broken, the stored sunlight escapes in a brilliant blast, which sears those nearby, and creates a blinding light that is visible at extreme distances.

5. Self-Lighting Torches. Used by magicians who only want light some of the time, these lovingly crafted *everburning torches* are designed to light or extinguish themselves in response to some stimuli. This trigger is usually a door being opened or shut, but other possibilities exist, including only lighting themselves while in the presence of a member of a particular race, lighting themselves when a living creature

enters, or in response to a command word. These clever torches are often used by those who want to conceal a path from certain eyes or leave rooms lit only while in use, eliminating the inconvenience of light bleeding from one room to another.

6. Ray Stones. About the size of a brick, these magical stones contain minuscule crystals which emit a bright light in a variety of colors. The crystals are usually encased in a clay brick which has tiny holes drilled into it, allowing thin rays of exotically colored light to protrude. Though a single ray stone does not produce a lot of light on its own, an entire chamber constructed of them provides a clear, if disorienting, view of what lies within.

7. Enslaved Sprites. Contained within bottles or glass tubes, captive fairies are forced to provide light to their masters. Either coerced to use magic to illuminate themselves, or forced to carry miniature torches, these tiny fairies are able to provide about as much light as a common torch. They are most often owned by evil witches, cruel druids, and the very wealthy. Typically, these enslaved fairies provide favors to those who free them from service, although sometimes the sprites are not truly enslaved at all, and instead visit mischief and mayhem on anyone that proves they are trespassers by attempting to "free" them.

8. Walking Braziers. A popular sale among spelunkers, these animated iron braziers typically carry ample fuel for 10 hours of light or longer, and have the ability to move about on their own, typically at the direction of their creator, and follow a person, providing them with light when and where they need it. Some of these walking braziers, particularly those with continual flame enchantments or similar, go rogue, roaming the world looking for people to follow and provide light for.

9. Darkness Eater. These strange and otherworldly statues are shaped like the face of a horned demon, with eyes made of emeralds or rubies. These odd devices don't shed light, but rather remove darkness from an area, devouring it like it wasn't there. The resulting absence of darkness allows a person to preview the world around them, but without any sense of color or shade, providing a truly unique visual experience. The origin of these masks is unknown, as is what happens to the darkness they devour.

10. Stolen Sun. A piece of a bright yellow star acquired by magic, these tiny orbs shine with bright light intense enough to blind those without visual protection, and giving off heat sufficient to deal 3d6 point of fire damage each round a creature spends within 100 feet of it. The damage increases by 1d6 for every 10 feet closer than 100 feet one stands, and the damage is doubled for creatures who touch the star fragment. These objects are typically used to light vast areas of perpetual darkness, and the secrets of their acquisition have been long lost to time.

Mountain Features

For those who live within close distance of seveal impressive mountains, it can be easy to take for granted the mystery and majesty that mountains can inspire. The scale and grandeur of these massive landmarks is difficult to overstate, and beyond simply looking at mountains, actually going out and getting on one can provide some truly breathtaking views. There's a lot more to mountains than just being big, pointy hills, and the following list provides 10 features a mountain might have to draw your players onto it.

1. Treacherous Pass. The mountain holds a very convenient pass, which cuts across the terrain and allows access across a mountain range that is otherwise all but impassable, requiring a great deal of time to go around. Unfortunately, while the pass is crossable, it is very dangerous, leading many to think twice before using it. The pass may be plagued by monsters, bandits, or some other foes, or may simply be prone to dangerous and sudden weather. The pass may also have recently been blocked by a collapse or avalanche of some kind, or may be involved in ongoing military conflicts.

2. Contested Mines. The mountain holds rich deposits of one or more precious metals, such as gold or silver. One or more mines have been dug into the mountain in order to liberate these buried treasures, but with this much wealth on the line, there are many who would like the mines for themselves, and at least two different groups claim the land for their own. The dispute has broken out into bloodshed more than once in the past, and is likely to do so again at any time.

3. Famous Sage. A well-known spiritual figure has made a small home for herself near the top of the mountain, retreating into a quiet life away from the world. This sage may run a school, monastery, or similar place of teaching, and actively encourage growth and learning in those willing to overcome the necessary trials to reach her, or she may simply live as a hermit, alone in a cave, and require coaxing in order to share her knowledge with visitors. It is also possible that there may be more to the sage than his or her reputation would lead one to believe, and the sage may in fact be a charlatan, or deliberately drawing out those interested in a certain topic in order to prey upon them, for whatever reason.

4. Exotic Wildlife. The mountain's heights include rare plant or animal life that cannot be found anywhere else in the region. This could be desirable wildlife, such as herbs with useful and unusual alchemical or magical properties, or rare animals prized as pets, or for other purposes. Alternatively, this exotic wildlife could be a dangerous threat, such as an ancient red dragon that is highly territorial of its mountain lair. Whatever the case, where there is exotic wildlife, it brings out those interested in such things, from poachers to naturalists to exteriminators, in the case of dangerouns and threatening wildlife.

5. Ancient Watchtower. Built high on the mountain peak is a simple stone tower, which has stood there for hundreds, or perhaps even thousands, of years. Although weather-worn, it is sturdy, and still quite serviceable. In addition to providing an impressive view (including a view of at least one other

such ancient watchtower, although some in the chain may not have fared as well throughout the years), the watchtower also boasts a large brazier, designed to be lit as a warning signal to the other watchtowers on the line.

6. Isolated Fort. This mountain sits on an important strategic location, and bears a fort in order to protect that location. While the fort is sturdy, its remoteness, and the relative stability of the region, means that there aren't very many troops garrisoned there at any given time, leaving the place potentially vulnerable to a surprise attack.

7. Holy Site. The mountain is home to a site or location of some religious significance, such as the place where a deity, saint, or other important religious figure performed an action of significance, or a particularly special shrine or temple. Pilgrims of the faith in question travel from great distances in order to visit this holy site, leading to a regular stream of individuals up and down the mountain. Depending on the nature of the holy site, there may be rumors and legends of special gifts that are bestowed upon those who pray there.

8. Unusual Stone Formation. The mountain bears a remarkable rock structure, noteworthy for its size and its resemblance to something in particular. The rock structure may be man-made, such as carving a massive bust or statue of an important figure into the side of the mountain, or it may be completely natural. Besides serving as a useful landmark (and possibly a tourist attraction), the unusual stone formation may also have mystical properties, or even be a dungeon in and of itself.

9. Hot Springs. The mountain has one or more hot springs, which, in addition to being soothing and relaxing, are also rumored to have special properties. Most magical hot springs are known for their healing powers, but these particular hot springs could have different properties, such as strengthening those who bathe in them, rendering them resistant to cold and fire, or even restoring them to their youth. Such valuable waters will not be left unattended, however, and while it may simply be a matter of paying a small fee to the owner of a bathhouse built around them, accessing the springs might just as easily involve fighting one's way through a clan of cavedwelling monstrous humanoids.

10. Beautiful View. Sometimes, the simplest answer is the best, and a mountain's most important feature might simply be a breathtaking view. While simply being able to see a great distance from a mountain's peak is rarely something to dismiss, there may be particular features near the mountain that make the view even more spectacular, such as crystal-clear lakes, particularly gorgeous sunsets, or even more exotic, fantastic features. It's also possible that certain man- or gods-made structures may be designed to be viewed specifically from above, or even from a specific spot on the mountain, with unusual hills and valleys, rock patterns, or similar phenomenon that seem meaningless on the ground suddenly forming a shape with undeiable meaning when viewed from above.

Shipwrecks

Rumors tell of great treasures and adventure to be found in shipwrecks at the bottom of the sea. But what sets one promising shipwreck apart from another? If you're an unprepared GM, that grizzled ex-captain telling tales of a mysterious shipwreck may be hard-pressed to give the party the details that will get them excited, but this graveyard of sunken ships is ripe for dropping into your game!

1. The Mystic Lady. This famous sunken ship was the pleasure barge of Euthias Dold, a conjurer of great fame and renown. He would take the *Mystic Lady* on voyages up and down the coast, stopping at each major port for a few days in order to hire himself out to the local merchants and nobility. The exact circumstances that led to the sinking of the *Mystic Lady* are unclear, although Euthias, the only survivor, claims it was simply bad weather. Rumor has it that the ship was crewed by bound creatures from other planes, and that some of them might still be confined to the wreck, forced by their contracts to guard, clean, or otherwise perform their duties.

2. The Grim Lance. This massive galleon is still spoken of only in whispers by members of the pirate community, and is responsible for sinking or capturing nearly thirty pirate vessels over its ten-year career. In its heyday, it was all but undefeatable on the open waves, and any unlawful vessel unfortunate enough to be caught within range of its cannons had little hope. Captained by Admiral Regina Star, the *Grim Lance* finally sank after several pirate groups worked together to set an ambush for the ship, which generally sailed alone. It took the combined might of seventeen pirate vessels to do the deed, and half their number were destroyed, all the same. While the numerous cannons aboard the ship are likely too heavy to be scavenged, Regina was known to carry a powerful sabre that she used when dueling pirates, which is believed to still be aboard.

3. The Descent. This grim vessel served as the last home of hundreds of thousands of the terminally ill. A plague ship, it travelled from port to port, collecting those with contagious and life-threatening diseases, and essentially imprisoning them aboard, to protect the rest of the world from them. Although the ship did have alchemists and priests who did their best to ease the suffering of their patients, life aboard the *Descent* was as dismal as the ship's name implies. According to his correspondence, one of the ship's doctors, an alchemist by the name of Theobald Fent, had been on the verge of discovering a cure for leprosy when an uprising by the patients resulted in the ship's destruction, and some believe that there may still be some clues to his work concealed in the wreck.

4. The Adventurer. This practically-named ship was owned and operated by the famous treasure-hunter and explorer, Francesca d'Artiz. Built for a mix of speed and firepower, the ship served her well in her various run-ins with pirates, underwater foes, and occasionally the forces of the crown. The ship sank under mysterious circumstances not far from a group of islands that, decades later, were discovered to contain some very ancient ruins. The ruins had clearly been looted when they were discovered, and many believe that Francesca was the one to do so, and that numerous treasures from these ruins may still be on the ship. **5.** The Lucky Lamprey. A famous smuggler's ship, which was said to be as slippery and difficult to catch as its namesake, the *Lucky Lamprey* was small and fast. Unfortunately for its captain, James Drouillard, the ship's luck eventually ran out, when he made the mistake of cutting too close to some rather hazardous reefs while trying to avoid pursuit, sinking the vessel. It is unknown exactly what cargo the ship was carrying at the time that it went down, but an anonymous—and well-funded—party is very interested in recovering the ship's contents, and has been actively recruiting for a salvage expedition.

6. The Abbot's Miter. This merchant vessel, one of many in the fleet of vessels owned by the Doreda family, was captained by Selena Doreda, a black sheep of the family more interested in sailing than in social climbing. Although the *Abbot's Miter* was not a particularly exciting vessel to captain, it still sated Selena's love of the sea. According to the manifests in the hands of the Doredas, the ship was not carrying anything particularly exciting when it sank (tea and spices, mostly). However, the wreck is of note because the few survivors insist that no less than two pirate ships went down with it, despite a complete lack of weaponry on the *Abbot's Miter*.

7. The Seahound. A massive prison ship, this boat contained numerous prisoners deemed too dangerous to be kept in any land prison, and were instead imprisoned on a moving ship in the middle of the ocean, where even if an escape occurred, only a cold death in the ocean awaited the escapee. The ship sank due to poor weather, claiming the lives of crew and prisoners alike. Interested parties are actively looking to find the wreck and recover the corpse of one or more of the prisoners, for unknown reasons.

8. The Devil's Barb. A sleek, fast vessel heavily loaded with harpoons and ballistae, *The Devil's Barb* was captained by Gisela Moremont, who specialized in hunting sahuagin and similar undersea menaces, selling their hides for bounties. Gisela had a small fleet of four or six ships under her command, and would travel the coasts in search of these monsters. The ship went under when, during a battle with a particularly savage group of sahuagin, an enormous shark the size of a whale or larger bit the boat in half.

9. The Cunning Scorpion. This pirate vessel, led by the dread pirate Francois Rivero, was the last sight that many sailors saw, as it bore down upon their ship. Famous for its flag, which depicted a red scorpion on a black sail, tearing a ship apart with its claws, the ship had a reputation for its vicious and ruthless crew. The ship disappeared several years ago, and is presumed to have been wrecked, but no one knows exactly where, or what circumstances led to its current fate.

10. Marid's Joy. This unusual ship is not actually wrecked, although its supernatural and magical abilities sometimes cause it to be mistaken for a wrecked ship. Bearing strange magic, the ship is actually capable of sailing beneath the waves, and grants those in contact with it or its rigging the ability to breathe water as easily as air. The ship often sails below the water, rising to the surface only to interact with other ships, or to come to port. In the past, the ship was crewed by a gang of unscrupulous pirates, but its previous owner, Tricia Blackblade, met an ignominious end in a duel.

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<u>Stairways</u>

Stairs are not super exciting, even as far as architecture goes. Why spend time making exotic stairways when you could be making exciting statues, or looming doorways with strange inscriptions, or chandeliers? The answer, of course, is that stairs are only boring because we make them boring. By adding some detail and flair to your stairs, you can make them just as exciting as any other dungeon feature, and ensure your players never look at a stairwell as just another means of getting to the next floor. The following list provides to flavoful stairways for inclusion in dungeons.

1. Snaking Stairwell. This winding, circular stairwell is designed to resemble a massive, coiled serpent. The entire stairway is enclosed in a slightly claustrophobic stone passageway, and the doorways which access it are carved to resemble the gaping maws of snakes. The outside of the stairway is covered with glossy green tiles, patterned to resemble a snake's scales, while the inside of the stairway is painted a matte red, and completely unlit.

2. Animal Staircase. This grand staircase is much wider at the bottom than it is at the top, and leads upward to an altar or place of importance. Each step is covered in dozens of small carvings or tiles which depict an animal, and each stair shows a different animal. The bottom-most stairs show small carrion-scavenging insects, and as the stairs ascend, the animals become larger and more complex, with each animal being one that preys upon the last. The second-to-last stair shows an undisputed apex predator (either humans or dragons, depending on the setting), with the topmost stair depicting the same carrion-scavenging insect as the bottommost stair.

3. Cloud Stairs. This enchanted stairway can only be called "stairs" in the loosest sense of the word. Appearing to be an oddly diagonally-shaped patch of thick fog, this magical effect has a single puffy white cloud, roughly 5 feet in diameter, at its base. If a creature steps on this cloud, he finds that his feet do not fall through, and the cloud suddenly comes to life, floating gently up the "stair case" and coming to a stop at the far end, disappearing once the creature steps off. As soon as the first cloud departs, another takes its place.

4. Musical Stairs. This amusing stairway is rigged, either by magic or clever mechanics, to create a musical tone whenever one of its stairs is stepped on. Each stair produces a slightly different tone, with the result being that the stairs function somewhat like the keys on a piano. Sometimes, these stairwells are linked to puzzles or traps, but they can just as easily be used by those with a sharp ear to allow those walking up the stairs to provide a sort of "password" by skipping or doubling back on certain steps, and, if the correct password is not given, it can also give an estimate of how many intruders are on the stairs, and how close together they are.

5. Water Stairs. This unusual staircase is formed from powerful jets of water. Whether they are formed by magic or by impressive plumbing, they provide blasts of water that are strong enough to support the weight of a Medium creature,

and are calibrated to different heights. If necessary, a large grate in the floor provides a place for the water to escape, and avoid flooding the room. The stairs may need to be activated manually by some means, or they may be difficult to ascend, requiring Acrobatics checks to avoid falling off the slippery and shifting water jets.

6. Rainbow Stairs. Each stair in this whimsical stairway is painted in a bright color. Sometimes these stairways are quite short, as the creators quickly run out of colors to use, and 7 steps is not uncommon for these: one for each color in the rainbow. More often, though the stairs either repeat the rainbow pattern, or simply have several shades of the same color. Occasionally these stairways bear numerous traps, typically patterned off of the effects of *prismatic spray*, or similar spells, but more often they are completely untrapped, and simply designed to make paranoid interlopers search each and every step for traps.

7. Burning Stairs. This stairway is made of brass. It is hollow underneath, and a powerful furnace heats it from within, such that the entire stairway glows with inner heat. Near the bottom the stairway, the steps glow a dull red, and are painful to the touch, but does no lasting damage. The higher one ascends, the hotter the stairs get, and the brighter they glow. The topmost stair is white-hot, and threatens to melt through whatever a climber has left of his shoes.

8. Teleportation Stairs. Exactly who thought these stairs were useful or desirable is unclear, but they nonetheless have a lot to offer to an eccentric. Each step on the stair bears a rune which teleports anyone who steps on it to another stair on the stairwell. These teleportation effects do not cause a climber to ascend or descend the stairs in order, and the pattern is seemingly random: the first step might jump a person to the third from the top, but taking another step from there might take them to the middle, and so on. Ultimately, the stairs can still be climbed with the same number of steps, although the experience may be a more unsettling or frustrating one.

9. Goblin Game Stairs. This rather plain set of stone stairs has been drawn on quite extensively with some kind of crude colored chalk. Various circles and squares seem to form spaces on a game board, with lines connecting each one to the next, and instructions written crudely in Goblin in certain spaces, such as "yummy food, move 2 squares ahead," or "stop to beat up kronk, lose a turn." The spaces wind their way back and forth across each step, creating a sort of switchback as one follows the path.

10. Stairs of Swords. This stairway is made entirely of repurposed weapons, which have been forged together to form a cohesive set of steel steps. Although the stairs are made of numerous blades, they are all positioned with the flat of the blade pointing up, so that they can be walked on with relative safety, although those foolish enough to walk them barefoot do still risk cutting themselves.

Sweets Shops

There are few places that can bring quite as much joy as a candy store, or a bakery full of delicious sweet confections. While your players may not be able to enjoy the delicious foods that they find there (unless you decide to bring some as game day snacks), a quaint, homey little bakery or candy shop can set the tone for a peaceful, idyllic little village or town. On the other hand, when it comes time to deliver a dose of horror and dread, a these places are easily perverted into dark and terrible bastions of evil, made all the more disturbing by the cheery facade that hides the rot within. The following list provides 10 sweets shops, both naughty and nice, for use in your game.

1. Sweet Embrace. This candy shop produces a variety of chocolates and hard candies, and its owner, Ted Hambleton, is a very devoted member of a local church community. So much so, in fact, that not only is the sign for his shop a clever combination of his deity's holy symbol with various candies, but he regularly gives out free candy, in small quantities, to all active church members, and occasionally rewards good deeds with a whole bar of chocolate.

2. Gingerbread Menagerie. This bakery is, in actuality, a front for a rather insidious thieves' guild. The bakery's claim to fame is their gingerbread cookies, which come in a staggering variety of different shapes and sizes, most of which resemble fantastic and exciting creatures. Some of these cookies contain secret magic, however, which is placed in gumdrops that can then be added to any cookie just before it is taken by a rich customer. These cookies animate in the night (presuming they survive that long) and unlock the front door of whatever house they are in, allowing the thieves to get inside.

3. Edmee Bouchard. This little old lady lives in a small hut just outside of town. Each day, she bakes an assortment of pies, which she sells for a modest price of 2 cp, in order to sustain herself. She is very kind to visitors, and will often give a slice of pie to children who come to visit. Every once in a while, however, she gets the urge to make a very special pie, and she lures a child into her hut and bakes him into a massive meat pie, which she keeps for herself.

4. Bertha's Famous Candies. This quaint little candy store is owned by a robust and garrulous woman named Bertha Heinrich. She offers only hard candies in spherical shape, but prides herself on the wide assortment of flavors she has available, and many of her candies have several different flavor layers. A canny businesswoman, Bertha often names particular flavor combinations of candies after local heroes and adventurers, and generally offers such characters their namesake candies for free, in the hopes that they will become frequent visitors, and, as a result, serve as a sort of endorsement, attracting others to the store.

5. The Stolen Doughnut. This bakery's sign features a caricature of a greedy goblin hastily feasting on a doughnut. The shop, run by Bosko Ilic, specializes in doughnuts, although it has plenty of other confections available, as well. Bosko's hatred of goblins runs deep, and traces back to tragic

events in his childhood, and he has a standing offer of one free doughnut (any kind you like) for each goblin ear traded in to him. During times when the local government also offers such bounties, he's happy to provide the doughnuts in addition to any other reward.

6. Wattana Somsak. A reformed annis hag, Wattana is forced to live far out in the swampy wilderness, as few can bring themselves to trust a hag such as herself. Despite her appearance, however, she is earnestly good-hearted and always eager for company, and quick to make a batch of cookies (chocolate chip is her specialty, but she makes sure she has supplies for a variety, to suit her guests' tastes).

7. Chocolate Bomber. Run as a side project by Corrinna Quincy, an alchemist with a slight weakness for sweets, this candy store specializes in "chocolate bombs," which consist of a chocolate-covered cherry infused with a variety of sweet flavors. Unfortunately, however, one of the assistant cooks, Hector Lund, is secretly a cultist devoted to a dark god of poison and murder, and he regularly injects deadly, but slow-acting, poisons into candies sold in the store. Corrinna is quite scandalized by the entire affair, but doesn't believe that any of her staff could possibly have been involved. She is offering a substantial reward to anyone who can find out what the source of the sabotage (as she believes it to be) is, and put a stop to it.

8. Delicious Dreams. This bakery specializes in cakes, and its wedding cakes are ordered by the noble and wealthy from great distances away, because in addition to making exceptional cakes, the bakery is known for its beautifullycrafted wedding toppers, with extremely lifelike and delicious depictions of brides and grooms. In truth, the bakery is operated by a disguised toegedaemon, who transforms past loves of the married couple into candy to make these dark decorations.

9. The Langenbergs. The honeymoon never really ended for this married couple, which live on a small farm just outside of town, and their property is always lively with over a dozen children running this way and that, playing in the fields. The couple enjoys visitors, and makes fresh toffee each day to give out to passersby, but you have to get there early to make sure that you get some before it runs out, especially because their litter of children are quite fond of the stuff themselves, and often help themselves to huge handfuls.

10. Sweet Solutions. This ice cream shop offers a variety of magically-infused flavors, and is especially prided for its famous potion-infused ice cream, which, in addition to being delicious, grants a variety of magical benefits to anyone who eats it. The process is surprisingly cost-effective, although admittedly not very portable. The owner has come under some criticism recently for her "Adventurous Wednesdays" promotion, whereby a potion-infused ice cream can be purchased for half the normal price...but the effect of the potion is random, leading to some awkward results.

Tranquil Locales

There's no reason why adventuring has to be all about death and destruction. Every once in a while, adventurers need a break, too. This list contains 10 peaceful locations for your game.

1. The Pale Posey Patch. A vast field of pastel-colored flowers sprang up upon the site of an ancient battle, so terrible that the peoples who fought it vowed never again to engage in violence. It is said that the field of flowers appeared as a gift to them from the gods. The flowers themselves are among the most beautiful in all the land, with a sweet smell. Their scents carry a hint of magic with them, causing those who stay within the area to be overwhelmed by thoughts of peace and a desire to simply lie among the flowers. Those that do often report dreams filled with talking flowers that encourage a peaceful and content lifestyle, and often report awakening quite refreshed.

2. Lake of Wine. The "water" in this lake ranges in color from a pale white gold to a deep burgundy, and it is filled with wine which springs from an endless well located at the bottom of the fathoms deep lake. Those who visit can find any kind of wine they desire. In addition to the normal effects of the wine, anyone who drinks from the lake finds only a pleasant experience in their intoxication, with great merriment and a feeling of warmth and unity, never becoming angry or frustrated in their drink. Several fey have established homesteads near to the lake and provide food and lodging for visitors, and the lake is protected by powerful spirits which defend it from vile influence.

3. Endless Falls. These falls are the creation of a wizard who simply loved waterfalls and desired to create the finest in the world. The falls were created by over 100 *decanters of endless water*, which spill into an extradimensional space. That space is an endless pit of darkness lit by floating balls of multicolored light, which cause the water to take on all sorts of interesting colors. Floating stone benches rise and descend from the pit at regular intervals, allowing visitors to relax for as long as they wish.

4. Oric's Bubbles. The origin of these bubbles is unknown, though they were first discovered by an explorer named Oric, who witnessed them drifting across a dessert. The bubbles slow down when a living creature approaches, and those that touch them are transported inside the clear spheres of magical energy, floating within as though suspended in water, though the air inside the bubbles is quite breathable and even sweet smelling. The bubbles never hold anyone against their will, and always seem to travel wherever the rider was heading, albeit at a very slow pace.

5. Warm Cloud Peak. Among a range of high and misty mountains lies the famed Warm Cloud Peak, a mountain nearly indistinguishable from its fellows, though far easier to climb, with plenty of good food growing naturally on its slopes, and free from angry animals or cunning monsters.

At the mountain's summit, a large grouping of pale white clouds fills the area. The clouds are warm to the touch and almost massage those that walk through them. Though many claim the warm mists have special properties, they are known to corrode steel very quickly, and it is not advised to bring weapons or armor to the peaks.

6. Long Leaf Caravan. This traveling caravan is filled with brightly colored wagons that slowly make their way through the world, with exotic music and the smell of fresh baking goods following this long train. The Long Leaf Caravan is a massive colony of peace-committed individuals who rove through the world spreading goodwill and cheer, preaching a philosophy of peace and looking to end the suffering of others.

7. Yellow Lady's Castle. This great castle made of glass is inhabited by the Yellow Lady, a mysterious sorceress from lands unknown. Those that enter the castle are immediately greeted with wonderful, enticing visions of relaxation and pleasantry, courtesy of the Lady's powerful illusions. Those who enter the castle each see something different as they walk its halls. Most eventually wander out of the castle through some other exit, but a few worthy individuals are rewarded with meeting the Yellow Lady herself.

8. Oasis of the Alliance. A djinni, an efreeti, a marid, and a shaitan all came together to create this relaxing safe haven for travelers. Though each has a different tale of how they came to work together, all are committed to overcoming the bitter hatred and division which has long separated their peoples, instead establishing a great place for visitors to unwind and find sanctuary in the depths of the desert. The oasis features the finest of the four elemental planes, with clean air, warm fires, cool water, and a place made of rare and beautiful gems awaiting visitors. No violence is permitted within the oasis, but visitors are trusted to keep the peace on their own, with the knowledge that coming to the oasis is a privilege and that it would not be wise to anger their hosts.

9. Court of the Angelic Arbiter. This castle made from silver and brilliant rubies occasionally appears to those in need of a safe space to mediate. A powerful solar serves as judge for those who would rather discuss their problems that come to blows, and ensures a safe and peaceful space to conduct negotiations within his presence. Once the arbitration has been agreed to, the court lasts until negotiations are complete, and provides adequate accommodation for those involved in the negotiations. Parties must agree to abide by the solar's decisions, with dire consequences for those who do not.

10. Starlight River. Hidden away in a great temple of bleached stone is a rather strange feature: a great stretch of the night sky, complete with twinkling stars flows by as a river, reflecting no known celestial bodies. Those who gaze into the flowing Starlight River report a sense of calm. Legends say that those who go into the river go to a place where they will know peace for all time. Indeed, those that enter the Starlight River disappear, never to be seen again.

Arcane Books

The party walks into the wizard's study, and begins perusing the books on the shelf. Obviously, there should be some exciting titles on strange and eldritch subjects here, but... what, exactly? Specfic details of authors, subjects, and titles can be hard to come by, especially on topics that are, themselves, pretty much entirely made up. The following list contains ten detailed books to help you flesh out any library in your game.

1. The Written Ward: The Role of Runes in Protective Magic. This moderately-sized tome, written by Sorlis Hallistone, is bound in blue leather, with the title and author embossed on the cover and spine in gold. As its title states, it explores the role of runes in protective magic, and the author argues that runes are particularly common in abjuration spells because their physical presence anchors the magic of the spell to the target, and makes it harder to overcome.

2. Outer Contacts: An Apprentice's Reference. The original author of this slim volume bound in black leather is unknown, but several different versions have been produced by a variety of different scribes. Each page details a different unique outsider of CR 4 or less, with information on what sorts of offerings it prefers from summoners, what sorts of tasks it can perform, and what topics it is likely to have particularly useful information on. The different versions have slight variations, and the number of unique outsiders included ranges from 54 to 96. A few editions are rumored to include false information that, if used, can make summonings go horribly awry.

3. Know Thyself: A Diviner's Guide to Discerning the Truth. Written by Reuben Drestatos (who refers to himself in the book as "Reuben of the Third Eye"), this tall but very thin book is bound in reflective metal plates, and has goldleaf on the edges of its pages. A quick, if occasionally tedious, read, it explains the importance of identifying one's own wishes and desires and setting them aside before performing any divinations, so that the caster does not misinterpret the answers he receives, or, worse, subconsciously alter the divination spell entirely to provide misinformation.

4. Master of None: The Art of Subtlety in Enchantment. Written by Ms. Combus B. Senpff, this moderately-sized book is bound in plain brown leather, with the title on the spine, but not the cover. Over the course of 17 chapters, the author first outlines the reasons why it is desirable to rely as little on magic as possible when using spells to control the actions of others, and then goes on to explore some of the ways that skilled manipulators can get others to do what they want by making them think that it is what they, themselves, want, rather than through the magical equivalent of brute force, through spells like *dominate person*.

5. The Fifth Element: Harnessing the Power of Aether. This book, written by an unknown author, is bound in wood, with a thin covering of grey felt. It proposes that, in addition to the four traditional elements, a fifth element, known as aether, exists, and also falls into the domain of evocation. The author makes an impassioned argument for how force spells and spells such as *telekinesis* and *fly* are both harnessing this same power, and that the latter spells should be reclassified as evocation.

6. Deep Within the Maze. More a puzzle than a book, really, this unusual tome is written on 22 pieces of loose parchment, which are contained in a reversible leather folder that is red on one side and yellow on the other. The pages of the book can be arranged in numerous different orders, and due to clever wording (and, in some cases, special codes, such as only reading every third word), different arrangements cause the book to discuss very different topics, including creative writing, stagecraft, a treatise on painting light and shadows, and more. Seventeen different configurations are known to produce intelligible results, and of those seventeen, eleven describe various topics directly related to illusion, with the remaining six being tangentially related. Many scholars believe other configurations may exist, as well.

7. Advanced Corpse Preparation. This small black book has no listed author, and is completely unlabeled on the outside. Within are numerous treatises on preparing corpses for use as undead creatures, complete with incredibly detailed (and often stomach-turning) diagrams. As the title implies, the volume assumes the reader has a basic familiarity with preparing corpses for necromantic use, and focuses on techniques required for more exotic undead creatures, or more difficult techniques, such as conditioning the body while it's still alive in order to create a better zombie or skeleton.

8. The Shapeshifter's Dilemma. Bound in purple leather with gold writing, this thick book contains not only an extensive treatise on the impact of regular use of polymorph magic on the caster's sense of self and identity, but also several recorded statements on the topic, supposedly from other polymorph specialists, as well as a collection of poetry. The author makes the argument that regular selfpolymorphing can lead to a severe mental confusion, the creaton of multiple personalities, and other forms of mental illness, but the book also presents several helpful mental exercizes said to be helpful at combatting these side effects.

9. Spells Within Spells: Mastering Metamagic. Written by Pietro Nostrali, this fat volume is bound in red leather, and serves as a beginner's guide to metamagic. Despite its age, it is still on the curriculum at many arcane universities. In addition to a discussion of metamagic in general, the book contains enough information to learn both the Silent Spell and Still Spell feats, albeit with significant study.

10. The Many Forms of Magic. Written by Kabaz M. Anvitz, this rather plain-looking book serves as a first introduction to the world of magic, and is written for the completely uninitiated. It discusses many of the different magical disciplines, and the differences between them, illuminating why one might choose to become a wizard instead of a magus or witch, or vice versa.

Clockwork Objects

Although not magic items in the strictest sense, clockwork objects have the power to invoke a sense of wonder and excitement that few other crafts possess. Of course, there's a whole lot of things that can potentially be made of clockwork. The following list presents 10 exciting and wondrous items made from clockwork, perfect for dropping in any curio shop, wizard's laboratory, or workshop in your game.

1. Clockwork Writing Machine. This brass box is two feet square and eighteen inches tall, and contains a single, spindly mechanical arm, which ends in an ink pen. A small detachable inkwell is affixed to one side, and on the adjacent side is a shallow brass tray, for holding paper. On the top of the box are a series of wheels, each marked with the entire alphabet and the numbers o through 9. By adjusting the dials, words, sentences, and even paragraphs can be formed (up to 300 characters at a time). Another dial allows the writing style to be adjusted from amongst several preset handwriting types. When a button is pressed, the arm whirs to life and writes out the desired phrases.

2. Clockwork Chef. These odd contraptions can take a variety of forms, as each one is made to cook a single, specific dish. As a general rule, they tend to be box-shaped, and most contain an oven, in addition to numerous kitchen utensils, each on separate mechanical arms. They typically have glass cylinders or similar compartments in which ingredients can be added, after which they must simply be activated to begin performing their programmed recipe. The most impressive of these are able to clean themselves after their job is done.

3. Clockwork Bird. These life-size songbirds might almost be mistaken for the real thing, if they were not made of gleaming brass and steel. Their bobbing movements are quite lifelike, and they even make little tweeting noises. Perhaps most impressive of all, their bodies are covered in hundreds of tiny metal feathers, making them appear almost as soft as a real bird. Most have their winding mechanism cleverly integrated into one of their feet, making them even more lifelike, and the best of them are even capable of flight for short periods of time.

4. Clockwork Door. While many would be confused by the idea of a clockwork door, this contraption is built not for convenience, but for security. This massive door weighs over 1,000 lbs., and is far too heavy for all but the most horrific monsters and determined adventurers to open, unless they use the winding mechanism on the inside of the door, and allow the clockwork to open it for them. As ingenious as the idea is, to secure the door without a lock and thereby make it unpickable, the clockwork mechanism is, sadly, just as vulnerable to thieves using Disable Device as any lock would be, and because the clockwork is slightly temperamental, there is a possibility of becoming trapped behind the door, unable to get out.

5. Clockwork Card Dealer. This contraption appears to be a mechanical man, made of brass, copper, and steel, except that he has no legs. Designed to be placed on a stool or just on top of a table, if a pack of cards is placed in its hands, it will shuffle them and deal them out. Bearing some magical enhancements to augment its clockwork, it responds to very specific voice commands, allowing you to specify a card game and the number of players. Some are coin-operated and dispense coins to winners, while others are for entertainment purposes only.

6. Clockwork Carriage. Exactly as it sounds, this is a fullsized carriage filled with cogs and gears that allow it to move without horses. Unfortunately, being clockwork, it must still be wound up, and it can go for about a mile before it comes to a stop, and needs to be wound again, making it less than useful for all but short trips. Of course, for those who are willing to constantly wind it as it goes (or employ someone else to do so), it becomes somewhat more manageable for long trips, and those concerned with making sure that they make a statement upon arriving favor using these as normal carriages most of the way, then unharnessing the horses and traveling the last leg of the journey on clockwork power.

7. Clockwork Alarm Clock. There would be nothing particularly interesting about a clock using clockwork, but this particular clock is equipped with one or more additional clockwork devices to serve as an awakening alarm. Rather than making a noise to do so, some of the more exotic ones have a pail of water that they fling in the face of the sleeper, while others may prod the sleeper with a mechanical arm (gently at first, but with more insistence until stopped), or the contraption may even include the bed itself, physically tilting to dump the sleeper on the ground.

8. Clockwork Book. Bound in brass and copper, with a few visible gears, the most obvious sign that this is more than a simple book is the spindly mechanical arm which extends from the top of the spine. When it is opened, the arm automatically turns the pages, at a rate of 1 page per minute, or when a small switch on the back cover is pressed. Luxury models also serve as music boxes, with the music changing as the book is progressed through, to match the mood of the current section of the book.

9. Clockwork Stag's Head. A delight at certain social gatherings, this is a blending of clockwork and taxidermy, as the inside of a stag's head, mounted on the wall, is filled with delicate clockwork that allows it to nod, shake its head, move its eyes, and even open and close its mouth, following various pre-set patterns. The winding mechanism is typically accessible from the other side of the wall, in order to maintain the illusion of the piece. Though stags are the most common, the clockwork can be adapted for a wide variety of animal heads.

10. Clockwork Circus. A favorite of small children, and often included as a curiosity to draw in crowds at clockwork shops and similar places, this is a small diorama of a circus or similarly exciting locale, contained in a brightly painted wooden box with a glass window on one side, allowing the scene to be viewed. All of the figures in the scene are attached to clockwork hidden in the box's floor or walls, and when active, they seem to move about within the box, following a pre-set pattern.

Spieler angle

<u>Coins</u>

In most roleplaying games, players come across a lot of coins. Big old heaping piles of coins. So many coins that you don't know what to do with them, until they become just a number on your sheet. But coins don't have to be that way. Coins can be interesting and exciting, and full of mystery and wonder. Of course, it's not easy coming up with cool designs, stories, and mottos for coins on the spot, so your GM may not appreciate being asked to describe a coin hoard in detail. But then again, if he's seen some of the coins below, maybe he's just waiting for a chance to show off.

1. Dragonslayer's Mark. These platinum coins could originally be obtained only as a bounty for slaying dragons, in a time when dragons were more common, and platinum bought slightly more. Traditionally, a single coin would be paid per dragon egg destroyed, with increasing numbers of coins for more impressive feats of dragonslaying, with the most impressive great wyrms fetching 100 such coins. On one side they feature an image of a dragon's head, its neck severed from its body, and on the other side, it shows a daring knight with a sword held high and one foot planted on the neck of a defeated dragon.

2. Devil's Gold. These gold coins have a slightly reddish tint to them, and are said to have been minted in the depths of Hell itself, though in truth, their origin is something of a mystery. On one side, they bear the image of a goblet burning with flame, and the words "With this coin, I thee take" written in Infernal, while on the other side, a leering imp or gargoyle squats and grins, with the words "Doom to he who cheats me" forming a ring around the outside of the coin.

3. Imperial Sovereign. These gold coins, commissioned by an eccentric emperor centuries ago, actually cost much more to create than they are worth. The emperor was frustrated that so many coins in circulation bore the images of his predecessors, and so decided to mint coins that would be magically enhanced to change their appearance to match whoever currently held the throne. As that empire has now fallen, and no one rules it, the coins now show an empty, broken throne on one side, and bear no image at all upon the other, although on the blank side, they bear the words "The Emperor Rules Supreme, the Empire is Forever."

4. Imperial Citizen. Another idea from the same eccentric emperor, these copper coins are affected with a similar, albeit slightly different magic, which made them ridiculously expensive to produce, considering their value. One side of the copper coin is magically altered to show the face of whoever it is currently possessed by, surrounded by the words duty, honor, virtue, and diligence, forming a ring around the outside. The other side shows a legion of faceless spearmen standing at attention, above the words "Each has a part to play."

5. Mage's Mark. These silver coins were minted by a mage's guild which, for the period of a couple of centuries, enjoyed a special privilege that granted them the right to print their own coinage, until they joined the wrong side of a civil war and had that right stripped from them in the aftermath.

One side of the coin features an open book and the words "Knowledge is Power," in Draconic, while the other side shows an owl perched on a branch, surrounded by the words "Excellence at any Cost."

6. Efreeti Brass Sovereign. These coins are made from brass, but are generally valued as gold coins everywhere except for the City of Brass on the Plane of Fire, where they are worth twice as much as gold. A wide variety of efreeti brass sovereigns have been printed over the centuries, and the faces of many different efreeti sultans and caliphs can be found on these coins, often surrounded by that particular efreeti royal's personal motto. The other side shows the famous and unmistakable skyline of the city itself, with its many grand domes and delicate spires.

7. Aboleth Silver. These silver coins serve as gold pieces to the aboleths and those who trade primarily with them, as they consider the metal to be more valuable than gold. One side of the coin shows a swimming aboleth, above the words (written in Aboleth glyphs) "All Hail the Empire Unending," while the other side shows an army of skum building an underwater pyramid under the watchful eyes of aboleth masters.

8. Rogue's Coin. These gold coins are neither legal currency nor truly counterfeits, for they were never actually intended to be circulated in the general population or used by anyone who didn't know what they were. Instead, they were used as a means to prove membership in a thieves' guild, long ago. That guild was ultimately destroyed by its own success, as it became too large and popular to continue to evade the forces of law, and since, the coins have come to be used as markers to trade favors or services amongst outlaws, as a sort of I.O.U. One side features a cloaked and hooded figure drawing a short, curved dagger, while the other side shows a pair of crossed keys. There are no words on the coin.

9. Four Elements Coin. These copper coins are elegantly engraved with images of the four elements: on one side, a fireball emerges from a roaring wall of flame that encircles half of the coin's edge, meeting a jet of water in the middle that comes from ocean waves covering the other half of the coin's circumference. The opposite side features jagged mountain peaks being buffeted by fierce winds and gales. Only four words appear on the coin: etched into the center of each elemental depiction is the word "I" in the appropriate language (Aquan, Auran, Ignan, and Terran). It is widely believed these coins are used by outsiders on the inner planes, but this is false, as the coins were actually minted by an independent mage's guild.

10. Crystal Coin. Carved laboriously from a single piece of crystal, these commemorative coins are valued as platinum pieces (or sometimes even more highly), and mark the 1,000th anniversary of an ancient empire. They bear the image of the emperor who commissioned them on one side, along with both the year of the empire's founding and the year of the minting, exactly 1,000 years later, and the words "May peace reign another thousand years." The back side shows a lightning bolt crossed with a longsword.

Food

One of the best ways to help players get immersed in the game world is through the senses: while most of us tend to focus on sights and sounds, there are lots of other senses to appeal to, and food is one of the few excuses to delve into the realm of taste, as well as also being a great source of wonderful and evocative smells. Like any attempt at immersion, a few very specific details can go a very long way, and if you put the effort into making fun and interesting foods available, you may be surprised at just how much interest your players suddenly take in what their characters are eating. The following list of 10 dishes are piping hot and ready to serve up in your game.

1. A Rich Stew of Owlbear Meat, Potatoes, and a Variety of Small Vegetables. The stew is served hot, almost boiling, and has a deep, complex flavor. Because the owlbear has had time to break down in the stew. the large chunks of protein-rich meat have become quite tender, falling apart with minimal prodding. That said, owlbear meat is very lean,

and that remains the case even when stewed. The stew is

incredibly hearty and the vegetables well-seasoned.

2. A Simple Dish of Rice, Seasoned with Small Green Herbs of an Unknown Origin. Served in a bowl, steam rises gently from this freshly prepared dish. Despite the rice's humble appearance, the chef's small talent for magic, or perhaps cunning selection of herbs, has made this apparently plain dish incredibly rich in bright flavors. Both spicy and citrusy, the rice is almost supernaturally filling and is a meal unto itself, although it is served with a variety of small green herbs, which add some additional crunch to the dish, and also help provide a little color.

3. The Vershal Trambolio. This massive sandwich is named after a semi-famous explorer, rumored to have greatly enjoyed the local cuisine of his homeland, and insisting on having it prepared for him wherever he went. While every inn, tavern, and restaurant has the Vershal Trambolio on their menu, each place seems to have a slightly different take on exactly what makes the sandwich, but it always contains a combination of pork and lamb, spicy cheese, and a variety of mild peppers. In some regions, a sandwich only qualifies if it is served on a particular type of bread, while in other places it must be served hot.

4. The Mortal Enemy Plate. This is a mixed meat plate, containing heavily seasoned weasel meat and a whole charred cockatrice, served alongside a bed of mixed vegetables and grains (typically rice or quinoa). The combination of meats is extremely pleasing in a strange way, providing a nice mix of gamey and earthy flavors. While the dish is exceedingly popular, acquiring a reliable source of cockatrices is a dangerous and expensive process. Some local eateries have begun to substitute basilisk meat for the cockatrice, but the ingredients are somewhat harder to come by, and those with a taste for fine cuisine can easly tell the difference between the flavors and textures of the two meats. Rumors persist that the cockatrice (or basilisk) meat is unsafe to eat unless prepared exactly right, and may cause those who consume it to turn to stone, but there is no actual truth to these rumors.

5. Electrified Eel. This strangely prepared seafood features a giant eel cooked without fire, but instead exclusively by magical electricity. The result, some claim, is a meat with a salty flavor, but without the unpleasant fish taste that people normally associate with eels. Further, the process is supposed to render the finshed result far healthier than more traditional cooking methods, although the exact mechanics of this are somewhat debated amongst scholars and chefs alike. Others claim that the high heat produced by the electricity makes the eel all but inedible, and that the added expense of the magic used to cook the eel makes this dish a waste of money.

6. Zombie Beef. This necromantic achievement is a freshly killed and cooked whole cow, which is then animated by dark magics and paraded around for hungry observers who revel in the experience of eating something aware of what's happening to it. Ever more skilled necromancers create more pained and expressive cows for ever more depraved patrons.

7. Faerie Sugar Flowers. These delicate concoctions appear to be beautiful wild flowers, and even smell like the real thing. The flowers are, of course, meant to be eaten, and have a delightfully sweet taste that makes them popular confections around the world. Those produced by the fey themselves often have potent hallucinogenic properties or other magical effects that make them somewhat more exotic.

8. Pudding Pudding. A strange entrée created from the cooked and seasoned bodies of local oozes, jellies, and puddings. The first of these exotic dishes was created from the many bodies of a slain black pudding (hence the name) and was flavored with sugar and cocoa. The paste-like food has an extremely juicy consistency. Often these dishes are served with bread, crackers, or similar foods used to scoop the substance up for further enjoyment. The dish is considered something of a delicacy, and as obtaining ingredients can be a challenge, discerning chefs often post excellent bounties for skilled adventurers.

9. Fried Chimera Eggs. These are marketed chiefly as an alternative to dragon eggs, which are truly beyond the means of most chefs to acquire. The alternative chimera eggs are well received, however, for their remarkably complex flavor. Far richer in protein than other eggs, chimera eggs have a hearty flavor that is usually coupled with overpowering spice. Typically, fried chimera eggs are served with a mild sauce to help balance their intense flavor.

10. Jonia's Food Potion. This miracle potion is a green, thin liquid contained in a small vial with a cork stopper. The liquid itself has a strong acrid smell, like boiled cabbage or sprouts, and it tastes even worse, not unlike rotting vegetables. The consistency also leaves a lot to be desired, being thin and runny. Though the nutritional value cannot be denied, the potion is prohibitively expensive. All of these are issues the creator, a wizard named Jonia, claims to be working on, though with little success. One day, Jonia hopes to distribute the potion worldwide as a easy alternative to traditional food.

<u>Gems</u>

Gems have long held humanity's imagination and been objects of our desire, chiefly through the power of their natural aesthetics. These amazing natural objects are often the subjects of human tinkering, elevating the beauty of nature from natural wonder to inspired art. This list contains to special gems that stir the hearts and minds of the public and set a frenzy in the souls of thieves and misers the world over.

1. The Eye of the Sidhe. About the size of quail's egg, this lustrous star emerald is a bright and vibrant green, with a highly unusual dark pattern in the center, taking the shape of a circle with a single vertical line bisecting it. The strange star coloration is thought to be a natural marvel, though human hands shaped the once rough stone into a perfect sphere. At one time, this gem was actually used as a temporary replacement by a fey noble who had lost an eye. Eventually, the noblewoman lost the eye in a wager to a devil, who in turn traded his prize to a blind prince in exchange for his soul. The Eye of the Sidhe now rests in a remote castle's vault, brought out only at banquets and other occasions of honor.

2. The Opal Rose. A truly wondrous gem, the Opal Rose is actually a combination of a vibrant fire opal and a gem quality pink opal. Magic worked the gemstones into a single piece resembling a rose, with the high quality pink opal forming the outer petals while the vibrant fire opal forms the center petals. The gem is mounted on a stem of thick gold, in replica of a flower. Originally crafted as a gift from the great gnomish gem cutter Giorpio Neittia to a human princess on her first birthday, she in turn gifted the gem to her lover on her 19th birthday. Today, the gem rests in a vase on the large oak table in their summer home.

3. The Efreeti Heart. One of the largest, most coveted of all rubies, the Efreeti Heart was mined on the Plane of Fire by salamanders, found deep in a cavernous mine that is rumored to serve as a portal to the Plane of Earth. The ruby is about the size of a human head, and of such perfect gem quality as to astonish onlookers. The gem was originally seized by an efreeti noble, but was stolen by an enterprising wizard thief who removed it to the Material Plane. The wizard allegedly hid the gem in a chest only he could open, and indeed he seems capable of producing the gem at will. The wizard rarely chooses to show the gem, however, as the efreet seem endlessly resolved to recover the gem, and fire denizens almost always arrive shortly after the gem has been shown, intent on bring it home.

4. The Pink Pearl of the Lost Lake. The gorgeous pearl is about the size a human fist, perfectly spherical, and light pink in color; notably, the pearl shines with a bright, supernatural light that frightens goblins and sends them into a fury. Though the pearl's origins remain a mystery, legend claims that it was discovered at the bottom of a remote lake which shone with the gem's radiance, and when an explorer removed the pearl from the bottom of the lake, the lake later vanished. According to the legend, the explorer traded the pearl to the city-state of Forma in exchange for great wealth. Today, the gem is on display in the city's town hall, where it is said it will one day defend the town from a goblin raid. **5.** The Golden Hearts. This exceptional pendant is made from a golden heart and a heart made from a fine yellow topaz, and hangs from a silver chain whose links are actually miniature hearts. The golden hearts were created to celebrate a great love between two thieves, one having a love of gold and the other having a love of gems. The necklace was made from the greatest things they both ever stole. The topaz itself holds the most of the value of the piece. Originally, the topaz was a great prize of a wealthy priest-king, and after the gem was stolen, he sought it back at all costs. In the end, he killed the two thieves and retrieved the amulet; however, the gem having been already cut and the symbolism of the piece eventually being made clear to him, he choose to keep the piece as it was, a memorial to a love he tragically cut short.

6. The Angel's Tear. Among the finest of the known diamonds, the Angel's Tear is about 90 carats, perfectly clear and gleaming like glass. The gem is set in a perfect circle of gold, and over time has been placed upon various chains, and once was inlaid in a crown. The gem itself is said to have fallen from heaven, the result of a real angel crying. While many enjoy this story, in fact, the gem was created by a very powerful kobold sorcerer, meant as a gift for the dragon he worshipped.

7. The Purple Cloud. This fine alexandrite is shaped into the form of a cloud with round edges. Like a typical alexandrite, the gem appears as different hues depending on the lighting, appearing as a reddish-purple color in candlelight but as a deep green sunlight. Unlike other alexandrites, it changes further in magical light, becoming a beautiful shade of orange. No one knows why the gem changes in magical light, though some have exotic theories ranging from magical origins to strange chemical composition. Currently, the gem can be found in the possession of the eccentric mage Hamel Jorin, who keeps the gem in a gilded lockbox in his famed Tower of Mirrors.

8. The Song of the Sea. Mined from an underwater mine by tritons, this gorgeous aquamarine has been cut into a triangular pyramid and has a great depth of color. When viewed in sunlight, the gem seems to swim and move like waves upon the ocean. When immersed in water, the gem seems to whisper in an unknown tongue; though the words are unclear, the tone of voice is seductive and longing. While the gem is a cultural treasure among the triton people, they have been known to lend it to surface dwelling-mages, particularly to elves, for study.

9. The Soul of Harrilima. This black sapphire contains the soul of the vilest witch ever to walk the world. Some claim that Harrilima can whisper to those who possess the gem and force them to commit evil deeds in her name. Claimed by a heroic knight, he gifted it to a fair princess, who had it set in platinum and made into a diadem which was passed on in the royal family for several generations.

10. The Stone of Glory. When this glorious jewel was first unearthed outside a remote village only 10 years ago, the people thought the gem would bring prosperity to their community, but when the gem cutter absconded with the gem, it was sad to become cursed, and since then, the gem has passed hands a dozen times, and each time the owner has died of an apparent accident or ordinary causes soon afterwards.

Spider and a

Maps are Maps are and even simplest some ma

Maps are the beginning of many an exciting adventure, and even serve as a sort of rough outline for many of the simplest and most straightforward adventures. But while some maps are integral to the plot, or to the players' ability to understand their immediate surroundings, other maps are simply another souce of flavorful information: a treasure all their own, to be sold as an art object, or just another detail in the eccentric wizard's study. Whether a map is a major plot point or just a dash of extra flavor, you can always make it a bit more interesting than just some lines on paper, and the following list contains 10 exciting and unique maps for use in your game.

1. A Timeworn Piece of Soiled Parchment with Crude

Sketches. This crude map features a poor, child-like sketch of a large house with an arrow pointing towards a series of wavy lines, possibly meant to represent a river, in the middle of which is a large, diamond-shaped object. The map has no frame of reference and the objects depicted in it could be anywhere. Given the apparent age of the sketched map, it is likely that whatever treasure it leads to has long since been plundered, leading to questions about why the map still survives.

2. A Detailed Map Etched into a Sheet of Steel. A finely crafted map hand-chiseled into a thin 4-foot-by-4-foot sheet of steel. The map features meticulous details of a strange, possibly alien or undiscovered continent, and the tiny chiseled letters are in a unknown script. A *comprehend languages* spell allows the script to be read, but yields only more confusion as the lettering refers to unfamiliar places. The artistry and level of detail accomplished in this map is impossible with contemporary tools, leading to the belief that it was created by magic.

3. A Fine Tile Fresco Made from Multicolored Tiles. The map features large, beautifully detailed illustrations of important landmarks in full color. These images are highly stylized, making the map less useful for determining exact distances, and the specific landmarks featured raise certain questons, as some much larger and more prominent landmarks are passed over in favor of unexpected inclusions. Though the map is beautiful and quite accurate, it is also curious that the tiles can be easily removed from their place in the wall, revealing a hidden map beneath, which, though lacking in artistry, features a single cave not seen on the tile map.

4. An Apparently Simple Map of the Surrounding Area in a Plain Hand. This map appears to be quite ordinary, reflecting the local area and written with a plain hand and a simple, functional set of symbols. When viewed under starlight, however, the map changes dramatically, revealing a path in bright silver running through three mountains featured on it. Starlight also reveals a line of text in Elven script that circles around the edge of the map, which recounts a popular elven poem about the changing of the seasons. What this poem could b e a clue to, if anything, remains unknown to all but the map's creator. **5. A Full-Color Map of the Known World.** This vast sheet is over 12 feet long and 4 feet high, designed to be hung upon a wall. It features a detailed, full-color map of the world as it was 1,000 years ago. Though somewhat dated, the map still provides a useful reference to would-be explorers. On the back of the map is a list of famous places, some of which have a check mark next to their name.

6. A Small but Finely-Carved Treasure Map on a Bronze Statue. This map is easy to miss, having been carved on the inside thigh of a statue of a famous warrior. Though speculators have long claimed that the map, which depicts the city in which the statue is housed, is somehow a treasure map, unless viewed in the light of a magical fire it is impossible to decipher where the map leads. Those viewing it under such a light note a very thin blue line which connects the statue to the central fountain.

7. An Apparently Blank Page. This atypical map was clearly created by wizards, and a *detect magic* spell or similar reveals a faint divination aura. When burned, those who carefully observe the smoke note that it depicts a map, with glowing green dots indicating apparently random places in the wilderness. The smoke map lasts only a few seconds, though searching the ashes reveals the original blank page, whole and undamaged by the fire.

8. A Detailed Map of a City or Town Written by the Cat. These fine maps are quite rare, and were purportedly written by the famous burglar known only as the "Cat." Each map features a city or town which at some point was victimized by the criminal, and it is accurate and highly detailed, with places that were robbed by the Cat circled in red ink. Occasionally, these maps also feature red ink circles around places the Cat was not known to have visited; whether these were future targets or the sites of crimes not made public is a subject of much debate, and the Cat, now long dead, is not talking.

9. The Atlas of Otherworld. This exquisite red-bound volume contains hundreds of pages of detailed maps and lengthy details about the author's explorations to a place called Otherworld. Though the author's name is not listed, the maps are exceedingly well-crafted, and the text plain and scientific in nature. Though most scholars claim the atlas, which has been republished and translated from the original Gnome, is a work of fiction, a small minority claim that the work is genuine and that by following the detailed, dangerous, and arduous steps contained in the early sections of the atlas, one could reach this Otherworld and visit the fantastic places detailed in the atlas.

10. A Map of the World by Oliver Drake. This exceptionally crafted map is something of an oddity, found on the body of a man in strange clothes presumed to be Oliver Drake. The map, which proclaims a date nearly 400 years before the present, shows the world in striking and seemingly impossible detail, given the thoroughly mundane nature of the map. The details of the map are slightly off, however, showing several rearranged borders, new nations, and a massive landmark called "The New Rift," which seems to bisect the world. The map features beautiful symbols, though those for cities are strange, as is the analog for boats which sail the seas, though both of these are adequately explained in the map's extensive legend.

Color toples

Potion Descriptions

When you think about it, most players take potions very much for granted. These are raw magical spells that have somehow been distilled down into an easy-to-consume liquid that anyone can make use of, at (relatively) affordable prices. But to most adventurers (and their players), potions are nothing more than just an expendable effect. Perhaps this is the most obvious in the way that potions are so rarely described in any kind of detail: healing potions are red, antidotes are green, and they're all immediately identifiable at a glance. The following list presents 10 descriptions of potions that can easily apply to a wide variety of elixirs.

1. Green with Gold Flecks. The liquid in this potion is still and tranquil, not bubbling or smoking. It smells faintly of black licorice, but when consumed, the taste is much stronger, nearly overpowering, and there is an aftertaste of banana. It is contained in a thin, straight glass vial with a brass stopper that has been carved with a leering gargoyle perched atop it.

2. Bright Pulsating Orange. As long as this potion is stored in something airtight, it remains still, although its color does periodically shift from a dull orange to a very bright orange every five seconds or so. However, when exposed to air, a chemical reaction causes the potion to fizz audibly, with dozens of tiny bubbles rushing to the surface, a process it continues indefinitely. While fizzing, the potion remains a much brighter shade. It is contained in a glass sphere perhaps an inch in diameter, which is encased in a perfectly-fitted silver lattice cage.

3. Yellow and Red Layers. When shaken or jostled, this potion forms a sort of creamy light-red color, but if allowed to sit for a few minutes, the two main components separate, with a runny layer of yellow liquid on top, and a slightly thicker layer of red liquid below. Traditionally, these potions taste strongly of raspberries, but this flavor is added, and utilitarian alchemists are unlikely to bother with it. Without the artificial flavor, it tastes chalky. It is contained in an iron flask, which has a round glass window set in its center, which occupies about a third of the surface of the flask.

4. Milky White. This potion smells like mint and honey, but tastes incredibly foul. Some have likened the taste to ash, others to zombified flesh, and some insist that it is best described as tasting "like a burnt zombie." A small, visible cloud of thin white mist escapes from the bottle whenever it is opened, but quickly dissipates. It is contained in a bright orange gourd which has been hollowed out and cured to prevent rotting, which is stoppered with a cork on a leather thong.

5. Blue and Purple Swirls. This potion must be handled carefully before it is opened, because if it is particularly jostled or shaken, it will erupt upon contact with the air, overflowing out of the vial in a hissing, bubbling mess. Although the liquid is completely safe to consume, a chemical reaction causes it to create instant rust (if only in very small quantities) when it comes into contact with certain metals, which makes some wary of consuming it. It is contained in a miniature waterskin, roughly the size of a man's fist.

6. Black with Red Blotches. This potion is so thick that it is nearly gelatinous, and vials of it often contain a spoon, in case it proves difficult to get out of the vial. Occasionally, a single large bubble will rise to the surface of the goo, but for the most part it is still. The majority of the potion is black, and tastes like grape jam, while the red blotches taste like raw poultry, for an overall less-than-appetizing effect. It is stored in a bronze sphere, which comes apart at the middle if a simple latch is unhooked, leaving a mound of quivering poton-jelly sitting in a dish ready for consumption.

7. Prismatic Special. This potion is comprised of no less than seven different layers, each one of the colors from prismatic effects, although if it is shaken thoroughly, they all mix together into a sort of dark brown color, but eventually they separate again. The coloration is purely for cosmetic effect, and nearly any potion can be made as a prismatic special, although it costs nominally more to do so, and they are generally sold for substantially more than other potions, because of the artistry inherent in their creation. It is stored in a miniature crystal decanter, five inches tall and three inches wide at its widest point, which has a beautiful art-deco shape.

8. Lifeless Gray. Slightly soupy, this dull grey liquid begins to smoke intensely when exposed to oxygen, with great plumes of the stuff rising up from the mouth of the vial. The smoke is thick and black, but smells of peaches and caramel. Sadly, the potion itself is all but tasteless. Some who use these potions prefer to let them smoke for a bit before consuming them, in order to enjoy their scent, while others prefer to open the vial with their teeth and trap as much of the smoke in their mouths as possible. It is stored in a clay container that has been shaped and painted to resemble a skull, with a cork stopper protruding from the back of the skull, and small panes of glass placed in the eye sockets, allowing the potion inside to be seen.

9. Luminescent Green. This potion glows with faint green light which is otherwise like that of a candle, but only when it is exposed to air. It also creates constant streams of tiny bubbles, which cause it to make a constant, low hissing sound once opened. By default, it tastes of cabbage, but some enterprising alchemists mask the taste with other flavors, most commonly beer. It is contained in a pewter stein, whose lid has a locking clasp and can be opened with the press of a button on the handle. The outside of the stein features engravings of wolves running through a pine forest.

10. Translucent Blue, with Things Inside. This potion is a nearly-clear liquid that can be seen through, and has a pleasant sky-blue hue. Floating in the potion are two or three different ingredients, which can vary depending on the exact nature of the potion, but typically include a cinnamon stick or similar, for flavoring, the eyeball of a newt or small lizard, and two or three crushed rose petals. It is contained in a small crystal container which has been carved to resemble a beautiful woman.

Treasure Chests

Finding a treasure chest is a magical moment that most of us, as players, look forward to with great anticipation and extreme excitement—but we tend to gloss over the chest itself in our rush get at what is inside. That's a shame, because the chest is an important part of the treasure equation: it is the last obstacle to enjoying your hard-earned stuff, andthey can also make beautiful and interesting art objects, too. This list features 10 treasure chests that not only provide creative ways of storing hard-earned loot, but can also make for fun nd interesting treasures all their own.

1. A Solid Block of Translucent Quartz. This unusual treasure chest is about 3 feet to a side and comprised of a single solid block of quartz crystal, with no apparent opening. The chest is translucent, allowing a hazy view of the glittering pile of gold coins and gemstones that appear to be trapped inside the chest. Created by xorns to hide their goods from other greedy earth-dwellers, the contents of these chests are theoretically only accessible to those who can move through solid stone, though a determined miner could shatter the chest with a conventional pick.

2. A Black Iron Sphere Suspended by Chains from the Ceiling. While appearing to be merely another grim piece of dungeon art, these black iron spheres are actually designed to contain the wealth of mad necromancers, deviant rogues and other dwellers in dark and spooky places. Offering a discreet place to keep one's treasure out of the hands of novice adventurers, these spherical chests feature hidden latches and often employ complex locks, allowing the paranoid and dramatic to hide their valuables with confidence.

3. A Massive Frog with Gems for Eyes. The invention of a mad planes-traveling wizard who swears he encountered something like this in his adventuring days, these unique chests take the form of giant frogs which have been magically stiffened and can be filled with gems, coins, and other loot. The wizard even built in a special command word which, when spoken, causes the frog to vomit up all that is stored within it, negating the need to cut open the adorable chest.

4. A Large Iron Box Wrapped in Chains, with a False Bottom. These formidable looking chests clearly indicate that they keep something precious stored inside: the massive iron chests, about 3 feet tall, two feet wide, and six feet long, can hold an impressive array of goods, from the usual valuables to even whole suits of armor. The heavy chains and high quality locks are enough to deter most would-be thieves, but the chests further come with a false bottom, sealed by a very good quality lock, to ensure that the things most precious to the owner will stay safe from snatching hands.

5. The Useful Mimic. This deceptively named magical chest is not actually a mimic, though the differences are largely immaterial. Appearing as a giant silver chest with spikes, wings, and similar decorations, the useful mimic possesses a potent magic which causes it to animate as a medium animated object and attack anyone which attempts to open it without the proper key. Similar chests, sold at a slight premium, are also programmed to destroy the contents of the chest before attacking invaders. 6. The Empty Box. This large crate of plain wood appears completely empty, not because it isn't filled with fantastic treasure, but because a powerful *invisibility* effect causes anything placed within the chest to be impossible to see, though the items can still be felt and still make noise when jostled. These crates are particularly useful for those concerned that their storehouses or business are about to be robbed, or by those who figure to hide their treasure in plain sight, hoping that potential thieves simply ignore it.

7. The Arcane Vault of Kernessor. While these treasure containers don't appear to be much, taking the form of desk drawers, foot lockers, or other innocuous containers, and often protected by innocent-looking illusion, each leads those who step within the object to a great extradimensional vault. The location of the vault is unknown, as is who originally built it, though it has long been used by the wizards of Kernessor, a secret organization devoted to the amassing of arcane and material wealth. Each container leads to a sealed room, 100 feet by 100 feet by 100 feet, with a door standing in the middle of the floor which can be used to return from whence you came. The contents of these rooms vary, but usually contain extreme wealth or ancient secrets amassed by their former owners.

8. Thervor Marlin's Chest. A plain enough wooden treasure chest, this box once belonged to Thervor Marlin, a mighty adventurer cursed by a witch, who was enraged that he chose his wealth over her. She caused his collected wealth, contained within the large chest, to vanish, transporting it far away from Thervor where he would never find it. She placed further magic to prevent him from reacquiring his horde, a goal that Thervor has devoted the last 40 years to pursuing. Each time a piece of treasure is removed from the chest, it vanishes and appears somewhere else in the world.

9. Treasure Isle. This chest is often thought to be more of a rumor than anything else, a legend told by sailors of a treasure so great that it is contained in a chest the size of an island that floats out at sea. Though typically dismissed as a tall tale, if true, the treasure mentioned in the legend would be great beyond imagining. A determined party might even find the floating island overgrown with vegetation and playing home to dragon turtles and other marine life. Then they might have to try to open a chest approximately a mile to a side in order to get at the immense wealth that must surely be kept inside. They might even be forced to wonder who built such a large chest, and for what purpose...

10. The Black Chest of Wonder. This heavy chest is made from dark wood carved with Sylvan scripts which read, "A gift is given, a gift is accepted, and a price is paid." The chest always arrives in the night at the food of the bed of a mortal while he is sleeping. The chest appears without explanation, but always contains a fantastic gift, said to be what the receiver desires most. Even so, rumors about the chest and its ominous script often leads those that come across it to leave it closed. The chest disappears again without explanation if it is not opened within 24 hours. While no one is sure what happens to those who accept the gift, they are rarely seen long after having opened the chest.

Object Toples

Adventure Hooks on the Plane of Fire

The Elemental Plane of Fire is an exciting place, as anyone with our sourcebook *The Traveler's Guide to the Elemental Plane of Fire* is sure to know. But if you're paralyzed by options, or unlucky enough not to have a copy of the book, you might not be sure what adventures there are to have on the plane. The following list provides 10 places to get started.

1. Explore an Azer Ruin. Dotted across the Plane of Fire are the remnants of the azer's once mighty and ancient civilization. These dread ruins, haunted by old ghosts and crumbling golems, are often as much trouble to reach as to explore, most being located in remote, hostile environs that make the rest of the Plane of Fire look downright hospitable. Despite the challenge in reaching the ruins and the dangers that lie within, these ancient towers and fortresses offer the treasures of lost glory and ancient knowledge to tempt even the most cautious of heroes.

2. Grand Crusade. The planes are often a place of intense conflicts of ideas, and religion is no exception. On the Plane of Fire, the efreeti religion stands strong and proud, dominating many aspects of life and culture on the plane, but recently invading forces from the Material Plane, supported by powerful outsiders, have begun to chart a brutal war of conquest and conversion against the efreeti and the faithful of Issum. This tense atmosphere provides plenty of potential for conflict and excitement as PCs aligned with one faction or the other desperately engage in battle after battle for the moral future of the Plane of Fire.

3. Salamander Slave Rebellion. The Plane of Fire is no stranger to slavery, especially where the salamanders are concerned, as they have long been used as labor or forcibly conscripted into efreeti armies. Recently, an ex-slave named Erumslur has decided to orchestrate the release of every salamander in the City of Brass, but he needs your PCs' help to do it. Armed with a bare-bones organization of ex-slaves, idealists, and xenophobic salamander patriots, Erumslur has enough trouble keeping his contingent from killing each other, let alone mounting a successful resistance.

4. What Lies Beneath the Waves? Much of the Plane of Fire is given over to a great lava seas, difficult for many of the plane's denizens to brave—not just because of the obvious destructive nature of lava, but also because of the terrible monsters that make the lava seas their home, including dragons and the famed lava serpents. However, some claim that if one were to descend far enough into the endless depths of the lava seas, they could find several wonders, including sunken treasure from countless destroyed merchant ships, under-lava kingdoms populated by lava mephits and magmin, and a border with the Plane of Earth where one could travel directly between the two planes without need of magic.

5. Spear of Karthak. A mighty artifact once belonging to the azer clan of Karthak has been found in the keeping of a mighty red dragon in a remote cave of the Teeth of Soraak.

This spear was said to be capable of slaying elementals in a single mighty blow, a fact the clan once used to subjugate the fire elementals that now ruthlessly ravage their lands. Both the elementals and the azer of Clan Karthak are willing to pay handsomely for the spear, which will surely provide ultimate victory to the side that possesses such a weapon. Acquiring the spear won't be easy, though, as the mountains are treacherous, and even if the cave can be found, the heroes will still have a dragon to contend with.

6. Hollow Sun. Where it is not obscured by thick clouds of smoke, much of the sky of the Plane of Fire is filled with roiling balls of fire, resembling countless tiny suns. Among visitors to the planes, a rumor persists that one of the blazes, out of the tens of thousands that must exist, is a hollow ruby sphere filled with wondrous arcane treasures. The latest to obsess over this wild claim is a gnome called Elmswater Tarnriver, who has set up a heat-warded outpost to study the sky fires and find her treasure. She is eager to pay for surveyors to explore the plane and report on weather patterns.

7. Going Shopping. The City of Brass is one of the largest and most spectacular cities in all the multiverse, and boasts the finest shopping anywhere. A simple trip through the bazaar could prove an adventure in and of itself, as the PCs are faced with choosing between exotic magic weapons, massive automatons, lava-ready boats, and other wonders. They may even be employed to purchase dangerous goods from unsavory characters by those unable or unwilling to do so on their own.

8. Prince of Fire. Also known as the Lord of Fire, this entity is said to be a fire elemental so elder and powerful that he could easily overthrow the efreet and their church, ushering in what some refer to as a purer age. He is something of a legend, said to be the rightful ruler of the Plane of Fire and a source of balance necessary to ensure that nature operates correctly. However, this Prince of Fire has been mysteriously missing, according to those who believe the tales.

9. Pretender to the Throne. Sometime after the PCs arrive on the Plane of Fire, they find it thrown into a state of turmoil. The efreeti sultan's cousin has proclaimed him a pretender to the throne, claiming he can prove that, with a stricter reading of the family tree, it should be him and not his cousin who is sultan. The claim, though officially denounced as ludicrous, seems credible enough that it just might be true, and tensions are running high. In fact, the sultan's cousin was murdered by a powerful djinni noble who has been impersonating him ever since, seeking to stir up trouble on the Plane of Fire.

10. Lost Mephit. The PCs have been sent to the Plane of Fire to fine a mephit for extremely powerful, extremely insistent, and somewhat mad wizard, Ignatius Propan, who has forced them to track down his mephit who escaped to the Plane of Fire. Try as they might, however, the mephit is always one step ahead of them, and leads them into ever more dangerous and improbable adventures as they try to find her.

Adventurous Tales

"So, tell me about some of your heroic exploits," says the cute wench or hunky stableboy as you settle down for a few drinks at the local tavern. "I'm sure a mighty adventurer like you has lots of stories to tell." Unfortunately, if you didn't start at first level (or even if you did), you might find yourself chatting with NPCs who expect you to regale them with tales of your past heroics... which you may not actually have played through, and it can be hard to come up with good stories on the spot. And, honestly, even if you do have stories of your adventures with that character, most likely everyone else at the table was there, and already knows them, anyway. The following list contains some ready-made adventuring tales.

1. The Kobolds and the Ambush. The character was hired to clear out a warren of kobolds that had been plaguing a stretch of road between two villages. The character, badly outnumbered, laid a clever ambush for the kobolds, rigging up several crossbows in hidden tree perches to be fired into a clearing with the pull of a wire, leading the kobolds to believe that they were outnumbered and surrounded, when in fact it was only himself and maybe one or two companions against over twenty kobolds. He made use of the confusion to pick off nearly half their number as they panicked, and hunted down the rest over the course of a few days.

2. The Rats in the Cellar. The character was hired to deal with an infestation of "very big" rats that had taken up residence in the basement of a seedy tavern which, ironically enough, was named "The Rat Hole." The character killed a half-dozen rats which seemed at the time to be big, but just as she was collecting their bodies to show off to the owner, she was attacked from behind by a rat that was bigger than she was, which pounced on her and tried to drag her into a small hole in the corner, before she narrowly defeated it by the skin of her teeth.

3. The Skeletons and the Ladder. The character was exploring an old tomb and ran afoul of a pit trap that dropped him down a twenty foot shaft into a room full of reassembling skeletons. He fought the skeletons for hours, but they just kept getting back up again, and he wasn't having any luck getting out. Finally, he had an idea, and used lengths of rope and twine he had in his pack to tie the bones from the skeletons into a makeshift ladder, which both kept them from reassembling and let him climb out of the pit.

4. The Goblins and the Stew. The character was attacked in her sleep and captured by a group of goblins. Upon waking, she found herself bound and hanging over a stewpot, as the goblins discussed how to cook her. Thinking quickly, she convinced the goblins that their stew wouldn't be complete without a certain local mushroom, describing it so the goblins could find it. They were skeptical, though, accusing her of trying to poison the stew, so she advised them to try eating a few to prove they wouldn't ruin it: naturally, they were, in fact, poison, and the goblins died, leaving her to free herself.

5. The Lemure and the Candlestick. The character was hired by the local mage guild to check on one of their students who had not been in for some time. Arriving at her home, he heard a commotion inside, and rushed to find that the student had summoned several lemures, who turned out

to be too powerful for her to control, and that she had locked herself in a closet to stay safe from the fiends. When attacks against the blobby things proved useless, the character fell back on knowledge of the devils and grabbed a silver candlestick to overcome their damage reduction, beating the things to death with it.

6. The Zombies and the Dare. The character was attempting to put a stop to a rogue necromancer who had been terrorizing a small town by raising zombies from the local graveyard and having them drag innocent folk from their beds. The clever character tricked the necromancer during their fight, daring him to animate the corpse of a giant whose burial cairn the town was built around. The giant zombie proved too powerful for the necromancer to control, and it killed him. With the necromancer dead, the magic ended, and the zombies all returned to corpses.

7. The Orcs and the Contest. The character got involved after a group of orcs attacked a small village and captured several innocents as slaves. After killing a few guards on the perimeter of their encampment, the character was surrounded in the camp, having to fight off several of the brutes at a time. Just when it seemed that all hope was lost, the orc chieftain made his way through the crowd and began speaking in orcish. The character had some trouble understanding, and some details were lost in translation, so while he learned correctly that the orc chief was impressed, and wanted him to undergo a series of trials to claim the slaves and take them home, what he didn't realize was that he would also become an honorary clan member, and that he would need to accept a tribal tattoo in order for the chieftain to honor their arrangement.

8. The Flumph and the Mob. The character was hired to deal with a horrible tentacled monstrosity that had been seen flying through a small town in the evenings, making odd noises and menacing the local populace. When she tracked the creature down, she was confused by its unwillingness to fight her, and eventually discovered that it was a kindly creature that simply was unable to communicate in Common. By the time she determined this, the rest of the town was in an uproar, and she had to shield the flumph from a mob until she could get to the local hedgewizard, who granted the thing the ability to communicate.

9. The Bugbear Lumberjack. The character was hired to deal with a bugbear that was menacing a group of local lumberjacks, attacking them and their camp. He barely survived his first battle with the creature, which proved stronger than he'd anticipated, and nearly killed him, so he prepared for their second meeting, fighting defensively and luring the axe-wielding brute to a certain tree. When his back was to the tree's trunk and the bugbear swung, it looked like it was all over, until the character fell to the ground, dodging the blow and letting the axe hit the tree, which had already been weakened, and tumbled down on the bugbear, crushing him but sparing the character.

10. The Exploding Toad. The character was attacked by a giant frog while travelling through a swamp. The frog grabbed her with its long, sticky tongue and was reeling her in to swallow her, but before it could, she pulled four vials of alchemist's fire from her pack and threw the lot of them down the creature's gullet, causing it to explode with flames from the inside.

Animal Companion Origins

That's a real nice animal companion you got there. Soft, sleek fur... or, now that it's in the light, are those feathers, instead? Where'd you get your hands on a nice animal like that? No, not "from being a druid." That hardly answers the question. I mean, it's not like your animal companion just magically appeared at your side one day... right? Quick! If you don't want your animal companion to have spontaneously generated from nothingness, find an origin on the list below.

1. Freed from a Hunter's Trap. One day, while traveling alone in the wilderness, you found your animal companion caught in a hunter's trap, trying to free itself. Whether the trap was a simple snare or pit, or a more complicated net or vise, your animal companion was unable to get free without seriously injuring itself, and may even have already been injured by the trap. You freed your companion, possibly nursing it back to health in the bargain, and earned its eternal gratitude.

2. Childhood Pet. Your animal companion has been with you for as long as you can remember, since you were a young child. It was a gift, bestowed on you by your parents, or perhaps an aunt, uncle, or friend of the family, especially if there is one who is an adventurer herself. When you were young, it served as your guardian and protector, keeping you out of trouble as you explored the lands around your home. Now that you're grown, it's possible that your roles may have reversed, or its possible that even now your animal companion is still the one that keeps you safe on all your misadventures. You and your animal companion grew up together, and are as close to one another as human siblings.

3. Spirit of a Deceased Loved One. Something about your animal companion leads you to believe that it harbors the spirit of a deceased loved one. The animal companion came into your life shortly after the loved one died, and something about the animal—such as a peculiar marking in its fur, feathers, or scales, or an odd mannerism in its barks or hisses—is so close to some memorable aspect of your lost loved one that you are sure it cannot be a coincidence. Whether this is merely a flight of fancy on your part, or whether your lost loved one truly did reincarnate in the form of an animal specifically to watch over and protect you, its attitude and demeanor definitely reflect that of the person whose spirit you believe it may harbor.

4. Rivals Turned Friends. Before your animal companion took on that role, it was a wild animal that stalked the same lands that you frequented. The two of you met on several occasions, and one of you tried to hunt the other—or perhaps each of you served in turn as both hunter and prey. Neither of you was able to triumph over the other, however, and eventually your rivalry transformed into grudging respect, and then a bond of friendship. It's possible that a specific dramatic event (perhaps one of the others on the list) triggered this change in attitude.

5. Rescued from Peril. One day, while traveling alone in the wilderness, you found yourself in a life-threatening situation, whether being cornered by a dangerous predator, bit by a venomous serpent far from any kind of aid, falling

into a pit or cavern and breaking a limb, or simply getting lost or running out of food. Your animal companion came upon you and, in a show of kindness that betrayed its exceptional nature, rescued you: chasing off the predator, carrying you to safety, or so on. It has remained with you ever since.

6. Circus Performer. Your animal companion was once part of a traveling circus, until you helped it escape from its cruel and abusive masters. You yourself may have been part of the circus, as well, and perhaps even worked with your animal companion in a shared act. Alternatively, you may simply have gone to visit the circus and seen the animal in action. Either way, you saw in its eyes that it wanted to be free, rather than caged, and so you helped it escape, and have been on the run with it ever since.

7. Mentor's Companion. Your animal companion previously served as an animal companion to your mentor. Eventually, it came time for your mentor to retire, or perhaps she died, or simply determined that you were ready to step into her role and take over. Whichever the case, she asked her animal companion to watch over and guide you, and so it has traveled with you ever since. One day, in theory, your animal companion will eventually need to pass on the torch, as well, but that day may yet be far off.

8. Prominent Parentage. Your animal companion comes from a proud lineage and pedigree of exceptional animals. When it was born, you were invited to take the young animal and raise it, due to your connections. The animal may have been kept by a temple whose community you were active in, or it may have belonged to a friend of the family, or so on. Though being gifted with the animal companion was a great honor, it was also a responsibility to protect the lineage, and your benefactors may be upset if your animal companion comes to serious harm.

9. Abandoned Young. You found your animal companion when it was very young, just after its mother was slain. You may have been the one who killed its mother, in which case you may not have known about the young, or you may not have had any choice. Alternatively, its mother may have been killed by poachers, or by a monster of some sort. Whatever the case, the young animal companion was sure to die on its own, so you raised it yourself, and it has stayed with you ever since. The animal may even have come to believe that you are its mother, and treat you accordingly. Depending on the nature of its mother's death, it may long for vengeance, or its mother's killers may actively be on the hunt for your animal companion, as well.

10. Caught and Trained. You caught your animal companion yourself, in the wild, specifically for the purpose of training it and gaining its help, and then spent countless weeks teaching it to obey your commands. Your animal companion may once have resented you for this, but now, through care and training, has grown to accept you. It isn't quite domesticated, per se, and is still a bit rough around the edges: now and then, it might snap at you when stressed, or it may gaze longingly off into the wilderness, but ultimately, it is loyal to you, a testament to your animal handling skills.

Bloodline Progenitors

It's all well and good to know that somewhere in your family history is a dragon, demon, or similar, but knowing exactly who it was, and why, can bring so much more depth to a character, as well as plot hooks, goals, and so much more. Plus, in some cases, the *how* of a character's unusual ancestor is at least as interesting and pressing a question as the *who* and the *why*. The following list provides 10 different ancestors (patterned off the core bloodlines, but easily applicable to characters beyond sorcerers and bloodragers) that might just be relatives of your character.

1. Uybux the Inscrutable (Aberrant Bloodline). This infamous aboleth has devoted itself to the study of humanoid genetics, and labors to find mutations and alterations that would allow the aboleths to create a superior servant race to skum and gillmen. For decades, Uybux would travel from one port city to another, creating horrific laboratories and using its minions to kidnap locals and inject them with strange and terrible aboleth chemicals, many of which either altered the subject's anatomy immediately, or, more insidiously, had no effect until the subject procreated, passing the effects down to the offspring. Uybux was eventually discovered by a band of adventurers, who failed to slay the creature, but did drive it away... at least for the time being.

2. Thumaax the Defiler (Abyssal Bloodline). This particularly vile hezrou is known for his rapacious carnal appetites, and while he engages in many of the same delights as others of his kind, there is little that attracts his attention as much as a young humanoid woman to impregnate. The victims of Thumaax's lusts are often allowed to live in order to bear his demonic child, although this does not necessarily render them any luckier than the victims he slays and eats, as these children often have particularly violent births, or poison their mothers' bodies while in the womb.

3. Fiona Doirend (Arcane Bloodline). An adventurermage in her youth, whose many thrilling adventures are detailed at length in a series of memoirs that have proven vastly more popular than her numerous books about magical theory and practice, Fiona eventually settled down and founded the Doirend Arcane Academy when she grew weary of adventuring. How she made time for everything in her busy life is anyone's guess, but her one flaw was a somewhat insatiable appetite for passionate encounters, and she is believed to have had several children by a variety of different fathers, many of which inherited her knack for spellcasting.

4. Zethaniah (Celestial Bloodline). This ghaele azata is a strong believer in courtly love, and spends much of his time on one quest or another in order to win the affections of some beautiful creature that has caught his eye. While Zethaniah's passions are strong, they are short-lived, and he rarely has the chance to express his feelings physically (nor does he restrict his passions to women, for that matter), and so despite his many love interests, he has relatively few children. That said, when one is as long-lived as a ghaele, even one child every twenty years can quickly add up, and Zethaniah long ago lost count of his many progeny, although those that track him down find that he is happy to bond with them—for a time, at least.

5. Aloric the Conqueror (Destined Bloodline). This legendary barbarian is infamous for having united several different warring states under his banner, and leading a grand conquest that redefined the map for generations to come. He is widely believed to have fathered a great many children during his exploits, although most scholars believe that only a small fraction of those who claim to be his descendants truly are. Still, some estimate that by now, he likely has in excess of 5,000 descendants, many of which might hold some small spark of his glorious destiny within their veins.

6. Llewellarenitrys (Draconic Bloodline). This fearsome dragon has lived for millennia, and her schemes are known for spanning thousands of years, or sometimes even longer. Some of these schemes, for reasons that likely remain a mystery to all but Llewellarenitrys herself, involve birthing humanoid offspring, who then go on to serve as her pawns. She rarely raises these children herself, instead leaving them in the care of some carefully selected foster parents, and only arriving to claim the child when she has need of him.

7. Husniya Alis (Elemental Bloodline). This efreeti matriarch restored her family from relative obscurity in a remote outpost on the hinterlands of the Elemental Plane of Fire, bringing House Alis into prominence. For a brief time, many in the City of Brass believed that she would make a bid for becoming the next Grand Sultan, but instead she decided to retire, passing on her various political duties to her children. Now, she speinds her time pursuing whatever diversions most suit her interests, and one of her most frequent distractions is a trip to the local slave markets to find paramours of every type and description.

8. Lady Neasa (Fey Bloodline). This powerful fey lord is known for her delight in taking humanoid children as servants to attend her in her fey court. Once the children come of age, they are no longer of use to her, and are returned to the mortal world, although they are invariably changed by the experience, and carry some small bit of fey magic with them for the rest of their lives, and often pass such traits down to their children.

9. Dzuuqak the Tiller (Infernal Bloodline). This contract devil (*Pathfinder Roleplaying Game Bestiary* 3) specializes in offering barren men and women the chance to have children, typically in exchange for the soul of one or both parents. While the children of these unions are generally born moreor-less normal, and almost always devoid of major physical signs of infernal taint, some lingering devilish magic remains in the child, and continues to pass on through them to their offspring.

10. Bernardo Rosaire (Undead Bloodline). This vampire was a notorious ladies' man in life, and saw no reason to allow his death to change that. Done in when the tables were turned on him and he was seduced, and later killed, by a vampiress, Bernardo eventually broke out of his mistress's shadow when she was slain by vampire hunters. Bernardo's limited magical talent is sufficient to allow him to restore enough life to his body to father children, something that he does nearly as often as he feeds. In a bizarre twist, Bernardo has acquired a strong taste for his own blood, and so prefers to hunt down and feed off his own children, once they have reached adulthood.

Death Experiences

Player characters die. A lot. Luckily, they often have ways to come back to life, which can sometimes result in a sort of revolving door of death, where characters are returned to life every other week. In order to keep death special and mystical, the GM might consider giving players that die and return a taste of what they experienced on the other side. This might take the form of a quick recap from the GM describing the experience, or it might be fully roleplayed. In fact, in some cases, it might even take the form of a solo adventure, with the PC having to make his or her way through their "near death experience" in order to return to life—perhaps allowing the PC to return to life for less than the normal expenditure, or without the normal negative levels, or, alternatively, even causing resurrection attempts to fail unless the solo adventure is successful.

The following list includes 10 different experiences a character that died might recall upon being returned to life. Of course, whether the vague recollections the character brings back were a true recollection of what happened to his or her spirit, or if they're merely the fever dreams of someone who died and came back, is impossible to say for certain.

1. Meet a Departed Enemy. The PC finds himself in some afterlife scenario, possibly including one of the other entries, but he encounters the spirit of a deceased foe or enemy of some significance to them. This may be a character that they slew personally, or one that died of other means. In some cases, the deceased rival lashes out at the PC, blaming them and taking the opportunity to torment them. In other cases, death has dulled the enemy's hatred of the PC, and his rival may even provide information or help him find inner strength that helps him return to life.

2. Tunnel of Light. The PC finds herself in a void of darkness, broken only by a single light far off in the distance. She may find herself drawn towards the light, or fleeing to escape it. As she makes her way through the darkness, she may encounter a variety of visions, spirits, or creatures, possibly including other entries on this list. Only if she can reach her destination can her spirit find its way back.

3. Vision of Peril. The PC experiences a horrible vision in which he watches, helplessly, as terrible and tragic events unfold, beginning with the immediate consequences of his death, and spiraling outward as his allies, loved ones, and all he holds dear fall to one dark fate after another. His absence may or may not be the direct cause of all this, and once he returns to life his memories of events become veiled and indistinct, but he retains certain flashes of insight into crucial moments, and may gain the resolve to try to stop this future from coming to pass.

4. Reliving your Life. The PC watches as her entire life passes before her eyes, from her tender childhood all the way to her most recent demise. She may discover that some events from her past seem to play out a bit differently than she remembered, and from her current perspective may find that she feels differently about which events were most important than she used to. Upon returning to life, she may have a different outlook on life as a result, or perhaps even have retrained some skills, feats, or class features.

5. Meet a Departed Loved One. Similar to meeting a departed enemy, the PC finds himself in some version of the afterlife, which may or may not resemble some of the other entries on this list, and is confronted with a friend, family member, or other loved one who has died. Depending on the person and their relationship, they might provide gentle words of encouragement, berate the PC for not trying harder in life, or pass on an important message from beyond the grave, which the PC might remember upon returning to life.

6. Trapped in Limbo. The PC finds herself wandering a relatively small place, similar to a dreamscape, from which she cannot escape. She might encounter other souls here, who may or may not be aware that they are dead. The place may be an incredibly familiar one from her life, or it may be exceptionally plain and nondescript, or weird and alien, but whatever the case, it is both quiet and oppressive, and she quickly begins to feel restless as she watches some of these souls slowly leave, one at a time, as they pass on to their fates, and sees new souls arrive.

7. Divine Judgment. The PC finds himself facing an agent of the divine, who expects him to account for each of his deeds, the good and the bad, throughout his life. This judge may be the PC's actual deity, taking a direct interest in things, but most likely the judgment is performed by a lesser servant of the deity, instead, or some impartial figure not beholden to the PC's deity of choice at all. Various moral and ethical choices the PC made are called up and replayed, and the PC is forced to account for each one in turn, to determine the quality of his soul and direct it to its final resting place. Before the judgment is complete, the character is returned to life.

8. Out of Body Experience. The PC's spirit leaves her body, but rather than passing on to some version of the afterlife, it remains on the Material Plane. She is able to watch as events unfold after her death, but is incredibly limited in her ability to interact with the world around her, and is completely imperceptible to all but those with special magic that allows them to see and communicate with spirits. At the GM's discretion, the PC may be able to manifest in a manner similar to a haunt, allowing extremely limited communication. In either case, the PC's spirit has limited mobility, forced to remain near people, places, and things that were important to her in life, and eventually must either move on or be returned to life.

9. Meet a Personification of Death. The PC encounters a manifestation of the grim reaper. This may be in an out of body experience, or in some interpretation of the afterlife (including a variety of results from this list). The PC may get a chance to talk with death, though most questions are answered with little more than a slow shake of the head, indicating a refusal to answer the question. The PC might also be allowed a game against death to be returned to his body.

10. True Afterlife. If the time it takes to return the PC to life is particularly long, or if the PC's spirit is particularly quick to find its destination in the afterlife, she may find herself in her proper afterlife before she is returned to life. Depending on the character's religious beliefs and alignment, and the nature of the setting, this could vary wildly, from idyllic heavenly peace to horrible infernal torture.
Familiars

Familiars are valuable additions to any character, both from a mechanical perspective and from a flavorful one. Having an extra character who can scout things out and provide a little color for your serious wizard is a great thing. That said, there are plenty of characters whose familiar was best described as a hawk, a cat, a toad, or whatever, who just stayed in their master's backpack and made no noise, forgotten about until a *fireball* went off. The following list includes ten new descriptions of familiars for use in your game, or to inspire you to create your own flavorful familiar personality.

1. Kinsington the Cat. Kinsington is a rather unusual familiar who believes himself to be a cat, though he is in fact something else entirely. Regardless of whatever form Kinsington actually takes, he never actually assumes the form of cat, though that has never stopped him from believing himself to be one. He walks in a stalking manner like a cat, chases mice, and regularly cleans himself in a cat-like fashion. He has a great hatred for actual cats, which he believes to be pretenders or usurpers. Like many cats, Kinsington's loyalty is somewhat questionable, and he is a fickle fellow, likely to do what he is told only if closely watched or generously rewarded. Kinsington makes cat-like meowing sounds when giving his animal call or when speaking.

2. Sir Hawking Brightwing. This impeccably groomed familiar has terrific posture and moves with an almost unearthly grace and confidence. The stately Sir Hawking is a knight among familiars and prides himself on virtue and righteousness, expressing distress and anger whenever someone commits an evil act in his presence. A preachy fellow, Sir Hawking is not shy about sharing his thoughts on various subjects, seeking to hold others to his impossibly high standards. Unable to abide evil characters, Sir Hawking will never serve an evil master, and he prefers to spend his company with good-aligned characters, perhaps forsaking his master to spend more time with more virtuous heroes.

3. Braxy. Though insistent that his name is actually Lord Braxbalraxious the Infernal, at some point in the distant past this fiend lord angered his betters, who made him into a somewhat less intimidating familiar. Indeed, Braxy as the collar he always wears names him, is even smaller and less intimidating than other familiars. Not a particularly clever creature, Braxy does not make up for his small stature with cunning or cleverness, and instead spends the majority of his time engaged in petty cruelty and reminiscencing about his past. Braxy speaks with a high-pitched voice and is always quick to offer an insult to those he believes do not give him his due difference—which is pretty much everyone.

4. Wocca the Old. Don't use her title in front of this wizened familiar, who is quick to reprimand those who don't give her the respect she is due. Wocca is a very experienced creature, and has been doing the familiar thing for quite a while. She takes her job very seriously and views herself as a mentor to the witch or wizard to which she is bound. She has strong views on ethics and the treatment of others, but is more inclined to create situations where her master can learn, rather than lecture her betters.

5. Merioci the Lover. This attractive familiar is a sleek and good-looking example of its species, and she knows it,

strutting about and preening in front of anything which breathes. A lustful familiar, Merioci always seeks romantic encounters with virtually any being she encounters, looking to flirt and establish a romantic relationship with pretty much anyone and anything, though she finds members of her own species most attractive. She is a haphazard flirt and not very gifted with romance, leading her to near-constant heartbreak. Her most common feeling is desire.

6. Maximus the Daring. A rather foolish familiar, Maximus is a violent and brutish individual, constantly on the lookout for more excitement. Bolstered by the knowledge that the arcane bond grants him additional toughness compared to other creatures of the same kind, Maximus constantly throws himself into dangerous situations where his life is at risk. Worse still, he has a terrible habit of drawing his companions into similar situations. He also enjoys taking the lion share of the credit when things go well, and blaming others when things go poorly.

7. Oli the Loyal. Typically, Oli appears as a dog or similar creature that is known to be very loyal. Oli is a steadfast and helpful familiar, always eager to please his master; however, he behaves more as a pet than a servant, enjoying being pampered and spending as much time as possible at his master's side, so that he can revel in his company. He also does not relish any task that takes him away from his master and pouts endlessly if he isn't allowed to tag along. He is most easily controlled with affection and a healthy dose of treats.

8. Gwendel the Magnificent. Gwendel takes great pride in everything she does, believing with good reason that she is the very best at whatever she strikes out to do. A highly capable individual, Gwendel performs every task with efficiency and style. Though a magnificent familiar, she demands praise from her master and attention from others, or she becomes sullen and bitter and consequently sloppy in her work. Merely hearing the words, "Good work!" gets her right back into high spirits, however, much to the happiness of all involved.

9. Cassovir his Royal Highness. Cassovir was once a prince, who was cursed by a witch and transformed into a frog until a princess would kiss him. Being a very young prince and afraid of girls, Cassovir instead begged the witch to take him on as her familiar, which she did. He had spent several decades doing the witch's bidding when she offered to lift the curse. Still, Cassovir found he preferred being a familiar to a prince, and so the witch's patron, taking pity on him, took him into her fold, allowing him to continue his career. Cassovir is a great familiar, competent and respectful of most, though he remains terrified of young women and secretly lives in fear that someday, someone will kiss him, and his days as a familiar will be over.

10. Gisseella the Hoarder. A normally charming familiar, Gisseella is smart and action-oriented, always looking for good ways to solve problems. While generally serious, she has an appreciation for humor and a quick wit. She also has a terrible flaw: she keeps stealing things. Though she never takes anything of real material value, she steals things constantly, and from nearly everyone, and is incredibly protective of her "treasures," as she calls them. She watches over these trinkets as though they really were precious, and insists that she needs them, but that she does know what for.

Ways for your Family to Die

It's a tired old cliché, but let's face it: from time to time, everyone is going to make a character with no living relatives and no ties to anyone or anything. While some GMs will frown on deliberately distancing oneself from society in this fashion (not to mention all the plot hooks that a family could potentially provide), it's entirely possible to make a detailed and nuanced backstory that happens to involve a lot of dead relatives. The following list contains 10 starting points for determining how and why your character's family met an untimely demise, many of which include some plot hooks of their own.

1. A Terrible Curse. When you were still a child, one of your parents did something to attract the wrath of an evil witch or warlock, who cursed not just the offending parent, but your entire family. Every three years to the day since this occurred, the oldest member of your family is struck dead under unusual circumstances, and you are next in line. You adventure in search of a way to lift the curse, or perhaps to slay the one who laid it upon you, which may or may not be enough to break its hold.

2. Executed by the State. Your parents were members of a rebellion, and when you were still just a few years too young to participate, they were captured during a mission, after which they were labeled as traitors against the state, tried, and, ultimately, executed. Any siblings you may have had gave their lives for the rebellion as well, though not necessarily at the same time. You may or may not have been taken in by a family friend and member of the rebellion, who may also, ultimately, have met the headsman, or may simply have died of old age. If the rebellion still fights on, you may be moved to join them, or may blame them for your family's demise. Another possibility is that your family is alive, but imprisoned.

3. **Disowned.** Your family isn't actually dead, but as far as they're concerned, you are. There are all sorts of reasons why you might have been disowned by your family: you could have committed a crime or heresy they could not forgive, you could have married someone they did not approve of, or you may simply have failed to live up to their standards and proven to be an embarrassment in their eyes. Perhaps part of why you adventure is to redeem yourself in the eyes of your family.

4. Adopted Immortal. Elves, dwarves, and the like aren't actually immortal, but as far as their lifespans compare to those of humans, they may as well be. You were adopted by a human family under mysterious circumstances, and lived a full and happy life with them, perhaps even taking a spouse and having children. After 100 years, all of these people have died of old age, but you're still in the prime of your life, and, unable to bear living in the same place now that everyone you truly cared about has moved on, you have turned to adventure. Whether or not you actively seek your birth parents, and the reason for your adoption, is up to you.

5. **Shipwreck.** Your family was on a sailing ship that was struck with bad weather and wrecked in the ocean. You were lucky (or skilled) enough to make it to shore, but it seems that the rest of your family wasn't so lucky. The ship carried everything that your family had to its name, and so, penniless and alone, you turn to a life of adventure to make ends meet. Of course, without any corpses, there's no saying for sure whether some of your family may still be out there, somewhere.

6. **Disease.** Plague was a real threat in medieval times, and it's estimated that the Black Death killed between one third and one half of the population of Western Europe when it hit. A similar plague struck the area from which you hail, and your family was particularly unfortunate, with only you managing to survive. It's possible that you blame the local authorities for improperly handling the plague, or the loss may have caused you to seek solace in religion—or else in bitterness and drink.

7. **Death by Mob.** This option works best for unusual races, but can potentially apply to humans as well. You were brought up by only a single parent, who was always shunned by the locals, and forced to live on the edge of town, either due to his or her own unusual appearance, or because of yours, and whispered rumors about who your other parent might have been. When you were nearing adulthood, a series of bad crop yields led to a witch hunt, for which your parent was ultimately blamed and killed by ignorant and superstitious townsfolk, leaving you with little choice but to flee for your life.

8. **Summoning Mishap.** You were raised by a single parent, and never knew the other. Your parent was an accomplished spellcaster, and when you were nearly of age, a summoning ritual involving a fiendish entity went awry, resulting in your parent's death (or perhaps imprisonment on the lower planes). You barely escaped with your life, and made a lifelong enemy of the fiend in question. The experience may have drawn you to master what your parent could not, taking up arcane magic, or it may have turned you off the stuff entirely.

9. Assassination. You lived a normal, quiet, happy life with a seemingly normal family, until one day, when you were almost an adult, assassins struck your quiet home, killing everyone there. You escaped through happenstance, either because you were away at the time for some unexpected reason, or because you just happened to get a glimpse of them in time to find a good hiding spot. You have no idea why anyone would want to kill your family, but you're sure going to try and find out.

10. You Killed Them Yourself. As an adventurer, you don't necessarily think much before running something through, and that kind of instinct may very well have been in place well before you took to your current career. Whether your character is just so evil he would literally kill his own mother for a few gold pieces, or if the deed was done in self defense against an abusive parent, or due to even more tragic circumstances, the blood of your family is on no one's hands but your own.

Ways to Spend Gold

There are lots of reasons to become an adventurer, but like all jobs, at the end of the day, many adventurers are in it for the money. But there are much safer jobs, and, frankly, they probably involve much nicer working conditions than plumbing dusty mold-laden tombs, dark and twisting caves, and, of course, the sewers. Why do they want money so bad that they're willing to risk life and limb just to get a big payday? Where does all that money go? Of course, we know that realistically, it's all going into magic items that keep you competitive as you advance in level, but that's generally not how real people with similar professions operate. The following list features 10 suggestions on what adventurers might be doing with (at least part of) their paycheck.

1. Sending it Home to the Family. Whether your character's family is a loving wife (or husband) and children, elderly parents who don't quite have the strength to work their own fields anymore, or an ungrateful sibling who fritters it all away on liquor and company, but who your character just can't seem to find it in his or her heart to cut off, a portion of every big score goes back home to keep the character's family in comfort.

2. Saving Up to Start a Business. It seems that every adventurer wants to retire someday and open up an inn, where they can occasionally be "reluctantly" coaxed into telling tales of their glory days to the tavern regulars, who soak up the tales much as they do the beer. Of course, not every ex-adventurer dreams of opening a tavern, and there are many businesses that one might want to open that would require a good deal of seed money, from a smithy to a farm to a bookstore to so many more.

3. Donating to Charity. Whether your character gives money directly to those in need, buys them supplies, or gives to a charitable organization, there can be little doubt that his or her heart is in the right place. Your character may have a favorite charity or cause that they champion, such as a widows and orphans fund, or taking care of refugees from a particular nation, or they may spread the love around, donating to a wide variety of charities in order to help as many as possible.

4. Funding Worthy Endeavors. While similar to charities, in that they often ask for funding that may or may not have any real return on the investment, there are many with grand plans that could easily advance humanoid civilization... if only someone would fund them. Wizards researching new spells that could revolutionize the world, if they had the money to perform their experiments; explorers off in search of new lands sure to be rich with opportunity, but such trips don't come cheap; archaeologists delving into ancient ruins, if only someone will help them put together an expedition. These are the plights to which your character is drawn.

5. Paying off a Debt. Your character ran into some monetary problems at some point in the past, and has amassed a rather large debt. Whether your character needed powerful magic to restore a lost loved one, and is still paying off the bill, is being

taken advantage of by predatory loansharks, or truly owes some important life-debt that can never be repaid, a portion of each big score goes to pay off this debt.

6. Buying Ridiculous Luxury Items. Someone has to buy all the ridiculous gem-studded eyepatches and twelve-foot-tall golden statues that adventurers are always selling, and why shouldn't it be you? You buy magic items, just like the rest of the party, and whose business is it but yours if the magic item you want happens to be a plush naga-skin armchair stuffed with griffon feathers, which floats through the air, can warm your behind, and magically blocks rain from falling on it? At the end of the day, the bottom line is that you want nice things.

7. Saving Up to Join the Nobility. Similar in many ways to saving up to start a business, joining the nobility is still a slightly different goal. Not everywhere will allow you to just buy your way into the aristocracy, which may explain why you chose adventuring to earn your money, instead of another profession, hoping to perform great deeds or otherwise earn enough esteem to let your money do the rest. Even if aristocracy is just a certain amount of money away, buying a castle and surrounding lands and all the necessary bribes to get your title is a whole order of magnitude more expensive than simply opening a tavern.

8. Restoring the Family Fortune. Your family was once wealthy, and probably already is aristocratic, but your lineage has fallen on hard times, and you struggle just to keep up the estate, let alone actually pass for wealthy or successful. A very specific mix of sending money home to family, saving up for nobility, and just plain hoarding money, your goal is to restore your family's fortunes and ensure that your ancestral lands will not only not need to be sold, but can be restored to their former glory, and perhaps you can even put away enough gold to ensure that the next few generations won't have to worry about this sort of thing, either.

9. Hoarding It. For some, money in all its various forms is just a way to keep track of the score. Those with more money are "winning," and those with less money are "losing." This attitude is just as popular in many fantasy settings as it is in the real world, and so for some characters, accumulation of wealth is truly its own reward. Whether or not your character likes to pile up the coins and gems into a giant pile and swim around in it, Scrooge McDuck-style, is, of course, up to you.

10. Squandered on Liquor and Company. Most adventurers—and others with similar professions of big paydays separated by long dry spells—don't set out deliberately to squander their hard-earned coin in barrooms and brothels, but whether they intend to or not, many wind up losing nearly everything by celebrating big after each score, quickly finding that even the largest treasures don't last long if your parties keep getting more extravagant to match your earnings.

Birds

To some, a bird is a bird is a bird. If you say that the birds are singing as the PCs stroll down the forest path, and they ask you what kind of bird, then unless you're an ornithologist, you're probably going to struggle a bit for an answer. And some birds are more than just background, but an encounter or even a character in and of themselves. The following list presents 10 birds wth a surprising amount of personality.

1. A Foul-Mouthed Parrot. Previously the pet of a sailor, this parrot has absorbed all of its former owner's salty language, and most of the phrases it speaks are strong enough to curdle milk. When its previous owner fell on some hard times, he sold the parrot, but the bird freed itself and now roams free. Sometimes, it almost seems to take a perverse pleasure in the reactions humans have to its cheery repetition of words unfit for any ears, as though it understood what it was saying, but it gives no real indication that it can understand any speech, let alone the meaning of what it says.

2. A Hungry Blue Jay. This blue jay is a particularly daring specimen of its kind, and does not fear humans, due to years of living outside the cabin of a kindly elderly couple who fed it regularly. In fact, the blue jay acts rather entitled, flying up to travelers and passersby, landing on their packs, and beginning to pick through them for food without delay. Although it is canny enough to recognize that some humans do pose it a threat, and is always ready to fly away in case an attack comes, it nonetheless continues to rob from all who pass through its territory, even more effectively than some human bandits.

3. An Affectionate Hawk. For whatever reason, this hawk takes a shining to a particular party member, and begins to follow the party as they travel. It watches the object of its fascination from above, landing on a nearby tree when the party stops to rest, and simply sitting and staring. Occasionally, it will give the party member gifts in the form of small rodents it has hunted, dropping them in the PC's lap while they are eating.

4. An Inquisitive Raven. Once a wizard's familiar, this raven's former master died in a tragic accident, severing the arcane bond between them and dulling the raven's mind nearly back to that of a regular animal. The raven still retains just a tiny sliver of its former intelligence, however, and has a strong sense of loss, knowing that it used to be much greater, though it no longer can understand exactly how. It attempts to fill this void by spending time around humanoids, especially spellcasters. It makes a habit of repeating phrases spoken by others and turning them into questions, as though it were trying to understand their meaning, although there is little indication it really knows what it is saying.

5. A Territorial Sparrow. This small bundle of brown feathers has staked out a small area as its own, and is quite prepared to defend that area to the death against any creature that might threaten its sovereignty, no matter how big. The sparrow's territory could be anywhere, although bushes or a tree just outside of a building that the PCs frequent often

would be ideal. Whenever they pass by, the sparrow rushes out, chirping angrily and flying in their faces, harassing them until they leave its territory.

6. An Uncommon Owl. This owl's feathers are as black as pitch, and it is quite large, making it stand out considerably from others of its species. Even more striking is the fact that it is encountered during the day, and though it does not speak, its eyes seem to hold a surprising intelligence. Some might take this unusually colored owl to be a spirit creature, and it will lead the party if they are willing to follow it, though whether it leads them to an important spiritual discovery, or into some kind of nefarious trap, is best left to the GM's discretion.

7. A Gossipy Canary. This canary was granted human intelligence by an *awaken* spell, at the behest of a noble who desired to have a canary that could sing operatic scores. The now-clever bird arranged an escape, however, and has been struggling to make its way in the world ever since. It gravitates towards human settlements, which it finds fascinating, and is an incorrigible gossip, always eager to trade secrets. Though it doesn't give them away for free, it is happy to trade for equally juicy information, and can also typically be bought for the low price of a few coins' worth of food.

8. A Skillful Peacock. This peacock is the partner of an eccentric and grandiose entertainer who travels from town to town performing shows with the animal, which include acts of juggling, balance, fire eating, and more. The peacock has been taught a variety of acrobatic stunts, and is well-trained in this regard, but its master allows it to roam freely, and it has a tendency to wander off on its own and get into all kinds of trouble that only an entitled and curious peacock with first-rate tumbling skills could possibly get into.

9. A Well-Traveled Penguin. A bird out of water, this penguin is found far from the icy regions such creatures normally inhabit. Originally transported from its home when it accidentally stumbled across an ancient *teleportation* rune long-buried in the ice, the penguin now roams far and wide, waddling slowly but surely towards an unknown destination. The PCs may encounter the penguin numerous times in their travels, always in improbable locations, leaving them to wonder just how the bird managed to get there.

10. A Manipulative Chicken. This hen was granted intelligence by a druid with an *awaken* spell, who hoped to free her from captivity, and then have her speak to townsfolk about the indignities and suffering imposed by domestication. Instead, however, the chicken decided it preferred a farm life, and it has moved in with a particularly thick family of farmers, keeping its intelligence a secret, and fooling the humans into believing it speaks with the disembodied voice of a deity. It now runs their lives through its commands, effectively managing the farm.

<u>Curses</u>

From cursed items to dire pronouncements and omens of doom, curses can have very unique and powerful effects, which can drive stories all on their own. Perhaps because curses are capable of so much more than just imposing ability score penalties, they tend to be the most overlooked of afflictions. In fact, curses can be so open-ended, and have the potential to be so many different things, that sometimes it can be hard to figure out where to start. While the following list doesn't contain full stat-blocks for curses, with DCs and frequencies, it does provide 10 ideas for curses which can relatively easily be converted into more complex rules, or simply handled in a freeform fashion, as appropriate for your game.

1. Memory Loss. This classic curse can make for some very interesting plots when one or more characters suddenly forget several important details. The key to this curse is that something dramatic needs to have happened that affects one or more of the cursed this plot. A good time to use this curse is at the beginning of a game, or just after a character sat out an adventure. Make sure that the characters are able to piece together that something important has happened, though they cannot remember the details. Allow the mystery to drive the plot line, and make recovering their memory a top priority. Typically, lifting this curse requires remembering a specific forgotten event. This can also be a good way to introduce a new NPC in an important role.

2. Transfiguration. Another classic curse is when one or more characters has been transformed into an animal. The interesting thing about this curse is the unique perspective it offers to a civilized character who must adapt to new challenges. Typically, recipients of this curse know who cursed them and why, but it is most commonly broken when the cursed character learns the meaning of being human (at least, according to the curser). This curse could make a good way to introduce a cursed noncombative NPC that you want to later reveal as someone interesting.

3. Honesty. The curse of honesty carries with it a lot of opportunities for unusual and soul-searching roleplaying. This curse also works well in reverse, when a character is cursed to never speak the truth; this can be fun when the PCs return to speak with a trusted NPC's ally they haven't seen in a while. These kinds of curses are often broken by telling a profound truth.

4. Childishness/Idiocy. With this curse, the victim is transformed into a childlike or buffoon state, bereft of all their senses, and can be a fun curse that offers some roleplaying opportunities to otherwise mighty heroes. These curses typically are delivered en masse as a way to subdue potential threats. It can be difficult to break this type of curse, often requiring the victim to perform some action normally considered too complex for characters in that condition.

5. Size Alteration. As its name implies, this curse changes the target's size, often dramatically. Sometimes this change represents the character's true nature; for instance, a mighty warrior who is greedy might be transformed to a very small

size to represent his small-mindedness. Other times, it is meant to humiliate or cripple the victim, possibly with a princess being transformed into the size of giant just before the ball, or to serve as a better bride to a dragon. Usually these curses are overcome through acceptance and prowess in their new size; unfortunately, such endings typically come just as the curse is getting useful.

6. Silence. Similar to the curse of honesty, silence offers a very unique roleplaying opportunity. When cursing a PC with silence, make sure that you aren't simply writing a death sentence for the party wizard. In general, unless a player is very comfortable roleplaying a character that cannot talk, you should use this curse mostly on NPCs. It can make for an interesting plot if everyone the PCs need to speak to is unable to speak, or perhaps unable to hear them. This curse is typically broken when one has a need to speak something so true and important that it overwhelms the curse's magic.

7. Eternal Sleep/Stone/Tree. These curses are all essentially the same, placing the victim in a state of apparently permanent inaction, while preserving their lives. This curse might not seem that different from death, but the devil is in the details. An ideal way to hold a victim hostage (as well as a good way to set aside a character whose player is going to miss a few sessions in a row), this curse is typically placed on a character in order to force another individual to do something, or sometimes, as a punishment for the target. These curses usually have to be lifted by the one who placed them, but can also be broken by some other means.

8. Attraction/Repulsion. Typically, this curse, which causes everyone who sees the victim to be overwhelmed with feelings of either attraction or disgust, is best used on a character used to getting the opposite sort of reaction. While this curse can certainly be laid upon a player character to offer interesting roleplaying encounters, it is also excellent for using on an NPC who doesn't necessarily want the attention, and watching the PCs vie for his or her affection. These curses are typically broken by a true expression of love.

9. Time Loop. Though this can get old quickly, trapping a character into a loop of a short period of time can be an interesting roleplaying activity. A good way to keep this fresh is to have the loop start out very stable, but to become less stable as time progresses, perhaps by people vanishing or having the loop start over more quickly. These curses are usually ended by figuring out who cursed them and confronting them, or by noticing an exploitable escape from the loop.

10. Personality Swap. Typically used to turn the pure of heart to evil, this curse causes a character to begin behaving in a way that is very different from how they usually behave. This curse can actually be a fun way to let a player cut loose and do some of the depraved stuff they always want to do, but never seem to get the chance for. Over the course of time, however this curse should place the PCs in a dangerous situation that motivates them to end the curse. Breaking these curses typically requires displaying proof of who the person was before their change.

Fire Mephit Messengers

In certain games and settings, the use of mephits as messengers is not only common, but sometimes the very mephit that was sent (a fire mephit as opposed to a smoke mephit, and so on) conveyed more meaning than the actual message that they delivered. With the release of *The Traveler's Guide to the Elemental Plane of Fire*, you may find fire mephits taking a larger role in your game, and, as any planar traveler knows, a fire mephit message typically means anger, displeasure, or just a desire to see a house burn down, but as with all things related to mephits, the results of such messages tend to be less cut and dry. The following list details to fire mephits sent as messages, and how they were received.

1. Klythos the Red. While generally, a gift of a fire mephit is meant to display displeasure or anger, when actually delivered on the Plane of Fire, the meaning tends to be somewhat different, and instead sends the message that the recipient is commonplace, boring, or not worth thinking about. Klythos was one such message sent by one efreeti noble to another. Of course, Klythos having been in the message game a long time, promptly told his efreeti recipient that he was sent as a sign of displeasure, being unfamiliar with the plane's customs. The noble was so incensed that he rallied his retainers for a surprise attack, and was never again considered boring by his peers.

2. Amid Hazad's Dozen. These 12 fire mephits were rounded up and placed in a box by the efreeti Amid Hazad, who had recently been the subject of a *planar binding* spell cast by a human sorcerer whom he fell madly in love with. The mephits were meant to be an invitation to come visit him on the Plane of Fire and came with a note bearing his name, family crest, and a poorly drawn heart. Upon being released from their box, however, the mephits torched the human paramour's estate in a frenzied panic, infuriating Hazad's lover. To their credit, the mephits were successful in getting his paramour to the Plane of Fire to pay a visit to Hazad, just not in the way he had hoped. For his part, Amid Hazard is currently in hiding.

3. Ignid High Heat. Sent as a typical mephit message from one powerful wizard to another, Ignid was surprisingly well received and just didn't have it in her to cause the kinds of mayhem people look for in fire mephit messages. Instead, Ignid took a job with the wizard as a sort of personal lab assistant, leading to frequent feuding between her and the wizard's extremely jealous familiar.

4. Bright Burn the Dim. One of several mephits sent out to the ungracious guests of an efreeti's holiday party, Bright Burn the Dim was foolishly required to find his assigned guest on his own. Naturally, he got lazy and eventually just invaded the nice-looking house of a fat wizard dwelling on the Plane of Fire. Despite the wizard's best efforts to convince the mephit he had the wrong man, and despite his best efforts to use his power to remove the creature, he has not been able to rid himself of Bright Burn, who now haunts his downstairs and steals food from the kitchen. **5. Klinhot the Professional.** A singing mephit who hires herself out to be delivered to the doors of his enemies and sing a hateful tune of wrath and fury upon, Klinhot charges 5 gold per fare, plus the cost of transportation, though swears she is worth every penny. Her songs are quick and punchy, with the tendency to get stuck in the heads of those who hear them, bringing all the greater shame for those she is sent to ridicule.

6. Noflam the Scurry. A particularly undersized mephit, Noflam is something of a rarity for a fire mephit, as he is terrified of fire. As such, he leapt at the chance to be sent to the Plane of Water to serve as a message to one of the marids there. Upon arriving, he talked a big game about causing mischief, but didn't actually do anything of the kind, not wanting to get sent away from such a comfortable post. Currently, he is engaged to a fine young water mephit, who occasionally does some gardening.

7. Igthos the Almighty. A well-muscled mephit, Igthos came to notoriety when, while being transported by crate in a great ship, a storm destroyed the vessel and caused him to wash up on a savage shore. Having never seen any kind of magical creature, the native people believed Igthos to be an incarnation of their fire god and took to worshiping the little fella. For his part, Igthos long ago forgot what he was supposed to be doing and enjoys the good life, occasionally lighting someone on fire to serve as a sacrifice to keep the locals in line.

8. Pyriam, the Flame that Burns Alone in the Night. A

popular mephit to send as a message, Pyriam, whose name is listed in short form above, is well known to be the fire mephit with the longest name and a gift for adding more things to her name as she recounts it. Often, when sent as a messenger, she spends days or weeks on end merely introducing herself, rarely having time to do anything more annoying, before the recipient grows so frustrated as to banish her back to her home.

9. The Spark. The spark is actually a high-priced assassin whose humble appearance belies her skills and abilities, allowing her to strike decisively and with little regard for her foe's life. Indistinguishable from other mephits, the Spark typically does her work when the recipient of her messages is least aware, striking when they are sleeping or distracted by small fires she has caused.

10. Flicker. Flicker is actually an imp who angered an archduke of Hell and was cursed into the form of a fire mephit, a distinction Flicker is quick to point out is both obvious and extremely demeaning. Forced to serve a life of a mephit messenger, Flicker has been sent to countless planes, residences, and events over the years. Flicker loathes these tasks and does everything he can undermine the message he was meant to convey. Little does he suspect that such behavior further angers the devils in charge of him, and that he is only earning himself an ever-longer sentence.

Goblin Tribes

Goblins are a pretty iconic fantasy race, and they are particularly iconic in the *Pathfinder Roleplaying Game*, as Paizo has a very particular take on goblins, who serve as a sort of beloved mascot, as well as a common low-level enemy. We love these adorable killing machines as much as anyone else, and so the following list features 10 exciting tribes of goblins.

1. Bonehunter Tribe. Goblins in this tribe collect bones from their victims, which they then lovingly carve and polish before adding to elaborate bone sculptures, which they keep in their homes. The best bones are collected by the clan chief to be added to the massive bone sculpture that is located in the center of the tribe. The Bonehunters believe that these sculptures have magic powers, and can ward off enemies of the clan.

2. Droolghost Tribe. This clan of goblins was once ruled over by the ghost of one of their slain goblin chieftains, a powerful shaman named Mzanet. As a ghost, Mzanet had a unique ability to coat living creatures in ectoplasm to allow them to briefly become incorporeal, and with this ability the goblins of the Droolghost tribe quickly became the dominant tribe in the region, sneaking into human settlements to steal their best treasures while remaining untouchable. Mzanet was later destroyed by a group of adventurers, but the goblins continue to coat themselves in snot, pond-scum, and other transparent slime, in an attempt to recapture their glory days.

3. Screamfury Tribe. While many goblins are known for the chilling songs they sing about murder and mayhem, members of the Screamfury tribe simply don't have the patience for that sort of thing, and prefer to just scream at the top of their lungs in wordless hatred, instead. They practice these screams around their campfires, and have trained themselves to be able to scream both incredibly loud and for incredibly long periods of time without having to draw breath. They believe their screams give them extra strength in battle, and while many members of the tribe do seem to be able to enter barbarian-like rages, it is uncommon for a raid by Screamfury goblins not to end with at least one goblin passing out from lack of oxygen as she tries to hold her scream too long.

4. Bigtongue Tribe. The goblins in this tribe are known for their freakishly long tongues. The goblins deliberately elongate their tongues through a variety of methods, the most common of which is to tie rocks to the end of their tongues starting at very young ages. The goblins believe that the larger their tongues are, the faster they will be able to eat, and tribal legends tell of certain goblin heroes whose tongues got so long and so strong that they could use them like a frog's tongue to grab food and pull it closer.

5. Manyeyes Tribe. These goblins collect the eyes of the creatures that they slay, and string them together into grisly crowns, with eyes facing in every direction. They believe that doing so gives them a mystical sixth sense for danger from unexpected directions, and some even claim to actually be able to see directly out of these eyes. Members of nearby tribes do brisk business trading unusual eyes to the Manyeyes tribe, as these are believed to possess extra magical power.

6. Pitshade Tribe. Located in the middle of a harsh desert, the Pitshade tribe jealously guards their home, which has been dug into the base and walls of a massive pit, roughly 120 feet in diameter, over 200 feet deep, and almost perfectly circular in shape. The exact origins of the strange pit are unknown, but the goblins claim that it was created by a giant goblin who ate his way through the sand and rock to the pit's bottom, then buried himself and, tired from all that he ate, took a nap. They believe he will one day rise up from the bottom of the pit and lead them on a glorious conquest of the desert.

7. Tombburner Tribe. This tribe of goblins, located in a particularly dark and gloomy region prone to hauntings, long lived in fear of the various ghosts and ghouls that stalked the night, until they eventually realized that while the undead were too powerful for them to fight directly at night, burning their bodies during the day was even easier than fighting their usual enemies. The Tombburners took it among themselves to dig up and destroy every buried corpse in the region, and have been collecting tribute from other goblin tribes in the area (and a few non-goblin races, as well) for their services for some time now, claiming responsibility for the recent decrease in undead activity.

8. Bloodbath Tribe. Goblins in this tribe believe that bathing in blood allows them to absorb the strength and warrior spirit of the creature whose blood they soak in, and so these goblins take every opportunity they can to immerse themselves in the stuff. For some time, this made them a very fierce and warlike tribe, even among goblins, but then one goblin had the bright idea of using chicken blood instead, reasoning that even if chickens only have a very little amount of warrior spirit, they could easily bathe in the blood of dozens or hundreds of chickens, and far more safely. The craze caught on, and now the Bloodbath tribe spends most of their time securing their disgusting "bathwater" and luxurious and exotic tubs to bathe in, and largely leave other communities alone.

9. Yellowrot Tribe. This unfortunate tribe of goblins live in a warren that suffered from a violent outburst of yellow mold, which nearly wiped the tribe out. Those that survived developed an immunity to the mold, but were horribly scarred and deformed by the experience, as were their descendants. Now, the Yellowrot tribe cultivates great amounts of yellow mold, which they use as devastating weapons in their raids on other tribes and human settlements.

10. Footstalker Tribe. Obsessed with obtaining the power of the "long-legged" humans, this tribe was set on its current dark path generations ago by Chief Tnor Runtstomper. Tnor was convinced that in order to overcome the larger humanoid races, the goblins would need to become taller. After several failed experiments, Tnor eventually devised a plan to remove the legs of their human victims and then fashion them into macabre stilts. To this day, members of the tribe still attempt to use this method to create disguises and infiltrate humanoid societies, though these plans rarely have much hope of success.

Misediancous Topics

Horses

Your party decides it's time to buy horses. A quick look at the price list in the *Pathfinder Roleplaying Game Core Rulebook* later, they settle on whether they want a heavy or light warhorse, put down the appropriate number of gp, and go on their way, right?

Maybe if you hate fun. Anyone who knows anything about horses (and plenty of people who don't), can tell you that horses have tons of personality, and deserve more than to be treated as medieval used cars. We even wrote a book about horses, *A Necromancer's Grimoire: Steeds and Stallions*, which includes, among other things, tables for randomly creating horses of varying qualities and with several quirks. The following list provides 10 horses with personality that were made, at least in part, using that system, nd are ready for use in your game.

1. Quail. This chestnut-colored horse was once an impressive racer, but is now past her prime. She has a white marking on her face that vaguely resembles the bird after which she is named. Although she is well-trained overall, and quite healthy and fit for a horse of her age, she refuses to gallop, and is difficult to coax into even a swift trot. She has a particular fondness for treats, though, and bribing her with sugar or candied chestnuts can sometimes result in surprising bursts of speed.

2. Daughter of the Sun. This grey roan horse has no particular markings or spots, but stands out from the crowd nonetheless, as she is a born and bred racing horse, blessed with great speed and endurance. Though by no means docile, she is broken and will take a rider without overly much trouble. She seems to take an almost perverse delight in kicking, however, and will do so whenever she gets the chance, almost as though it were an act of rebellion. She is terrified of rodents, and panics at the sight of them, causing a great ruckus.

3. Leprechaun's Treasure. This horse has a white face and white-spotted hindquarters, with a straw-yellow coat on the rest of its body. It has poor musculature, and is ill suited for either heavy field work or fast racing, but is strong enough to carry a rider at a slow, comfortable pace (provided that that rider isn't wearing heavy armor). He has a tendency to shift his feet nervously when he is being saddled, and often steps on his rider's feet.

4. Felix. This horse has a rich red-gold coat, with a slightly darker mahogany mane and tail. Powerfully-built and full of energy, it is obvious even to those who know nothing of horses that Felix is an impressive horse. Previously, he was the favored mount of Sir Leonard Gilroy, a courageous knight, who supposedly chose Felix because he wanted a horse who was as fearless as he was. Indeed, Felix seems to be completely immune to fear, doubt, or hesitation. Though Sir Leonard died in battle, Felix survived, and eventually made his way into the hands of a horse merchant. He has a distinct dislike for baths.

5. Windjammer. This white-and-brown spotted horse does not live up to its name, and is better suited for farm work than for racing or combat. Still, she is strong enough to bear a rider, and can reach good speeds, albeit not for very long at a time. The main reason she isn't suited to combat is less her physical prowess than the fact that she frightens easily, and, once frightened, is very difficult to calm down or regain control of. She responds positively to singing and lullabies, for some reason.

6. Fizz. This cream-colored horse is covered with a profusion of very small spots, a coloration pattern sometimes referred to as "flea-bitten." He is fairly average as horses go, except that he has a particularly strong back, and is capable of carrying a much heavier load than most other horses of his quality, making him a good draft or work horse. This benefit is somewhat lessened by the fact that he has a lazy streak, but that's nothing that a good trainer—or just close attention and a whip—can't solve.

7. Victor. This brown horse has a black mane and tail, and a vertical stripe of white running down the center of its face. Trained to be a warhorse, his previous owners were disappointed to find that he was particularly stubborn, especially when it came to trampling down foes. It seems that Victor has a particularly gentle streak, which made him ill-suited for use as a war mount, but he still has quite a bit of potential as a steed for someone who doesn't intend to ride him into battle.

8. Marisa. This horse has a solid white face, and a chestnut body with white hairs, giving the horse a pinkish look (sometimes known as "strawberry roan"). Previously owned by a circus and used for entertaining, she has picked up more than a few bad habits, the worst of which is her tendency to chew on fences, gates, and other wood. This deficit is somewhat made up for by the unusual tricks she knows, including walking on two legs and counting with her hoof. She is a very finicky eater, and has adopted a taste for some rather unusual foods.

9. Duran. This horse is quite old, and well past its prime. It is brown, with large, irregular patches of white all over its body. Old and feeble, it is no longer suited for carrying an armored rider, but can manage as a mount for unarmored characters, or Small ones. Even if its rider is light enough, however, they will find no end of frustration as Duran has a tendency to stop suddenly, and without warning, for no apparent reason, and refuse to be coaxed into moving again for several minutes. On a bad day, this can occur several times per hour.

10. Kossaka. This horse is young, energetic, and fiery, but may be too much for the average rider to handle. She is dun colored—a sandy coat with a black mane and tail, with a dark stripe extending down her back. Too wild to be completely tamed, she has a tendency to buck, especially with new riders, as though she were testing them for weakness. Those who are able to rein her in find that she has incredible speed and power, and is particularly fond of leaping: her powerful legs allowing her to jump better than most horses her size.

Nightmares

You can't fight nightmares, because they aren't real. They can't be hacked up with a sword, or burnt to a crisp with a spell. They are one of the few things that powerful player characters can't simply destroy on a whim. And so they are one of the best places to strike a little bit of fear into the hearts of your players. The following list includes 10 potential nightmares.

1. Walking Through a Thick Fog. You are walking through an incredibly thick fog. You pass dim shapes, which are barely visible just a few feet away from you. At first, you are confident that these shapes are trees, and that you are in a forest, but as you continue walking, you start to notice that some of the shapes appear to be moving, out of the corner of your eye. You begin walking towards one, only to discover that it moves away as you approach, so that you never quite get close enough to see it. Suddenly, you feel the hair on the back of your neck rise, and are certain that you are about to be struck from behind, and then you awaken.

2. Navigating a Shrinking Maze. You are wandering through a stone maze, surrounded on all sides by worked stone. There is no sign of an exit, and you're unsure how long you have been here. You feel an ominous grinding beneath your feet, and a rumbling sound seems to come from all around you. Though the movement is too slow for you to see it, you are certain that with each step you take, the walls and ceiling of the maze are slowly compressing, leaving you with less and less space. Eventually you are forced to crawl through the maze as the passageways are reduced to tiny, cramped tunnels. Finally, you realize that you are stuck, and cannot move forward, and then you awaken.

3. Confronted with Your Double. You notice another figure befoe you. As it approaches, you realize that it is you, or, rather, some other version of yourself. You note minor differences: its hair is nicer than yours, it's in better shape, and its teeth are even whiter than yours. As it gets close, you become certain, though you're not sure how, that it is also smarter than you are, and perhaps even kinder, as well. You are certain that this is no imposter, but rather this is the real you, and that you are a usurper in your own reality, somehow making the world a worse place by merely existing, instead of this other version of yourself, and then you awaken.

4. Standing Before an Ominous Door. You are standing in a dark room, lit only by two large torches that rest on either side of a massive iron door. The door is engraved with a depiction, larger than you are, of a strange animal that you have never seen before. You aren't quite sure how to describe it, and each time you look back at it you seem sure it has subtly changed, though you're not sure how. You hear noises behind the door. You reach out to touch the door, and then you awaken.

5: Brimming with Spiders. You feel an uncomfortable itch on your chest and stomach, coming from your armor or robes. You scratch at it, but your apparel is thick and sturdy, and doesn't allow you to relieve your itch. It only grows worse, and so you begin to undress. It is difficult and time consuming, as there are many layers. The itching only continues to worsen. When you finally remove your garment, you look down at your chest, and see that it is open, and hollow, and that your body has been filled with hundreds of thousands of tiny spiders, which begin to rush out of you, and you see yourself collapsing, nothing more than an empty skin freed of its spiders. And then you awaken.

6: Searching a Library. You are wandering through a library. You seem to be alone. You know that you are searching for something specific, but you aren't sure what it is. You reach a dark and forgotten corner of the library, shrouded in gloom. A hooded figure—the librarian?—nods to you, and you nod back. You reach out to the nearest shelf, and pull out the first book your hand touches. It has your name emblazoned on the spine with gold leaf. You open it to a random page, but it simply has the phrase "nothing can be done," written over and over. All of the pages do. You close the book, and then you awaken.

7: Slaughtering an Animal. You are on a farmstead. It is familiar to you, even though you have never seen it before, that you can recall. A herd of cows stands before you, silent and attentive, all lined up in a row and looking to you expectantly, waiting. You point to one. If asked, you couldn't say why that one in particular; it just feels right. The cow walks over to you, and you heft a large axe that was resting nearby for this purpose. The cow nods its head, and speaks. "Thank you for choosing me," it says. You lift the axe and swing downwards, and then you awaken.

8: Trapped in a Burning Building. You are in your childhood home. It is on fire. Flames roar at you from all sides. The exits are blocked. You look this way and that, trying to find a way out, as you feel the heat rolling over you, wave after wave, like a hot, dry tide. Everywhere you look, the flames curl and twist, taking the shapes of men and women. You recognize them distantly, and know that you should recognize them, but you do not. The fire people glare at you malevolently, and reach out to touch you. In the hiss of the flames, you hear their voices, sibilant and whispering. They are blaming you for something. Something you did. Something you can never undo. And then you awaken.

9: Eaten by Puppies. You sit on the grass on a beautiful day. A swarm of puppies appears, each more adorable than the last, and they rush up to greet you, licking you with their long, wagging tongues, and pressing their cold, wet noses against you. You laugh, as they tickle you, and begin to pet them. They pile over you, and you are pushed playfully onto your back. You continue laughing, the tickling sensation growing more intense. Finally, the puppies move on, and you look down at yourself, to find that wherever their tongues or noses touched you, your flesh is gone, and only bare bone remains. And then you awaken.

10: Reviewing Your Day. You see yourself, viewing in third person. You watch as you go through the day's activities in reverse, beginning with when you went to sleep just moments ago, and working backwards, through every single moment of the day. As each event unfolds, you hear voices discussing it, questioning the wisdom of your decisions, deriding your physical and mental limitations whenever you fail, and questioning if you're really doing enough even when you succeed. Finally, after what seems like an entire day or longer, you reach the morning, watch yourself crawl out of bed in reverse, and shut your eyes, and then you awaken.

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Skeletons

Adventurers encounter a lot of skeletons. While staring death in the face is never exactly unsettling, most players would probably rather be facing down a squad of anmated, undead skeletons than stumble across even one of the more traditionally, fully-dead variety. There is something about a fleshless corpse that really causes a person to sit up and take notice, and a good skeleton is a great way to send the message that something bad happened here...and it may just happen again. Whether looking for an interesting diversion to flesh out an otherwise barren 10-foot-room, or the prelude to a dire encounter, the following list contains 10 skeletons are just too exciting to keep in the closet.

1. Blackened Skeleton Hanging from a Tree. Found in the depths of a secluded wood on an unusually cold summer's day, the disappearing and reappearing skeleton of a small humanoid with fire blackened bones has long been a unsolved mystery. The skeleton appears to be that of a Small humanoid, either a gnome or halfling, or perhaps a child from a larger humanoid species, with jet black bones that gleam eerily in the sunlight. The skeleton hangs suspended by a noose from a nondescript tree and seems to vanish and appear in different locations for no reason at all. The skeleton's sighting is usually heralded as an ill omen.

2. Prehistoric Sea Dragon. Encased in a 500-foot-diameter glass cylinder filled with deep blue water is the clear form of a sea dragon's segmented skeleton. Over 70 feet long and featuring an unusual skull with lamprey-like teeth, this primitive skeleton is thought to have been one of the earliest examples of a sea dragon. Various small plaques located around the base of he cylinder explain the history of how the skeleton was found and recovered in the floor of a valley that was once submerged beneath the ocean, as well as information about the creature's ecology, gleaned from extensive divinations. Once per year, in late spring, a group of necromancers who curate the skeletal display animate the bones and cause it to swim about in the tank.

3. Tengu Pirate. This surprisingly well-preserved skeleton lays in the cabin of a sunken ship, the other crew long since devoured by sea creatures. Like a giant crow with humanoid characteristics, the tengu skeleton wears a black and red hat bearing a grinning skull, marking him as a pirate. The creature's skeletal beak is chipped and broken, giving it an even ghastlier visage than it might otherwise possess. A saber extends from between its ribs, giving a clue as to how the figure may have met its end. When approached, the skeleton stirs from its rest, grasping a rough iron scimitar and waving it about in an effort to defend the ship's long plundered treasure.

4. Unidentified Creature. This very unusual, large skeleton has 13 legs, 13 arms, and 13 heads. Each head bears six horns and holes for three eyes. The center of the body features a single massive sphere of translucent bone, encasing more complex skeletal structures. While the creature is unknown, it is thought to be the remains of some kind of ancient demon or other monstrous fiend. Others maintain that the entire creature is a hoax, the bones fabricated magically, pointing out the lack of similarity with nearly any known living creature, demon or otherwise. **5.** The Cursed Golden Bones of Lynd Fyr. Lynd Fyr was an obscure demi-god whose bones were made of solid gold of purity unmatched in nature. Following his death, his skeleton was seized by an evil king who put it on display as a symbol of his great power and wealth. Eventually, however, the king's descendants, finding themselves in debt to a group of adventurers, separated the skeleton and divided it among the adventurers. Each of the bones now carries a potent curse of evil luck on any who carries it, and it is said the curse can only be broken when the skeleton is reunited and joined.

6. Frozen Bones. Encased in ice at the very pole of the world are the bones of a pair of humanoids. Separated by about 90 feet, the skeletal faces stare at each other, eternally locked in a grim staring contest. While the bones themselves seem unremarkable, long observation by interested scholars has revealed that the bones appear to move over the course of centuries, with the hands and arms forming unusual and arcane gestures. How the bones move, or for what purpose, remains a mystery.

7. Voice of the Desert. These bones are reportedly encountered by desert travelers at the limits of their thirst. The skeleton appears in the sand, unmoving except for the skull, which speaks clearly in the listener's native tongue. Reports on what the skeleton says vary, with some claiming that it offers riddles, while others say it attempts to strike a bargain with the listener. In all versions, however, those who comply with the skeleton's demands are rewarded not only with water, but also with fantastic supernatural power.

8. Bone Carousel. Originally created as the gift of a mighty necromancers' guild to a king who chose to shelter them, this massive structure of pearl features the animated bones of 14 horses and other quadrupeds, which march slowly in an eternal circle about the pavilion. With the necromancers' guild long disbanded and the king long dead, the horses are now a longstanding attraction for visitors, and the public can ride for 1 hour for the cost of a copper piece.

9. Rattler. A strange creation of an eccentric and mischievous necromancer, the rattler is a human skeleton once belonging to the necromancer's worst enemy. Now the walking bones have been commanded to wear a costume of pink and purple ruffles and travel the world, stopping whenever it encounters 4 or more people and dancing a jig.

10. Pointing King. Locked deep in a forgotten dungeon which lies several miles underground are the bones of the pointing king. Within the dungeon is a great vault with a ceiling many hundreds of feet high, containing a single throne upon a dais raised 100 feet into the air. Upon the dais sits an ancient stone throne, holding the primitive form of an early human skeleton which points with an extended hand towards the surface world. Those who touch the skeleton are slain instantly by foul magics, leaving one to wonder who the skeleton is, how it reached its current location, for what purpose it has been left here, and what exactly it is pointing at.

Things Frozen in the Ice

There is a reason why things frozen in the ice is a common horror trope. But it's not always easy coming up with cool and scary things for players to find frozen, for you to inflict upon them. The following list presents 10 unsettling things that might be found frozen in the ice. How many of them will still be alive once the ice thaws? How did they get frozen in the first place?

1. Pirate Ship, Complete With Crew. Just barely visible inside a massive glacier, this ship appears as little more than a hazy shadow set some ways into the ice, but even though the image of the ship appears murky, several details can still be identified, including the shadowy forms of several figures that are frozen in the act of climbing up or down the rigging, or standing on the decks. Some even claim that it appears a few of these figures are carrying what seem to be large chests, which are speculated to contain gold and other treasures. How the ship wound up frozen in a glacier in the first place is unknown.

2. Ancient Dragon. It's impossible to tell for certain exactly what type of dragon it is, as its color is difficult to make out, and its shape slightly indistinct. It could easily be a blue, green, or even black dragon, or any other type of dragon with a similar coloration. It stands encased in a perfectly smooth obelisk of ice, forty feet across at the base, which rises from the middle of a frozen field. It stands in a battle pose, its wings furled around its body protectively.

3. Mystic Archway. This stone archway is twenty feet tall, and thirty feet from one end to the other. It is made of stone blocks that fit together perfectly, without any sign of mortar or other means of holding it together. Each block is engraved with a single rune, and every once in a while, one of the runes will light up, glowing bright blue for anywhere from a few minutes to a few hours. The archway stands on a stone platform that appears to have once been part of a larger ruin, although nothing else of the structure remains. The archway, and only the archway, is encased in a thin layer of ice, perhaps six inches thick.

4. Severed Human Hand. This hand is unquestionably humanoid, although the exact race is difficult to determine for certain. The skin is pitch black, and appears shriveled, though whether this is because of the donor's original race, or simply due to frost exposure is impossible to say. It sits within a cube of ice, precisely one foot to any given side, which rests on a stone pedestal.

5. Wizard Casting a Spell. Trapped within a rough and jagged block of ice that forms an uneven and craggy stalactite on the floor of a huge ice cave, this figure appears to be an archetypal wizard, with long pointy hat, blue star-studded robes, and a long white beard. In one hand, he holds an open tome, and the other forms a strange arcane gesture. His mouth is open, and his gaze shows intense concentration, leaving little doubt that he was frozen while in the middle of casting a spell. The ice is so clear that one could almost read the text on the page, but not quite.

6. Massive Tentacle. Erupting up from the middle of a flat plane of ice over a frozen lake or section of ocean, this black-purple tentacle is reminiscent of that of a squid or octopus, except for the fact that the visible portion of the tentacle is nearly a full mile in length. The entire tentacle is covered in a thin layer of ice, and much of it is further covered by recent snows, allowing one to travel beside it for some ways without realizing it is anything more than an odd terrain feature, until stumbling across an uncovered portion. Without breaking into the ice near where it emerges, it's impossible to say if the tentacle is still attached to its original owner.

7. Black Stone Monolith. Barely visible in the side of a massive glacier, this black stone has been carved in the shape of a pyramid, nearly thirty feet high. On the visible side of the pyramid, huge bas-reliefs have been engraved into the stone, depicting strange and alien creatures. The details of the creatures are difficult to make out, and no two observers seem to be able to agree on their features, although all agree that they are strange and unsettling. Some of those who get close to the glacier report feeling a strange sense that they are being watched.

8. Ancient Man Battling a Saber-Toothed Tiger. This block of ice contains an ancient tableau, captured through some freak cold snap. A primitive human, dressed in animal furs and wielding a crude spear, is locked in mid-battle with a vicious saber-toothed tiger, which snarls and appears to be mid-leap, claws and teeth extended. Many of those who have viewed the scene up close report feeling as though the eyes of the primitive man followed them wherever they went, although it never seemed to move.

9. Dubious Mermaid. This block of ice can be found in museums, freak shows, carnivals, and similar places, as it makes a slow tour in search of new customers interested in oddities and curios. Preserved with the help of magic, the unusually cloudy block of ice clearly contains a figure that resembles a mermaid, with the upper body of a humanoid woman, and a finned tail for a lower body. However, the details are all but impossible to make out, and many have claimed that the entire thing is a hoax, with a carefully constructed doll or puppet preserved in the ice, rather than a real mermaid. Curiously, many of those who touch the ice report hearing the sound of a woman singing in the back of their minds, an experience that sometimes persists intermittently for weeks after the encounter.

10. Clutch of Unusual Eggs. Found beneath a thin layer of ice on the interior wall of an unusually long and winding ice cavern, the origin of these eggs is difficult to determine. They are a bright orange color, and seem to glow with a faint light from within. There are six eggs in the clutch, and they appear as though, if they were not frozen solid, they would be gooey and gelatinous, rather than covered in a hard shell. All of the eggs seem to be stuck together by some sort of mucus, which is also frozen. Every now and then, the light in one of the eggs flickers.

Appendix 1: Fire Feats

The following section provides a sample of the fire feats available in *The Traveler's Guide to the Elemental Plane of Fire*, and are intended for use with the magmin and mephit races and classes presented in chapter 1 of this book.

Types of Feats

Though many of the feats presented in this appendix are general and have no special rules governing them, some feats belong to a type or types of feats that share special rules. A feat's types appear in parentheses after the feat's name. This section features the following types of feats.

Azer Feats

Azer feats are thematically linked to azers in some way, shape, or form. Members of the azer craftslord class can select azer feats as bonus feats. Characters that are not members of that class, including non-azer characters, can still take azer feats, provided that they meet all of the relevant prerequisites.

Burn Feats

Burn feats are feats that apply an additional special effect to any creature damaged by the character's Lesser Burning Body feat (or similar effects, such as the burn universal monster ability). Only one burn feat can be applied to any given attack, although a character with multiple burn feats can choose which one to apply for each attack. In general, the effects of burn feats are long-lasting, and each burn feat provides details on what needs to be done to cure its effects.

Efreet Feats

Efreet feats are thematically linked to efreet in some way, shape, or form. Members of the efreeti master class can select efreet feats as bonus feats. Characters that are not members of that class, including non-efreeti characters, can still take efreet feats, provided that they meet all of the relevant prerequisites.

Fire Feats

Fire feats are thematically linked to the powers of elemental fire. Members of certain classes, including the azer craftslord, efreeti master, fire elemental paragon, and salamander champion, can select fire feats for the bonus feats granted by those classes. Most fire feats, but not necessarily all of them, have prerequisites including the fire subtype, or another fire feat with that prerequisite.

Feat Descriptions

Alter Flames (Fire)

You are able to manipulate the size and strength of existing fires.

Prerequisite: Fire subtype, ability to cast 1st-level spells or any mental ability score 13+.

Benefit: You can mentally increase or decrease the size or intensity of naturally-occurring flames. As a standard action, you can select a single non-magical fire source within 60 feet of you, and cause it to either increase or decrease its size or intensity by one step. The change lasts until the fire is extinguished, or until a full round passes without you concentrating in order to maintain the effect (a move action). For every three Hit Dice you possess, you can make one additional adjustment whenever you use this ability (for example, a character with seven Hit Dice could cause a fire to increase its size by two steps, or increase its intensity by two steps, or increase its size by one step and decrease its intensity by one step, etc.). You can only affect fire sources that fill a total number of 5-foot-cubes equal to or less than twice your Hit Dice. You can use this ability on multiple sources of fire at once, but must concentrate on each of them as separate actions.

Animate Flames (Fire)

You are able to cause flames to come alive, and dance according to your whims.

Prerequisite: Alter Flames, character level 5th. **Benefit:** You can cause a flame that you alter to move about as though it were a living creature, and act in accordance with your desires. As a standard action, you can animate any fire source that you are currently altering with your Alter Flames feat, causing the flames to move up to 30 feet. Any creatures or objects that were previously being burned by the flames remain in place, and are no longer on fire. An animated flame can enter any square, even squares occupied by creatures. When an animated flame enters a square occupied by a creature, that creature suffers damage based on the flame's intensity. A successful Reflex save (DC based on the intensity of the flame) halves this damage.

At the beginning of your turn each round, the animated flame deals damage (based on its intensity) to each creature whose space it occupies. A successful Reflex save halves this damage, as described above. If multiple animated flames occupy the same space, their effects do not stack. Only the flame with the higher intensity deals damage.

You must concentrate to maintain the animation effect. This is a move action that is separate from the one required to maintain the alteration effect (essentially requiring two move actions each turn to maintain the animation), and you can move the fire up to 30 feet each round that you continue to concentrate on it. If you choose not to concentrate on the animation effect, the fire remains in the space it is currently in, unless there is no source of fuel (such as wood, grass, or creatures) in that space for it to burn, in which case it is immediately extinguished.

Brand (Burn, Fire)

You can burn the target with an arcane brand, allowing them to more easily be affected by fire spells you cast. **Prerequisite:** Lesser Burning Body, ability to cast arcane mark.

Benefit: Whenever you deal damage to a creature with your Lesser Burning Body feat, you may choose to have the target be burned in such a way as to leave a brand in the shape of a personalized *arcane mark*. If you do, then for as long as the target remains branded, he suffers a –1 penalty on saving throws made to resist the effects of any spell that you cast.

A creature branded in this way heals naturally after an amount of time equal to 8 hours per fire feat that you possess. The brand can also be removed prematurely with a successful Heal check (DC 15 + twice the number of fire feats you possess), or with a *lesser restoration* spell.

Bright Body (Fire)

You can increase the light given off by your body to magical levels dispelling darkness and potentially negating other magical light conditions.

Prerequisite: Lesser Burning Body, character level 5th. Benefit: As a swift action, you can increase the intensity of the light given off by your body dramatically. This causes you to shed bright light in a 60-ft.-radius area, and to increase the effective level of light by one step for an additional 60-ft.radius area beyond that. Additionally, the bright light created by this feat causes any magical darkness whose effective spell level is less than or equal to your Constitution modifier to become suppressed anywhere that it overlaps with any bright light created by this effect. Creatures who are adversely affected by bright light (such as orcs and kobolds) suffer these penalties while within the bright light created by this effect. The light created by this effect has no adverse affect on creatures specifically affected by daylight or by sunlight. You can maintain this aura of light for a number of rounds equal to your Constitution score each day. You need not use these rounds consecutively, and you can suppress or resume this effect as a swift action.

Burning Body (Fire)

Your body's heat is unnaturally strong, allowing you to burn with more intensity.

Prerequisite: Lesser Burning Body, character level 3rd. **Benefit:** The amount of fire damage dealt by your Lesser Burning Body feat increases to 1d6.

Special: Any creature with the burn universal monster ability counts as having Burning Body for the purposes of meeting prerequisites, provided that its burn ability inflicts at least 1d6 points of fire damage.

Ethereal Flames (Fire)

Your flames burn even those without bodies. Prerequisite: Lesser Burning Body.

Benefit: The damage inflicted by your Lesser Burning Body deals full damage to incorporeal creatures.

Normal: As a non-magical source of damage, your Lesser Burning Body feat normally deals no damage to incorporeal creatures.

Extraordinary Heat (Fire)

Your body's natural heat extends further than others', damaging even foes who don't touch you directly. **Prerequisite:** Burning Body, character level 7th. **Benefit:** You deal damage to creatures with your Lesser Burning Body feat even if they hit you with a manufactured weapon, instead of a natural attack or unarmed strike. Creatures that hit you with manufactured weapons that have reach are still unaffected by your Lesser Burning Body feat.

Fiery Vortex (Efreet, Fire)

You can transform the lower portion of your body into a fiery vortex which can propel you at extreme speeds and through the air.

Prerequisite: Efreet or fire elemental, any two fire feats, character level 5th.

Benefit: As a swift action, you can transform the lower half of your body into a vortex of swirling flame. While so transformed, you lose your land speed and gain a fly speed of 60 feet with perfect maneuverability. Any gear worn on your feet or legs melds into your body (they continue to provide any continuous effects, but cannot be activated, even if they have activated abilities). You can remain transformed in this way for a number of rounds equal to your Hit Dice + your Constitution modifier, after which you must succeed on a Constitution check (DC 10 + 2 per previous attempt) each round or revert to your normal form. Alternatively, you can end the effect at any time as a swift action. You must wait at least 10 minutes between uses of this ability. This is a supernatural effect and does not function inside of an antimagic field.

Fire Teleport (Fire)

You can magically transport yourself through flames. **Prerequisite:** Fire Walker, character level 9th. **Benefit:** Once per round, when you enter a flame whose space is equal to or greater than your own, you can choose to magically pass through the flames into another, nearby flame whose space is also equal to or greater than your own. This functions as *dimension door*, except that the maximum distance traveled cannot exceed 10 feet per Hit Dice you possess, and using this ability does not end your turn. Regardless of the distance moved in this way, the teleportation effect counts as five feet of movement (for *example, a character with a speed of 20 feet could move 10 feet* to reach a square with a suitable flame, then use this ability to travel to another flame 50 feet away, and then move 5 additional feet, all with a single move action).

Fire Walker (Fire)

You move through fire like a bird moves through air. **Prerequisite:** Lesser Burning Body, character level 7th. **Benefit:** You can move through fire effortlessly. This functions as the spell *air walk*, except that it is a supernatural ability that does not require any activation, and it only functions on areas of open flame (allowing you to walk up the flames on the side of a burning building, for example). This also allows you to walk over the surface of lava, and other burning liquids, as though with the spell *water walk*, or swim through them as though you had a swim speed of 6o feet. This has no effect in areas that are devoid of fire or lava or another sufficient source of heat. You can suppress or resume this ability as a free action, if desired.

Flame Form (Fire)

You can take the form of pure flame, losing your physical nature and becoming partially insubstantial. **Prerequisite:** Burning Body, efreet or fire elemental, character level uth.

Benefit: You can transform your body into truly living flame, becoming more like an incorporeal creature than a solid one. You can switch between this form and your normal one as a standard action. While in this form, you can only be harmed by things that can harm incorporeal creatures, as well as by any source of cold damage (regardless of whether it could normally harm incorporeal creatures). In this form, you lose your natural armor bonus (if any), but gain a deflection bonus equal to your Charisma bonus (minimum o).

Though you retain your overall shape while in flame form (and remain perfectly visible), you cannot touch or manipulate solid objects. Any items you are wearing or holding fall, and you cannot pick up or handle objects while in this state (the exception to this is objects that can specifically be manipulated by incorporeal creatures, such as *ghost touch* armor). You have no Strength score, and use your Dexterity modifier for melee attack rolls and CMB. You also lose any natural attacks that you may possess. Unlike a truly incorporeal creature, you cannot enter solid objects (effectively, objects smaller than you pass through you, but you cannot move into objects larger than yourself, or gain cover or concealment by entering objects in any way).

Any creature or object that you touch (as a melee touch attack) suffers damage appropriate for your Lesser Burning Body feat. While you cannot be bull rushed, grappled, tripped, or similarly interacted with, and you cannot take fall damage, you do not gain the ability to fly, and can fall (although you retain any movement types and speeds that you already possessed). Despite this, your weight is negligible, and you do not set off traps that are triggered by weight. You also move silently and cannot be heard with Perception checks, unless you wish to be.

Heat Aura (Fire)

Your body exudes waves of heat, burning creatures that simply come near you.

Prerequisite: Extraordinary Heat, character level 10th. **Benefit:** Any creature that begins its turn within 5 feet of you, or moves within 5 feet of you, must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or suffer damage from your Lesser Burning Body feat. Damage dealt this way is both nonlethal damage and fire damage. Creatures that suffer an amount of nonlethal damage in this way equal to 1/2 their maximum hit points become fatigued until the amount of nonlethal damage they are suffering from is less than 1/2 their maximum hit points. You can suppress or resume this ability as a move action.

Lesser Burning Body (Fire)

Your body's natural heat burns those that you touch. **Prerequisite:** Fire subtype.

Benefit: Your natural attacks and unarmed strikes deal an additional 1d4 points of fire damage with each successful hit. This damage is multiplied in the event of a critical hit. Additionally, any creature that successfully hits you with a natural attack or unarmed strike suffers 1d4 points of fire damage, and if you end your turn in a grapple (whether you are in control of the grapple or not) each creature grappling you suffers this damage, as well. This damage also applies to any objects that you touch, potentially burning cloth, paper, rope, or wood objects you come into contact with. If you remain in contact with such an object for at least 1 minute, it automatically ignites, suffering 1d4 points of fire damage per round, which ignores hardness, until the flames are extinguished or the object is destroyed.

You can attempt to suppress the effects of this feat as a swift action with your choice of either a Charisma check or a Constitution check (DC 10). The DC for this check increases by 1 for each of the following feats you possess: Burning Body, Greater Burning Body, Improved Burning Body, Master Burning Body, or Supreme Burning Body. If you succeed on the check, you suppress this feat's effects for 10 minutes. You must continue making checks each round in order to continue suppressing the effect, and the DC increases by 1 for each consecutive 10-minute period that you do so. **Special:** Any creature with the burn universal monster ability counts as having Lesser Burning Body for the purposes of meeting prerequisites, provided that its burn ability inflicts at least 1d4 points of fire damage.

Smoke Vision (Fire)

You can see through smoke as though it weren't there. **Prerequisite:** Fire subtype.

Benefit: You can see perfectly in smoky conditions (such as those created by *pyrotechnics*, or by the Smoking Body feat).

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