

A Necromancer's Almanac

2017



Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*



A Necromancer's Almanac

2017



Alex Riggs, Joshua Zaback

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo and the images of the cultist, the brotherhood of blissful slaughter cultist, and the hermetic order of the infernal crown cultist, are either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein, besides the aforementioned pieces.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Table of Contents

Introduction.....	4
Chapter 1: Best in Class.....	5
Archetypes and Class Features.....	6
Third-Party Class Options.....	27
New Base Classes.....	35
Chapter 2: Magic Market.....	42
Specific Armors.....	43
Specific Shields.....	49
Specific Weapons.....	53
Rings.....	58
Wondrous Items.....	60
Artifacts.....	67
Chapter 3: Obscure Arcana.....	70
Spell Lists.....	71
New Spells.....	85
Chapter 4: Exotic Encounters.....	115
Monsters.....	116
Monster Demographics.....	141
Templates.....	142
Chapter 5: Top Ten.....	149
Character Traits.....	150
Characters.....	155
Treasures.....	160
Monsters.....	165
Monstrous Features.....	170
OGL.....	175

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

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 2017. Since the very beginning of our company about eight 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 with distractions during the game). We want people to use our content, 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, 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 a little over 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, spells, 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 four sections presenting the 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 Obscure Arcana, which provides a number of new and unusual spells for all classes. Then there is Exotic Encounters, featuring new monsters from CR 1 to 25, and a number of new monster templates. The fifth section takes a number of "Top Ten" articles, purely flavorful content with lists of ten different flavorful people, places, or things on a tight theme, which came from Best in Class, Magic Market, and Exotic Encounters, relating to topics appropriate for those articles.

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: Best in Class



Best in Class is our weekly article devoted to providing class options for a variety of characters. In 2017, we created 20 new archetypes and similar content (such as bloodlines, spirits, etc.) covering every class from the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game: Advanced Player's Guide*, plus the gunslinger, magus, and vigilante classes.

We also produced archetypes for seven classes published by other publishers, including Dreamscarred Press, Rogue Genius Games, Drop Dead Studios, Rite Publishing, and Kobold Press. Even further, we produced a new elemental infusion for the mephit paragon class we released last year.

Not stopping there, we created two new classes, one, the manipulator, is a hybrid of two Rogue Genius Games classes, while the other, the vaquero, is all new.

This chapter contains all the content from Best in Class over the course of 2017, with the exception of the flavorful Top Ten articles, which are found in Chapter 5. All class options for Paizo classes are presented first, followed by third-party class options, and then new classes. The class options are arranged in alphabetical order by the class that they are associated

New Class Options

The following section provides a variety of archetypes and class options for classes found in the *Pathfinder Roleplaying Game Core Rulebook*, as well as *Pathfinder Roleplaying Game: Advanced Player's Guide*, and numerous products from a variety of other publishers. They are presented in alphabetical order based on the class to which they apply.

New Alchemist Archetype

Dinochemist

There are many different fields of alchemy one can specialize in, but perhaps one of the most specialized and focused of these fields belongs to the dinochemists, alchemists that study the biology of dinosaurs and other giant lizards, as well as how to hybridize that biology with their own.

Reptilian Empathy (Ex): At 1st level, a dinochemist is able to form a bond with reptilian creatures he encounters. This functions as the wild empathy class feature of the druid, except that it applies only to reptilian creatures of the animal type, and the dinochemist adds his alchemist level, rather than his druid level, to the d20 roll. Additionally, rather than being able to use this ability on magical beasts with an Intelligence score of 1 or 2, the dinochemist can use this ability on reptilian creatures of any creature type other than animal (including dragons, lizardfolk, kobolds, naga, and so on) at a -4 penalty. The GM determines which creatures are suitably reptilian for the purposes of this ability, and determines the creature's starting attitude.

This ability replaces the throw anything class feature.

Reptiliogen (Su): At 1st level, a dinochemist discovers how to create a concoction known as a reptiliogen, which partially transforms his body, giving him dinosaur-like features. It takes 1 hour to brew a dose of reptiliogen, and once brewed, it remains potent until used. A dinochemist can maintain a number of doses of reptiliogen at any given time equal to his Intelligence modifier. If he brews any further doses beyond that, any existing reptiliogens become inert. Multiple doses can be brewed simultaneously, up to the maximum amount that the dinochemist can have active at any given time. As with an extract or bomb, a reptiliogen that is not in a dinochemist's possession becomes inert until a dinochemist picks it up again.

The effects of a dinochemist's reptiliogen increase as the dinochemist gains experience. At 1st level, the reptiliogen increases the dinochemist's natural armor bonus to AC by +2, and grants him a primary bite natural attack that deals 1d6 points of damage on a successful hit (1d4 points of damage if he is Small).

At 3rd level, the reptiliogen also grants him low-light vision and the scent special ability.

At 5th level, the reptiliogen grants him a +4 racial bonus to his Strength and Dexterity scores, and the natural armor bonus granted by the reptiliogen increases to +3.

At 7th level, the reptiliogen also transforms the dinochemist's hands into claws. He gains two secondary claw natural attacks that deal 1d4 points of damage on a successful hit (1d3 points of damage if he is Small). While transformed in this way, his claws are poorly suited for holding objects, however, and he suffers a -4 penalty on attack rolls made with manufactured weapons.

At 9th level, the racial bonuses to Strength and Dexterity granted by the reptiliogen increase to +6, and the natural armor bonus granted by the reptiliogen increases to +4.

At 11th level, the reptiliogen causes the dinochemist's teeth to become particularly large and sharp, increasing the critical threat range of the bite attack it grants to 19–20, and increasing the critical multiplier of the bite attack to $\times 3$. This stacks with other effects that increase the critical threat range (such as the Improved Critical feat).

At 13th level, the racial bonuses to Strength and Dexterity granted by the reptiliogen increase to +8, and the natural armor bonus granted by the reptiliogen increases to +5.

At 15th level, the reptiliogen increases the dinochemist's speed and ferocity. Whenever he makes a charge while affected by the reptiliogen, he can make a full-attack action as part of that charge.

At 17th level, the racial bonuses to Strength and Dexterity granted by the reptiliogen increase to +10, and the natural armor bonus granted by the reptiliogen increases to +6.

At 19th level, the natural attacks granted by the reptiliogen become larger and more pronounced. The damage inflicted by the bite attack granted by the reptiliogen increases to 1d8 (1d6 if the dinochemist is Small), and the damage inflicted by the claw attacks granted by the reptiliogen increases to 1d6 (1d4 if the dinochemist is Small).

Consuming a reptiliogen is a standard action, and the reptiliogen's effects persist for 1 minute, plus 1 additional minute for every four alchemist levels the dinochemist possesses. A non-dinochemist who drinks a reptiliogen must succeed on a Fortitude save (DC = 10 + $1/2$ the dinochemist's alchemist level + the dinochemist's Intelligence modifier) or become nauseated for 1d4 rounds, and then sickened for 1 hour. A non-dinochemist can never gain the benefit of a reptiliogen, but a dinochemist can gain the effects of another dinochemist's reptiliogen. Even non-dinochemist alchemists cannot gain the benefits of a reptiliogen, and, similarly, dinochemists are not treated as alchemists for the purposes of determining the effects of consuming an alchemist's mutagen. Additionally, although they have some similarities,

reptiliogens do not count as mutagens for the purposes of feats and discoveries that modify mutagens. Multiple doses of reptiliogen do not stack.

This ability replaces the bomb and mutagen class features.

Cold Blooded (Ex): Beginning at 2nd level, a dinochemist's repeated exposure to reptiliogens begins to have a lasting effect on him, and he becomes permanently semi-cold-blooded. He ignores the negative effects of extreme heat up to 140 degrees Fahrenheit, and gains a +2 racial bonus on saving throws made to resist the effects of extreme heat beyond 140 degrees Fahrenheit, as well as on saving throws made to resist fire effects. However, he suffers a -2 penalty on saving throws made to resist the effects of extreme cold, as well as on saving throws made to resist effects with the cold descriptor.

Beginning at 5th level, as long as the dinochemist is in an area with an ambient temperature of 80 degrees Fahrenheit or warmer, he gains a +4 bonus on initiative checks. However, if he is in an area with an ambient temperature of 30 degrees Fahrenheit or less, he suffers a -4 penalty on initiative checks.

Beginning at 8th level, as long as the dinochemist is in an area with an ambient temperature of 80 degrees Fahrenheit or warmer, he gains a +2 morale bonus on attack rolls, ability checks, skill checks, and saving throws. However, if he is in an area with an ambient temperature of 30 degrees Fahrenheit or less, he suffers a -2 penalty on attack rolls, ability checks, skill checks, and saving throws instead.

Finally, at 10th level, the dinochemist gains an amount of fire resistance equal to his alchemist level.

This ability replaces the poison resistance and poison immunity class features.

Persistent Reptiliogen (Su): At 14th level, the effects of a reptiliogen last for 10 minutes per level.

This ability replaces the persistent mutagen class feature.

Jurassic Revival (Su): At 18th level, a dinochemist learns to brew a special formula that can create new life from the fossilized remains of ancient dinosaurs. In order to create this brew, the dinochemist must grind up a portion of these fossilized remains and mix them into the brew, which takes 8 hours of uninterrupted work per Hit Dice the fossilized creature possessed in life. At the end of this time, an infant dinosaur of the same type as the fossilized remains emerges from the brew. The newly created dinosaur matures exceptionally swiftly, growing to its full adult size (and appropriate statistics) after a number of weeks equal to 1/2 the Hit Dice that it will possess when fully grown.

Dinosaurs created in this way are positively inclined towards their creator, and their starting attitude towards the dinochemist is helpful. The dinochemist may be able to train these dinosaurs as they could other creatures, but do not have

any special ability to control them. At the GM's discretion, some non-dinosaur reptiles may also be able to be created in this way, but only from remains that are suitably old.

This ability replaces the instant alchemy class feature.

New Barbarian Archetype

Classical Wrestler

Classical wrestlers choose to hone their grappling skills, shunning the use of weapons and instead thriving in the primal joy of rushing in and tackling their foes, body against body, using their superior strength and training to defeat their foes.

Skillful Grappler (Ex): At 1st level, a classical wrestler gains Improved Grapple as a bonus feat, even if she doesn't meet the prerequisites. Additionally, her extensive training at resisting a variety of combat maneuvers grants her a +2 bonus to CMD against combat maneuvers of all kinds.

This ability replaces the fast movement class feature.

Wrestling Oils (Ex): At 3rd level, a classical wrestler learns how to create special body oils for use in wrestling. Creating these oils requires 1 hour of work and 25 gp worth of materials, and it takes 1 minute to apply them (this can be reduced to 5 rounds with the aid of someone else, or as low as 3 rounds with the aid of two others). Once applied, the oils last for one hour, or until the classical wrestler is submerged in water or a similar substance. Only the classical wrestler gains any benefit from using her own oils: applying the oils to other characters has no effect.

While coated in wrestling oils, the classical wrestler gains a +1 bonus on Escape Artist checks, as well as on combat maneuver checks to break free of a grapple (but not to start or maintain one), and on CMD against attempts to initiate a grapple (but not attempts from other characters to break free of a grapple she is conducting). Finally, she gains a +1 bonus on performance combat checks, and can use her Constitution score in place of her Charisma score for such checks.

At 6th level, and every three levels thereafter, the bonuses granted by this ability increase by +1.

This ability replaces the trap sense class feature.

Masterful Wrestler (Ex): At 6th level, a classical wrestler becomes even more adept at wrestling. She gains Greater Grapple as a bonus feat, even if she doesn't meet the prerequisites. Additionally, she never provokes attacks of opportunity for performing bull rush, overrun, reposition, or trip combat maneuvers.

This ability replaces the rage power gained at 6th level.

Chokehold (Ex): At 12th level, whenever the classical wrestler successfully pins a creature, she can put that creature in a chokehold. If she does so, then as long as the creature remains pinned, he is unable to breathe, and must hold his breath or begin suffocating. This also prevents the pinned

creature from speaking, issuing command words, or casting spells with a verbal component. Additionally, whenever the classical wrestler maintains the pin, the number of rounds that the pinned creature can go without having to make Constitution checks to continue holding his breath decreases by 1.

This ability replaces the rage power gained at 12th level.

Back Slam (Ex): At 18th level, a classical wrestler can attempt to subdue foes with a single powerful move, slamming them down onto their backs. In order to use this ability, the classical wrestler must be grappling a creature no more than one size category larger than she is, and must not have that creature pinned. As a full-round action, she can make a grapple combat maneuver check at a -5 penalty. If she succeeds, she maintains the grapple, successfully pins the target, renders the target prone, and also inflicts 10d6 points of nonlethal damage to the target.

This ability replaces the rage power gained at 18th level.

New Bard Archetype

Sunsinger

Sunsingers can perform on a variety of topics, but they are best known for their performances that venerate and do homage to the sun. They are able to create a mystical link between themselves and that fiery orb in the sky, drawing down its light and its heat through song, dance, and other performance.

Bardic Performance: A sunsinger gains the following types of bardic performance.

Song of Light (Su): At 1st level, a sunsinger can use his performance to generate a radiant golden light, conjured forth by his very notes, words, or gestures, and radiating outwards from him. This ability functions similarly to the spell *light*, except that it is treated as having a spell level equal to 1/2 the sunsinger's bard level. The sunsinger must continue the performance in order to maintain the light, but expends only one round of bardic performance per hour of using this ability. If the light shares an area with an effect creating magical darkness, and the source of that magical darkness is of a spell level equal to song of light's effective spell level, both effects are negated in the overlapping areas. If it shares an area with an effect creating magical darkness that has a lower effective spell level than the song of light, then the darkness effect is suppressed, and the light from song of light remains. If it shares an area with an effect creating magical darkness that has a higher effective spell level than the song of light, then the song of light is suppressed, and the darkness remains. In any case, any time that the song of light effect shares an area with an effect creating magical darkness, the ability consumes 1 round of bardic performance per round that it is maintained, rather than the usual amount.

This ability replaces the countersong bardic performance.

Blinding Light (Su): At 8th level, a sunsinger can use his performance to create a more intense light that blinds his foes. Each opponent within 30 feet must succeed on a Fortitude save (DC = 10 + 1/2 the sunsinger's bard level + the sunsinger's Charisma modifier) or be blinded for as long as the performance continues and she remains within range, plus 1d3 rounds thereafter. Even if a creature succeeds on its saving throw, she is still dazzled for as long as the performance continues and she remains within range. This is a light effect that relies on visual components.

This ability replaces the dirge of doom bardic performance.

Burning Song (Su): At 14th level, a sunsinger can use his performance to call down the flames of the sun on a single creature within 30 feet. When he begins the performance, and each round that he maintains it, the creature suffers 1d6 points of fire damage per two bard levels the sunsinger possesses. A successful Reflex save (DC = 10 + 1/2 the sunsinger's bard level + the sunsinger's Charisma modifier) halves this damage. Burning song relies on both audible and visual components.

This ability replaces the frightening tune bardic performance.

Song of Incineration (Su): A sunsinger of 20th level can use his performance to completely incinerate a single foe in a concentrated blast of the sun's heat. To be affected, the target must be able to see and hear the sunsinger perform for 1 full round and be within 30 feet. The target receives a Fortitude save (DC = 10 + 1/2 the sunsinger's level + the sunsinger's Charisma modifier) to resist the effect. If a creature's saving throw succeeds, he suffers 20d6 points of fire damage and the sunsinger cannot use this performance on that creature again for 24 hours. If the creature's saving throw fails, it dies, and its body and all gear it is wearing, holding, or carrying is instantly reduced to ash. Creatures immune to fire damage are immune to this effect, but a creature's immunity to death effects does not protect a creature from this ability. Song of incineration relies on both audible and visible components.

This ability replaces the deadly performance bardic performance.

Power of the Sun (Ex): Beginning at 10th level, as long as the sunsinger is exposed to direct, natural sunlight (not light created by a *daylight* spell, or similar), he gains a +2 circumstance bonus on attack rolls, damage rolls, concentration checks, saving throws, and skill checks.

This ability replaces the jack of all trades class feature.



New Cavalier Order

Order of the Moon

Cavaliers who dedicate themselves to the order of the moon serve change in all things. Whether they are leading sweeping social revolution or inspiring personal transformations, order of the moon cavaliers can be found as agents of revolutionary action throughout the world. They often challenge those who would prefer to keep the status quo, as they believe such stagnation limits growth and undermines everything that might be accomplished.

Edicts: An order of the moon cavalier must strive to make change a reality both in his personal life and in the lives of those around him. Whether these changes are for the better or worse is irrelevant, but the cavalier must strive to ensure that things do not stagnate. Order of the moon cavaliers must respect changes others wish to make in their own lives, and cannot interfere with changes another is making.

Challenge: When the order of the moon cavalier issues a challenge, the benefit he gains changes each round. The first round, he gains a +1 bonus to attack rolls against the target of his challenge for 1 round. The second round, he gains a +1 bonus to saving throws for 1 round. The third round, he gains a +1 bonus to AC for 1 round. The fourth round, he gains a +1

bonus to attack rolls for 1 round. This cycle then repeats until the challenge is concluded. These bonuses increase by +1 for every 4 levels after 1st.

Skills: An order of the moon cavalier adds Bluff and Knowledge (geography) to his list of class skills, and may make Knowledge (geography) skill checks untrained.

Order Abilities: A cavalier that belongs to the order of the moon gains the following abilities as he increases in level.

Lunar Prowess: The order of the moon cavalier receives additional power, depending on the phase of the moon. For the purposes of this ability, the moon can be considered to have the following phases: new (a three-day period), crescent (a six-day period before and after the moon is new), gibbous (a five-day period before and after the moon is full), and full (a three-day period). While the moon is new, he suffers a -1 penalty to attack rolls and damage rolls, and on saving throws. While the moon is crescent, he gains a +1 bonus to attack rolls and damage rolls. While the moon is gibbous, he receives a +1 bonus on all attack rolls, damage rolls, and saving throws. Finally, while the moon is full, he gains a +2 bonus to attack rolls, damage rolls, and saving throws.

Lunar Legacy: At 8th level, the order of the moon cavalier can undergo a special ritual, allowing him to gain access to the moon's powers for a short time. By spending 1 hour in prayer and meditation, the order of the moon cavalier may choose a single combat feat for which he qualifies. He gains the benefits of that feat until the moon changes phase, at which time he may perform this ritual again to choose a different combat feat. He must wait a complete cycle of the moon before he can choose the same feat again.

Lunar Guardian: At 15th level, the order of the moon cavalier becomes so in tune with the moon's phases that he can bestow some of their effects to his allies. As a move action, the order of the moon cavalier can choose to grant each of his allies within 30 feet the benefits of his lunar prowess class feature, and allow them to benefit from the combat feat currently selected for lunar legacy. These effects last for 1 minute. The order of the moon cavalier can use this ability once per day per point of Charisma modifier he possesses (minimum 1).

New Cleric Domains

Life Domain

Clerics with the life domain worship deities of life and healing, and have powers relating to preserving life, returning life, and living life to the fullest. Any deity that offers the healing or good domains also offers the life domain. At the GM's discretion, some other deities might offer the life domain.

Granted Powers: Clerics with the life domain can bolster the life force of others and create new life where there was none before.

Imbue with Vigor: At 1st level, you can touch a living creature to imbue her with vigor, allowing her to stay in the fight longer and battle with greater confidence. Three times per day, as a standard action, you can touch a living creature to grant her a number of temporary hit points equal to 1d6 + your cleric level. These temporary hit points last for 1 minute. So long as the target retains at least 1 temporary hit point gained in this way, she gains a +1 morale bonus on attack rolls and saving throws.

Create New Life: At 8th level, you can create life where there was none before. This requires you to perform a special 1-hour ritual. This ritual functions like the spell *summon nature's ally IV*, except that the duration is permanent, until the summoned creature is slain. So long as a creature summoned with this ability lives, this ability cannot be used again; otherwise, this ability can be used once per day. At 10th level, and every 2 levels thereafter, the level of the *summon nature's ally* spell this ability replicates increases by 1.

Domain Spells: 1st—*summon minor ally*^{UM}, 2nd—*cure moderate wounds*, 3rd—*good hope*, 4th—*animate objects*, 5th—*heroes' feast*, 6th—*life force bubble**, 7th—*awaken*, 8th—*regenerate*, 9th—*wish*.

Light Domain

Clerics with the light domain worship gods of the sun and of the day; they hate and fear darkness. The light domain is available to any character worshipping a deity with the sun domain (in addition to the light subdomain).

Granted Powers: Clerics with the light domain can create light that damages characters of the opposite alignment, and that temporarily blinds their foes.

Light of the Gods: At 1st level, you can create a 30-foot-radius sphere of pale golden light, which acts as a *light* spell. Characters of an alignment 2 or more steps away from your deity's alignment suffer 1d6 points of damage each round they are within the light. Activating or suppressing this ability is a free action. You can maintain this ability for a number of rounds each day equal to 10 + your cleric level. These rounds need not be consecutive.

Blinding Light: At 8th level, you can create such bright light that it blinds those that see it. Once per day, as a full-round action, you can create a burst of bright light in a 60-foot radius. All creatures within the radius who do not worship your deity must succeed on a Will save (DC = 10 + 1/2 your level + your Wisdom modifier) or blinded for 1d4 rounds.

Domain Spells: 1st—*pyrotechnics*, 2nd—*daylight*, 3rd—*searing light*, 4th—*light bolts**, 5th—*radiant glow**, 6th—*prismatic spray*, 7th—*sunbeam*, 8th—*sunburst*, 9th—*prismatic sphere*.

New Druid Archetype

Verminlord

Although loathed and feared by the majority of humanoids, and sometimes even scorned by other druids, insects, arachnids, and other vermin remain an important part of nature, and there are many druids, often referred to as verminlords, who devote themselves specifically to these vital links in every ecosystem.

Verminbond: At 1st level, when a verminlord forms her bond with nature, she must choose to do so by gaining an animal companion, and must select a vermin companion (for a selection of existing vermin companions, see *Pathfinder Roleplaying Game: Ultimate Magic*).

This ability modifies the nature bond class feature.

Vermin Empathy (Ex): A verminlord's empathy lies not with creatures of fur and feathers, but with those that have gleaming carapaces and glittering, multi-faceted eyes. The verminlord's wild empathy class feature functions on vermin, rather than on animals. This functions identically to using the ability on an animal, even if the vermin is mindless. The verminlord is still able to influence magical beasts in the normal fashion.

This ability modifies the wild empathy class feature.

Spider Climb (Sp): At 4th level, a verminlord can climb sheer surfaces with little difficulty. She can affect herself as though with the spell *spider climb* for a number of minutes per day equal to 10 times her druid level. These minutes need not be spent consecutively, but must be spent in 10-minute increments.

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

Wild Shape: At 4th level, when the verminlord gains the wild shape class feature, she does not gain the ability to turn into an animal. Instead, she can transform into a Small vermin, as though with the spell *vermin shape I*.

At 6th level, she can transform into a Small or Medium vermin (as though with *vermin shape I*), or she can transform into a Small or Medium animal (as though with *beast shape I*).

At 8th level, she can transform into a Tiny or Large vermin (as with *vermin shape II*), a Large or Tiny animal (as with *beast shape II*), or a Small or Medium plant creature (as with *plant shape I*).

At 10th level, she can transform into a Small or Medium magical beast (as with *beast shape III*), or a Large plant creature (as with *plant shape II*).

At 12th level, she can transform into a Tiny or Large magical beast (as with *beast shape IV*), or a Huge plant creature (as with *plant shape III*).

This ability modifies the wild shape class feature. Other than adjusting what types of creatures she can change into, her wild shape ability functions as normal.

Web: At 13th level, the verminlord gains the ability to create webs, which can support her own weight, plus up to one additional creature of the same size. Additionally, she can throw webs a number of times per day equal to 1/2 her druid level. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the verminlord. An entangled creature can escape with a successful Escape Artist check, or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the verminlord's druid level + the verminlord's Constitution modifier. Attempts to burst a web by those caught in it take a -4 penalty.

The verminlord can also create sheets of sticky webbing up to three times her size. Approaching creatures must succeed on a DC 20 Perception check to notice a web, otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the verminlord's druid level, and DR 5/—. The verminlord can move across her own web without hindrance, and can pinpoint the location of any creature touching her web, as long as she is also touching it.

This ability replaces the a thousand faces class feature.

Mindless Trance (Ex): At 15th level, a verminlord can surrender her higher thoughts, allowing herself to fall into a mindless state similar to that of vermin. Doing so is a move action that does not provoke attacks of opportunity. While in this mindless state, the verminlord loses her Intelligence score and becomes mindless, rendering her immune to all mind-affecting effects. However, her decision-making capabilities are highly limited, and she temporarily becomes an NPC under the GM's control. Each round, at the beginning of her turn, the verminlord can attempt to end the effect with a successful DC 28 Will saving throw. If she fails (or chooses not to), then the verminlord's player can choose either "fight" or "flight" for that round, and the GM determines the exact actions that the verminlord takes. The verminlord retains the ability to tell friend from foe, but does not employ complex tactics, cannot cast spells, and generally does not use any class features that require activation or making choices.

This ability replaces the timeless body class feature.

New Fighter Archetype

Cunning Duelist

While many fighters practice combat maneuvers to augment their special skill sets and make them versatile combatants on the battlefield, cunning duelists bring this practice to an art form. Dedicated to using special techniques in combat to outwit and demolish their foes, these fighters are experts in all aspects of using combat maneuvers. In addition to having a mastery of these techniques, they possess unique talents that allow them to take full advantage of their enemies' weakened states.

Versatile Training (Ex): At 1st level, a cunning duelist practices the barebones techniques of many combat maneuver styles, making him uniquely qualified to use them to their fullest potential. For the purposes of qualifying for feats, he is treated as having the Combat Expertise, Improved Unarmed Strike, and Power Attack feats, as well as having a Strength, Dexterity, and Intelligence of 13.

This ability replaces the bonus combat feat gained at 1st level.

Maneuver Defense (Ex): At 2nd level, the cunning duelist gains a +1 bonus to CMD against combat maneuvers. At 6th level, and every 4 levels thereafter, this bonus increases by a further +1.

This ability replaces the bravery class feature.

Advantageous Maneuver (Ex): At 3rd level, the cunning duelist selects a single type of combat maneuver. He never provokes an attack of opportunity when performing that type of combat maneuver. Additionally, whenever he successfully executes that combat maneuver, he may make an attack roll at his highest base attack bonus as a free action against the target of the maneuver. If he established a grapple as part of the combat maneuver, he may instead make an additional combat maneuver check to deal damage in the grapple. Every four levels thereafter (7th, 11th, and 15th), he may choose an additional type of combat maneuver to apply this ability's effects to.

This ability replaces the armor training class feature.

Maneuver Mastery (Ex): Beginning at 5th level, the cunning duelist become so adept at combat maneuvers that he rarely fails to perform them at his highest potential. He must choose a single type of combat maneuver. He gains a +2 bonus to his CMB when performing the chosen type of maneuver. This bonus also applies to attack and damage rolls made as part of his advantageous maneuver class feature. Every four levels thereafter (9th, 13th, and 17th), the bonus from this effect increases by an additional +2, and he may choose an additional type of combat maneuver to gain this bonus +2.

This ability replaces the weapon training class feature.

Impervious Defense (Ex): At 19th level, the cunning duelist is so accomplished in a specific combat maneuver that he cannot be affected by the amateurish attempts of others to inflict such an attack against him. He chooses a single type of combat maneuver and becomes immune to it, effectively gaining an unbeatable CMD against that combat maneuver. If he chooses grapple, characters he is grappling can still escape a grapple or deal damage to him while in the grapple, and he retains the grappled condition; however, characters cannot establish a grapple against him nor gain control of a grapple he is participating in.

This ability replaces the armor mastery class feature.

Grand Master Maneuver (Ex): At 20th level, the cunning duelist is so skilled at a single type of combat maneuver as to be virtually unable to fail while performing it. He chooses a single type of combat maneuver. Whenever he makes a combat maneuver check to use that combat maneuver, he may take 20 instead of rolling. Additionally, if he chooses one of the maneuvers he chose for the advantageous maneuver ability, he may make an additional attack at his highest

base attack bonus against the target of that maneuver if he successfully conducts the maneuver against the target.

This ability replaces the weapon mastery class feature.

New Gunslinger Archetype

Shotgun Specialist

Not afraid to get their hands a little dirty, nor ones to shy away from a mess, shotgun specialists prefer to use firearms with the scattering shot ability, unleashing deadly blasts of shrapnel and debris directly into the faces of their enemies. Able to make the most of such weapons by increasing their range and damage, and capable of performing several trick shots with them, shotgun specialists are masters of this specialized type of firearm.

Deeds: The shotgun specialist gains the following deeds.

Close Quarters Shooter (Ex): At 1st level, a shotgun specialist is able to make ranged attacks with a firearm without provoking attacks of opportunity for doing so.

This ability replaces the quick clear deed.

Expanded Blast (Ex): At 1st level, a shotgun specialist can unleash a particularly powerful blast from a firearm with the scatter quality, increasing the size of the cone it creates. Doing so costs 1 grit point, and increases the range of the cone by 5 feet. At 6th level, and every five levels thereafter, this ability increases the size of the cone by an additional 5 feet.

This ability replaces the deadeye deed.

Trick Shot (Ex): At 3rd level, if the shotgun specialist has at least 1 grit point, she can perform all of the following trick shots. Each trick shot can be applied to any single scattering shot attack with a firearm, but the shotgun specialist must declare the trick shot she is using before firing the shot. In the case of the junk shot, she must declare she is using the trick shot when she loads the firearm.

- **Junk Shot:** A shotgun specialist can load pebbles, debris, or similar objects into her firearm as ammunition for a scattering shot, rather than normal ammunition. This imposes an additional -2 penalty on all attack rolls made as part of the scattering shot, and also increases the misfire range for the attack by 5.
- **Metal Rain:** By firing into the air at a slight angle, the shotgun specialist can cause a rain of metal debris to fall in a 5-foot-radius area anywhere within 30 feet, filling the area as though with caltrops.

- **Shoot Through Walls:** When making a scattering shot with a firearm with the scatter quality, shrapnel and projectiles from the blast penetrate barriers, even if they fail to completely destroy them. A target in the blast area that would normally have total cover from the shotgun specialist's attack only has improved cover, instead, although any damage dealt to that target is halved. If the cover is provided by an object with a hardness of 20 or greater, this ability has no effect.

This ability replaces the utility shot deed.

Powerful Blast (Ex): At 7th level, as a full-round action, by spending 1 grit point, a shotgun specialist can fire a particularly deadly blast from a firearm with the scatter quality, increasing her damage for each creature hit by the attack by an amount equal to her gunslinger level.

This ability replaces the dead shot deed.

Surgical Shot (Ex): By 7th level, a shotgun specialist is particularly adept at manipulating her scattering shots, allowing her to avoid hitting certain creatures or objects within the blast. Whenever she makes a scattering shot attack with a firearm, she can choose a number of creatures equal to her Dexterity modifier within the area of the attack, and those creatures are unaffected by the scattering shot.

This ability replaces the targeting deed.

Nothing Left (Ex): At 19th level, a shotgun specialist can focus all the energy of a scattering shot against an opponent at point-blank range in order to completely tear the victim to shreds. As a standard action, a shotgun specialist can expend 2 grit points and make an attack with a firearm with the scatter weapon quality against an adjacent creature. The attack uses the same type of ammunition required for a scattering shot, but it affects only the target, due to the nature of the attack. If the attack hits, the target must succeed on a Fortitude save ($DC = 10 + 1/2$ the shotgun specialist's gunslinger level + the shotgun specialist's Dexterity modifier) or suffer an additional 2d6 points of damage per gunslinger level the shotgun specialist possesses. Even on a successful save, the attack still deals an additional 5d6 points of damage. A creature that dies as a result of this attack is reduced to only a fine, bloody mist, as the spell *disintegrate*.

This ability replaces the stunning shot deed.

New Inquisitor Archetype

Master of Masks

Inquisitors quickly learn to become familiar with the basics of disguise, as it is useful both in gaining information that one might otherwise miss, and to be able to see through the disguises of others. Some inquisitors devote themselves more heavily to the art of disguise, becoming true masters of false identity.

Detect Disguise (Ex): A master of masks is an expert at seeing through disguises, including magical glamers. She gains a bonus equal to her Wisdom modifier on Perception and Sense Motive checks made to see through a disguise, as well as on saving throws made to disbelieve illusions of the glamer subschool.

This ability replaces the monster lore class feature.

Master of Disguise (Ex): A master of masks is a consummate artist of disguise. She gains a bonus equal to $1/2$ her inquisitor level on Bluff and Disguise checks (minimum +1).

This ability replaces the stern gaze class feature.

Hide Aura (Su): At 2nd level, a master of masks gains the ability to suppress her own aura, making it difficult for simple divinations to reveal information about her. She is immune to spells such as *detect evil*, *detect undead*, *detect thoughts*, *analyze aura*^{OA}, and so on.

This ability replaces the track class feature.

Quick Disguise (Ex): Beginning at 2nd level, a master of masks can apply a disguise to herself with incredible speed. She can don a disguise in only one minute, rather than taking $1d3 \times 10$ minutes. Alternatively, by suffering a -5 penalty on the Disguise check, she can don a disguise as a full-round action that provokes attacks of opportunity.

This ability replaces the cunning initiative class feature.

Read Aura (Sp): At 2nd level, a master of masks learns to read the auras of other creatures. This functions as the spell *analyze aura*^{OA}, with a few exceptions. While using this ability, instead of focusing on one of the four types of auras described in the spell, the master of masks can choose to focus on a fifth component to the aura, learning the creature's type and subtypes. Additionally, a master of masks that has viewed a creature's aura in this way is able to recognize that specific aura if she sees it again, even if the creature's alignment, emotions, health, or magic status have changed. The master of masks can use this ability for a total number of rounds per day equal to twice her class level.

This ability replaces the detect alignment class feature.



Spells: A curse blade treats all sorcerer/wizard spells of 3rd level or lower that have the curse, fear, or pain descriptor as magus spells, and can add them to his spellbook. For this purpose, the magus spell level of such spells is equal to the sorcerer/wizard level of the spell.

This ability modifies the spells class feature.

Curse Strike (Ex): At 2nd level, a curse blade is capable of delivering certain spells with his melee weapon. Whenever a curse blade casts a spell with the curse, fear, or pain descriptor, he can deliver that spell with a successful melee attack. If he does, he makes one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If the attack is a miss, the spell is wasted. If the attack hits, it deals damage as normal and has the same effect as the spell, except that it only affects the target of the melee attack, and the target suffers a -1 penalty on her saving throw against the spell.

This ability replaces the spellstrike class feature.

Graceful Strike (Ex): At 3rd level, a curse blade learns how to enhance his weapon using his arcane energies to deliver graceful deadly blows. As long as he has at least 1 point in his arcane pool, a curse blade adds his Dexterity modifier (in addition to his Strength modifier) to damage dealt with one-handed weapons. Additionally, by spending 1 point from his arcane pool, he can add his Intelligence modifier to all weapon damage rolls for 1 round.

This ability replaces the magus arcana gained at 3rd level.

Curse of Hungry Blades (Su): At 7th level, the curse blade learns to curse a foe so that swords find her heart more easily. Whenever the curse blade uses his spell combat ability, instead of casting a spell, the curse blade can expend a single prepared spell of 2nd level or higher in order to curse a character within 30 feet. The target must succeed on a Will save (DC = 10 + 1/2 the curse blade's level + the curse blade's Intelligence modifier) or suffer a -2 penalty to AC for as long as the curse blade can see the target, and for 1 minute thereafter. Additionally, during this time all critical hits against the target are automatically confirmed.

This ability replaces the medium armor class feature.

Curse of Withering Body (Su): At 13th level, the curse blade learns to curse a foe to lose strength of the body. Whenever the curse blade uses his spell combat ability, instead of casting a spell, he can expend a single spell slot of 4th level or higher in order to curse a character within 30 feet. The target must succeed on a Will save (DC = 10 + 1/2 the curse blade's level + the curse blade's Intelligence modifier) or suffer a -4 penalty to all of her physical ability score for as long as the curse blade can see her, and for 1 minute thereafter.

This ability replaces the heavy armor class feature.

Pierce the Veil (Su): At 5th level, as a swift action, a master of masks can fix her gaze on a single creature or object and view it as it truly is. This functions as the spell *true seeing*, except it applies only to a single creature or object, and it pierces mundane disguises as well as magical ones. The effect lasts for 1 round. The master of masks can use this ability a total number of times per day equal to 3 + her Wisdom modifier.

This ability replaces the discern lies class feature.

New Magus Archetype

Curse Blade

Some magi prefer to wade directly into the heat of a conflict, confident in their heavy arms and armor and using blasts of arcane energies to scatter their foes, but these lack the temperament to be a curse blade. The rare magus that chooses this path forsakes such blunt means of accomplishing his tasks, preferring instead to master the graceful art of swordplay and enhance it with subtle magic, diminishing his enemies' ability to fight as the battle continues. This mastery of graceful fighting and subtle curse makes curse blades deadly and unpredictable combatants.

Proficiencies: A curse blade is not proficient with any type of armor or shield.

Curse of the Empty Mind (Su): At 19th level, the curse blade can shatter the minds of those he curses. Whenever the curse blade uses his spell combat ability, instead of casting a spell, he can expend a single spell slot of 6th level in order to curse a character within 30 feet. As long as the curse blade can see the target and for 1 minute thereafter, the target must succeed on a Will save (DC = 10 + 1/2 the curse blade's level + the curse blade's Intelligence modifier) each round or be unable to take any action.

This ability replaces the greater spell access class feature.

New Monk Archetype

Ash Walker

An obscure sect of monks, ash walkers belong to an order that preaches of a fiery doom soon to claim the land, and directs its adherents to prepare themselves for an age of suffering and destruction. Ash walkers regularly subject themselves to trials of endurance, holding hot coals in their hands, consuming ash, and breathing smoke. Through these trials, they are made stronger, and gain access to mystic abilities relating to smoke and flame. Though they claim to merely be messengers of the impending doom they predict, many wonder if perhaps they are in fact its harbingers, and if the true purpose of their order might not be to bring their grim predictions to fruition.

Fiery Fist (Su): An ash walker is able to channel supernatural heat through his body. Half of the damage dealt by his unarmed strikes is fire damage, rather than the normal type.

This ability modifies the unarmed strike class feature.

Implacable (Ex): Although they are not as fast as other monks, ash walkers are very hardy. An ash walker gains 1 additional hit point per monk level. Additionally, at 3rd level, and every three levels thereafter, the ash walker gains a +1 competence bonus to his CMD.

This ability replaces the fast movement class feature.

Smoke Aura (Su): Beginning at 1st level, an ash walker can cause his body to exude a cloud of vaporous smoke, which issues forth from every pore, surrounding him in a haze of ash. This grants the ash walker concealment (20% miss chance). Activating or suppressing this ability is a swift action. This smoke does not interfere with the ash walker's ability to see effectively, although unless he possesses the ability to breathe normally in smoke, he must either hold his breath while using this ability, or succeed on a Fortitude saving throw each round (DC = 15 + 1 per previous check) or spend that round choking and coughing. Armor of any kind interferes with the ash walker's ability to exude smoke in this fashion, and this ability does not function while he is wearing armor.

At 4th level, and every four monk levels thereafter, the miss chance granted by this ability increases by 10% (to a maximum of 70% at 20th level).

This ability replaces the AC bonus class feature.

Still Breath (Ex): By 3rd level, an ash walker is particularly skilled at holding his breath. He can hold his breath for twice as long as he would otherwise be able to, and he gains a +2 bonus on Fortitude saves and Constitution checks made to avoid suffocation or to resist the effects of inhaled poisons, smoke, and similar.

At 9th level, an ash walker can breathe smoke and ash as though it were clean air.

This ability replaces the still mind class feature.

Fire Resistance (Ex): By 4th level, an ash walker's body has become resistant to flames. He gains fire resistance 5. At 8th level, and every four levels thereafter, this fire resistance increases by 5 (to a maximum of 25 at 20th level).

This ability replaces the slow fall class feature.

Smokesight (Ex): By 5th level, an ash walker's eyes no longer sting when exposed to ash and smoke, and his vision can pierce even the densest smoke clouds. He can see through smoke and flame without penalty.

This ability replaces the high jump class feature.

Burning Touch (Su): By 7th level, an ash walker learns to use the heat in his body to deliver debilitating wounds. Whenever he deals 1 or more points of fire damage to a creature with an unarmed strike or natural attack, he can choose to expend 1 point from his *ki* pool in order to leave a searing burn. If he does, the fire damage inflicted by that attack can't be healed normally, and can only be healed magically if the caster succeeds on a caster level check (DC = 11 + the ash walker's monk level).

This ability replaces the wholeness of body class feature.

Smoke Form (Su): At 12th level, an ash walker can cause his entire body to transform into a vaporous cloud of smoke and ash. Using this ability is a move action that consumes 2 points from his *ki* pool. This functions as the spell *gaseous form*, except that the damage reduction the ash walker gains is equal to his monk level, and can't be overcome by any means. Additionally, his fly speed while in this state is 30 feet, rather than 10 feet. Finally, the effect's duration is increased to 10 minutes per level. The ash walker's caster level for the purposes of this effect is equal to his monk level.

This ability replaces the abundant step class feature.

Breathe Smoke (Su): At 17th level, an ash walker gains the ability to breathe out a cloud of smoke, forming either a 40-foot cone or a 20-foot-radius emanation centered on him. In either case, the affected area is filled with smoke, which obscures vision, giving concealment (20% miss chance) to characters within it, and total concealment (50% miss chance) to creatures separated by more than 5 feet of smoke. A character that breathes this smoke must make a Fortitude save each round (DC = 15 + 1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. Using this ability is a move action that consumes 2 points from his *ki* pool.

This ability replaces the tongue of the sun and moon class feature.

New Oracle Mystery

Ring

Rings are symbolic of all things circular, showing a cohesive whole with no beginning and no ending. There are many virtues that are symbolized by the ring: an indivisible bond, enduring and renewing cycles, and karmic returns, to name a few. Those who devote themselves to the mystery of the ring attempt to master its deceptive simplicity in a variety of ways.

Class Skills: An oracle with the ring mystery adds Appraise, Knowledge (local), Knowledge (nobility), and Perception to her list of class skills.

Bonus Spells: *karmic blessing*^{ARG} (2nd), *aid* (4th), *sacred bond*^{APG} (6th), *terrible remorse*^{UM} (8th), *life bubble*^{APG} (10th), *word of recall* (12th), *circle of clarity*^{UM} (14th), *orb of the void*^{UM} (16th), *gate* (18th).

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

Circular Thought (Ex): The oracle has mastered the art of thinking in circles. Whenever she fails a Will save or concentration check, she may choose to immediately reroll, using the new result. If she still fails after rerolling, she may not reroll again, and is also stunned for 1 round.

Forge Ring (Ex): The oracle gains the Forge Ring feat as a bonus feat, even if she doesn't meet the prerequisites. Additionally, she is treated as though she had a number of ranks in Craft (jewelry) equal to her oracle level.

Gift Exchange (Su): The oracle can offer a gift to an intelligent creature within 30 feet as a full-round action. This gift can be any physical object in the oracle's possession, which she must hold out for the creature with one or more hands. The creature must succeed

on a Will save or be forced to take the gift, if able, and then offer a similar gift, boon, or service to the oracle, of roughly equal value. This exchange is a move action. Creatures in combat receive a +4 bonus on saving throws made to resist this ability. A creature that succeeds on its Will save is immune to this effect for 24 hours.

Gift of Magic (Su): The oracle can imbue some of her magical power in another individual. By performing a ritual that takes 1 minute, she can choose a single spell of 2nd level or lower that she knows, expending an unused spell slot of that spell level, and grant a single touched creature the ability to cast that spell as a spell-like ability. If she does so, then once the creature expends the magic and casts the spell, some portion of the spell's energy returns to the oracle, and the next time that she casts that spell, she treats her caster level as 2 higher than it actually is. Both the ability to cast the spell and this bonus fade the next time the oracle rests and regains spells, if they have not already been expended. At 14th level, the oracle can select spells of up to 3rd level, and at 17th level, she can select spells of up to 4th level. The oracle can use this ability three times per day. The oracle must be at least 11th level to select this ritual.

Karmic Curse (Su): The oracle can invoke the powers of karma to inflict swift punishment on those who inflict pain. As a standard action, she can lay this curse on a single creature within 60 feet. The next time that creature deals damage to another creature with an attack, spell, or ability, the cursed creature suffers damage equal to half the amount it inflicted. Affected creatures of Intelligence 3 or greater are intuitively aware of the nature of the curse. The curse ends after one minute if it has not already been expended. The oracle can use this ability a number of times per day equal to 3 + her Charisma modifier.

Magic Circles (Su): The oracle can draw magic circles. To draw a circle, she must have chalk, salt, blood, powdered silver, or some other appropriate substance at hand (although she can press a magic circle into a softer surface such as dirt or clay). Drawing a circle takes 1 minute. Once completed, this circle functions as a permanent magic circle against any alignment of the oracle's choosing. The circle remains until its form is physically broken (for example, if the lines are smeared or the salt is scattered). Only a living creature can break the circle; environmental effects can't break it. The oracle can have only one circle created in this way at a time. If she creates a second circle, the first one loses all its magic powers. The oracle can use this ability three times per day. An oracle must be 7th level to select this revelation.

Reciprocal Healing (Su): Whenever the oracle casts a spell that causes another creature to heal hit points, she heals a number of hit points equal to 1/2 what the recipient of the spell healed. This occurs only once per spell, even if the spell heals the creature multiple times (such as if it grants fast healing), or if the spell has multiple targets.

Ring Bond (Su): The oracle can perform a special ceremony that bonds two rings together, granting the wearers of those rings special abilities. This ritual takes 1 hour to perform, and requires the expenditure of 2,000 gp in food and drink for a grand banquet. As long as both rings are worn by the two creatures that were wearing them at the time the ritual was performed, each of those creatures is affected as though they had cast *status* on the other creature. Additionally, once per day, when the two are next to each other and each wearing the rings affected by the ritual, one of those creatures, as an immediate action, can allow the other creature to reroll a single d20 roll that she just made.

Ringbearer (Su): The oracle is able to harness the power of more magic rings than most. She gains a third ring slot. At 11th level, she gains a 4th ring slot.

Shared Suffering (Su): The oracle can create a sympathetic link between herself and another living creature within 60 feet, causing any negative condition suffered by one to be felt by the other. This is a standard action, and the target is entitled to a Will save to resist the effect. Once bonded in this way, any negative conditions suffered by either the oracle or the target are suffered by both. The bond lasts for one hour or until either party dies. The oracle can use this ability three times per day.

Final Revelation: Upon reaching 20th level, the oracle becomes one with the circle of life. The first time that she dies each day, her body and all her worn and carried gear immediately decay into soil, and she begins to reincarnate, as the spell *reincarnate*, except that her equipment reforms on her new body, and the body reforms in a random location within 1d4 miles.

New Paladin Archetype

Defender of the Wild

Just as other paladins are paragons of virtue and defenders of the innocent, some paladins choose to champion a different cause, viewing the pristine and unspoiled wilderness as perhaps the most innocent and helpless of us all. Devoting themselves to the protection of the wild, these paladins hunt down and stop all who would despoil its beauty.

Alignment and Code of Conduct: Unlike most paladins, a defender of the wild does not need to be lawful good, and must instead have some neutral component to her alignment (neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil). Additionally, instead of the standard code of conduct, the defender of the wild must strive to protect natural and unspoiled lands, resist the encroachment of civilization, and never willfully contribute to the destruction or despoiling of natural territory.

Detect Despoilers (Su): A defender of the wild gains the ability to detect constructs and creatures that actively contribute to the destruction of natural areas. This functions as the normal paladin's *detect evil*, except that the auras it detects are those of constructs and any creature that regularly performs activities that are harmful to nature, regardless of that creature's alignment. For the purposes of this ability, activities that are harmful to nature include contributing to large-scale urbanization, deforestation, pollution, and similar, and is subject to GM discretion. As a general rule, a logger or miner would qualify, but someone who lives in a log cabin would not, and a big game hunter that hunts exotic animals for sport would qualify, but a subsistence hunter would not.

This ability replaces the detect evil class feature.

Smite Despoiler (Su): This functions as the standard paladin's smite evil class feature, except that it applies to constructs, undead, and creatures that are harmful to nature (as defined in the *detect despoilers* class feature). Rather than dealing additional damage on the first successful attack against outsiders with the evil subtype, evil-aligned dragons, and undead creatures, the defender of the wild deals additional damage on the first successful attack against constructs and undead. At the GM's discretion, this additional damage may also apply to particularly egregious despoilers of nature.

This ability modifies the smite evil class feature.

Poison Immunity (Ex): At 3rd level, a defender of the wild is immune to all poisons. Additionally, merely by touching a creature as a standard action, a defender of the wild can grant that creature a +4 bonus on saving throws to resist poison for 1 hour.

This ability replaces the aura of courage class feature.

Aura of Wild Step (Su): Beginning at 8th level, a defender of the wild is able to move effortlessly through wilderness areas. She may move through any sort of undergrowth or other difficult terrain that is part of natural terrain at her normal speed without taking damage or suffering any other impairment. Thorns, briars, overgrown areas, and similar natural terrain features that have been magically manipulated to impede motion, however, still affect her. She also leave no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if she so desires. Further, allies within 10 feet of the defender of the wild gain these benefits as well.

This ability replaces the aura of resolve class feature.

Aura of Justice (Su): At 11th level, the defender of the wild gains the aura of justice class feature as normal, except it grants the ability to use her smite despoiler class feature, rather than the ability to use smite evil.

This ability modifies the aura of justice class feature.

Nature's Blade (Su): Beginning at 14th level, any weapon the defender of the wild wields counts as being made of adamantine, cold iron, and silver simultaneously for the purposes of overcoming damage reduction.

This ability replaces the aura of faith class feature.

Natural Ward (Su): At 17th level, a defender of the wild gains DR 5/adamantine and resist cold and fire 10.

This ability replaces the aura of righteousness class feature.

Nature's Champion (Su): At 20th level, the defender of the wild's damage reduction increases to 10/adamantine. Additionally, whenever she uses her smite despoiler ability and successfully strikes a construct or undead creature, the creature must succeed on a Fortitude save (DC = 10 + 1/2 her paladin level + her Charisma modifier) or be destroyed.

This ability replaces the holy champion class feature.

New Ranger Archetype

Wandering Warrior

Wandering warriors are rangers who lead nomadic lives, protecting fellow travelers and dealing with dangers on the road as they encounter them. Because of their far wanderings and drifter lifestyle, wandering warriors focus less on fighting a specific kind of enemy, and rather utilize a diverse array of styles and talents to accommodate the vast breadth of situations they encounter in their travels. This adaptability makes them among the most versatile warriors on the road.

Wanderer's Style (Ex): The wandering warrior employs a variety of different combat styles to deal with the challenges he encounters in his travels. Assuming one of these styles is a swift action, and the wandering warrior remains in the chosen style until he chooses to change his style. The wandering warrior can choose from the following styles when he uses this ability.

Companion Style (Ex): The wandering warrior ignores cover granted by his allies, and gains a +1 bonus on all attack rolls made against characters that are threatened by one of his allies. At 5th level, and every 5 levels thereafter, this bonus increases by a further +1.

Deadly Style (Ex): The wandering warrior increases the critical multiplier of his weapon by 1. Additionally, the wandering warrior ignores 1 point of damage reduction whenever he damages a character with damage reduction. At 5th level, and every 5 levels thereafter, he ignores an additional point of damage reduction in this way.

Dodging Style (Ex): Each turn, the square the wandering warrior starts out in is not considered threatened by any opponent he can see. Additionally, the wandering warrior gains a +1 dodge bonus to AC. At 5th level, and every 5 levels thereafter, this bonus increase by a further +1.

Maneuver Style (Ex): When the wandering warrior assumes this style, he must select a single type of combat maneuver. He does not provoke attacks of opportunity for performing combat maneuvers of that type while using this style. Additionally, for purposes of the selected combat maneuver, he gains a +1 bonus to his CMB and CMD. At 5th level, and every 5 levels thereafter, this bonus increases by a further +1.

Protector Style (Ex): The wandering warrior grants adjacent allies a +1 dodge bonus to AC and CMD. At 5th level, and every 5 levels thereafter, this bonus increases by a further +1.

Slayer Style (Ex): Whenever the wandering warrior successfully reduces a character to 0 hit points, the wandering warrior may make a single attack with a melee or ranged weapon as a free action against another creature. Additionally, the wandering warrior gains a +1 bonus on damage rolls against characters he has successfully dealt damage to in the last round. At 5th level, and every 5 levels thereafter, this bonus increases by a further +1.

This ability replaces the favored enemy class feature.

Combat Versatility (Ex): At 2nd level, the wandering warrior learns the basics of a wide variety of combat techniques and styles. The wandering warrior is treated as having a Strength, Dexterity, and Intelligence score of 13 for the purposes of qualifying for feats. He is also treated as having Combat Expertise, Dodge, Improved Unarmed Strike, and Power Attack for the purposes of qualifying for feats.

This ability replaces the combat style feat gained at 2nd level.

Wanderer's Bond (Ex): At 4th level, the wandering warrior gains the ability to impart the knowledge of his style to his allies. As a move action, the wandering warrior can grant each ally within 30 feet the benefits of the wandering style he has currently assumed. Alternatively, the wandering warrior can gain an animal companion, as the druid class feature (his effective druid level for this purpose is equal to his ranger level -4). If he selects the animal companion option, then whenever he assumes a new style using his wanderer's style class feature, his animal companion gains the benefits of that style.

This ability replaces the hunter's bond class feature.

Spell Strike Trick (Ex): At 6th level, the wandering warrior learns how to use his magic at greater speeds when he exercises his martial ability. Whenever the wandering warrior uses the attack action, he can cast a spell with a casting time of 1 standard action or less as a free action made as part of the attack; whenever the wandering warrior uses the full-attack action, he can cast a spell with a casting time of 1 round as

a free action at any time during the full attack. If the spell he cast targets one or more characters he damaged with the attack or full-attack action, his caster level is treated as being 5 higher than actually it is for the purposes of that spell.

This ability replaces the combat style feat gained at 6th level.

Second Style (Ex): At 9th level, the wandering warrior can have two styles active at a single time.

This ability replaces the evasion and improved evasion class features.

Enhanced Spell Casting: At 10th level, the wandering warrior learns some secrets of the land's lore from his travels, which allows him to cast a small number of druid spells. For each spell level he can cast, the wandering warrior chooses a single druid spell of that spell level and treats it as though it appeared on the ranger list at the same level.

This ability replaces the combat style feat gained at 10th level.

Stealth Strike (Ex): At 14th level, the wandering warrior learns how to strike with exceptional precision from a hidden location. Whenever the wandering warrior makes an attack against a character that is unaware of him, if the attack is successful, the target becomes staggered for 1 round.

This ability replaces the combat style feat gained at 14th level.

Overwhelming Assault (Ex): At 18th level, the wandering warrior can tap all his strength and exert his effort into a single mighty assault. When the wandering warrior takes a full-attack action, he can choose to make all his attacks at his highest base attack bonus; if he does, he becomes staggered for 1 round after the attack.

This ability replaces the combat style feat gained at 18th level.

Unity of Styles (Ex): At 20th level, the wandering warrior gains the benefits of all of his wandering styles when he assumes a wandering style.

This ability replaces the master hunter class feature.

New Rogue Archetype

Tiny Infiltrator

Whether through fey heritage, mad science, or strange mutation, tiny infiltrators are rogues with the ability to dramatically decrease their own mass, shrinking down to minuscule proportions in order to slip past defenses and confound their foes with tricky maneuvers only manageable with their unique abilities.

Rogue Talents: When a tiny infiltrator gains access to rogue talents at 2nd level, she may choose from the following rogue talents, in addition to those available to all rogues.

Confounding Dodge (Ex): A tiny infiltrator that selects this rogue talent is adept at using her attackers' size against them. She gains a +1 dodge bonus to AC against attacks made by creatures at least 2 size categories larger than her. Additionally, whenever she is the target of a melee attack while flanked by creatures that are two or more size categories larger than her, if the attack misses, she can expend an attack of opportunity to confound the attacker, directing the attack past her and at the other creature flanking her. The attacker makes a new attack roll with the same bonus, and applies the result to the new target, who is considered flat-footed for the purposes of that attack.

Pinpoint Power (Ex): A tiny infiltrator with this rogue talent can pack the power of her blows into a very narrow area, maximizing the effect. As long as she is at least one size category smaller than her normal size, she gains a +1 bonus on melee damage rolls for each size category smaller than her normal size she is.

Sudden Change (Su): A tiny infiltrator that selects this rogue talent can change size more rapidly. She can activate or end her shrink class feature as an immediate action, rather than a move action. Additionally, if she activates or ends her shrink class feature during a charge action, she is able to combine the momentum and force of her larger size with the accuracy of her smaller size to deliver a particularly potent attack. For the purposes of that attack, she is treated as having the size bonus to attack rolls of her smaller size and the Dexterity score of her smaller size, but is also treated as having the Strength score and damage dice of her larger size. She gains these benefits whether she activates or ends her shrink class feature in this way.

Tag Along (Ex): A tiny infiltrator is adept at using her small stature to avoid notice. She can climb on creatures at least 3 size categories larger than her, and possibly avoid their notice. To do so, she must succeed on a Climb check (DC = the target's CMD). Success allows her to enter the target's space and climb onto the target, moving with him as though she were riding him. A successful Stealth check, opposed by the target's Perception check, allows her to remain unnoticed by the creature. Unlike most Stealth checks, she does not need cover or concealment, as the target's own body shields her from detection. This also allows her to use Stealth to avoid being noticed by other creatures while hiding on the target, but only creatures at least 3 size categories larger than herself. If the target becomes aware of her, it can attack her normally, even though she is in the same square. The tiny infiltrator can end the effect at any time by moving off of the target.

This ability modifies the rogue talents class feature.

Shrink (Su): At 2nd level, as a move action, a tiny infiltrator can cause her body to shrink to a fraction of its size. This functions as the spell *reduce person*, except that it works regardless of her creature type, and thrown weapons do not return to their normal size until after striking their target, and so deal damage based on the tiny infiltrator's size at the time the attack is made. The effect lasts for 1 minute, but the tiny infiltrator can end it early at any time with another move action. The tiny infiltrator can use this ability 3 times per day at 1st level. At 4th level, and every four levels thereafter, she can use it an additional time each day.

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

Incredible Maneuverability (Ex): Beginning at 3rd level, a tiny infiltrator can use her size to her advantage to perform incredible feats of athletics. When making an Acrobatics, Climb, Escape Artist, or Swim check, before the roll is made, she can use this ability to gain a bonus on the check equal to 10 times the number of size categories she is smaller than her normal size (+10 if she is one size category smaller than normal, +20 if she is two size categories smaller than normal, and so on). In the case of Acrobatics checks made to jump, this bonus is doubled. The tiny infiltrator can use this ability once per day at 3rd level. At 6th level, and every three levels thereafter, she can use it one additional time per day.

This ability replaces the trap sense class feature.

Improved Shrink (Su): Beginning at 10th level, whenever a tiny infiltrator uses her shrink class feature, she can choose to become even smaller, reducing her size by two size categories. This gives her a total size bonus of +4 to Dexterity, and total size penalty of -4 to Strength. She gains the appropriate size bonus to AC based on her new size, as well as the appropriate size bonuses on attack rolls, Fly skill checks, and Stealth skill checks, and the appropriate size penalties to CMB and CMD. Further, her space and reach change to reflect her new size, as do the damage dice of all of her attacks.

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

Greater Shrink (Su): Beginning at 18th level, a tiny infiltrator can become truly miniscule. Whenever she uses her shrink class feature, she can choose to reduce her size by three size categories. This gives her a total size bonus of +8 to Dexterity, and a total size penalty of -6 to Strength. Otherwise, this functions as improved shrink.

This ability replaces the rogue talent gained at 18th level.

New Sorcerer Bloodline

Gigantic

You have the blood of the great and mighty in your veins, and have always been larger than other people, both in stature and in personality. Your magic comes from this source of

largeness and can likely be traced back to some massive creature, such as a giant, titan, or dragon. Rather than inherit the latent abilities tied to that creature's race, however, for one reason or another your blood recalls only the size and might of your cyclopean progenitor.

Class Skill: Intimidate.

Bonus Spells: *enlarge person* (3rd), *alter self* (5th), *plant growth* (7th), *beast shape II* (9th), *animal growth* (11th), *transformation* (13th), *giant form I* (15th), *giant form II* (17th), *shapechange* (19th).

Bonus Feats: Endurance, Enlarge Spell, Extend Spell, Fleet, Great Fortitude, Power Attack, Skill Focus (Intimidate), Widen Spell.

Bloodline Arcana: Whenever you cast a spell, for every size category larger than Medium you currently are, increase the spell's caster level by 1.

Bloodline Powers: Gigantic bloodline sorcerers have powers relating to their physical size, and can alter their size through the magic of their blood.

Giant Size (Su): Starting at 1st level, you can increase your size by 1 step, as though with the spell *enlarge person*, except that it functions regardless of your creature type. Activating this ability is a swift action, and dismissing it is another swift action. You may use this ability for a total number of rounds each day equal to your sorcerer level + your Charisma modifier. These rounds need not be consecutive.

Gigantic Might (Su): Starting at 3rd level, your body begins to grow in size and stature, providing you with a +2 racial bonus to Strength and Constitution. At 10th level, you also gain a +2 natural armor bonus to AC, and at 17th level, you gain a +4 bonus to CMB and CMD.

Titanic Transformation (Su): Starting at 9th level, whenever you cast a spell or use a bloodline power which grants a size bonus to one or more ability scores, that bonus is increased by a further +1. At 12th level, and every 3 levels thereafter, this additional bonus increases by a further +1.

Magic of the Behemoths (Su): Starting at 15th level, whenever you cast a spell which targets a creature who is one or more size categories smaller than you, that target suffers a penalty equal to the difference in your size categories on their saving throws to resist the spell.

Body of the Colossus (Ex): At 20th level, your body permanently increases in size by one step, causing you to become one size category larger. You gain a +4 bonus to Strength, suffer a -4 penalty to Dexterity, and gain a +2 natural armor bonus to AC.



New Summoner Archetype

Dimensional Rider

While many summoners call forth their eidolons from other realms of existence, some call forth otherworldly beings that travel among the planes, existing in a constant state of transit. Those that seek these bonds do so through the study of interdimensional travel and the nature of the planes. These masters of interdimensional lore are dimensional riders, summoners who can harness the power of eidolons with unique gifts for planar travel, and who can tap their own secret reservoir of lore in order to use the places between dimensions to travel at near instantaneous speeds.

Dimensional Mount: A dimensional rider's eidolon is a swift mount, capable of taking him and his allies on extraplanar journeys. The dimensional rider gains the eidolon class feature as normal, except that the dimensional rider's eidolon must be of the quadruped or serpentine base forms. It gains the mount evolution as a free evolution, and can take a single rider of its size category or up to 4 riders of 1 size category smaller than it (or up to 8 riders of a size category 2 or more sizes smaller than it). Because of the eidolon's extradimensional nature, it receives 2 fewer points to spend on additional evolutions (minimum 1).

This ability modifies the eidolon class feature.

Dimensional Transport (Su): Beginning at 1st level, the dimensional rider can travel between dimensions, moving instantly across two points on the same plane of existence. As long as he is in physical contact with his eidolon, he can travel up to 100 feet in any direction as a standard action. This movement functions identically to the spell *dimension door*, except that the summoner can only take himself and his eidolon. At the conclusion of the movement, only the summoner loses any subsequent actions he would take on his turn.

At 3rd level, the range of this transportation increases by 100 feet, and the summoner can take an additional ally within arm's reach of his eidolon along on the trip. At 5th level, and every 2 levels thereafter, the range of this ability increase by a further 100 feet, and he can take an additional ally within arm's reach of his eidolon along with him. At 10th level, the summoner is able to take any remaining actions he would normally be allowed to take after this movement. At 17th level, after moving in this way, the summoner's eidolon may make a single attack as a free action. The summoner can use this ability a number of times each day equal to 3 + his Charisma modifier.

This ability replaces the summon monster class feature.

Dimensional Shift (Su): At 4th level, a dimensional rider can harness his eidolon's dimensional nature to travel partly between dimensions. As a free action, as long as the dimensional rider is within arm's reach of his eidolon, the

eidolon and any creatures mounted upon it can become extradimensional for a time. While extradimensional in this way, the eidolon and all creatures affected in this way can see and interact with incorporeal creatures, as well as corporeal creatures, as though all their attack and spells were both physical and incorporeal. The dimensional rider can use this ability a number of rounds each day equal to his level + his Charisma modifier.

This ability replaces the shield ally class feature.

Ethereal Travel (Sp): At 10th level, the dimensional rider can use his knowledge of dimensional lore and his eidolon's unique connection with other realms to travel to the Ethereal Plane. Three times per day, the dimensional rider can cause his eidolon and all characters mounted upon it to be transported to the Ethereal Plane as with the spell *ethereal jaunt*, with a caster level equal to the dimensional rider's class level. The eidolon must be within arm's reach of the dimensional rider for this ability to function.

This ability replaces the aspect class feature.

Planar Travel (Sp): At 12th level, the dimensional rider can ride his eidolon to other planes of existence. Once per week, as long as the dimensional rider remains within arm's reach of his eidolon, he can cause himself, his eidolon, and all characters currently mounted upon his eidolon to travel to another plane of existence. This functions as the spell *plane shift*, except that the dimensional rider and those with him always arrive exactly at the point he wishes to on the plane of his choice.

This ability replaces the greater shield ally class feature.

Astral Travel (Su): At 18th level, the dimensional rider can use his esoteric knowledge and his eidolon's mastery over planar travel in order to transport their consciousness through the planes. As long as he remains within arm's reach of his eidolon, once per week the dimensional rider can cause himself, his eidolon, and all characters mounted upon his eidolon to undergo an astral journey. This functions like the spell *astral projection*, except while it is active, the living bodies of the summoner and other characters mounted upon his eidolon are transported to a safe extradimensional space, and the eidolon makes a physical journey during the wandering of the dimensional rider and his companions. If the dimensional rider's eidolon is slain, the effect ends and the affected characters are returned in their physical bodies to the place they were before they began using this ability.

This ability replaces the greater aspect class feature.

New Vigilante Archetype

Wandering Nemesis

Many vigilantes carve out a particular place of their own to protect, claiming a neighborhood, a city, or even a small region as their ward. Other vigilantes chase their foes wherever they may hide, spanning the globe in pursuit of justice. These vigilantes lack many of the social ties of their rooted brethren, but are no less well known for their globetrotting exploits.

Fame (Ex): Beginning at 1st level, legends and stories of the wandering nemesis's exploits begin to spread far and wide, striking fear into the hearts of his enemies, and giving hope to those they prey upon. This functions similarly to the renown social talent, except that it is not tied to a particular settlement. Instead, for any given situation, there is a 25% chance that the benefits of his fame apply. For example, for any given NPC or group of NPCs that the wandering nemesis encounters in his social identity, there is a 25% chance that their starting attitude towards him is improved by one step (as long as their initial attitude would have been at least indifferent), and for each group of creatures he encounters in his vigilante identity, there is a 25% chance that he gains a +4 bonus on Intimidate checks.

At 3rd level, and every odd-numbered level thereafter, the chance that a wandering nemesis's fame applies to a particular encounter increases by 5% (to a maximum of a 75% chance at 19th level). The GM may determine that it is impossible for a particular creature or group of creatures to have heard of the wandering nemesis, such as if those creatures live in isolated settlements and don't regularly get word from the outside world. As with the renown social talent, the GM may also determine that a foe may have a starting attitude toward him that's one category worse, rather than one category better, etc.

This ability replaces the social talent gained at 1st level, and counts as the renown social talent for the purposes of qualifying for social talents that require it.

Nemesis (Ex): A wandering nemesis devotes himself to fighting against a particular type of foe, whether that be a specific organization, or perpetrators of a particular type of crime, or even a specific sort of creature. At 1st level, the wandering nemesis must choose a particular type of opponent to specialize in combating, from the options below.

Creature Type: The wandering nemesis can choose a particular type of creature as his foe. If he does, he chooses a single creature type (and subtype, if applicable) from those available in the ranger's favored enemy class feature.

Occupation: The wandering nemesis can choose a particular occupation or similar activity as the recipient of his fury. He must choose a single profession, crime, or

other identity-defining activity. This must be reasonably specific: "soldier" would be an acceptable choice, but would not apply to other fighters who are not part of a military unit. "Criminal" is too broad, but "smuggler," and "murderer" are both acceptable. In order to qualify, the creature must engage in the activity often enough for it to be defining: fishing once a month probably doesn't make someone a fisherman, nor does sneaking one or two items of contraband across a border for personal use once make one a smuggler. The GM is the final arbiter of who does and does not qualify for a particular occupation, and what is a suitable choice for occupations.

Organization: The wandering nemesis can choose to devote himself to battling the forces of a particular organization, such as the members of a particular nation's army, a single crime syndicate, members of a particular cult or church, etc. The organization must be an easily-defined and cohesive entity, even if it may have sub-factions and a certain amount of internal strife. The GM is the final arbiter of what is and is not an appropriate choice for an organization. "Soldiers" is not an organization, and neither, in most cases, is "citizens of a particular country," but members of a particular nation's military or regime would be (and this would apply to all members of the regime, including soldiers, spies, bureaucrats, and the monarch herself, but not private citizens under her rule).

The wandering nemesis gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures meeting the chosen criteria. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. He can also make Knowledge skill checks untrained when attempting to identify or learn about creatures meeting the chosen criteria. Finally, the chance that the wandering nemesis's fame class feature will apply to a given creature or encounter is increased by 20% if the encounter in question involves a creature that fits one of his chosen categories.

At 3rd level, and every three levels thereafter, these bonuses increase by +1 (to a maximum of +8 at 18th level). At 5th level, and every five levels thereafter, the wandering nemesis can choose an additional type of foe to specialize in combating. Each different type chosen grants the same bonus. If a creature qualifies as one of the wandering nemesis's nemesises in multiple ways (such as being both the right creature type and belonging to a particular organization), the bonus is increased to 1.5 x the normal amount (+3 at 1st level, up to a maximum of +12 at 20th level).

This ability replaces the vigilante specialization class feature. A wandering nemesis counts as an avenger vigilante for the purposes of determining what vigilante talents he qualifies for.

Social Talents: A wandering nemesis can choose from the following social talents, in addition to those available to all vigilantes.

Favored Terrain (Ex): The vigilante selects a single favored terrain from among those listed in the ranger class feature of the same name, and gains the benefits of that class feature for that terrain, using his vigilante level as his ranger level. This social talent can be taken multiple times. Its effects do not stack. Each time it is selected, the vigilante must choose a new terrain type.

Hitch a Ride (Ex): The vigilante is skilled in finding passage for himself and his friends. If passage is readily available, then by spending 1d4 hours canvassing merchant caravans, ship captains, and other travelers, and succeeding on a DC 20 Diplomacy check, he can secure advantageous passage on a boat, wagon, caravan, or other transportation method heading in the general direction he wishes to travel. This allows him to reduce either the cost or the length of the trip by 10%. For every 5 points by which the result of his check exceeds the DC, he can further reduce either the cost or the length of the trip by 10%. If passage would not ordinarily be available for whatever reason (such as a closed border, or if the party are wanted criminals, etc.), the vigilante instead gains a +5 bonus on all checks made to secure passage despite these obstacles.

Lay of the Land (Ex): The vigilante has a knack for getting his bearing in a new town. When he first arrives in a new settlement, he can spend 1d4 hours canvassing the area to get the lay of the land, requiring a successful Diplomacy check to gather information (DC = 15 + 2 per community size category the community is beyond hamlet). If he succeeds, he immediately learns the community's alignment, government type (as well as the names of important figures in the local government), and any qualities or disadvantages the settlement might possess. Additionally, for the next week, whenever the vigilante makes a Knowledge (local) check relating to that community, he can choose to substitute the result of his check to gather information, instead. This allows him to make such checks untrained.

Pick up the Lingo (Ex): The vigilante is able to quickly pick up the local lingo wherever he goes, including slang, regional dialects, and even whole languages. He can make a DC 15 Linguistics check in order to emulate the slang and dialect of a particular geographic region, ethnicity, social class, or similar group, provided he can listen to and observe members of that group speak and converse in that fashion for at least 1 hour. The vigilante can make such checks untrained.

Additionally, he can learn the rudimentary basics of a language from someone who speaks it fluently in only 8 hours. Once he learns a language in this fashion, he is able to speak and understand it normally, although the GM may determine that particularly specialized vocabulary or very complex sentences may be beyond him. The vigilante retains knowledge of the language until the next time he learns a new language in this way, in which case the old language is forgotten.

Swift Tracker (Ex): The vigilante can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking. Finally, he gains a bonus equal to 1/2 his vigilante level on all Perception and Survival checks made to find and follow tracks.

Vigilante Talents: A wandering nemesis can choose from the following vigilante talents, in addition to those available to all vigilantes.

Additional Nemesis (Ex): The vigilante may choose an additional nemesis, as outlined in the nemesis class feature.

To the Ends of the Earth (Ex): The vigilante doggedly pursues his foes no matter how far they run, and, in fact, the further the chase goes on, the greater his vengeance when it finally comes to its inevitable conclusion. Whenever the vigilante engages in combat with a creature that he has fought before, he gains a morale bonus on attack and damage rolls against that creature based on how far he has traveled since the last time the two fought, as outlined on the table below.

Table 1-1: To the Ends of the Earth

Travel Conditions	Bonus*
10 or more miles	+1
100 or more miles	+1
1,000 or more miles	+1
Crossed a mountain	+1
Crossed an ocean	+1
More than 1 month travel time	+1
More than 6 months travel time	+1
More than 1 year travel time	+1
On a different plane than your previous combat	+1
*Bonuses are cumulative, add all that apply	+3

The bonus granted by this ability cannot exceed +6, and lasts for one minute after combat begins. Regardless of the fight's outcome, all bonuses are reset once the combat ends, and begin accruing again based on travel made since that combat. You do not begin accruing bonuses until at least 24 hours after the initial combat (for example, if your foe uses *gate* to flee combat, and you follow after him 3 rounds later, you would not receive the normal +3 bonus for being on a different plane than your previous combat).

New Witch Archetype

Wandering Witch

Wandering witches are witches who have visited far reaches of the world and practice foreign lore, blending traditions to accomplish things most would believe impossible. The wandering witch appears without warning and acts subtly to accomplish her aims. For good or ill, her powers lay curses upon those who fail to heed her warnings and pay proper respect to the forces she serves. Steeped in occult lore and able to curse objects, men, and even the very land itself, the wandering witch is to be feared and respected.

Occult Lore (Ex): A wandering witch is practiced in various forms of occult lore and practice. At 1st level, a wandering witch gains access to all occult skill unlocks for skills in which she is trained, exactly as though she were a psychic spellcaster. At 2nd level, and every 4 levels thereafter, she can use a given occult skill unlock an additional time per day if the occult skill unlock can be used once per day or an additional time per week if the occult skill unlock could normally be used once per week.

This ability replaces the hex gained at 1st level.

Curse of Objects: At 6th level, a wandering witch learns to place powerful curses on objects, staining them with occult magic. Placing dire curses on an object allows her to exert her influence over the object. The forms of curses she can produce vary and can take several different forms.

When she initially curses an item, she decides on one of two general curses to place upon the item, regardless of the type of item being cursed. The general curses she can place on the object are misfortune or inescapability. If the item is cursed with misfortune, the current owner of the object suffers a -1 luck penalty on all saving throws, skill checks, and ability checks so long as the item is within his possession. In addition to this effect, minor accidents and other unfortunate events tend to take place around the owner of the cursed object. If the inescapable curse is chosen, then any character (other than the wandering witch) that comes to possess the item is unable to get rid of it by any means, and the item always reappears in the user's possession, usually hidden among his other possessions, within 24 hours of disposing of the item. At 10th level, whenever the wandering witch curses an item, both general curses may be placed upon the same item.

In addition to general curses, which can be placed upon any item, the wandering witch can place a specific curse on any magic item she curses. The types of curses are specific to various types of magical items, as described below.

Armor, shields, and weapons: Whenever the wandering witch places a curse on a suit of armor, shield, or weapon, she may curse it with ruin, causing the item to impose a penalty rather than a bonus to AC (in the case of armor or

shields) or attack and damage (in the case of weapons). This penalty is equal to the normal enhancement bonus of the item.

Potions, scrolls, staves, and wands: Whenever the wandering witch curses a potion, scroll, staff, or wand, she may alter the spell effect replicated by the item to instead produce any other spell effect of equal or lower level. For example, she could change a *potion of cure light wounds* into a *potion of inflict light wounds*. In the case of a staff that can cast multiple spells, only one spell may be changed. The new effect is triggered whenever the original effect would be triggered, and there is no way to identify that the spell effect has been changed.

Rings and wondrous items: When the wandering witch places a curse upon a ring or wondrous item, if the item is worn, it cannot be removed, and in addition to its normal effects, reduces the target's ability scores by 2. If the item is not worn, it has only a 50% chance of functioning normally.

Rods: When the wandering witch places a curse upon a rod, it has a 50% chance to function normally and a 50% chance to instead produce a random magical effect as though it were a *rod of wonder*. A rod that functions as a weapon may be cursed as a rod or as a weapon.

A wandering witch can curse a number of objects equal to her Intelligence modifier. If she wishes to curse another item, she must first release a previously cursed item in order to curse the new one. A wandering witch can use the *scrying* spell to scry on any item she has cursed as though it were a person. In order to end this curse, a successful *remove curse* spell must be cast upon the item, and the caster must succeed on a caster level check with a DC equal to 11 + the wandering witch's level.

This ability replaces the hex gained at 6th level.

Curse of Monsters: At 14th level, a wandering witch can curse a living creature in order to turn him into a bloodthirsty monster. As a full-round action, the wandering witch can touch a living creature in order to attempt to curse him with a curse of monsters. The target may attempt a Will save (DC = 10 + 1/2 the wandering witch's level + the wandering witch's Intelligence modifier) to negate the effect. If the target fails his saving throw, he is affected by the curse. This curse can take one of several forms, described below. The form the curse takes is decided when the curse is initially laid, and cannot be changed. The wandering witch can curse only a number of living creatures equal to her Intelligence modifier (undead creatures created as a result of this curse count against this total). If she wishes to curse another creature, she must first release a previously cursed creature as a standard action in order to curse the new one.

Ghosts: The target is cursed so that upon his death, he reanimates as an undead creature to serve the wandering witch. When the target dies, he is automatically

reanimated as though by the spell *create undead*, with a caster level equal to the wandering witch's level. The created undead serves the wandering witch without need of a *control undead* spell or similar ability.

Living Doll: When the target falls under this curse, he become petrified as his body is transformed into porcelain. The target can be animated to serve the witch as with an *animate object* spell for a number of hours each day equal to the wandering witch's Intelligence modifier. A *stone to flesh* spell cast on the target immediately ends this curse.

Lycanthropy: The target becomes infected with lycanthropy (werewolf) as an afflicted lycanthrope. When the target transforms into a wolf or assumes hybrid form, he falls under the wandering witch's control, as though charmed with the spell *charm monster*, until he returns to his normal form. Whenever he would shift back from his animal or hybrid form to his natural form, he falls unconscious for 1d6 rounds. A character afflicted with this curse is physically marked with a symbol of the wandering witch's patron.

With the exception of the living doll version of this curse, a successful *break enchantment* spell or more powerful magic is required to break the curse.

This ability replaces the hex gained at 14th level.

Curse the Land (Su): At 20th level, the wandering witch learns how to curse the very world around her, blighting the land and suffusing it with eldritch power. By spending 24 hours completing a ritual that involves speaking secret rhymes, the wandering witch can curse an area of land 1 mile in radius with dark power. She can curse a total amount of land equal to a 1-mile radius per point of Intelligence modifier, which need not be contiguous. If she wishes to curse land beyond this amount, she must first release some previously cursed land as a full-round action. The curse placed on the land replicates an *unhallow* or *hallow* effect, and additionally carries one of the following curses, at the wandering witch's discretion.

Blight: The land is devoid of life, and wounds and rot persist in the wasteland. Plants grow at a reduced rate, producing only 50% of their normal yield in a year. Additionally, any creature born in the area suffers a -2 penalty to its Constitution score. Finally, creatures in the area recover only 1/2 the normal amount of hit points from both magical and nonmagical healing.

Dread: The land is filled with a tangible sense of fear, which makes living creatures in the area shaken for as long as they remain within the area, unless they succeed on a Will save (DC = 10 + 1/2 the wandering witch's level + the wandering witch's Intelligence modifier). A character that succeeds on this saving throw is immune for 24 hours. Creatures with an Intelligence score of less than 3 that fail their save are panicked, instead.



Null Magic: No magic easily takes hold in the witch's domain, save her own. Non-witches in the area suffer a -2 penalty to their caster level and must roll all concentration checks twice and take the worse result.

A *wish* or *miracle* spell is required to end one of these curses.

This ability replaces the hex gained at 20th level.

New Wizard Archetype

Technology Specialist

Some say that magic and technology are naturally opposing forces, but to certain wizards, such claims are nothing more than a challenge to be met head-on. Technology specialists focus their studies on blending the powers of technology and magic at the expense of more traditional schooling.

Technologist: A technology specialist gains the Technologist^{TG} feat as a bonus feat at 1st level. Additionally, a technology specialist can select the following feats when choosing the bonus feats gained at 5th level and every 5 levels thereafter, as though they were item creation feats: Craft Cybernetics^{TG}, Craft Pharmaceutical^{TG}, Craft Technological Arms and Armor^{TG}, and Craft Technological Item^{TG}. Further, the technology specialist is treated as having a number of ranks equal to his wizard level in Craft (mechanical), Knowledge (engineering), and Heal for the purposes of meeting the prerequisites of these feats.

This ability replaces the scribe scroll class feature.

Technology Specialist: A technology specialist focuses his studies on the interaction of technology and magic, rather than on a particular school of magic. The technology specialist does not choose a school of magic to specialize in, nor does he gain the benefits of choosing to be a universalist wizard. Instead, the technology specialist gains the following benefits.

Static Jolt (Su): As a standard action, a technology specialist can make a melee touch attack against a creature or an object that is made primarily of metal. If the attack hits, it deals an amount of electricity damage equal to $1d6 + 1$ per two wizard levels the technology specialist possesses. If the target is a technological item or a creature wearing or carrying a technological item, there is a 50% chance that that technological item glitches. The technology specialist can use this ability a number of times per day equal to $3 +$ his Intelligence modifier.

Recharge Battery (Su): As a standard action, a technology specialist can expend an unused spell slot in order to restore a number of charges equal to the expended spell's level to a single touched battery or other technological item capable of holding a charge. Any charges in excess of the maximum number that the object can hold are wasted. Charges added in this way fade after 24 hours if they have not been used.

Arcane Hack (Su): As a standard action, a technology specialist can magically interface with a nearby technological object or a construct with the robot subtype. In either case, the target must be within 30 feet. If the target is a technological item, the technology specialist gains a circumstance bonus equal to his wizard level on all skill checks made to activate the item, and any time the item would have a glitch, he can choose to have it not glitch, instead. If the target is a creature with the robot subtype, it must succeed on a Will save ($DC = 10 + 1/2$ the technology specialist's wizard level + the technology specialist's Intelligence modifier) or fall under the technology specialist's control, as though with the spell *dominate monster*. A creature that succeeds on its saving throw is immune to this ability for 24 hours. The technology specialist can use this ability for a total number of rounds per day equal to his wizard level.

This ability replaces the arcane school class feature.

Third-Party Class Options

The following section provides a variety of archetypes and class options for classes found in books published by companies other than Paizo. They are presented in alphabetical order based on the class to which they apply.

New Eliciter Emotions

The eliciter class can be found in *Spheres of Power* by Drop Dead Studios.

Dedication

Minor: *Touch of Dedication (Su)*: As a standard action, you can touch a creature in order to fill that creature with resolve. The target gains a +2 bonus to AC and saving throws for one minute. At 6th level, and again at 12th and 18th levels, this bonus increases by 1 (to a maximum bonus of +5 at 18th level). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Lesser: *True Resolve (Su)*: Whenever you use your touch of dedication class feature, the target also gains a number of temporary hit points equal to your eliciter level.

Greater: *Aura of Endurance (Su)*: As a swift action, you can emit a 30-foot-radius aura that empowers your allies, allowing them to better endure the blows of their enemies. All allies within the aura gain DR 5/—. You can use this aura for a number of rounds per day equal to your eliciter level. The rounds need not be consecutive.

Master: *Deathless Dedication (Su)*: Whenever you use your touch of dedication class feature, the affected creature does not die for the duration of the effect, even if her negative hit point total equals or exceeds twice her Constitution score. She falls unconscious when her negative hit points equals or exceed twice her Constitution score, even if she has an ability, such as the Diehard feat, which would allow her to continue fighting while she has negative hit points. If she still has negative hit points in excess of twice her Constitution score when the ability ends, she dies, as normal. She can still be killed by death effects, but gains a +4 bonus on saving throws made to resist them (in addition to the normal bonus granted by the ability).

Jealousy

Some elicitors can invoke jealousy in others, causing those they affect to become deeply obsessed with the eliciter herself and possessive of her and her attention.

Minor: *Touch of Jealousy (Su)*: As a standard action, you can make a melee touch attack. If the attack hits, the target must succeed on a Will save or be forced to focus on you completely. The target suffers a –2 penalty on attack rolls, ability checks, skill checks, and saving throws that do not involve you, and the target must succeed on a concentration

check (DC = 10 + your eliciter level + your Charisma modifier) when attempting to cast any spell that does not target you or include you in its area of effect, or else lose the spell. This effect lasts for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Lesser: *Stay Close (Su)*: Creatures affected by your touch of jealousy ability must succeed on a Will save any time they attempt to take any action that would cause them to move further away from you than their current position. Failure on this Will save indicates that the creature is unable to take the action as intended, and cannot move further away from you than their current position.

Greater: *Obsessive Thoughts (Su)*: As a standard action, you can instill a single creature within 60 feet with obsessive thoughts about yourself. The creature suffers a –2 penalty on Will saves made to resist your spells, spell-like abilities, and supernatural abilities, and you gain a +4 bonus on Bluff and Diplomacy checks made against her. Every 24 hours, the creature can make a new saving throw to end this effect, with a cumulative +1 bonus for every 24 hours since she has last seen or interacted with you. You can use this ability once per day.

Master: *Object of Desire (Su)*: When you use your touch of jealousy class feature, you can make the target jealous of any creature within 60 feet of both yourself and the target, rather than making the target jealous of you.

New Mephit Elemental Infusion

The mephit paragon class can be found in *A Necromancer's Almanac: 2016*, or for free at www.necromancers-online.com.

Earth

Some mephits are slow and steady as the earth itself. Mocked by others of their kind for being “dumb as rocks,” these mephits aren’t so much unintelligent as they are cautious and slow to act, waiting until they are certain the time is right. Much more patient than their kin, these mephits are no less mischievous, and the payouts from their well-laid and long-term plots can be as momentous as a landslide.

Bonus Spells: *rampart*^{APG} (4th), *stone call*^{APG} (7th), *spike stones* (10th), *stoneskin* (13th), *hungry earth*^{MC} (16th), *move earth* (19th).

Spellcasting Modifiers: Earth mephit paragons cannot cast spells with the air or electricity descriptors. An earth mephit paragon can cast spells with the cold, fire, and water 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: Earth mephit paragons can select any feat with the earth descriptor for which they meet the prerequisites. A

sample of such feats are included below. Future products may contain further feats with this descriptor.

Breath Weapon: An earth mephit's breath weapon consists of a cone of rocks, and deals bludgeoning damage. Additionally, rather than dealing 1d6 points of damage per two class levels, the breath weapon deals 1d6+1 points of damage per two class levels (2d6+2 at 3rd level, 3d6+3 at 5th level, and so on).

Elemental Summons: An earth mephit paragon can summon the following creatures.

Table 1-2: Elemental Summons (Earth)

Level	Summoned Creatures
2 - 4	1 earth mephit or 1 Medium earth elemental
5 - 8	1 xorn or 1d4 earth mephits
9 - 12	1 Huge earth elemental or 1d3 xorns
13 - 16	1 stone giant or 1d3 Huge earth elementals
17 - 20	1 carnivorous crystal ^{B3} or 2d6 advanced earth mephits

Elemental Powers:

Pebble Shot (Sp): As a standard action, an earth mephit paragon can conjure a pebble and fling it through the air at a single creature. Treat this as a ranged attack with a range increment of 60 feet. If the attack hits, it deals an amount of bludgeoning damage equal to 1d6 + the earth mephit paragon's mephit paragon level. Alternatively, the earth mephit paragon can use this ability to make an attack roll against a Tiny or smaller unattended object within 60 feet. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the object is not damaged, but the earth mephit paragon can move it up to 15 feet farther away from herself. On a miss, she damages the object normally. The earth mephit paragon can use this ability (in either of its applications) 3 times per day.

Enlarge (Sp): Beginning at 4th level, an earth mephit paragon is able to expand her body on command, growing by one size category. This functions as the spell *enlarge person*, except that it affects the earth mephit paragon regardless of her creature type, and she can only affect herself with this ability. Her caster level is equal to her mephit paragon level. The earth mephit paragon can use this ability 3 times per day.

Freeze (Ex): By 8th level, an earth mephit paragon can hold so still that she appears to be an inanimate object made of stone. She can take 20 on Stealth checks made to hide in plain sight as a statue or statuette.

Healing Soil (Ex): Beginning at 12th level, an earth mephit paragon is healed by immersion in soil. At the end of the earth mephit paragon's turn each round, if she

is underground (including if she is burrowing, or if she is within a cave or cavern), she regains 2 hit points. Any healing in excess of her maximum hit points is wasted.

Harden Skin (Su): Beginning at 16th level, an earth mephit paragon can deliberately harden her body, making herself slower but sturdier. Doing so is a standard action, and causes the earth mephit paragon to increase her natural armor bonus to AC by +6, but leaves her staggered, and halves her movement speed. She can end this effect at any time with another standard action.

Earthquake (Sp): At 20th level, an earth mephit paragon can create earthquakes. This functions as the spell *earthquake*, except that the earth mephit paragon must be in contact with the ground when she uses this ability. Her caster level for this effect is equal to her mephit paragon level. The earth mephit paragon can use this ability 3 times per day.

New Psion Discipline

The psion class can be found in *Psionic Handbook* by Dreamscarred Press.

Spiritualism

Psions who specialize in spiritualism are known as spiritualists, and are dedicated to exerting potent mental forces upon the dead. Able to mentally influence and manipulate ghosts and other spectral creatures, psions gifted in spiritualism are usually very active in dealing with the problems of those who cling to life. Gifted channelers and cunning combatants, spiritualists operate in the shadows. For purposes relating to other psychic class features, the spiritualist is considered to have a generalist discipline.

Discipline Talents (Ps): Choose two of the following psionic powers: *ectoplasmic trinket*, *empathy*, *mind thrust*, and *unearthly terror*. As long as you maintain psychic focus, you can manifest the selected powers without spending any power points to do so. You cannot further augment the chosen powers, and the damage dealt by *mind thrust* is reduced to 1d6.

Spiritmancy (Ex): At 2nd level, you learn how to use your mental power to influence the spiritual matter of ghosts and similar creatures. Any mind-affecting power you manifest can affect incorporeal undead and elementals, even if they are immune to mind-affecting effects. Mindless creatures are still immune to your mind-affecting effects. Additionally, whenever you manifest a power against an incorporeal undead, you may spend 2 additional power points; if you do, you increase your manifest level by 2 and the saving throw DC of the power by 1.

Sidebar: New Feats

The following section presents some new feats with the earth descriptor.

Burrow [Earth]

You are able to dig through earth and soil at an impressive pace.

Prerequisite: Earth subtype.

Benefits: You can tunnel through dirt (but not rock). You gain a burrow speed equal to your base land speed. You cannot charge or run while burrowing. By default, you do not leave behind tunnels other creatures can use when burrowing, but you may choose to do so by moving at half speed and shoring up the tunnel as you pass. If you are burrowing through an area affected by *move earth* or similar effects, you are moved 30 feet in a random direction and are stunned for 1 round unless you succeed on a DC 15 Fortitude save.

Earth Glide [Earth]

You can move through earth and stone like a fish through water.

Prerequisite: Burrow speed, character level 5th.

Benefit: You can burrow through rock and stone, as well as nearly any other sort of earth besides metal. You can also move through lava in a similar fashion, although you are still subject to fire damage while doing so. Unlike normal burrowing, when using earth glide to move through rock and stone, you are not able to leave tunnels or holes behind you as you pass. You can breathe normally while using earth glide.

Mineral Sense [Earth]

You have a keen sense for precious gems and metals.

Prerequisite: Earth subtype.

Benefit: You can discern the presence of nearby metals and minerals. If you pass within 30 feet of a cache of any metal or gemstone, you immediately detect its presence, as though with the scent special quality. If the metal or gemstone weighs less than one ounce, it is too small to be detected passively in this way. Additionally, by concentrating on your mineral senses as a move action, you can pinpoint the location of any metal or mineral that you detect in this way. Any effect that interferes with scent also interferes with your ability to detect metals and minerals. You can use this ability at will.

Shape Stone

You can sculpt and manipulate stone and rock as though it were wet clay.

Prerequisite: Earth subtype, character level 7th.

Benefits: You can alter the shape of solid stone, bending and molding it in your hands. The process is slow: it takes 10 minutes per cubic foot of stone altered in this way. You can form the stone into any shape that suits your purpose. It's even possible to make crude coffers, doors, and so forth, but fine detail is generally not possible without a successful Craft check (with the DC determined by the GM). Particularly complex or detailed projects may take considerably more time than 10 minutes per cubic foot.

Stone Visage

You can create an avatar of your face from nearby stone.

Prerequisite: Earth subtype, character level 5th.

Benefits: As a standard action, you can touch a stone surface and transfer your consciousness into it, causing an image of your face to appear on any stone surface that is connected to the one that you are touching. For example, you could touch one side of a stone wall and have your face appear on the other side, or touch the stone wall in one room of a castle and have your face appear in another room of the same castle.

The image that appears bears your consciousness and has a limited form of animation. The image is a perfect representation of your face and head, magnified to three times normal size. You can move the stone representation of your head enough to make gestures like nodding or shaking your head, and can talk normally. You are able to see and hear through the image, but cannot see or hear from your own body, which is considered helpless for as long as you maintain the effect.

You may leave the image at any time, returning you to your body. If someone destroys or damages the stone image of you, you return to your body unharmed. You can otherwise remain in the image indefinitely. Once your consciousness returns to your body, the stone immediately reverts to its previous shape.

Tremorsense

You can sense vibrations in the earth that allow you to pinpoint foes.

Prerequisite: Earth subtype, Perception 5 ranks.

Benefit: You gain tremorsense to a range of 60 feet. If you already possessed tremorsense from another source, the range of that tremorsense is increased by 30 feet, instead.

Call Spirits (Su): At 8th level, you can call up local spirits in order to ask them questions. You must be within a place that has a strong connection to the spirit you wish to question. The place where the spirit died always counts as one such place, but other places strongly associated with the spirit may also be sufficient, at the GM's discretion. You must know the name of the spirit you wish to contact. You must also spend a number of power points equal to the Hit Dice the spirit had in life. If instead the spirit has become an incorporeal undead, you must spend a number of power points equal to the CR of that incorporeal undead. Once summoned, the spirit appears before you. If the spirit has become an incorporeal undead, it may act of its own accord; otherwise a wispy form resembling the creature the spirit was in life appears before you and answers your questions.

The summoned spirit can answer questions. Treat this as though a *speak with dead* spell was cast upon the target. At 12th level, the spirit can also provide limited information from beyond the grave, as though with the spell *divination*. At 16th level, the spirit can share the full breadth of its knowledge, as with the spell *contact other plane*.

Warp Spirit (Su): At 14th level, you learn how to use your psionic energies to manipulate the bodies of spirits. Whenever you manifest a psionic power against an incorporeal undead creature, you ignore any immunity that creature has as part of its type or subtype; other immunities and resistances inherent to the creature still apply normally.

Spirit Form (Su): At 20th level, you learn to use the power of your mind in order to transform into a spirit for a short time. As a free action, you can spend 10 power points in order to assume spirit form, becoming incorporeal and gaining a fly speed equal to your land speed, with perfect maneuverability. While in spirit form, you gain a +2 bonus to your manifestation level. For every minute you maintains this form, you lose 1d6 power points. If your power points are ever reduced to 0, this effect ends.

Additionally, if you would die, you immediately return to life as a ghost that rejuvenates at the site of your bones. Destroying your bones prevents rejuvenation.

New Shadow Assassin Styles

The shadow assassin class can be found in *The Genius Guide to the Shadow Assassin* by Rogue Genius Games. The following shadow styles are presented in alphabetical order.

Strangling Style (Su): The shadow assassin is an expert at strangling his foes. As a move action, the shadow assassin can create a garrote out of shadow stuff. If he uses this garrote to initiate a grapple, he ignores the normal -4 penalty for holding an item, and the creature he is grappling cannot breathe for as long as he remains in control of the grapple. Additionally, the DC of concentration checks made to cast spells with verbal components while grappled or pinned

by the shadow assassin is increased by 2. The shadow garrote can be dismissed as a free action, and disappears automatically if it leaves the shadow assassin's possession.

At 6th level, and every three levels thereafter, the shadow assassin gains a +1 bonus to CMB for the purposes of grapple attempts made with his shadow garrote. This bonus also applies to his CMD for attempts by other creatures to escape from the grapple, gain control of the grapple, escape a pin, or perform another action while he is in control of the grapple (it does not apply to his CMD against attempts to initiate a grapple with him, however).

If this shadow style is selected a second time, the shadow assassin gains the ability to conjure a shadow garrote at a distance. As a standard action, he can conjure a shadow garrote around the throat of a creature within 30 feet. He must make a special combat maneuver check to initiate a grapple, using his Wisdom bonus instead of his Strength bonus, and applying the bonus to CMB for grapple attempts made with his shadow garrote. If the check is successful, the target is unable to breathe, and must succeed on a concentration check (at the normal DC) to attempt to cast spells with verbal components, but does not suffer any other penalties of being grappled, and the shadow assassin is not grappled. Once conjured in this way, the shadow garrote continues to choke the creature until the shadow assassin dismisses it, the creature escapes from the grapple (via normal means; the garrote uses the shadow assassin's normal CMD, except with his Wisdom modifier in place of his Strength modifier), or 10 minutes have passed, whichever comes first. At 12th level, he can use this ability on creatures up to 60 feet away. At 18th level, he can use this ability on creatures up to 120 feet away. He can use this ability a number of times per day equal to 3 + his Wisdom modifier.

If this shadow style is selected a third time, then any creature grappled by the shadow assassin's garrote (whether he is wielding it or conjured it at a range) cannot make any sound louder than a whisper as long as he is grappled. This has no impact on his ability to cast spells with verbal components, but does reduce his ability to alert other creatures to danger. Additionally, each round that a creature is being grappled by the shadow assassin's shadow garrote counts as two rounds for the purposes of how long the creature can hold its breath.

Toxic Style (Su): The shadow assassin is a master of poison. He is never at risk of accidentally poisoning himself when applying poison to a weapon or object. Additionally, he can infuse a poison within 30 feet with shadow essence as a standard action. Doing so increases the poison's saving throw DC by an amount equal to his Wisdom modifier, to a maximum DC equal to 10 + 1/2 the shadow assassin's class level + the shadow assassin's Wisdom modifier. This increase to the saving throw DC lasts for 24 hours. The shadow assassin can use this ability a number of times per day equal to his Wisdom modifier.

At 6th level, the shadow assassin can create poisons made wholly of shadow stuff. Doing so is a full-round action that provokes attacks of opportunity. The shadow assassin can create poisons of any type, but can only create so much per day. Each day, he can create any number of doses of poison whose combined market price is no greater than 100 gp per class level.

If this shadow style is selected a second time, any poison that the shadow assassin enhances or creates with this ability requires 1 additional successful save in order to be cured, and the total market price of poisons that the shadow assassin can create each day increases to 200 gp per class level.

If this shadow style is selected a third time, any poison that the shadow assassin enhances or creates with this ability is unaffected by the spell *delay poison*, and the DC of caster level checks made to remove the poison (such as with *neutralize poison*) is increased by 5. Additionally, the total market price of poisons that the shadow assassin can create each day increases to 300 gp per class level.

New Silvermane Exemplar Herd

The silvermane exemplar class can be found in *In the Company of Unicorns* by Rite Publishing.

Wild

All silvermane exemplars yearn to roam wild and free, but for some, the call of the open road and the commitment to be true to oneself serves as their singular most driving need and desire. These silvermane exemplars find themselves drawn to the wild herd, a loosely-affiliated unicorn herd that values personal sovereignty above all else.

Herd Ability: The silvermane exemplar is highly independent, and knows how to fend for herself. She gains a bonus equal to 1/2 her class level on Survival checks. Additionally, whenever she is fighting without allies, she gains a +4 bonus to initiative checks, and a +2 morale bonus on attack and damage rolls.

Investments: A silvermane exemplar of the wild herd has access to the following investments.

Clear Mind (Su): With a touch, the silvermane exemplar can free an ally from an effect that has ensnared his mind. Doing so is a standard action, and requires that she expend 1 point from her alicorn pool. The touched creature may immediately make a new saving throw to end a single charm or compulsion effect he is suffering from, with a +4 bonus.

Dodge (Ex): The silvermane exemplar gains Dodge as a bonus feat. At 6th level, she also gains Mobility as a bonus feat.

Evasion (Ex): The silvermane exemplar can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the silvermane exemplar is wearing light armor or no armor. A helpless silvermane exemplar does not gain the benefits of evasion.

Free-Willed (Ex): The silvermane exemplar is strong of mind and spirit, and resists attempts to control her. The DC of Bluff, Diplomacy, and Intimidate checks made against her increases by +5. Additionally, she gains a +2 racial bonus on saving throws made to resist charm and compulsion effects. At 10th level, this increases to a +4 bonus.

Hide in Plain Sight (Ex): The silvermane exemplar can select a single terrain from the ranger's favored terrain list. She is a master at hiding in that terrain, and while within that terrain, she can use the Stealth skill to hide, even while being observed.

Improved Evasion (Ex): Whenever the silvermane exemplar fails a Reflex saving throw against an attack that normally deals half damage on a successful save, she takes only half damage even on a failed saving throw. A helpless silvermane exemplar does not gain the benefit of improved evasion. The silvermane exemplar must be at least 10th level and have the evasion investment (or have evasion from another source) in order to select this investment.

Improved Uncanny Dodge (Ex): The silvermane exemplar gains the improved uncanny dodge class feature of a rogue. She treats her silvermane exemplar level as her rogue level for the purposes of determining which creatures are able to flank her. The silvermane exemplar must be at least 8th level and have the uncanny dodge investment (or have uncanny dodge from another source) in order to select this investment.

Lockbreaker (Su): The silvermane exemplar can destroy locks, manacles, chains, ropes, and similar impediments simply by touching them with her horn. Doing so is a standard action and requires that she expend 1 point from her alicorn pool. She rolls 1d20 and adds 1/2 her silvermane exemplar level and her Charisma modifier. If the result is equal to or greater than the object's break DC, then the object is immediately destroyed by the power of her pure devotion to ideals of freedom. This ability functions only on objects being used to bind or restrict creatures, or to keep them in or out of somewhere.

Planestrider (Sp): The silvermane exemplar roams wild and free, and even planar boundaries cannot hold her. By expending 3 points from her alicorn pool, she can cast *plane shift* as a spell-like ability. The silvermane exemplar



must be at least 14th level and have either the alicorn translocation alicorn ability or the tree stride investment in order to select this investment.

Slippery (Ex): The silvermane exemplar is particularly wily and maneuverable, and is difficult to pin down. She gains a bonus equal to $1/2$ her silvermane exemplar level on Escape Artist checks. Additionally, she adds $1/3$ her silvermane exemplar level (rounded down, minimum +1) to CMD against grapple attempts.

Smite Law (Su): The silvermane exemplar is able to call upon her belief in the sanctity of freedom and self-governance in order to strike down one who would infringe upon those freedoms. This functions as a paladin's smite evil class feature, except that it works only if the target is lawful, rather than evil, and never does double damage on the first successful attack. The silvermane exemplar can use this ability once per day.

Stormrider (Ex): The silvermane exemplar is particularly agile and maneuverable in the air. Her maneuverability while flying increases by 2 steps. Additionally, while flying, she can expend 1 point from her alicorn pool in order to conjure a bolt of lightning, which strikes a single creature within 120 feet that she can see, dealing 1d6 points of electricity damage per 2 class levels (to a maximum of 10d6 points of electricity damage at 20th

level). The silvermane exemplar must have some means of flight (such as the flight alicorn ability), and be at least 8th level to select this investment.

Sure-Footed (Ex): The silvermane exemplar is able to move easily over uneven, slippery, or even magically altered ground. The silvermane exemplar ignores the effects of difficult terrain. This does not prevent any other effects of a hostile environment (such as damage from moving through thorny underbrush, or the effects of quicksand, etc.).

Swift (Ex): The silvermane exemplar is exceptionally fleet of hoof. She gains a +10-foot enhancement bonus to each of her movement speeds. This investment can be selected multiple times. Each time it is selected beyond the first, it increases the silvermane exemplar's movement speeds by an additional 5 feet.

Thorny Mind (Su): The silvermane exemplar's mind resists attempts to control and ensnare it, visiting psychic pain upon any who try. Whenever the silvermane exemplar is subject to a charm or compulsion effect, that effect's caster suffers 1d6 points of damage per two class levels the silvermane exemplar possesses. A successful Will save ($DC = 10 + 1/2$ the silvermane exemplar's class level + the silvermane exemplar's Charisma modifier) halves this damage. This damage applies regardless of whether or not the charm or compulsion effect is successful.

Tree Stride (Sp): The silvermane exemplar is one with the forest and can flit easily from tree to tree, making her all but impossible to catch. By expending 2 points from her alicorn pool, she can cast *tree stride* as a spell-like ability. The silvermane exemplar must be at least 10th level to select this investment.

Uncanny Dodge (Ex): The silvermane exemplar gains the uncanny dodge class feature of a rogue.

Undetainable (Su): The silvermane exemplar cannot be held by normal magic. She is immune to magical effects that would restrain her or impede her movement, as though she were affected by a *freedom of movement* spell. This does not grant any other benefits of the *freedom of movement* spell (such as automatically succeeding on attempts to escape a grapple, being immune to grapple attempts, and being able to move normally underwater). The silvermane exemplar must be at least 12th level and have the slippery investment in order to select this investment.

Final Investment: At 20th level, the silvermane exemplar gains the following ability.

Jailbreaker (Sp): The silvermane exemplar is immune to the *imprisonment* spell. Additionally, by expending 3 points from her alicorn pool, she can cast *freedom of movement* as a spell-like ability, and by expending 5 points from her alicorn pool, she can cast *freedom* as a spell-like ability.

New Stalker Archetype

The stalker class can be found in *Path of War* by Dreamscarred Press.

Mystic Fist

Highly trained warriors who can channel their *ki* into their limbs, mystic fists practice a more reserved and guarded form of martial arts than many stalkers, and prefer to fight with their fists.

Ki Focus: The way that a mystic fist recovers maneuvers during combat is somewhat different than other stalkers. Like other stalkers, a mystic fist can center his awareness as a standard action to recover a single expended maneuver of his choice.

Alternatively, he may recover a number of expended maneuvers equal to 2 or his Wisdom modifier (whichever is higher) as a full-round action by centering his spirit and summoning up his *ki*. This process also grants him a number of temporary hit points equal to twice his level + his Wisdom modifier, which last until the end of the combat. These temporary hit points stack with themselves, but not with other sources of temporary hit points. Additionally, when

recovering maneuvers in this way, the mystic fist gains a +1 bonus on all attack rolls he makes before the end of his next turn. This bonus increases by 1 at 5th level and every four levels thereafter (to a maximum of +5 at 17th level). A mystic fist cannot gain the benefits that other stalkers gain by recovering maneuvers as a full-round action.

This ability modifies the maneuvers readied class feature.

Ki Pool (Su): A mystic fist gains the following abilities related to his *ki* pool.

Ki Strike: At 1st level, as long as a mystic fist has 1 or more points of *ki* in his *ki* pool, he gains the benefits of the Improved Unarmed Strike feat, and his unarmed strikes deal damage as though he had a number of monk levels equal to his stalker levels. If the mystic fist belongs to a class that increases his unarmed strike damage in this fashion (such as monk or brawler), his stalker levels instead stack with levels in that class to determine the damage dealt by his unarmed strike, as long as he has at least 1 *ki* point in his *ki* pool.

Additionally, as long as the mystic fist has at least 1 point of *ki* in his *ki* pool, he ignores an amount of hardness from any objects he damages with his unarmed strike equal to 1/2 his stalker level. Further, at 5th level, his unarmed strikes count as magic for the purposes of overcoming damage reduction. At 10th level, they also count as cold iron and silver, at 15th level they count as adamantine, and at 20th level they count as epic.

This ability replaces the ability gained at 1st level to expend 1 point of *ki* to gain a bonus on Perception and Sense Motive checks.

Blade Grasp: At 7th level, a mystic fist can attempt to grab an opponent's weapon to prevent himself from being hit. As an immediate action, he can expend 2 points from his *ki* pool to make a special disarm combat maneuver check against a creature that is attacking him. This disarm attempt never provokes attacks of opportunity. If the result of the check is greater than the attack roll, the attack automatically misses. If the result of the check is greater than the attack roll and is also higher than the attacker's CMD, the attack misses and the attacker is disarmed. If the attack in question is a natural attack, then instead of disarming the attacker, the mystic fist deals deadly strike damage to the attacker if the check exceeds both the attack roll and the attacker's CMD. This ability can be used to defend against ranged attacks, and if the weapon would be disarmed, then the ammunition is not destroyed. This ability cannot be used against rays, spells, and similar attack forms.

This ability replaces the ability gained at 7th level to expend *ki* in order to gain a bonus on a saving throw.

Deadly Strike (Ex): A mystic fist's ability to deliver deadly strikes is not limited by the need to deliver a critical blow first, but instead can be used at any time, at the risk of accuracy. At 1st level, a mystic fist can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to deal an additional 1d6 points of damage on each successful attack. This bonus to damage is increased to 1d10 if the attack is made with a two-handed weapon, a one-handed weapon using two hands, or any other kind of attack that adds 1-1/2 times the mystic fist's Strength modifier on damage rolls. The bonus is instead reduced to 1d3 if the attack is made with an off-hand weapon or any other kind of attack that adds only 1/2 the mystic fist's Strength modifier on damage rolls.

At 5th level, and every four levels thereafter, whenever the mystic fist uses this ability, he can choose to increase the penalty by an additional -1 in order to add another damage die (so at 5th level he can suffer a -1 penalty for 1 damage die, or a -2 penalty for two damage dice, etc.).

Deadly strike may not be used with weapons that inflict non-lethal damage. The mystic fist must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Creatures immune to critical hits or precision damage cannot be affected by a deadly strike, nor can creatures that have concealment against the mystic fist.

This ability modifies the deadly strike class feature.

Ki Awareness (Su): At 8th level, a mystic fist is able to sense the *ki* of those around him, granting him several benefits. He can use *analyze aura*^{OA} as a spell-like ability for a total number of rounds per day equal to twice his stalker level. Additionally, he gains Blind-Fight as a bonus feat. Further, if a creature that the mystic fist cannot see is adjacent to the mystic fist, he automatically pinpoints that creature's location and becomes aware of their presence.

This ability replaces the benefits granted by the combat insight class feature at 8th level.

New Wilder Surge

The wilder class can be found in *Psionics Unleashed* by Dreamscarred Press.

Eldritch Wilder

Wild Surge and Psychic Enervation: An eldritch wilder draws her psionic power, directly or indirectly, from strange and alien forces in unknowable and inhuman dimensions. An eldritch wilder overcome by psychic enervation suffers 1d2 points of Wisdom damage and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost). Wisdom damage inflicted in this way cannot be healed by any means, but fades away on its own at a rate of 1 per day.

Whenever the eldritch wilder uses a wild surge, there is a 5% chance per point of Wisdom damage she is currently suffering from that was gained in this way that an eldritch entity takes an interest in her power and intervenes. If this occurs, the increase to the wilder's manifester level as a result of the wild surge (as well as the accompanying free power points spent on the power) is doubled. However, the eldritch entity, as determined by the GM, makes all decisions relating to the power, including how those points are spent, the spell's target or the location of its area, and so on. Because eldritch entities are strange and unknowable intelligences, they are as likely to make decisions that aid the eldritch wilder as hinder her, or may make choices that seem to make no sense at all. The eldritch wilder must declare how many power points she plans to spend on the power before it is determined whether an eldritch entity will intervene.

Surge Bond: The eldritch wilder's mind is touched with strange and alien influences. Whenever she succeeds on a saving throw to resist a spell or power with the mind-affecting descriptor, the source of that spell or power suffers 1d2 points of Wisdom damage. If she succeeded on the saving throw by 5 or more, the source of the power must also succeed on a Will save (DC = 10 + 1/2 her wilder level + her Charisma modifier) or be dazed for 1 round.

Improved Surge Bond: At 5th level, when the eldritch wilder uses her wild surge class feature, alien tendrils emerge from an otherworldly dimension around her, lashing and writhing around her for 1 round. As part of performing the wild surge, she can direct a single tentacle to make an attack against a creature within 20 feet. The tentacle attacks with a bonus equal to her normal manifester level + her Charisma modifier, and deals an amount of damage equal to 1d8 + her Charisma modifier on a successful hit. The tentacle can also make attacks of opportunity against creatures within 20 feet until it vanishes at the beginning of the eldritch wilder's next turn. At 9th level, and every four levels thereafter, the eldritch wilder manifests one additional tentacle every time she uses her wild surge (to a maximum of four tentacles at 17th level).

New Base Classes

The following section presents two new base classes.

Manipulator

Able to quickly read a person and learn what makes them tick, and then leverage that knowledge to persuade them to do as she desires, a manipulator is the undisputed master when it comes to navigating social circles. She can talk her way into and out of just about anything, and whether that is wringing the most out of her allies and helping them reach their potential, or wrapping her enemies around her finger and convincing them to betray themselves and their ideals in order to serve her, at the end of the day, a manipulator always seems to get exactly what she wants.

Role: Manipulators can be passable fighters, but they often perform the best on the battlefield in support roles, helping their allies to perform better than they otherwise would. Where a manipulator truly shines is off the battlefield, where her ability to uncover secrets and influence others can be used to its full potential.

Alignment: Any.

Hit Die: d8.

Parent Classes: Luminary and sensitive (both from *Anachronistic Adventures* by Rogue Genius Games)

Starting Wealth: 6d6 x 10 gp (average 210 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

A manipulator's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the manipulator.

Weapon and Armor Proficiency: Manipulators are proficient with simple weapons and a single Progress Level (see Progress Level Proficiencies in *Anachronistic Adventures* by Rogue Genius Games).

Archetype: Manipulators come from a wide variety of circumstances, and each one brings their own unique experiences to their craft of influencing those around them.

At 1st level, each manipulator selects an anachronistic archetype to represent her focus and background training. Once selected, this choice cannot be changed. Each archetype provides a manipulator with special benefits, ranging from additional class skills and bonus feats to new talents and class powers. The anachronistic archetypes are presented in *Anachronistic Adventures* by Rogue Genius Games.

Influence (Ex): A manipulator's powerful personality, compelling motivation, and keen understanding of others allows her to influence the actions of her allies and enemies. The influence of a manipulator is not a generic aura of encouragement that aids everything her friends do and hinders all her foes; instead it represents specific, measured moments when the manipulator exerts her persuasive demeanor to drive her collaborators to great deeds, or to cause her foes to stumble and fail.

A subject must be able to see or hear the manipulator in order to be affected by the influence ability, but does not necessarily need to be able to understand the manipulator (although the subject must have an Intelligence score of at least 2 in order to be affected). All uses of influence are considered mind-affecting effects. A manipulator cannot affect herself with her own influence ability. A manipulator may use her influence once per day at 1st level. At 5th level, and every four levels thereafter, she gains one additional daily use of this ability.

A manipulator may create the following effects with her influence.

Harass: The manipulator can use her speech, tone of voice, gestures, and timing to make it difficult for a foe to focus on what he is doing. As an immediate or swift action, the manipulator can force a foe to reroll any one successful concentration check, attack roll, skill check, saving throw, or damage roll.

The manipulator may make this decision after the roll has been revealed to succeed, but before any consequences of that success are known (thus the manipulator can force a foe to reroll a successful attack roll after the attack is known to have hit, but before damage has been rolled).

Spur to Action: As an immediate or swift action, the manipulator can grant an additional action to an ally. This may be a swift action (taken on the ally's turn) or a +1 increase to the number of attacks of opportunity the ally may make before its next turn.

At 4th level, the manipulator may instead grant an ally an additional move action taken on its turn, or a swift action taken at any time.

At 8th level, the manipulator may instead grant an ally an additional standard action taken on its turn, or a move action taken at any time.

Table 1-3: The Manipulator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Archetype, influence 1/day, inscrutable, intuition 1/day
2nd	+1	+0	+0	+3	Sensitive talent, untouchable +1
3rd	+2	+1	+1	+3	Empathic communication
4th	+3	+1	+1	+4	Intuition 2/day
5th	+3	+1	+1	+4	Influence 2/day, luminary talent
6th	+4	+2	+2	+5	Untouchable +2
7th	+5	+2	+2	+5	Hide aura, intuition 3/day
8th	+6/+1	+2	+2	+6	Sensitive talent
9th	+6/+1	+3	+3	+6	Influence 3/day, universal influence
10th	+7/+2	+3	+3	+7	Intuition 4/day, untouchable +3
11th	+8/+3	+3	+3	+7	Luminary talent
12th	+9/+4	+4	+4	+8	Motivation sense
13th	+9/+4	+4	+4	+8	Influence 4/day, intuition 5/day
14th	+10/+5	+4	+4	+9	Sensitive talent, untouchable +4
15th	+11/+6/+1	+5	+5	+9	Spare me
16th	+12/+7/+2	+5	+5	+10	Intuition 6/day
17th	+12/+7/+2	+5	+5	+10	Influence 5/day, luminary talent
18th	+13/+8/+3	+6	+6	+11	Untouchable +5
19th	+14/+9/+4	+6	+6	+11	Intuition 7/day
20th	+15/+10/+5	+6	+6	+12	Luminary talent, sensitive talent, suggestive speech

At 12th level, the manipulator may instead grant an ally an additional full round of actions taken on its turn, or a standard action taken at any time.

At 16th level, the manipulator may instead grant an ally an additional full round of actions that it can take at any time.

A creature cannot benefit from spur to action more than once per round (even if more than one manipulator uses the ability on the same creature). A manipulator cannot use this ability to grant herself more actions.

Steadfast Support: The manipulator can convince an ally that an apparently hopeless situation can, in fact, be overcome. As an immediate or swift action, the manipulator can allow an ally to reroll any one failed attack roll, skill check, saving throw, or damage roll. The manipulator may make this decision after the roll has been revealed to fail, but before any consequences of that failure are known (thus a manipulator can give an ally a reroll for a failed Reflex saving throw against a *fireball*, but only before the spell's damage is known).

Unsettle: Through a combination of words, tone, gestures, and obvious attitude, a manipulator can throw a foe off his game. A manipulator instinctively customizes her unsettling demeanor to match her target: frightening cautious mooks, flirting with stalwart guardians, and

enraging powerful warlords. The end result is the same: her manipulation of her target's emotions causes him to be temporarily unable to fully focus on what he is doing.

As a standard action, the manipulator forces a foe to make a Will save (DC = 10 + 1/2 the manipulator's class level + the manipulator's Charisma modifier) or suffer a penalty on all attack rolls, ability checks, concentration checks, skill checks, and saving throws for a number of rounds equal to 1/2 the manipulator's class level. This penalty begins at -2. At 5th level, and every five levels thereafter, the penalty increases by 1 (to a maximum penalty of -6 at 20th level).

Inscrutable (Ex): While a manipulator finds others to be an open book, her own thoughts and motives are kept carefully hidden from others. The DC of Sense Motive checks made to gain a hunch about her is increased by an amount equal to 1/2 her class level (minimum +1). Further, she gains a +4 bonus on saving throws made to resist divination effects. Finally, beginning at 8th level, if a magical effect is used against the manipulator that would detect her lies or force her to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + the manipulator's class level in order to succeed. Failure means the effect does not detect the manipulator's lies or force her to speak only the truth.

Intuition (Ex): A manipulator has a very strong sense of how things are “supposed” to work, act, and relate to one another. As a result, the manipulator is often able to perform complex or specialized tasks without the background or training normally required to do so. A manipulator may make an intuition check ($1d20 + \text{class level} + \text{Wisdom modifier} + 3$) in place of a skill check. This acts as a skill check with the same DC for success as if the manipulator were trained in the appropriate skill. Only skill checks completed using a full round action or less may be replaced by an intuition check, and such checks still require the proper tools to perform them.

Alternatively, a manipulator can use intuition to get a hunch, an inexplicable feeling for how one event, creature, or item works. This allows her to generate one of the following effects.

The manipulator gets a gut assessment of the social situation, such as the feeling from another’s behavior that something is wrong, such as when talking to an impostor. Alternatively, the manipulator can get the feeling that someone is trustworthy. This acts as if the manipulator had made a successful Sense Motive check to gain a hunch (no roll is necessary).

The manipulator learns information about one creature or object as if she had studied it for 3 rounds with any two of the following spells: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, or *detect undead*. This information should be given to the manipulator confidentially by the GM and not shared with other players. The manipulator cannot use specifics to explain this intuition to other characters or players, instead making vague statements such as “I don’t trust them,” or “I think this has some connection to dead people.”

Gain information about a creature or item as if the manipulator had made the appropriate Knowledge skill check with a result of $20 + \text{her class level} + \text{her Wisdom modifier}$. If the manipulator is aware an object or effect is magic, this can be used in place of a Spellcraft check to identify it. As with the above option, this information should be given to the manipulator confidentially by the GM and not shared with other players.

Intuition does not translate as a legal truth, and will not stand up in a court of law: it is obvious to the manipulator alone. Finding proof of an intuition requires additional work.

Unlike a sensitive, a manipulator’s intuition does not reduce nonproficiency penalties she suffers.

At 1st level, a manipulator can use this ability once per day. At 4th level, and every three levels thereafter, she can use this ability an additional time per day (to a maximum of 7 uses per day at 19th level).

Talents: As a manipulator’s intuition and charm develop, she learns a number of talents that aid her in understanding and controlling the world around her. At 2nd level, and every six levels thereafter, the manipulator gains a single talent from among those available to members of the sensitive class (from *Anachronistic Adventures*, by Rogue Genius Games). At 5th level, and every six levels thereafter, the manipulator gains a single talent from among those available to members of the luminary class (also from *Anachronistic Adventures*). At 20th level, the manipulator gains one talent from each of her parent classes.

Untouchable (Ex): Through a combination of combat intuition, foresight, and having too much personal magnetism and charm for anyone to be able to try to harm her without harboring at least a few reservations on the subject, a manipulator can be quite difficult to hit in combat. Beginning at 2nd level, the manipulator gains a +1 circumstance bonus to AC. This bonus does not apply if the manipulator is denied her Dexterity bonus to AC, or if the attacker cannot see her clearly (such as if she is disguised, invisible, fighting in the dark, or affected by a spell such as *blur* or *mirror image*). At 6th level, and every four levels thereafter, this bonus to AC increases by 1 (to a maximum of +5 at 18th level).

Empathic Communication (Su): Beginning at 3rd level, a manipulator is able to communicate on an empathic level even with creatures that she does not share a language with. She can communicate very simple ideas and concepts with such creatures, such as “I mean no harm” or “I’m hungry,” via body language, facial expression, tone of voice, and pantomime. This also allows her to use Bluff, Diplomacy, Intimidate, and Sense Motive against creatures that she does not share a language with (provided they have an Intelligence of 2 or higher). When using these skills in this way, she must stick to very basic concepts, and she suffers a –4 penalty on the check. Finally, she can use language-dependent effects against creatures she does not share a language with, although she suffers a –4 penalty on any d20 rolls she makes as part of such effects, and the saving throw DC of such effects is decreased by 2.

Hide Aura (Su): At 7th level, a manipulator learns to hide her own aura, to better protect her motivations from close scrutiny. She is immune to the *analyze aura*^{OA} spell, as well as any spell that grants information about her based on her aura (including, but not necessarily limited to: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *detect undead*). She can suppress or resume this effect as a standard action.

Universal Influence (Su): At 9th level, a manipulator gains the ability to influence things that cannot normally be persuaded or compelled. She can use mind-affecting effects against creatures that are normally immune to them, including mindless creatures, constructs, and undead, as though they did not possess that immunity, although such creatures gain a +4 bonus on saving throws to resist the effect.

Motivation Sense (Sp): Beginning at 12th level, a manipulator is able to peer into a creature's eyes and learn that creature's deepest desires and darkest fears. She can cast *detect anxieties*^{UI} and *detect desires*^{UI} as spell-like abilities at will.

Spare Me (Su): By 15th level, a manipulator is able to compel her attackers to leave her alive, whether it is by appealing to their mercy, offering them their heart's desire, or simply commanding it with force of will. Whenever a manipulator would be reduced to 0 hit points or fewer, as an immediate action, she can force her attacker to succeed on a Will save (DC = 10 + 1/2 her class level + her Charisma modifier) or be compelled to stay his hand, reducing the damage dealt so that she is left at exactly 1 hit point, instead. This is a mind-affecting effect. The manipulator can use this ability once per day.

Suggestive Speech (Su): At 20th level, almost every word that comes out of a manipulator's mouth carries the weight of a command. She can cast *suggestion* as a spell-like ability at will.

Vaquero

Used to making their way in harsh and rural environments, vaqueros are masterful riders and skilled combatants who train tirelessly to master special weapon and riding tricks. Although many are ranchers or livestock herders by trade, many vaqueros are bandits, lawmen, or simple wanderers.

Role: Vaqueros are daring and clever combatants who rely on the use of a variety of specialized tricks and training with a particular type of weapon to perform incredible feats on the battlefield. Mounted combatants, they often fight from a range, using their mobility and range to harry foes.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 5d6 x 10 (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less, and the vaquero begins with his starting weapon.

Class Skills

A vaquero's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the vaquero.

Weapon and Armor Proficiency: Vaqueros are proficient with all simple and martial weapons, and with light armor.

Favored Weapon: At 1st level, a vaquero chooses one of the following types of weapons to specialize in: one-handed firearms, two-handed firearms, or whips. He gains proficiency with all weapons of the chosen type. Additionally, he is treated as having the Weapon Focus feat for all weapons of the chosen type. At 4th, 9th, 15th, and 20th levels, the vaquero learns a special trick that he can perform with weapons of the chosen type. The different weapon tricks for each type of weapon are listed at the end of this section.

If the vaquero chooses to specialize in one-handed firearms, he begins play with a pistol, and if he chooses to specialize in two-handed firearms, he begins play with a musket. If he chooses to specialize in whips, he begins play with a masterwork whip. Regardless of which weapon he starts with, the weapon is battered, and only the vaquero knows how to use it properly. All others treat his weapon as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. The weapon can only be sold for scrap, and is worth only 4d6 gp if sold. If the vaquero chose either type of firearm to specialize in, he gains Gunsmithing as a bonus feat. If he chose to specialize in whips, he gains Weapon Finesse as a bonus feat instead. For more information on firearms, see *Pathfinder Roleplaying Game: Ultimate Combat*.

Horsemanship (Ex): A vaquero is an expert rider, able to make the most of any mount he rides. He gains a bonus equal to 1/2 his class level (minimum +1) on all Ride checks. Additionally, any mount he is riding uses either its normal Dexterity bonus to AC, or the vaquero's Dexterity bonus to AC, whichever is higher, and any dodge bonus to AC that the vaquero benefits from applies to any mount he is riding, as well, as long as both the vaquero and the mount are wearing light armor or no armor.

Mount (Ex): A vaquero gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the vaquero's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium vaquero can select a camel or a horse. A Small vaquero can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A vaquero's mount does not gain the share spells special ability.

A vaquero's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a vaquero's mount die, the vaquero may find another mount

Table 1-4: The Vaquero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Favored weapon, horsemanship, mount
2nd	+2	+3	+3	+0	Bonus feat, nimble +1
3rd	+3	+3	+3	+1	Survivalist
4th	+4	+4	+4	+1	Weapon trick
5th	+5	+4	+4	+1	Bonus feat
6th	+6/+1	+5	+5	+2	Nimble +2
7th	+7/+2	+5	+5	+2	Riding trick
8th	+8/+3	+6	+6	+2	Bonus feat
9th	+9/+4	+6	+6	+3	Weapon trick
10th	+10/+5	+7	+7	+3	Nimble +3
11th	+11/+6/+1	+7	+7	+3	Bonus feat
12th	+12/+7/+2	+8	+8	+4	Reputation
13th	+13/+8/+3	+8	+8	+4	Riding trick
14th	+14/+9/+4	+9	+9	+4	Bonus feat, nimble +4
15th	+15/+10/+5	+9	+9	+5	Weapon trick
16th	+16/+11/+6/+1	+10	+10	+5	Ought to be dead
17th	+17/+12/+7/+2	+10	+10	+5	Bonus feat
18th	+18/+13/+8/+3	+11	+11	+6	Nimble +5
19th	+19/+14/+9/+4	+11	+11	+6	Riding trick
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, weapon trick

to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the vaquero gains a level.

Bonus Feat: At 2nd level, and every three levels thereafter, a vaquero gains a bonus combat feat for which he meets the prerequisites. For the purposes of meeting the prerequisites of these bonus feats (but not other feats), the vaquero is treated as though he were a fighter whose class level were 4 lower than his vaquero level (for example, at 5th level, he would qualify for feats with a prerequisite of “fighter level 1st,” and at 8th level he would qualify for feats with a prerequisite of “fighter level 4th”).

Nimble (Ex): At 2nd level, a vaquero gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the vaquero to lose his Dexterity bonus to AC also causes him to lose this dodge bonus. This bonus increases by 1 for every 4 levels beyond 2nd (to a maximum of +5 at 18th level).

Survivalist (Ex): By 3rd level, a vaquero is experienced enough at wandering in harsh environments that he becomes an expert at handling dangerous terrain. He constantly gains the benefits of the *endure elements* spell. Additionally, he gains a +2 bonus on Survival checks, as well as Fortitude saves and Constitution checks made to resist the effects of harsh terrain, forced marches, fatigue and exhaustion, and similar effects and hazards.

Riding Trick (Ex): At 7th level, and every six levels thereafter, a vaquero learns a special trick that he can perform while riding his mount. He may select any of the following riding tricks.

Improved Cover: When using the Ride skill to gain cover from your mount, you are able to hang from the side of your mount without the use of your hands, allowing you to attack and cast spells while using your mount as cover. Additionally, you can make Stealth checks (opposed by onlookers’ Perception checks) while using your mount as cover in order to make it appear that your mount has no rider.

Quick Spur: You can make a Ride check to spur your mount as a swift action, rather than a move action. Additionally, when you spur your mount, its movement speed increases by 30 feet, rather than 10 feet.

Second Mount: You are able to control a second mount while riding. If you have the standing rider riding trick, you may stand with one foot on each mount, straddling them both. Otherwise, you ride one mount, and lead the other by holding its reins (or similar) in your hands. While controlling two mounts in this way, both mounts must remain adjacent to one another at all times, and you must succeed on a DC 15 Ride check at the beginning of your turn each round, or you lose control of the second mount.

Standing Rider: You can control your mount while standing atop its back, rather than riding it normally. It is a swift action to switch between normal riding and standing riding. You must succeed on a DC 15 Acrobatics check each round that you ride in this way. While riding in this fashion, you are treated as having higher ground against other mounted opponents who are not standing and are riding mounts of the same size category as yours, as well as against creatures that are the same size category as your mount. Additionally, you gain a +1 dodge bonus to AC and Reflex saves as long as you are riding in this fashion. Finally, you automatically succeed on any attempts to fast dismount made when you are riding a mount while standing.

Switch Mounts: You can jump from one mount to another, landing in the saddle and ready to ride. This functions as normal for using Acrobatics to jump from one surface to another, but if you succeed, you automatically land in a position where you can ride the new mount, and can immediately make a Ride check (DC 15) to gain control of that mount. If the mount already has a rider, or cannot generally be controlled with Ride checks (such as if it is not trained as a mount, or is intelligent and unwilling to bear you as a passenger), you simply land in a position where you are comfortably riding the creature. If you are not standing when you make the leap (with the use of the standing rider riding trick) you suffer a -5 penalty on the Acrobatics check.

Whistling Call: You can summon your mount from great distances by performing a special whistling call as a swift action. By default, this whistling call can be heard by the mount at a range of up to 1 mile, although at the GM's discretion, certain obstacles or other noise may diminish this distance. If your mount hears the call, it will immediately attempt to follow it to its source, using whatever means necessary to reach you. In addition to being able to use this ability to call the mount granted by your mount class feature, you can also train other animals to respond to a special whistling call. For any animal other than your special mount, however, this counts as a trick, requires a DC 20 Handle Animal check to teach, and can only be taught to animals that already know the come trick.

Reputation (Ex): At 12th level, a vaquero gains a special reputation, based on his deeds to date. He may choose one of the following reputations for which he qualifies, and gain its benefits. If a vaquero ceases to qualify for the reputation he has selected, he loses the benefits of that reputation until he once again qualifies. Whenever the vaquero gains a new level, he may choose to change his reputation to a different one for which he qualifies.

Hero: The vaquero gains a +4 bonus on Diplomacy checks and a +2 bonus on saving throws. Only good-aligned vaqueros can gain this reputation.

Lawman: The vaquero gains a +4 bonus on Intimidate checks and a +2 bonus on saving throws. Only lawful-aligned vaqueros can gain this reputation.

Loner: The vaquero gains a +2 bonus on all skill checks.

Notorious: The vaquero gains a +4 bonus on Intimidate checks and a +1 bonus on attack and damage rolls. Only evil-aligned vaqueros can gain this reputation.

Outlaw: The vaquero gains a +4 bonus on Bluff checks and a +1 bonus on attack and damage rolls. Only chaotic-aligned vaqueros can gain this reputation.

Ought to be Dead (Ex): By 16th level, a vaquero has had enough brushes with death that he has become exceptionally good at surviving otherwise-lethal situations. Once per day, when the vaquero would otherwise die, he can attempt a Fortitude save to narrowly avoid death, instead.

If the vaquero would die due to damage, then the DC of the Fortitude save is equal to $10 + 1/5$ the amount of damage dealt, and the vaquero is left at -1 hit points, unconscious and stable (if he was already at a lower hit point total, his hit points do not change).

If the vaquero would die due to a death effect, then the DC of the Fortitude save is equal to the death effect's normal Fortitude saving throw DC (if the death effect doesn't normally allow a saving throw, it is instead equal to $15 + 1/2$ the vaquero's class level), and the vaquero is left at -1 hit points, unconscious and stable (if he was already at a lower hit point total, his hit points do not change).

This ability applies only to a single source of damage: if the vaquero uses this ability on the first attack made in a full-attack action, subsequent attacks made as part of that full-attack are not affected.

Whenever the vaquero uses this ability, he can make a Bluff check (opposed by opponents' Perception checks) to make it look as though he actually died. A successful DC 15 Heal check, made as a standard action while adjacent to the vaquero, will confirm he is still alive, regardless of the result of his Bluff check.

Favored Weapons

The following section lists the weapon tricks a vaquero gains based on his choice of favored weapon.

One-Handed Firearm

Fast Draw (Ex): At 4th level, a vaquero who specializes in one-handed firearms is able to draw his weapon with exceptional speed. He gains a bonus on initiative checks equal to $1/4$ his class level. Additionally, he gains the benefits of the Quick Draw feat, but only for the purposes of drawing

one-handed firearms. Finally, when firing a one-handed firearm at a creature that hasn't acted yet that combat, the vaquero gains a +2 circumstance bonus on attack and damage rolls.

Ricochet Shot (Ex): At 9th level, a vaquero who specializes in one-handed firearms is able to shoot in such a way that his bullet ricochets off another object and hits his target from an angle. As a full-round action, he can make a single attack with a one-handed firearm. This attack is treated as though the distance between the vaquero and the target were twice what it actually is for the purposes of determining range penalties and effects such as whether the attack is resolved against the target's touch AC, but it ignores cover, including total cover. While the bullet is capable of ricocheting along improbable and sometimes even impossible paths, it cannot pass through solid objects, and so sources of cover that completely enclose the target (such as a *resilient sphere*, or a *wall of force* that completely blocks a stone corridor, etc.) apply normally.

Hip Shot (Ex): At 15th level, a vaquero that specializes in one-handed firearms is so adept at firing them swiftly that he can get a shot off even while drawing his weapon. As an immediate action, when a vaquero draws a one-handed firearm, he can make a single attack with that firearm, albeit at a -5 penalty. The first time each combat that the vaquero uses this ability, the target is treated as flat-footed, even if they aren't actually (creatures that can't be caught flat-footed, such as those with uncanny dodge, are not considered flat-footed in this way).

Deadly Barrage (Ex): At 20th level, a vaquero who specializes in one-handed firearms can unleash a deadly barrage of bullets at incredible speed. As a full-round action, he can make a total of six attacks with a single one-handed firearm. He can make these attacks regardless of the firearm's capacity or remaining bullets, as he is able to reload the firearm with enough speed to complete the barrage (he must still have sufficient ammunition). All attacks made in this way are made at his full base attack bonus minus 10, and are otherwise resolved normally.

Two-Handed Firearm

Distance Shot (Ex): By 4th level, a vaquero who specializes in two-handed firearms is able to fire them accurately at a greater range. When firing a two-handed firearm, he resolves attacks made with the firearm against the target's touch AC at up to one additional range increment (the first two range increments for early firearms, or the first six range increments for advanced firearms).

Penetrating Shot (Ex): At 9th level, a vaquero who specializes in two-handed firearms is able to fire them effectively through opponents' armor. As a standard action, he can make a single attack with a two-handed firearm. If the attack hits, it deals damage to the target as normal, and also deals an equal amount of damage to any armor the target may be wearing.

Careful Aim (Ex): At 15th level, a vaquero who specializes in two-handed firearms can spend a move action to carefully line up a shot, taking aim on a target he can see. If he does, he gains a +5 circumstance bonus to attack and damage for the next attack he makes against that creature with a two-handed firearm, and he treats the weapon's critical threat range as 2 higher than it actually is (for example, a two-handed firearm that normally threatened a critical hit on a roll of 20 would threaten one on a roll of 18-20, instead). This stacks with other increases to the weapon's threat range. If the vaquero does not make an attack against the target by the end of his next turn, the benefit is wasted. Multiple instances of this ability do not stack, but each additional move action the vaquero uses to aim in this way before making his shot, the circumstance bonus to attack and damage increases by +2.

Sniper (Ex): At 20th level, a vaquero who specializes in two-handed firearms can strike down foes from incredible distances. He suffers only half the normal penalty due to range on attack rolls made with two-handed firearms. Further, he can make attacks with two-handed firearms at up to 15 range increments, rather than the usual limit of 10. Finally, when making attacks with a two-handed firearm, he resolves attacks against touch AC if the target is within the first five range increments (for early firearms), or the first ten range increments (for advanced firearms).

Whip

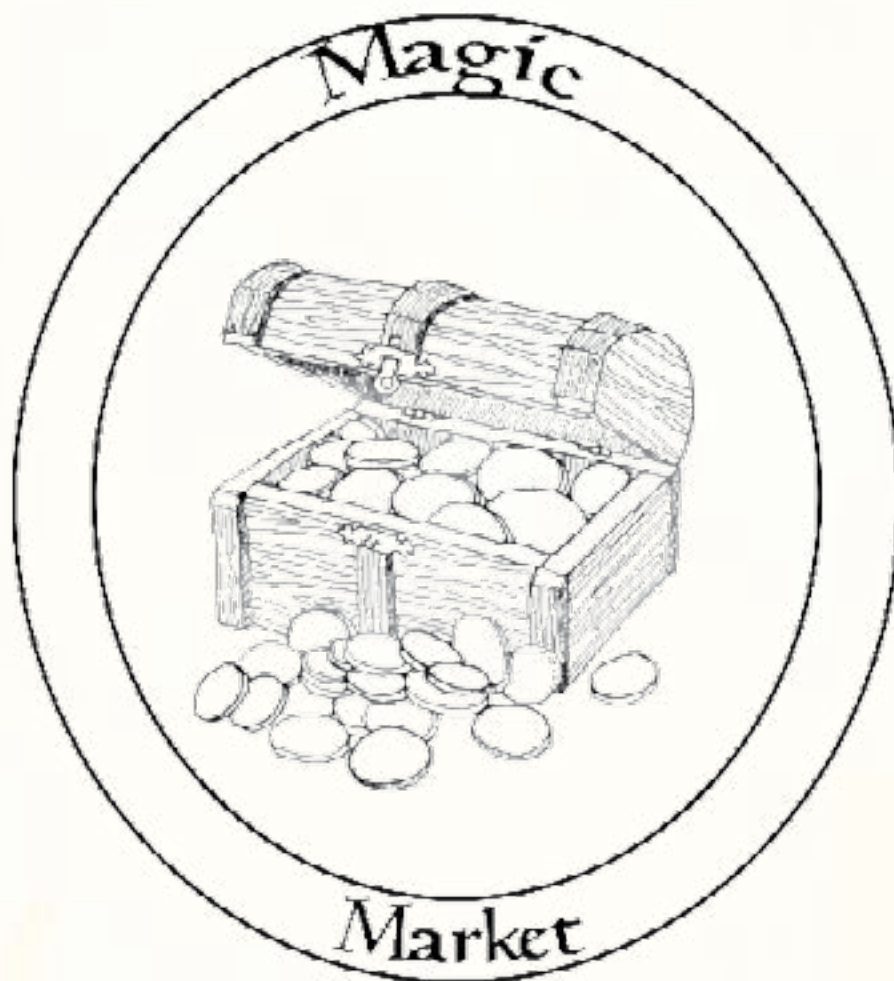
Combat Whip (Ex): By 4th level, a vaquero who specializes in whips knows how to use them to fight effectively in combat. When wielding a whip, he can choose for it to deal lethal or nonlethal damage, and suffers no penalty for having it deal lethal damage instead of nonlethal damage. Additionally, attacks he makes with a whip are able to damage opponents regardless of what armor or natural armor they may possess, and he does not provoke attacks of opportunity for making attacks with a whip.

Fine Manipulation (Ex): At 9th level, a vaquero who specializes in whips is able to use them with incredible finesse and delicacy. He gains a +4 bonus on all combat maneuvers he makes with a whip. Additionally, when he uses a whip to perform a dirty trick, drag, reposition, or steal combat maneuver, he can make those combat maneuvers in place of an attack, rather than having to do so as a standard action.

Sonic Boom (Ex): At 15th level, a vaquero who specializes in whips is able to crack his whip at supersonic speeds. Whenever he makes an attack with a whip, he may choose to have that attack deal an additional 1d6 points of sonic damage.

Threatening Whip (Ex): At 20th level, a vaquero who specializes in whips is able to use them to strike with lightning speed, responding to the actions of his foes. When wielding a whip, he threatens all spaces within the whip's reach.

Chapter 2: 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 2017, we created 21 suits of magic armor, 16 magic shields, 19 magic weapons, 8 magic rings, 35 wondrous items, and 6 artifacts.

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 SOCIAL DEFENSE PRICE 5,350 gp

Slot armor; **CL** 3rd; **Weight** 30 lbs.

Aura faint transmutation

This beautiful suit of crimson breastplate has the image of a grinning hawk emblazoned across the chest, and is paired with a feathered cape and a fine silk doublet. Often these armors are adorned with one or more gems worth 500 gp or more.

In addition to functioning as a +1 *glammered breastplate*, *armor of social defense* provides its wearer with magical defenses aimed to protect him from making a social *faux pas*. The armor provides a +2 bonus on Sense Motive checks, and this bonus is increased to +4 for the purposes of trying to uncover the hidden meaning behind words or interpret secret innuendo. Additionally, once per day per point of enhancement bonus the armor possesses, the wearer can reroll a single Bluff, Diplomacy, or Intimidate check he just made with a +5 bonus. The wearer must keep the new result, even if it is lower.

None of an *armor of social defense's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor with +1-equivalent armor spikes for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 2,850 gp

Craft Magic Arms and Armor, *eagle's splendor*, *owl's wisdom*

ARMOR OF THE ACROBAT PRICE 120,160 gp

Slot none; **CL** 1st; **Weight** 15 lbs.

Aura faint transmutation

This suit of ultra-thin red and yellow armor feels light as air. Not only does this fine armor allow the wearer to move unhampered, it actually enhances his ability to leap, balance, and tumble.

A suit of *armor of the acrobat* functions as a suit of +5 *leather armor*, and additionally allows its wearer to apply his full Dexterity bonus to his AC and has a number of powers relating to movement. The wearer of a suit of *armor of the acrobat* gains a +20-foot enhancement bonus to his movement speed, and this bonus is doubled while he is running. Further, the wearer of this armor gains a +30 competence bonus to Acrobatics skill checks, and the distance he can jump in a round is not limited by his total movement speed. Finally, the wearer only uses a single move action to make a single jump, regardless of the distance jumped.

None of an *armor of the acrobat'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 Requirements Cost 60,160 gp

Craft Magic Arms and Armor, *jump*

Table 2-1: Specific Armors

d%	Armor Name	Cost
01 - 10	Caltropmail	3,250 gp
11-16	Skull's plate	4,650 gp
17-24	Chain of the safe explorer	4750 gp
25 - 30	Armor of social defense	5,350 gp
31 - 36	Kitchen armor	5,400 gp
37 - 42	Rope armor	11,165 gp
43 - 48	Plague mail	20,300 gp
49 - 53	Legionnaire's breastplate	25,350 gp
54 - 59	Widow's mail	30,250 gp
60 - 65	Coffin plate	35,650 gp
66 - 70	Jetstream armor	38,925 gp
71 - 75	Diver's suit	46,650 gp
76 - 80	Arms-warding breastplate	60,350 gp
81 - 85	Poison plate	66,650 gp
86 - 90	Omni suit	55,650 gp
91 - 94	Armor of the defender	86,650 gp
95 - 96	Spined armor	90,250 gp
97	Armor of the acrobat	120,160 gp
98	Saint's plate	125,650 gp
99	Mail of midnight	180,300 gp
100	Shining plate of the gods	214,150 gp

ARMOR OF THE DEFENDER PRICE 86,650 gp

Slot armor; **CL** 20th; **Weight** 50 lbs.

Aura faint illusion

This gorgeous suit of gold and steel interlocking plates seems to shift to match the wearer's defensive needs. The plates have a faint chameleon quality to them, causing them to match their environment.

In addition to functioning as a +2 *full plate*, a suit of *armor of the defender* doubles the bonus to AC from fighting defensively and taking the total defense action, as well as doubling the bonus to AC and Reflex saves granted by cover (including improved cover, partial cover, and soft cover). Additionally, whenever the wearer has a miss chance, characters without the Blind Fight feat that attack the wearer must roll their miss chance percentage twice and take the worse result.

Some of an *armor of the defender'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 Cost 44,150 gp

Craft Magic Arms and Armor, *displacement*

ARMS-WARDING BREASTPLATE **PRICE** 60,350 gp**Slot** armor; **CL** 1st; **Weight** 30 lbs.**Aura** faint abjuration

This shimmering steel breastplate is highly reflective so as to allow attackers to see the look of bloodlust and malice on their faces and reconsider their actions, lest they commit to violence without consideration. Though highly reflective, these plates are far from plain, including thousands of subtle engravings of doves, roses, olives, and other symbols of peace. These wondrous +3 *breastplates* carry a potent charm that protects the wearer from weapons. Whenever the wearer of an *arms-warding breastplate* is dealt damage by a manufactured weapon, that weapon's owner may not attack the wearer of the *arms-warding breastplate* with that weapon until the end of the attacker's next turn.

None of an *arms-warding breastplate'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** 30,350 gpCraft Magic Arms and Armor, *sanctuary***CALTROPMAIL** **PRICE** 3,250 gp**Slot** armor; **CL** 9th; **Weight** 25 lbs.**Aura** moderate conjuration

These suits of +1 *chain shirt* are actually made of innumerable caltrops that have all been hooked together with thin but durable metal wires. They are treated as having armor spikes, and the armor spikes are also treated as having a +1 enhancement bonus. Additionally, three times per day, as a full-round action that provokes attacks of opportunity, the armor's wearer can shake himself wildly, filling a 10-foot-radius area around himself with caltrops. These caltrops function as normal in all ways, except that they gain an enhancement bonus to attack and damage equal to the enhancement bonus of the *caltropmail's* armor spikes. He is immune to caltrops created by his own suit of *caltropmail*.

None of a *caltropmail's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor with +1-equivalent set of armor spikes for the purposes of the cost of further improving its magical abilities.

Construction Requirements **Cost** 1,750 gpCraft Magic Arms and Armor, *major creation***CHAIN OF THE SAFE EXPLORER** **PRICE** 4,750 gp**Slot** armor; **CL** 3rd; **Weight** 25 lbs.**Aura** faint transmutation

These steel chain shirts are often paired with heavy canvas coats or study cloaks to give them a rugged appearance, and are sometimes decorated with woodland or storm themes.

In addition to functioning as a +1 *chain shirt*, this armor provides its wearer with unique protections against harsh environmental factors that make an explorer's life difficult. The wearer gains a +4 bonus on Fortitude saves made to resist nonlethal damage due to temperature and on Constitution checks made to continue running or making a forced march. Additionally, the wearer treats wind speeds as though they

were 1 category lower than they are for the purposes of determining if she is checked or blown away. Finally, if the wearer would encounter difficult terrain that requires 4 squares of movement, she may move through that terrain as though it were normal difficult terrain, costing only 2 squares of movement.

None of a *chain of the safe explorer's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor and a +1-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements **Cost** 2,500 gpCraft Magic Arms and Armor, *endure elements*, *bear's endurance***COFFIN PLATE** **PRICE** 35,650 gp**Slot** armor; **CL** 5th; **Weight** 50 lbs.**Aura** faint transmutation

These macabre suits of armor are exceedingly rare and are forged from the remains of a coffin that has been buried for at least 13 months and 13 days. This wood has been magically treated to be as strong as steel. Regardless of the condition of the armor or how often it is subjected to cleaning or scent treatments, it always smells strongly of moist soil and decay.

In addition to functioning as a suit of +2 *full plate*, a *coffin plate* allows its wearer to seek comfort in the ground and to rest in her own grave if she is ever slain. Each day, the wearer of the *coffin plate* can entomb herself underground by speaking a command word. When she speaks the command word, the coffin plate is transformed into an actual coffin, which the wearer is inside. The coffin is teleported 6 feet below the point where the wearer was standing when she spoke the command word. If this would place the coffin within a solid area, such as if the wearer were standing on the ground outside, the coffin is buried. If this would place the coffin in midair, such as if the wearer were standing on the 3rd floor of a castle, the coffin will fall as normal. While in the coffin, the wearer has sufficient space to move about that she can easily perform activities such as drinking potions, casting spells, or searching her pack for items. While buried in this way, the wearer is no longer wearing the armor and is thus not subject to arcane spell failure. A second command word returns the wearer to the surface from which she exited, provided she is still within the coffin when she speaks it, the coffin is intact, and she has daily uses of the ability remaining.

The *coffin plate* can transport the wearer either below ground or to the surface a number of times per day equal to $1d4+1$, and this number should be determined secretly by the GM. If the wearer is stranded underground in this way, the coffin has enough air for 5 hours and 30 minutes for a Medium creature, or 11 hours for a Small creature. If the wearer is unearthed while underground and she is alive, the coffin immediately transforms back into armor. Additionally, if the wearer is ever slain while wearing this armor, it immediately transforms into a coffin for burial. Finally, while she remains in the coffin, the wearer cannot be animated as an undead character, and cannot be made into spawn with the create spawn special attack.

None of a *coffin plate'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** 18,650 gp

Craft Magic Arms and Armor, *meld into stone*

DIVER'S SUIT **PRICE** 46,650 gp

Slot armor; **CL** 7th; **Weight** 50 lbs.

Aura moderate abjuration

This immense suit of sealskin fits closely, snugly wrapping the wearer in warm animal hide on all sides of his body. Metal plates have been affixed at various parts of the armor in order to protect the vital parts of the body from danger, and a strange full helm with a circular glass faceplate completes the garb.

In addition to functioning as a suit of +3 *full-plate*, a *diver's suit* bears a number of useful magical enhancements that make it ideal for exploring water. The suit is air-tight, keeping the wearer warm and dry regardless of the environmental conditions; this also protects the wearer against most gases and vapors which must be inhaled or penetrate the skin to have an effect (any gas that deals hit point damage, such as a green dragon's breath weapon, is still effective). Additionally, the armor provides clean fresh air to the wearer, allowing him to breathe in any environment. Finally, the armor's armor check penalty does not apply to Swim checks, and the wearer is treated as though he were affected by a *freedom of movement* spell for the purposes of underwater combat. The armor is exceptionally cumbersome on land, however, and its armor check penalty is doubled for skills other than Swim. Additionally, the wearer's speed is reduced by a further 5 feet while wearing the armor.

Some of a *diver's suit* unique abilities count as an enhancement bonus equivalent, and it is treated as a +6-equivalent suit of armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements **Cost** 24,150 gp

Craft Magic Arms and Armor, *freedom of movement*, *water breathing*

JET STREAM ARMOR **PRICE** 38,925 gp

Slot armor; **CL** 3rd; **Weight** 20 lbs.

Aura faint conjuration

These dark blue suits of +5 *slick studded leather* armor use barracuda scales and shark teeth for their studs, and always seem to be coated in a thin layer of saltwater, no matter how long it has been since they were submerged. As a move action, the wearer of a suit of *jet stream armor* can command it to expel concentrated air from special panels on the armor's feet and back. When out of the water, this accomplishes nothing, but in the water, it propels the wearer forward in a straight line at a rate of 40 feet per round. The jets continue until stopped with another command word, moving the wearer forward 40 feet at the beginning of his turn each round automatically, without him needing to take any action. Each time he is moved in this way, as an immediate action, the wearer can attempt a DC 15 Swim check to make a turn of up to 90 degrees at any point during this movement, but otherwise the *jet stream armor* moves him in a straight

line. If this movement causes the wearer to collide with an obstacle, both the wearer and the obstacle suffer 1d6 points of damage, and the wearer's movement stops.

None of a *jet stream armor'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 Requirements **Cost** 19,550 gp

Craft Magic Arms and Armor, *slipstream*^{APG}

KITCHEN ARMOR **PRICE** 5,400 gp

Slot armor; **CL** 9th; **Weight** 35 lbs.

Aura moderate transmutation

These suits of +1 *banded mail* are made from numerous pots, pans, stove parts, and similar pieces of clutter that can be found about the kitchen, all of which have been hastily forged together, forming a mismatched hodge-podge of large metal discs in different shapes, sizes, and metals, with handles sticking out in various places and occasional grease stains.

The scrounged metal used to create the armor has some lingering psychic energy from its time as kitchenware, which subtly affects the way the magic of the armor functions. The wearer is vulnerable to fire damage (suffering half again as much fire damage as he otherwise would), but all fire damage he suffers is nonlethal damage. If the wearer's current nonlethal fire damage gained in this way is equal to or greater than 1/2 his maximum hit points, he begins to exude a delicious smoky scent, granting a +2 morale bonus on attack and damage rolls made against him with bite natural attacks.

As a standard action, the armor's wearer can cause it to violently disassemble, effectively hurling dozens of kitchen utensils through the air. Each creature in a 30-foot line must succeed on a DC 15 Reflex save or suffer 5d6 points of bludgeoning damage. This causes the *kitchen armor* to gain the broken condition, and removes it from the wearer, causing its components to be scattered across the 30-foot line affected by this ability. The *kitchen armor* cannot be worn again thereafter until the broken condition is removed.

None of a *kitchen 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** 2,900 gp

Craft Magic Arms and Armor, *resist energy*, *telekinesis*

LEGIONNAIRE'S BREASTPLATE **PRICE** 25,350 gp

Slot armor; **CL** 7th; **Weight** 30 lbs.

Aura moderate transmutation

This beautiful bronze breastplate is sculpted to resemble the torso of demigod, with rippling muscles and generous proportions. The armor itself is exceedingly comfortable and is enchanted to protect the empire's soldiers from their deadliest foes.

In addition to functioning as a suit of +3 *breastplate*, a *legionnaire's breastplate* grants its wearer an additional +3 bonus to AC against attacks made by metal weapons. For this purpose, a metal weapon is any weapon whose point, edge, or bludgeon is made of metal, including most swords, axes, and spears, as well as warhammers and some maces.

Some of a *legionnaire's breastplate'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 **Cost** 12,850 gp

Create Magical Arms and Armor, *rusting grasp*

MAIL OF MIDNIGHT

PRICE 180,300 gp

Slot none; **CL** 7th; **Weight** 40 lbs.

Aura moderate illusion

This blue-black chainmail magically alters its form to fit closely about the user, covering him in tiny, breathable, black chain links from head to toe, completely obscuring his body. Donning a suit of *mail of midnight* only requires the user to touch it and speak a command word. Once donned, wicked barbs appear from the armor, giving it a cruel appearance. To remove a suit of *mail of midnight*, the wearer need only speak a second command word, and it removes itself.

This dread suit of +5 *heavy fortification chainmail* is darker than the blackest night and grows to absolute lightlessness in areas of darkness, rendering the user impossible to see. While in areas of darkness, the wearer of a suit of *mail of midnight* is affected as though by the spell *greater invisibility*, except that the effect cannot be removed by *invisibility purge* or seen with a *see invisibility* spell. Additionally, the wearer of a suit of *mail of midnight* can see perfectly in all forms of darkness, including magical darkness. Finally, once per day, while in an area of dim light or darkness, the wearer of a suit of *mail of midnight* can cast the spell *deeper darkness* (with an effective caster level of 20).

None of a *mail of midnight'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** 90,300 gp

Craft Magic Arms and Armor, *greater invisibility*

OMNI SUIT

PRICE 75,650 gp

Slot armor; **CL** 5th; **Weight** 50 lbs.

Capacity 10; **Usage** 1 charge per minute; **Aura** faint transmutation

This suit of deep grey armor is made from interlocking plates that fit tighter and move more smoothly than any forged suit of armor could hope to replicate. Small buttons on the inside of the gauntlets activate a number of special functions of the armor.

This suit of +5 *full plate* can be used as such without consuming any of this item's charges. As a swift action, you can activate one of the following abilities for the armor by spending one charge per minute. The ability can be ended with another swift action.

Defense: The armor plates adjust to be stiffer and more protective, and small robotic gears move them to intercept incoming blows, granting you a further +2 armor bonus to AC, but reducing your movement speed by half (rounded up).

Agility: The armor plates in the feet and legs spring to life, increasing your speed and athleticism. Your land, climb, and swim speeds are each doubled, and you gain a +5 bonus on Climb checks and Swim checks so long as this feature of the armor is activated. Because the legs of the armor are busy enhancing your movement, you suffer a -2 penalty to AC against attacks of opportunity caused by movement.

Power: The armor plates in the arms reach forward whenever you are about to strike, granting you a +1 bonus on attack and damage rolls with melee weapons and natural attacks. Because of the way the armor moves, you suffer a -1 penalty to AC while you are using this function.

None of an *omni suit'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 Requirements **Craft** DC 15; **Cost** 38.650 gp

Craft Technological Arms and Armor, graviton lab, *expeditious retreat*, *jump*, *water breathing*

PLAGUE MAIL

PRICE 20,300 gp

Slot armor; **CL** 7th; **Weight** 40 lbs.

Aura moderate necromancy

These suits of +3 *chainmail* are made from blackened and rusty metal. They are generally decorated with a motif of exaggerated bird faces with incredibly long beaks, reminiscent of a plague doctor's mask, and the metal itself slowly oozes a brownish-red ichor that drips wherever the wearer goes (although it does so only when worn, and the ichor fades to nothingness after an hour).

The wearer gains a bonus equal to the armor's enhancement bonus on saving throws made to resist diseases. Additionally, whenever a critical hit is scored against the wearer, or the wearer is reduced to 0 or fewer hit points, the armor releases a cloud of disease in a 10-foot-radius burst, affecting each creature in the area as though with the spell *contagion*. For each point of enhancement bonus the armor possesses, the saving throw DC to resist the *contagion* effect is increased by +1.

None of a suit of *plague mail'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** 10,300 gp

Craft Magic Arms and Armor, *contagion*



POISON PLATE

PRICE 66,650 gp

Slot armor; **CL** 7th; **Weight** 50 lbs.

Aura moderate necromancy

These suits of +5 *full plate* are typically lacquered a bright green color, with gold trim and embossing, and often feature images of serpents, spiders, scorpions, and other venomous creatures. As long as the armor is worn, the wearer gains the benefits of the spell *delay poison*. Additionally, three times per day, the wearer can lob a ball of pure venom from the armor. Treat this as a ranged touch attack with a range increment of 10 feet. If the attack hits, the target is affected as though by the spell *poison*. The armor's enhancement bonus is added to the DC of the poison effect (for a final DC of 21).

None of a suit of *poison 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 Requirements

Cost 34,150 gp

Craft Magic Arms and Armor, *delay poison*, *poison*

ROPE ARMOR

PRICE 11,165 gp

Slot armor; **CL** 1st; **Weight** 25 lbs.

Aura faint transmutation

This armor is made entirely from layer after layer of wound ropes, which function as a suit of +3 *hide armor*. The ropes constantly twist and writhe as they move across the outer surface of the armor, inflicting 1d4 points of damage to any creature grappling or grappled by the wearer. Additionally,

the wearer can cause a section of rope to extend itself from the end of the armor's arm as a swift action. This effectively functions as a whip, except that it cannot be disarmed. Additionally, instead of making an attack with this whip, the wearer can choose to attempt to initiate a grapple, even if the target is not adjacent to him. If you successfully initiate a grapple in this way, the target is pulled towards you until it is adjacent to you. Additionally, the armor can be commanded to produce up to 200 feet of rope each day, which can be detached from the armor and used normally.

None of a *rope armor*'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 5,665 gp

Craft Magic Arms and Armor, *animate rope*

SAINT'S PLATE

PRICE 125,650 gp

Slot armor; **CL** 1st; **Weight** 50 lbs.

Aura faint abjuration

Exquisitely made from a steel-gold alloy, this exemplary suit of full plate has a pale champagne color and is emblazoned with the holy symbol of one or more good-aligned deities associated with peace and friendly contact. The armor is exceedingly comfortable and seems to embrace the wearer, filling her with a sense of complete confidence in its protective power.

This suit of +5 *adamantine full plate* greatly enhances the wearer's natural force of personality and projects it as a holy aura that prevents foes from striking first. Firstly, the wearer gains a +4 enhancement bonus to her Charisma score while she wears the armor. Additionally, any creature that has not been attacked by the wearer in the last 24 hours must succeed on a Will save (DC = 10 + 1/2 the wearer's Hit Dice + the wearer's Charisma modifier) in order to attack the wearer or target the wearer with spells with a saving throw entry denoted as other than harmless. Finally, the wearer gains a +4 bonus on saving throws made to resist area spells and effects produced by characters who have not succeeded on their saving throw, so long as the spell or effect has a saving throw denoted as other than harmless. A character that succeeds on this saving throw ignores these effects for 24 hours.

None of a *saint 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 Requirements	Cost 63,650 gp
Craft Magic Arms and Armor, <i>sanctuary</i>	

SHINING PLATE OF THE GODS	PRICE 214,150 gp
----------------------------------	-------------------------

Slot none; **CL** 17th; **Weight** 50 lbs.

Aura strong universal

This gleaming armor is as old as the world itself, created by a unified celestial order for a future chosen champion and then hidden away. Some legends claim that many of these suits of armor exist in hidden corners of the world in order to protect the interests of heaven, or even to outfit a divine army against some unknown threat. Made of bright metal and styled in ancient fashion to appear as the body of demigod, this holy suit of armor made from interlocking steel plates is among the most effective protections available.

While a *shining plate of the gods* always functions as a suit of +5 *full plate*, it is further enhanced by heavenly magic to protect the user from danger. It provides a further +5 inherent bonus to AC and grants a +5 sacred (or profane) bonus on all saving throws. Finally, the wearer of this armor never suffers ill effects from an effect when he succeeds on a saving throw.

None of a *shining plate of the gods'* 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 Requirements	Cost 107,900 gp
Craft Magic Arms and Armor, <i>miracle</i>	

SKULL'S PLATE	PRICE 4,650 gp
----------------------	-----------------------

Slot armor; **CL** 7th; **Weight** 50 lbs.

Aura moderate necromancy

Made of dark iron and decorated with actual human skulls, this plate radiates necromantic magic that makes those that don it feel uneasy. Regardless of the temperature, this armor always feels cold to the touch.

While always functioning as a suit of +1 *full plate*, *skull's plate* has additional magic which only functions when the wearer is slain. Whenever the wearer is reduced to 0 or fewer hit points, she may choose to die. If she does, her body is immediately animated by the magic of the armor, temporarily returning her to the world of the living as a zombie. The wearer retains proficiency with whatever weapons and armor she possessed when she died. The zombie remains for 1 minute or until slain, and attacks the creature that reduced it to 0 or fewer hit points, as well as any other enemies of the creature it was in life. When the zombie is slain, or after 1 minute, the armor breaks in half, gaining the broken condition. It must be repaired before this ability will function again.

None of a *skull's plate'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 3,150 gp
Craft Magic Arms and Armor, <i>animate dead</i>	

SPINED ARMOR	PRICE 90,250 gp
---------------------	------------------------

Slot armor; **CL** 5th **Weight** 25 lbs.

Aura faint transmutation

These suits of indigo chain shirt feature a number of small hooked spines, which appear to be made from seashells, but possess far greater hardness and sharpness. The spines seem alive, despite their clearly inorganic nature.

In addition to functioning as a suit of +5 *chain shirt*, a suit of *spined armor* is covered in sharp spines, which can either be hardened or sharpened with a command word. When hardened, the spines become hard as marble, providing a +2 natural armor bonus to AC. When sharpened, the spikes function as +2 *armor spikes*. Finally, a third command word can be used to partially harden and partially sharpen the spikes; if this command word is used, the spikes function as armor spikes with no enhancement bonus to attack and damage, and provide a +1 natural armor bonus to AC.

Some of a *spined armor's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +7-equivalent suit of armor for the purposes of the cost of further improving its magical abilities. This armor can gain weapon enhancement special abilities, which apply only to the armor spikes produced by the armor. Any such enhancements whose cost is expressed as an enhancement bonus-equivalent count towards the total enhancement bonus of the armor, and use the price of armor to calculate their price.

Construction Requirements	Cost 45,250 gp
Craft Magic Arms and Armor, <i>barkskin</i> , <i>spike growth</i>	

WIDOW'S MAIL**PRICE** 30,250 gp**Slot** armor; **CL** 17th; **Weight** 25 lbs.**Aura** strong conjuration

These suits of +5 *chain shirt* are made entirely of old and discarded wedding rings, which have been forged together into a fully functional suit of armor. The majority of the rings are plain gold bands, though a handful of them clearly once held gems of various cuts and sizes, though all of them have been removed. With one minute's work, the wearer can attach a magic ring to the suit of *widow's mail*, effectively granting the wearer a third ring slot as long as the armor is worn.

Additionally, if the *widow's mail* is removed and laid on the corpse of someone that the armor's wearer was genuinely in love with, the armor fades into the corpse, all of the rings sinking into the flesh (except for the magic ring attached to the armor, if any), and affecting the corpse as though with the spell *true resurrection*. This destroys the *widow's mail*.

None of a *widow's mail'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 Requirements**Cost** 15,250 gp

Craft Magic Arms and Armor, *mage's lucubration*, *true resurrection*

Specific Shields

The following section provides a number of specific magic shields. They are presented in alphabetical order.

BLOCKING SHIELD**PRICE** 4,170 gp**Slot** shield; **CL** 1st; **Weight** 15 lbs.**Aura** faint abjuration

These heavy shields are often reinforced with additional layers of metal bands to improve blocking, allowing them to be more effective when intercepting shots. Often these shields have unusual handles that make them easier to maneuver and use in combat.

In addition to functioning as a +1 *heavy steel shield*, a *blocking shield* can be used to employ a more active defense. As a move action, the wielder of a *blocking shield* can ready it against an attack. When she does, she rolls 1d6 and adds it to her AC for 1 round. For each attack made against her, she reduces this bonus AC by 1; a successful hit reduces this bonus by 2.

None of a *blocking 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 Requirements**Cost** 2,170 gp

Craft Magic Arms and Armor, *shield*

Table 2-2: Specific Shields

d%	Shield Name	Cost
01 - 10	Shield of the jack o' lantern	2,657 gp
11 - 16	Dodging shield	3,170 gp
17 - 24	Blocking shield	4,170 gp
25 - 32	Goblin shield	4,653 gp
33 - 40	Emotional shield	8,170 gp
41 - 47	Shield of the hidden	8,180 gp
48 - 55	Hoplite shield	12,180 gp
56 - 63	Hover shield	16,580 gp
64 - 69	Smashing shield	30,170 gp
70 - 76	Plasma plume shield	35,170 gp
77 - 83	Shield of the unicorn	40,180 gp
84 - 88	Shield of curses	65,170 gp
89 - 93	Shield of abeyance	70,157 gp
94 - 96	Trihorn shield	80,170 gp
97 - 98	Sphere shield	120,180 gp
99 - 100	Shield of the spirits	150,170 gp

DODGING SHIELD**PRICE** 3,170 gp**Slot** shield; **CL** 1st; **Weight** 15 lbs.**Aura** faint transmutation

These gorgeous heavy steel shields come in a variety of styles and materials, but all are designed with graceful curves and comfortable padding. The shields themselves feature a small button on the handle, which, when depressed, causes the shield to begin to jump and leap about.

In addition to functioning as a +1 *heavy steel shield*, the wielder of one of these shields can activate it as a swift action. When he does, the shield begins to dance and maneuver about. Whenever the wielder is attacked while the shield is active, he must make a Dexterity check (DC 11 + the number of times the character was attacked that round); if the check is successful, the wielder gains a +2 dodge bonus to AC against that attack. If the check fails, he suffers a -1 penalty to his AC against that attack, instead.

Some of a dodging 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 Requirements**Cost** 1,670 gp

Craft Magic Arms and Armor, *expeditious retreat*

EMOTIONAL SHIELD**PRICE** 8,170 gp**Slot** shield; **CL** 3rd; **Weight** 15 lbs.**Aura** faint enchantment

These +2 *heavy steel shields* are sculpted in the shapes of faces—usually the face of a deity, a famous hero, or, in the case of special commissions, of the wielder herself. The face on the shield is magically animated, allowing it to change its expression to display a variety of different emotions. By default, it mirrors whatever emotion the wielder is feeling, but if the wielder prefers, it can be made to display any emotion as a swift action, and continues to keep that appearance until changed again.

The shield protects the wearer from emotion effects, rendering the wearer immune to all emotion and fear effects, as such effects are absorbed by the shield. Further, the wielder cannot benefit from morale bonuses while wielding it. Whenever the wearer is protected from a fear effect in this way, the shield bonus to AC that the *emotional shield* grants is reduced by 2 (this stacks for multiple fear effects, to a minimum of 0). Whenever the wielder would benefit from a morale bonus, the shield bonus to AC that the *emotional shield* grants is increased by 1 (to a maximum of 4 higher than the shield's normal AC bonus). These bonuses and penalties last for the duration of the effect or for 1 minute, whichever is shorter.

None of an *emotional 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 Requirements **Cost** 4,170 gp

Craft Magic Arms and Armor, *calm emotions*

GOBLIN SHIELD PRICE 4,653 gp

Slot shield; **CL** 11th; **Weight** 5 lbs.

Aura strong transmutation

Typically whittled from wood taken from a tree struck by lightning or otherwise felled by some auspicious event, these +1 *light wooden shields* often still bear tree bark on one side, and are incredibly crude in design, not to mention generally covered in scorch marks. The shield absorbs the first 2 points of fire damage that the wielder would suffer from any given attack. Additionally, whenever the wielder suffers at least 5 points of fire damage from a single source, the shield bonus to AC that the *goblin shield* grants increases by 1. Finally, the shield is particularly effective at protecting against the attacks of certain animals, and grants the wearer a +2 circumstance bonus to AC against dogs and horses, as well as suitably dog-like and horse-like creatures (subject to GM discretion).

None of a *goblin 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 Requirements **Cost** 2,403 gp

Craft Magic Arms and Armor, *ironwood*, *protection from law*

HOPLITE SHIELD PRICE 12,180 gp

Slot shield; **CL** 1st; **Weight** 45 lbs.

Aura faint abjuration

This full-body tower shield is made from composite woods and coated in a thick layer of sturdy bronze. It looks as though it has seen countless battles, but is no worse for the wear. Though heavy on its own merits, it seems also to burden you with the weight of the countless thousands depending on its bearer.

In addition to functioning as a +1 *tower shield*, a *hoplite shield* offers additional protection to the bearer's allies. Adjacent allies gain a +1 shield bonus to AC, and this bonus is doubled against ranged attacks. Additionally, whenever the bearer of

a *hoplite shield* uses the *hoplite shield* to gain cover, adjacent allies also benefit from this cover, as long as they are not on the opposite side of the edge of the square the bearer chooses to gain cover from.

Some of a *hoplite 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 Requirements **Cost** 6,180 gp

Craft Magical Arms and Armor, *shield*

HOVER SHIELD PRICE 16,580 gp

Slot shield; **CL** 5th; **Weight** 15 lbs.

Aura faint transmutation

These +3 *tower shields* are exceptionally light, seeming almost to support themselves when held, reducing the armor check penalty they impose to -2, and their arcane spell failure chance to 15%. Their most prized feature, however, is the fact that when laid face-down on the ground and stood upon, the wielder can speak a command word and cause the shield to lift itself up off the ground, allowing the wielder to hover. This effectively grants the wielder a fly speed of 40 feet with good maneuverability. While using the shield in this way, the wielder gains its shield bonus to AC against attacks made from creatures that are below it, but not against creatures above it or at the same height. A *hover shield* can be made to hover in this way for 5 minutes per day, which need not be spent consecutively, but must be spent in 1-minute increments. If the *hover shield* is still being used in this way when this time has expired, it slowly lowers the wielder to the ground, as the spell *feather fall*.

None of a *hover 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 **Cost** 8,430 gp

Craft Magic Arms and Armor, *feather fall*, *fly*

PLASMA PLUME SHIELD PRICE 35,170 gp

Slot armor; **CL** 3rd; **Weight** 50 lbs.

Capacity 10; **Usage** 1 charge; **Aura** faint transmutation

This +3 *heavy steel shield* is large for its size and contains several extra chambers that generate supercharged, ionized gas that can be released with the push of a button, conveniently located on the shield's handle.

These +3 *heavy steel shields* always function as such and consume no capacity to do so. Additionally, as a standard action, you can push a button on the back of the shield to unleash one or more bursts of plasma in a 60-foot line. All characters in the line suffer 4d6 points of fire and electricity damage, or half that amount on a successful Reflex save (DC 12). You can fire any number of lines in this way, but each line consumes 1 charge. Additionally, you may activate this ability as a free action whenever you successfully deliver a shield bash with the *plasma plume shield*, but only to unleash a single line.

None of a *plasma plume 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** DC 13; **Cost** 17,670 gp
Craft Technological Arms and Armor, graviton lab, *scorching ray*

SHIELD OF ABEYANCE

PRICE 70,157 gp

Slot -; **CL** 1st **Weight** 10 lbs.

Aura faint abjuration

Made from a single piece of ancient white ash, these wooden shields are far stronger than their weathered appearance implies. Each one is carved with 12 tiny warding inscriptions, unique to the shield's individual crafter and written in 12 different languages. When the command word is spoken and the shield presented, the runic phrases glow with a powerful white light.

In addition to functioning as a +5 *heavy wooden shield*, a *shield of abeyance* can be used to ward off attackers. By speaking a command word and presenting the shield strongly (a standard action), the shield's wielder can force a single creature within 30 feet to succeed on a Will save (DC 20) or be unable to attack or commit hostile actions for 1 round. Even a character that succeeds on his saving throw suffers a -2 penalty on attack rolls for 1 round; this penalty is doubled for attacks against the shield's wielder.

None of a *shield of abeyance'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** 35,157 gp
Craft Magic Arms and Armor, *sanctuary*

SHIELD OF CURSES

PRICE 65,170 gp

Slot shield; **CL** 13th; **Weight** 15 lbs.

Aura strong abjuration

These +5 *heavy steel shields* are typically engraved with dire warnings written on the front, such as, "Woe to he who fells me," or, "Strike me down, and I shall doom you from beyond the grave." Whenever the wearer of a *shield of curses* is targeted by a curse or a spell with the curse descriptor, there is a 50% chance that that curse is directed back at its source, and has no effect on the wearer. This chance is determined before the wearer makes any saving throws or applies spell resistance.

Additionally, if the shield's wearer is slain, the creature that dealt the killing blow is affected as though by the spell *bestow curse*, regardless of their distance from the shield's wearer. The shield's enhancement bonus is added to the DC of the *bestow curse* effect (for a final DC of 21).

Some of a *shield of curses's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +6-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements **Cost** 32,670 gp
Craft Magic Arms and Armor, *bestow curse*, *spell turning*

SHIELD OF THE HIDDEN

PRICE 8,180 gp

Slot shield; **CL** 5th; **Weight** 45 lbs.

Aura faint divination

These study towershields are usually jet-black and have no adornment whatsoever, giving them a plain appearance. The shields, though heavy, feel light to the touch, as though the wearer were relieved of some burden.

In addition to functioning as a +1 *tower shield*, a *shield of the hidden* protects its wearer from magical observation. The wearer of a *shield of the hidden* cannot be observed by spells of the scrying subschool that do not target him (for example, *clairaudience/clairvoyance*). Additionally, the wearer gains a +4 bonus on saving throws made to resist scrying effects that do target him. Finally, whether or not the wearer succeeds on resisting such effects, he is always aware of attempts to scry on him.

None of a *shield of the hidden's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent suit of armor and a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements **Cost** 4,180 gp
Craft Magic Arms and Armor, *nondetection*

SHIELD OF THE JACK O' LANTERN

PRICE 2,657 gp

Slot shield **CL** 1st; **Weight** 10 lbs.

Aura faint necromancy

These heavy shields are made from a gourd magically strengthened and shaped into the rough form of a kite shield. The front of the shield has been carved to resemble the face of a leering demon with inhuman eyes and broken teeth. A slot for a candle or similar device can be found within the face's mouth.

In addition to functioning as a +1 *heavy wooden shield*, a candle can be placed within a *shield of the jack o' lantern* in order to activate additional magical powers so long as the candle is burning. While the candle is lit, any character who attacks the wielder of a *shield of the jack o' lantern* must succeed on a Will save (DC = 11 + the wielder's Charisma modifier) or become shaken for 1 round. If the wielder is fighting defensively, then this DC is increased by 2. If the wielder takes the total defense action, this DC is increased by 4. Finally, if the wielder uses the Combat Expertise feat while fighting with this shield, the DC for this effect is increased by an amount equal to the AC bonus granted by that feat. Even if a creature is affected by this ability multiple times in a round, it remains shaken and does not progress to being frightened or panicked.

None of a *shield of the jack o' lantern'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** 1,407 gp
Craft Magic Arms and Armor, *cause fear*

SHIELD OF THE SPIRITS **PRICE** 150,170 gp**Slot** shield; **CL** 15th; **Weight** 15 lbs.**Aura** strong necromancy

This large polished disk of ivory is hard as steel and heavy for its size, as though weighed down with souls of the dead. When taken up, the shield surrounds the bearer in a shimmering golden light.

In addition to functioning as a +5 *ghost touch heavy steel shield*, a *shield of the spirits* protects the bearer from attacks of spiritual creatures. So long as he wields this shield, incorporeal touch attacks made against him are resolved against his full AC, including bonuses to AC that are not normally included for incorporeal touch attacks, such as armor or natural armor. Further, as long as he wields the shield, he cannot be possessed or controlled by incorporeal creatures. Additionally, the shield's bearer can present the shield strongly as a standard action. While presenting the shield in this way, an incorporeal undead creature cannot attack the shield's bearer unless it succeeds on a Will save (DC 20). Finally, when the shield is presented in this way, the bearer can attempt to command a single incorporeal undead creature as with the spell *command undead*, unless it succeeds on a Will save (DC = 13 + the bearer's Charisma modifier).

None of a *shield of the spirits'* unique abilities count as an enhancement bonus equivalent, and it is treated as a +8-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 75,170 gp
Craft Magic Arms and Armor, <i>protection from evil</i> , <i>command undead</i>	

SHIELD OF THE UNICORN **PRICE** 40,180 gp**Slot** shield; **CL** 13th; **Weight** 45 lbs.**Aura** strong abjuration

This huge round shield is made of steel and plated in purple and gold. A detailed image of a rampaging unicorn is proudly emblazoned across the whole shield in ivory relief.

In addition to functioning as a +2 *tower shield*, a *shield of the unicorn* constantly protects the wearer as though with a *protection from evil* spell. Additionally, when the wielder uses the shield to gain cover, if she successfully saves against a spell cast by an evil creature that targets her and allows a saving throw, that spell is turned back upon the caster.

None of a *shield of the unicorn'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 20,180 gp
Craft Wondrous Item., <i>protection from evil</i> , <i>spell turning</i>	

SMASHING SHIELD **PRICE** 30,170 gp**Slot** shield; **CL** 3rd; **Weight** 15 lbs.**Aura** faint transmutation

Made from extraordinarily heavy materials, usually an iron lead alloy, these imposing round shields come emblazoned with the image of a clenched fist. Though heavy, the shields are balanced to allow them to be easily used for bashing and athletic combat.

In addition to functioning as a +2 *bashing heavy steel shield*, a *smashing shield* stores power from successful unarmed strikes made by the wielder. For each successful unarmed strike the wielder of a *smashing shield* makes in a given round, all shield bash attacks made that round with the *smashing shield* gain a +1 bonus to attack and a +2 bonus to damage.

None of a *smashing 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	Cost 15,170 gp
Craft Magical Arms and Armor, <i>bull's strength</i>	

SPHERE SHIELD **PRICE** 120,180 gp**Slot** shield; **CL** 15th; **Weight** 45 lbs.**Aura** strong evocation

These +5 *heavy fortification tower shields* are transparent, and slightly curved, reducing the penalty they impose on the wielder's attack rolls by 1. On command, the shield can extend around its wearer, creating a sphere of force around him similar to a *telekinetic sphere*, except that the sphere cannot be moved telekinetically, and instead must be rolled manually. A creature inside the sphere or adjacent to it can roll it up to their movement speed as a move action with a successful DC 10 Strength check, on a level surface. If the *sphere shield* is situated on a slope, it rolls downward automatically unless held in place, moving at a rate of 120 feet per round in a straight line. A creature outside the sphere can attempt to push it up a slope, but in this case, the sphere's movement is reduced to 1/2 the creature's movement speed, and the DC of the Strength check increases by +2 per 10 degrees in the angle of the slope (so, a DC 18 Strength check for a 45 degree angle). Returning the *sphere shield* to its normal shape is a move action. The *sphere shield* can take this form for a total of 10 minutes per day, which must be used in 1-minute increments.

None of a *sphere shield'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 60,180 gp
Craft Magic Arms and Armor, <i>telekinetic sphere</i>	

TRIHORN SHIELD PRICE 80,170 gp

Slot armor; **CL** 1st; **Weight** 15 lbs.

Aura faint abjuration

These intimidating shields are made from the crest and horns of a triceratops, magically strengthened to be more resistant to attacks. The shield is slightly animated and uses its own power to strike out against the wielder's targets.

This +5 *bashing heavy shield* is made from animal hide, but is strong as steel and has the same properties as a heavy steel shield. In addition to its normal abilities, a *trihorn shield* is especially deadly when making shield bash attacks. Whenever the wielder of a *trihorn shield* successfully makes a shield bash attack, the *trihorn shield* lashes out of its own accord with terrible might, making a gore attack against the target of the shield bash at the wielder's base attack bonus + 6. If the attack hits, it deals 1d8+6 points of piercing damage, or double this damage if the shield bash was a charge attack.

None of a *trihorn shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +6-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 40,170 gp

Craft Magic Arms and Armor, *sanctuary*

Specific Weapons

The following section provides a number of specific magic weapons. They are presented in alphabetical order.

ANIMATED FLAIL PRICE 3,308 gp

Slot none; **CL** 11th; **Weight** 5 lbs.

Aura strong transmutation

These flails feature longer than normal chains that dance and swing about on their own, causing the heavy iron ball to knock about, seeking its next target. Thankfully, such movements never directly harm the wielder of these weapons.

In addition to functioning as a +1 *flail*, an *animated flail* springs to life when used to perform certain combat maneuvers. Whenever an animated flail is used to perform a disarm or trip combat maneuver, the wielder adds an additional 1d6 to the result of the combat maneuver. If he rolled a natural 20 on the combat maneuver, he adds an additional 2d6 instead.

None of an *animated flail'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 1,808 gp

Craft Magical Arms and Armor, *animate objects*

Table 2-3: Specific Weapons

d%	Weapon Name	Cost
01 - 08	Animated flail	3,308 gp
09 - 16	Battleaxe of the underground	3,810 gp
17 - 24	Katar of clobbering	4,302 gp
25 - 32	Staff of concentration	6,300 gp
33 - 40	Whip of the taskmaster	6,301 gp
41 - 48	Sword of the spider	15,315 gp
49 - 56	Shock lance	18,310 gp
57 - 60	Slasher's sickle	20,306 gp
61 - 64	Hunter's harpoon	24,302 gp
65 - 68	Hammer of souls	30,312 gp
69 - 72	Crosspick	30,308 gp
73 - 76	Outlaw revolver	34,300 gp
77 - 80	Unicorn spear	36,302 gp
81 - 84	Net of the mind	53,320 gp
85 - 88	Ring gauntlet	63,302 gp
89 - 92	Warhammer of smashing	65,312 gp
93 - 96	Dagger of rift cutting	82,302 gp
97 - 99	Dinobow	90,375 gp
100	Slayer's friend	200,700 gp

BATTLEAXE OF THE UNDERGROUND PRICE 3,810 gp

Slot none; **CL** 3rd; **Weight** 6 lbs.

Aura faint evocation

There is much debate about the exact origins of these axes, though it is known that they were created to serve as weapons for elite forces in the endless wars of tribes and kingdoms that dwell underground. It is commonly believed the weapons were contrived by dwarven smiths, though dark elves, deep gnomes, and even goblins have been known to carry these tools.

In addition to functioning as a +1 *battleaxe*, a *battleaxe of the underground* glows with a bright red light, invisible to creatures with darkvision, which sheds light like a torch to the eyes of any creature without darkvision. Additionally, the battleaxe deals an additional 1d6 points of damage when in underground environments.

None of a *battleaxe of the underground'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 2,060 gp

Craft Magical Arms and Armor, *bane*, *darkvision*, *continual flame*

CROSSPICK PRICE 30,308 gp

Slot none; **CL** 1st; **Weight** 6 lbs.

Aura faint transmutation

These heavy iron picks have complicated mechanical shafts featuring cranks, gears, and a large iron bowstring that can be readily deployed. The ultimate in versatile weaponry, these weapons were first pioneered by warrior miners to ward off a variety of subterranean threats.



In addition to functioning as a +2 *heavy pick*, a *crosspick* has a x5 critical multiplier, rather than the usual x4. Additionally, as a full-round action, the *crosspick* can be reconfigured by manipulating the gears and handles in order to become a magical heavy crossbow. The reconfigured *crosspick* functions like a +2 *heavy crossbow*, except that it has a x3 critical multiplier. A second full-round action can covert the *crosspick* back into a heavy pick.

Some of the *crosspick*'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. Enhancements applied to the *crosspick* function in either configuration.

Construction Requirements	Cost 15,308 gp
Craft Magic Arms and Armor, <i>gravity bow</i>	

DAGGER OF RIFT CUTTING PRICE 82,302 gp

Slot none; **CL** 17th; **Weight** 2 lbs.

Aura strong conjuration

These +2 *daggers* have incredibly razor-thin blades, and are able to slice through the very fabric of reality, creating gateways from one plane of existence to another. Once per day, as a full-round action, the wielder of a *dagger of rift cutting* can use it to slice a 5-foot-diameter portal in the air. This functions as the planar travel version of the *gate* spell, except that the exact location on the destination plane that the gate opens into is based on the wielder's familiarity with the intended destination, as the spell *teleport*.

Additionally, whenever a *dagger of rift cutting* is used to confirm a critical hit against a creature, its wielder can

choose to plunge the dagger directly into the creature's heart, forcing the creature to succeed on a DC 20 Will save or be transported to a plane of the wielder's choice as though with the spell *plane shift*. If the *dagger of rift cutting* is used in this way, the wielder must succeed on a DC 20 Reflex save or the dagger is transported along with the victim.

None of a *dagger of rift cutting*'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 41,302 gp
----------------------------------	-----------------------

Craft Magic Arms and Armor, *gate*

DINOBOW PRICE 90,375 gp

Slot none; **CL** 9th; **Weight** 3 lbs.

Aura moderate transmutation

Made of green yew wood, this gorgeous recurve bow has images of dinosaur footprints engraved along its length. Whenever an arrow is loosed from the bow, a mighty roar, like that of a tyrannosaurus, can be heard from the snapping bow string.

In addition to functioning as a +3 *animal bane longbow*, a *dinobow* deals an additional 1d6 points of damage per size category the target is larger than the wielder. This bonus damage is increased to 1d8 per size category if the target is an animal.

Some of a *dinobow*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +6-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 45,375 gp
----------------------------------	-----------------------

Craft Magic Arms and Armor, *bane*, *animal growth*

HAMMER OF SOULS PRICE 30,312 gp

Slot none; **CL** 11th; **Weight** 5 lbs.

Aura moderate necromancy

This beautiful golden hammer features squared edges on both sides of the hammer's head. The perfectly balanced weapon bears numerous inscriptions of holy prayers.

In addition to functioning as a +1 *ghost touch warhammer*, a *hammer of souls* can confirm critical hits against incorporeal creatures, even though they are normally immune. Additionally, all attacks with a *hammer of souls* deal double damage to incorporeal undead creatures (or 4 times normal damage on a critical hit).

None of a *hammer of souls*' 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 15,312 gp
----------------------------------	-----------------------

Craft Magical Arms and Armor, *undead to death*

HUNTER'S HARPOON**PRICE** 24,302 gp**Slot** none; **CL** 1st; **Weight** 6 lbs.**Aura** faint divination

These mystical spears are made entirely from whalebone, magically strengthened to be as hard as steel. They are carved all along the shaft with pictographs and odd symbols depicting whaling scenes, and the point is barbed and jagged, with a strong smell of blood and rot even when clean.

In addition to functioning as a +2 *spear*, a *hunter's harpoon* deals an additional 1d6 points of damage when underwater, and against creatures with the water or aquatic subtypes. Additionally, the *hunter's harpoon* can be thrown underwater with a range increment of 60 feet. Once per day, when thrown underwater, the wielder can cry out, "*Strike*," in Aquan as a free action made as part of the attack. If she does, the attack gains a +10 bonus to attack and damage. The spear is never destroyed when thrown underwater, and always floats 5 feet in front of the creature or object it hit.

Some of a *hunter's harpoon'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** 12,302 gpCraft Magic Arms and Armor, *true strike***KATAR OF CLOBBERING****PRICE** 4,302 gp**Slot** none; **CL** 1st; **Weight** 1 lb.**Aura** faint divination

These fine punching daggers have unusually squared off heads and are blocky and heavy, rather than thin and sharp. Despite these apparent design flaws, these daggers deliver exceptionally powerful blows.

In addition to functioning as a +1 *punching dagger*, a *katar of clobbering* becomes a powerful weapon in the hands of a character with the Improved Unarmed Strike feat. Such a character deals an additional amount of nonlethal damage equal to her unarmed strike damage with her first successful attack each turn. She does not apply her Strength bonus to this additional damage. This bonus nonlethal damage is multiplied in the case of a critical hit.

Some of a *katar of clobbering'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** 2,302 gpCraft Magical Arms and Armor, creator must have Improved Unarmed strike as a feat, *true strike***NET OF THE MIND****PRICE** 53,320 gp**Slot** none; **CL** 9th; **Weight** 6 lbs.**Aura** moderate enchantment

Made from spider silk and copper wire, these nets have a thin membrane of shimmering gossamer between each of the sturdy strands that hold it together. Those caught within the net feel the horrific and ceaseless crawling of insects within their mind and body.

These +1 *nets* destroy the resolve of those caught within them. Any creature entangled by the net suffers a -5 penalty to Will saves while entangled within the net, as the maddening feeling of crawling insects dulls her resolve. Additionally, each round a creature remains entangled in the net, she must succeed on a saving throw against the DC of each madness she is suffering from. On a failure, the DC of that madness increases by a further +1. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

None of a *net of the mind'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** 26,820 gpCraft Magic Arms and Armor, *mind fog***OUTLAW REVOLVER****PRICE** 34,300 gp**Slot** none; **CL** 5th; **Weight** 4 lbs.**Aura** faint transmutation

Made of dark grey metal, these intimidating revolvers have larger than normal cylinders. Each is engraved with a rebellious motto or symbol.

In addition to functioning as +1 *distance revolvers*, these magical weapons have greater capacity than normal, holding up to 8 rounds rather than 6. Additionally, when making a full attack with an *outlaw revolver*, the wielder can choose to make any number of additional attacks, provided the weapon still has sufficient ammunition remaining. These attacks are made at the wielder's lowest base attack bonus and each subsequent attack suffers a cumulative -2 penalty to the attack roll.

Some of an *outlaw revolver's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +6-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements **Cost** 19,300 gpCraft Magic Arms and Armor, *haste***RING GAUNTLET****PRICE** 63,302 gp**Slot** —; **CL** 11th; **Weight** 6 lbs.**Aura** moderate transmutation

These masterwork adamantite gauntlets have small grooves set in each knuckle on the right hand, which are designed to have rings inserted into them, at which point they can be locked into place. As long as the gauntlets are worn, the wearer can benefit from up to five different magic rings simultaneously.

Additionally, the *ring gauntlets* have an enhancement bonus to attack and damage equal to the number of magic rings the gauntlet's wielder is currently wearing, to a maximum bonus of +5.

Construction Requirements **Cost** 33,302 gpCraft Magic Arms and Armor, *mage's lucubration*

SHOCK LANCE**PRICE** 18,310 gp**Slot** none; **CL** 5th; **Weight** 7 lbs.**Capacity** 10; **Usage** 1 charge/round; **Aura** faint evocation

This heavy metal rod is capped with double prong, laced with a purple charge of electricity. A blend of magic and technology, these weapons are reliable for both mounted soldiers and spacefaring infantry.

These +1 *shocking lances* can always be used as such without consuming any charges. As a free action, you can activate the lance for 1 round by spending 1 charge. If you do, the lance's reach is increased by an additional 5 feet, and it deals an additional 2d6 points of electricity on a successful hit. Finally, if the attack is successful, the target must succeed on a Fortitude save (DC = 10 + the amount of electricity damage suffered in this way) or be dazed for 1 round. Even on a successful saving throw, the target is staggered for 1 round.

None of a *shock 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 **Craft** DC 15; **Cost** 9,310 gp

Craft Technological Arms and Armor, production lab, lightning bolt

SLASHER'S SICKLE**PRICE** 20,306 gp**Slot** none; **CL** 1st; **Weight** 2 lbs.**Aura** faint necromancy

These terrible weapons feature a human femur for a handle, wrapped in magically preserved gory entrails for a grip. The cruel hook of these sickles is made from dark rusted iron, magically sharpened to function as well as the finest of steel, and faint ghostly whispers issue forth from the wicked iron as it is swung, proclaiming the dread fate of its past victims.

In addition to functioning as a +1 *sickle*, these horrible weapons are more dangerous in the hands of vicious and merciless. Against foes who are denied their Dexterity bonus to AC or who are suffering from a fear effect, the sickle deals an additional 1d6 points of bleed damage. Additionally, whenever the wielder of a *slasher's sickle* confirms a critical hit against such a creature, that character becomes panicked for 1d2 rounds.

Some of a *slasher's sickles* 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** 10,306 gp

Craft Magic Arms and Armor, bleed

SWORD OF THE SPIDER**PRICE** 15,315 gp**Slot** none; **CL** 3rd; **Weight** 4 lbs.**Aura** faint conjuration

These artful scimitars are made from the finest polished steel and feature exotic mother of pearl inlays on the blade in spider web-like patterns. Small insects such as gnats and mosquitoes who land on the blade are instantly slain.

A sword of the spider always functions as a +1 *vermin bane scimitar*, and glows with an ebon radiance when a vermin of Small size or larger or a swarm of vermin is within 30 feet of the wielder. Additionally, whenever a critical hit is confirmed with a *sword of the spider*, webs wrap the target, causing it to be entangled for 1d6 rounds. Vermin entangled in this way suffer 1 point of Constitution damage each round it remains entangled.

None of a *sword of the spider'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** 7,815 gp

Craft Magical Arms and Armor, web

SLAYER'S FRIEND**PRICE** 200,700 gp**Slot** —; **CL** 13th; **Weight** 6 lbs.**Aura** strong necromancy

These ornate repeating heavy crossbows feature a winged deva stretching forth as a stylized crossbow head. They operate incredibly smoothly and are often inlaid with prayers in mother of pearl.

In addition to being a +5 *monstrous humanoid bane undead bane repeating heavy crossbow*, a *slayer's friend* is especially useful in combating evil creatures. Whenever a critical hit is confirmed with the *slayer's friend* against an evil creature, that creature suffers an additional 20 points of damage and must make a Fortitude save (DC 24) or be stunned for 1 round. Even creatures that would normally be immune to this effect, such as undead and dragons, are subject to this stun ability.

None of a *slayer's friend'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**Cost** 100,700 gp

Craft Magic Arms and Armor, finger of death

STAFF OF CONCENTRATION**PRICE** 6,300 gp**Slot** none; **CL** 3rd; **Weight** 4 lbs.**Aura** faint transmutation

These +1 *quarterstaves* are made of carefully polished and stained ash, yew, or oak wood, and bear intricate and detailed runes engraved across the entirety of their surface, the interior of the carvings painted with bright colors to ensure that the eldritch patterns are easily visible. When a *staff of concentration* is swung through the air, the grooves and bumps created by the runic carvings cause it to whistle faintly.

The wielder of a *staff of concentration* gains a bonus equal to twice the quarterstaff's enhancement bonus on concentration checks made to cast spells defensively. Additionally, whenever the wielder fails a concentration check made to cast a spell defensively, if he is holding the *staff of concentration*, the spell's magical energy is siphoned into the staff, increasing

the staff's enhancement bonus by an amount equal to the spell level of the lost spell for a number of rounds equal to the *staff of concentration*'s enhancement bonus (not including this temporary increase).

Some of a *staff of concentration*'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** 3,300 gp

Craft Magic Arms and Armor, *fox's cunning*

UNICORN SPEAR **PRICE** 36,302 gp

Slot none; **CL** 13th; **Weight** 6 lbs.

Aura strong universal

This straight wooden spear of polished bamboo is topped with a gleaming and carved horn taken from a unicorn felled in battle against evil. For the wicked, these spears serve as grim trophies, and for the good, they serve as powerful symbols of struggle against evil.

In addition to functioning as a +1 *holy spear*, these weapons automatically bypass any damage reduction possessed by evil creatures. Additionally, as a free action made as part of making an attack, the wielder of a *unicorn spear* can choose to add his Charisma bonus to the attack roll. He can do this up to 3 times per day.

If an evil character wields the spear, it bestows a negative level upon the character as long as he wields it. However, if the character possess a moderate or stronger evil aura, instead the spear turns more sinister in appearance and functions a +1 *unholy spear* which automatically bypasses the damage reduction of good creatures. The spear otherwise functions normally, and returns to normal once it is removed from the hands of such a creature.

None of a *unicorn spear*'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** 18,302 gp

Craft Magical Arms and Armor, *limited wish*

WARHAMMER OF SMASHING **PRICE** 65,312 gp

Slot none; **CL** 3rd; **Weight** 5 lbs.

Aura faint transmutation

These +2 *impact warhammers* are typically engraved with a bull's eye or similar design on the head of the hammer, which is much larger than that of similar weapons. The wielder of a *warhammer of smashing* gains a +1 bonus to attack and damage per size category that the target is smaller than the wielder. Additionally, three times per day, when the *warhammer of smashing* damages a creature, its wielder can force the target to succeed on a Fortitude save (DC 10 + the *warhammer of smashing*'s enhancement bonus + the wielder's Strength score) or have its size category reduced by one step for 1 minute.

A creature affected in this way gains a +2 size bonus to Dexterity, a -2 size penalty to Strength, and the appropriate size bonuses and penalties for her new size category to AC, attack rolls, CMB, CMD, Fly skill checks, and Stealth skill checks. Further, her space and reach, as well as the damage dice of all her attacks, adjust to reflect her new size. Multiple instances of this ability stack, decreasing the size by an additional step and increasing the size bonus and penalty to Strength and Dexterity by 2 for each instance of the ability. A Fine creature that fails its saving throw is reduced so small it ceases to exist completely for 1 minute, reappearing in the same space 1 minute later as though it had never been absent.

Some of a *warhammer of smashing*'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** 32,812 gp

Craft Magic Arms and Armor, *bull's strength*, *reduce person*

WHIP OF THE TASKMASTER **PRICE** 6,301 gp

Slot none; **CL** 1st; **Weight** 2 lbs.

Aura faint enchantment

These tight whips of grayish leather are made from the hide of a large savannah animal, such as an elephant or rhinoceros, and smell strongly of blood and sweat. This is a point of humor for those that produce these whips, which rarely, if ever, draw blood.

In addition to functioning as a +1 *whip*, a *whip of the taskmaster* inflicts terrible pain, either physical or mental, upon those it strikes. Whenever the wielder of this whip hits a character with it, regardless of whether or not the target would suffer damage, the wielder may choose to have the whip deal no damage and instead chooses Fortitude, Reflex, or Will saves. The target suffers a -1 penalty to the selected type of saves for 1 round. The whip cannot inflict a penalty to a single saving throw in excess of its enhancement bonus, but otherwise penalties stack normally. This is a pain effect, and, if the penalty is imposed on Will saves, it is also a mind-affecting effect.

Some of a *whip of the taskmaster*'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** 3,301 gp

Craft Magical Arms and Armor, *bane*, *command*

Rings

The following section provides a number of magic rings. They are presented in alphabetical order.

LIFE-PRESERVING RING PRICE 18,000 gp

Slot ring; **CL** 7th; **Weight** —
Aura moderate transmutation

These colorful ivory rings feature large rubies placed at even intervals along the band, creating alternating red and white patterns. The interior of the ring features a popular prayer of sailors and pirates to keep them alive when they fall in the ocean.

A *life-preserving ring* grants its wearer a +1 luck bonus on all saving throws, and has a number of abilities which can save the life of those on the water. The ring has three switches hidden underneath the rubies, each of which can be activated by a swift action. The first switch causes a character on the surface of the water to float in place; while the wearer cannot move by swimming (though he can still be moved by other people, such as if they use a bull rush), and non-magical currents have no effect on him, the wearer will not sink. If used while under the water, the wearer shoots towards the surface at a rate of 60 feet per round. This function of the ring can be used at will and lasts indefinitely, until a second swift action is used to deactivate the ring.

The second switch of the ring grants up to 6 creatures within 30 feet the benefits of a *water breathing* spell. This function of the ring lasts for up to 10 minutes each day, which need not be consecutive, but must be spent in 1-minute intervals. A second swift action ends the effect.

Finally, the third switch of the ring can be activated to grant the wearer the effects of *freedom of movement* for 1d6 rounds. The wearer must be underwater in order to use this function of the ring. This effect of the ring functions once per day.

Construction Requirements Cost 9,000 gp

Forge Ring, *freedom of movement*, *water breathing*, *water walk*

RING OF DRAGON FRIENDSHIP PRICE 9,500 gp

Slot ring; **CL** 7th; **Weight** —
Aura moderate enchantment

These rings are almost always made of gold, and bear a single large diamond, most often one with a rather fantastic and exotic cut. When the ring is imbued with power by a dragon, the inside of the gem swirls with energy that matches the dragon's color. The bearer of one of these rings gains a +5 bonus on all Bluff and Diplomacy checks made against dragons. While many might consider such items to be manipulative, and might expect dragons to become angered at their use, very few dragons seem to be bothered by these items, explaining to those who ask that they approve of any ring that helps "lesser races" treat them with the "deference and civility" they are due.

A *ring of dragon friendship* can be imbued with magical power by any true dragon of the adult age category or older, an act which costs the dragon nothing and requires only one

Table 2-4: Rings

d%	Ring Name	Cost
01 - 12	Ring of targeting	500 gp
13 - 24	Ring of strikes	2,500 gp
25 - 36	Ring of dragon friendship	9,500 gp
37 - 48	Ring of spell swapping	12,000 gp
49 - 60	Life-preserving ring	18,000 gp
61 - 75	Ring of moonlight	36,000 gp
75 - 88	Ring of the behemoth	45,000 gp
89 - 100	Ring of insect form	60,000 gp

minute, but which nonetheless counts as giving dangerous aid for the purposes of the DC of Diplomacy checks made to convince them to do so. Once this has been done, as long as the ring is worn, the bearer gains all special abilities that a young dragon of the same type gains. The ring retains this power for one week, or until the next time it is imbued with draconic power (in which case the new abilities overwrite the previously existing ones).

Construction Requirements Cost 4,750 gp

Forge Ring, *charm monster*

RING OF INSECT FORM PRICE 60,000 gp

Slot ring; **CL** 9th; **Weight** —
Aura moderate transmutation

These golden bands feature a jeweled and stylized insect set in a place of prominence upon the ring. When worn, biting and stinging insects tend to avoid the wearer, unless provoked.

The wearer of this ring can transform himself into a vermin, as with the spell *vermin shape II*, at will. Additionally, once each day, the wearer of this ring can transform himself into a life-sized fly, reducing his size to Fine, imposing a -12 penalty to Strength and Constitution, and granting a +8 bonus to Dexterity (instead of the normal bonuses and penalties from *vermin shape II*). While in fly form, he cannot attack and cannot cast spells, unless he has the Natural Spell feat, or a similar ability. He can maintain this transformation for up to 1 hour each day.

Finally, the wearer of this ring can also assume the form of a monumental insect. Once each day, he can assume the form of a Colossal vermin. This functions as with *vermin shape II*, except that whatever form he assumes, his size increases to Colossal, granting him a +8 size bonus to Strength and Constitution, and imposing a -8 size penalty to Dexterity (instead of the normal bonuses and penalties from *vermin shape II*). This effect can only be maintained for 1 minute, after which time the ring's wearer resumes his normal size and shape.

Construction Requirements Cost 30,000 gp

Forge Ring, *vermin shape II*

RING OF MOONLIGHT **PRICE** 36,000 gp**Slot** ring; **CL** 5th; **Weight** —
Aura faint evocation

These golden bands feature a real moon chip as a center cut stone. Though magical, the rings' light cannot penetrate magical darkness like a true *light* spell.

These simple rings shed bright silvery light in a 60-foot-radius around the wearer. Characters affected by the moon, such as some lycanthropes, are affected as though by exposure to a full moon while in this area. The light also has an enraging effect on such creatures, who must succeed on a DC 25 Will save or be affected as by the spells *rage* and *confusion* for so long as they remain in the light.

Additionally, once per day the wearer of a *ring of moonlight* can produce a beam of solid moonlight, which functions as a ranged touch attack with a range of 120 feet. If the attack is successful, it deals 4d6 points of damage and automatically dispels the highest-level spell affecting the target. If used outside under direct moonlight, the ring deals an additional 4d6 points of damage on a successful hit.

Construction Requirements **Cost** 18,000 gp
Forge Ring, *scorching ray*, *daylight***RING OF SPELL SWAPPING** **PRICE** 12,000 gp**Slot** ring; **CL** 7th; **Weight** —
Aura moderate transmutation

These rings are generally made of copper, brass, or sterling silver, and feature a single large semi-precious gemstone, such as amber, garnet, quartz, topaz, or similar stones. Sometimes mistaken for a *ring of spell storing*, these rings can indeed store spells in a somewhat similar fashion, although they allow it to be used in a very different way. A spellcaster can cast any spell into the ring, and the spell is then stored within the ring indefinitely. A *ring of spell swapping* can hold only a single spell at any given time, and attempting to store a second spell in the ring overwrites the previously stored spell.

The ring's wearer can concentrate on the ring for one minute in order to swap the spell stored in the ring for any spell she currently has prepared. In order to do so, the spell stored in the ring must appear on the wearer's spellcasting list, and he must have at least one prepared spell or unexpended spell slot of the same spell level as the spell stored in the ring, or higher. If the wearer is a spontaneous spellcaster, she can use the ring to "prepare" the stored spell in an unused spell slot, allowing her to use that spell slot to cast the spell in question, but losing the ability to use that spell slot to cast any other spells until the next time she rests. Similarly, a prepared spellcaster can also choose to use the ring to prepare the spell in an unused spell slot, if desired.

Whenever a spell is prepared using the *ring of spell swapping*, the spell ceases to be stored in the ring. If the ring's wearer prepared the spell in the ring in place of a previously-prepared spell, that spell becomes stored in the ring. Otherwise, the spell stored in the ring is simply expended.

Construction Requirements **Cost** 6,000 gp
Forge Ring, *mnemonic enhancer***RING OF STRIKES** **PRICE** 2,500 gp**Slot** ring; **CL** 1st; **Weight** —
Aura faint divination

This bejeweled ring features a large center cut diamond, with a crossed sword and spear engraved upon it. When donned, the ring makes all weapons feel lighter in the wearer's hands. These rings grant a +1 enhancement bonus to attack rolls with all weapons. Additionally, once per day, whenever the wearer makes a melee attack, he may activate the ring's magic to deal an additional 1d6 points of damage per point of critical modifier of the weapon (2d6 for a x2 critical, or 3d6 for a x3 critical, etc.). Whenever the wearer confirms a critical hit with her weapon, he may use this ability an additional time that day.

Construction Requirements **Cost** 1,250 gp
Forge Ring, *true strike***RING OF TARGETING** **PRICE** 500 gp**Slot** ring; **CL** 13th; **Weight** —
Aura strong abjuration

A simple silver band featuring a trio of thumbnail-sized flawed rubies that glitter and sparkle, these stylish rings are nearly as valued for their beauty as for their magical properties. As a subtle effect of this magic, a character wearing one of these rings feels anxious and vulnerable.

Up to 3 times per day, when another character casts a spell with a single target and the wearer is within range, the caster is forced to target the wearer. The wearer must be a valid target for the spell in order for this ability to trigger. This ability does not affect spells with a saving throw entry of harmless.

Construction Requirements **Cost** 250 gp
Forge Ring, *spell turning***RING OF THE BEHEMOTH** **PRICE** 45,000 gp**Slot** ring; **CL** 11th; **Weight** —
Aura moderate transmutation

Though this simple band appears to be of humble make, being a single loop of unadorned leather, it is in fact woven from the dried scaly hides of several massive dinosaurs. Though traditionally unadorned, recently these rings have been fashioned with one or more feathers, usually from exotic birds with bright plumage.

These bands allow the wearer some affinity with dinosaurs and their descendants, causing any cold-blooded animals to regard the wearer as friendly so long as he wears the ring. Additionally, once per day, the wearer of the ring can use its magic to assume the form of a Gargantuan animal. This functions similarly to the spell *beast shape IV*, except that it allows the wearer to assume the form of a Gargantuan animal, granting the swallow whole special attack, as well as a +12 size bonus to Strength and Constitution, a -6 size penalty to Dexterity, and a +6 natural armor bonus to AC. This ability functions for 1 minute each day.

Construction Requirements **Cost** 22,500 gp
Forge Ring, *beast shape IV*

Wondrous Items

The following section provides a number of wondrous items. They are presented in alphabetical order.

BLINDFOLD OF VISIONS PRICE 32,000 gp

Slot eyes; **CL** 13th; **Weight** —
Aura strong divination

These fanciful blindfolds are always some shade of red, from light pink to deep maroon, and are exceedingly translucent, almost supernaturally so, not impeding the wearer's vision in any way. These blindfolds are sometimes incorporated into veils or head wraps, though in such cases only the blindfold remains magical.

The wearer of one of these blindfolds can activate the item's magic as a free action whenever he casts a divination spell that is not of the scrying subschool. If he does, he is stricken blind for a number of minutes equal to 10 times the level of spell being cast. He treats his caster level as though it were 5 higher for the purposes of the spell he casts in this way. Additionally, if the spell cast in this fashion would normally have a percent chance of receiving a true answer to the caster's inquiries, the answers received by the spell are always true, instead (unless the information is unknown to the entity). Finally, if the wearer would suffer a negative condition (such as being fatigued) as a result of the effects of the spell, or would suffer ability damage, ability drain, or a penalty to an ability score as a result of casting the spell, the wearer may choose to negate these negative effects by extending the duration of the blindness inflicted by the *blindfold of visions* by an amount equal to 10 minutes per level of the spell for every condition negated in this way, or by 10 minutes for every point of ability damage, ability drain, or ability score penalty ignored in this way.

Construction Requirements **Cost** 16,000 gp
Craft Wondrous Item, *vision*

BOOTS OF DAY WALKING PRICE 3,000 gp

Slot feet; **CL** 1st; **Weight** 1 lb.
Aura faint transmutation

These fine leather boots are usually light brown in color and are exceedingly comfortable, making walking for long periods quite easy. The boots themselves feature small, hand-tooled sunbursts on the sides, which glow with a bright radiance in direct sunlight, leaving little doubt as to their magical nature.

These boots grant the wearer a +10-foot enhancement bonus to his movement speed while he is outside during the day. This bonus is doubled while the wearer is in direct sunlight, not obscured by clouds, trees, or similar impediments. Finally, while outside during the day, the wearer gains a +8 bonus on Constitution checks made to make a forced march.

Construction Requirements **Cost** 1,500 gp
Craft Wondrous Item, *expeditious retreat*

COFFIN OF SANCTUARY PRICE 9,800 gp

Slot — **CL** 7th; **Weight** 150 lbs.
Aura faint abjuration

Originally invented by a paranoid vampire terrified of undead hunters, these magical coffins are highly sought after by

Table 2-5: Wondrous Items

d%	Item Name	Cost
01 - 05	Insanity powder	500 gp
06 - 10	Everflowing chalice	750 gp
11 - 14	Saddle of easy riding	900 gp
15 - 18	Lantern of sun's light	1,200 gp
19 - 22	Renegade hat	1,200 gp
23 - 26	Boots of day walking	3,000 gp
27 - 30	Universal spell primer	4,750 gp
31 - 33	Scarab of swarms	5,000 gp
34 - 36	Horseshoes of flame	8,000 gp
37 - 39	Coffin of sanctuary	9,800 gp
40 - 42	Necklace of concentration	9,800 gp
43 - 45	Necklace of turtle shells	9,800 gp
46 - 49	Drums of war	10,000 gp
50 - 52	Equestrian's gloves	10,000 gp
53 - 55	Lasso of wrangling	12,000 gp
56 - 58	Eye spikes of second sight	15,000 gp
59 - 61	Gloves of the ringlord	15,000 gp
62 - 63	Harp of seduction	16,000 gp
64 - 65	Dragon's teeth	20,000 gp
66 - 67	Dread flute	20,000 gp
68 - 69	Moon dust	30,000 gp
70 - 71	Rainbow saddle	30,000 gp
72 - 73	Blindfold of visions	32,000 gp
74 - 75	Glass eye of sight	40,000 gp
76 - 77	Crown of shrinking	45,000 gp
78 - 79	Girdle of the master duelist	50,000 gp
80 - 81	Omnisteed	63,000 gp
82 - 83	Magnificent dollhouse	75,000 gp
84 - 85	Dragon cloak	85,000 gp
86 - 88	Moon stone	110,000 gp
89 - 92	Crimson crown of madness	120,000 gp
93 - 95	Cloak of radiant sunlight	125,000 gp
96 - 97	Goblet of many shapes	125,000 gp
98 - 99	Gloves of the perfect pugilist	150,000 gp
100	Reanimator	180,000 gp

anyone fearing danger while they recuperate. The coffins themselves are made from cherry wood and lined with crimson velvet pillows, making them extremely comfortable.

These coffins are magically operated, opening with a command word specific to each coffin. They cannot be opened by any other means short of destroying the coffin, a tough task as the coffins are magically strengthened to have hardness 15 and 300 hit points. Additionally, any character within the coffin is immune to any spell, supernatural ability or spell-like ability that would target him. Finally, any character resting within the coffin is alerted to the presence of any creature within 100 feet of the coffin.

Construction Requirements **Cost** 4,900 gp
Craft Wondrous Item, *alarm, sanctuary*

CRIMSON CROWN OF MADNESS **PRICE** 120,000 gp**Slot** head; **CL** 7th; **Weight** 10 lbs.**Aura** moderate enchantment

These crowns, said to be cursed by some, are made of jasper and feature jagged and irregular points that emit sparks smelling faintly of human blood in occasional, unpredictable bursts. When worn, the crown seems to weigh a great deal.

These magic crowns carry a powerful curse that prevents them from being removed without the wearer first benefiting from a *break enchantment* spell. The wearer of a *crimson crown of madness* is immune to compulsion effects, but is afflicted with terrible madness. Each day at dawn, the target is affected by a random madness. The wearer never receives a saving throw to resist this madness or recover from this madness, and suffers a -4 penalty to saves against any of its effects. Whenever the wearer gains a new madness in this fashion, he loses any previous madness gained in this way. More information on madresses can be found in *Pathfinder Roleplaying Game Horror Adventures*.

Construction Requirements **Cost** 60,000 gp
Craft Wondrous Item, *confusion***CROWN OF SHRINKING** **PRICE** 45,000 gp**Slot** head; **CL** 5th; **Weight** 1 lb.**Aura** faint transmutation

The spines on these golden crowns grow noticeably shorter and narrower as they near the front center, and each is tipped with an increasingly smaller diamond gem. The crowns resize to fit the head of the wearer, always managing to squeeze and pinch in such a way that they are ever-so-slightly too small for comfort. As a standard action, the wearer can affect himself as though with the spell *reduce person*, except that it can affect him regardless of his creature type. Further, as a standard action, the wearer can fire a beam from the crown's central gem at a nearby creature or object, which takes the form of a ray with a maximum range of 60 feet. If the attack hits, and the target is a creature, it is affected as though by the spell *reduce person* (DC 14), except it can affect him regardless of his creature type. If the attack hits and the target is an object, the object is affected as though by the spell *shrink item*. The wearer can fire a beam in this way up to three times per day.

Construction Requirements **Cost** 22,500 gp
Craft Wondrous Item, *reduce person*, *shrink item***CLOAK OF RADIANT SUNLIGHT** **PRICE** 125,000 gp**Slot** shoulders; **CL** 15th; **Weight** 1 lb.**Aura** strong evocation

These shimmering cloaks are made from gold thread woven with the hair of angels by monks who worked exclusively in the full light of the sun at summer solstice. Resplendent and decadent, each of these robes is made exclusively for a champion of goodness, virtue, and honesty, and each bears hallmarks and monograms exclusive to the owner.

While outside during the day, the wearer of one of these cloaks gains a +7 resistance bonus on all saving throws. Additionally, up to three times per day, the wearer of one of these cloaks can draw upon its magic in order to create a

burst of bright sunlight in a 60-foot-radius spread centered on himself. All characters other than the wearer within the radius must succeed on a Reflex save (DC 22) or be blinded for 1 hour; undead creatures within the area must additionally succeed on a Will save (DC 22) or become panicked for 1d4 rounds. While outside in direct sunlight, these saving throw DC increase by an amount equal to the wearer's Charisma modifier (minimum 0).

Construction Requirements **Cost** 62,500 gp
Craft Wondrous Item, *sunburst***DRAGON CLOAK** **PRICE** 85,000 gp**Slot** shoulders; **CL** 13th; **Weight** 10 lbs.**Aura** strong transmutation

These exquisite cloaks are made from dragon hide and set with a dozen multicolored gems, which form the approximate outline of a dragon in flight. Though often marketed on the merits of the type of dragon scales used in the construction, the actual species of dragon used has no bearing on the cloak's magical powers.

These cloaks provide the wearer with a +3 resistance bonus on all saving throws. Additionally, the wearer of the cloak can wrap it about himself to assume the shape of a dragon, as though with *form of the dragon II*.

While so transformed, the cloak's resistance bonus to saving throws increases to +6. Additionally, while transformed, the wearer can speak and read Draconic, and gains a +6 competence bonus on Diplomacy checks with dragons. The wearer can so transform himself for up to 10 minutes each day, which need not be consecutive, but which must be spent in 1-minute increments. Transforming or returning to his normal shape is a standard action. Finally, if the wearer of the cloak has the draconic bloodline, he is treated as 4 levels higher than he is for the purposes of determining the power of the abilities granted by his bloodline.

Construction Requirements **Cost** 42,500 gp
Craft Wondrous Item, *form of the dragon II***DRAGON'S TEETH** **PRICE** 20,000 gp (per bag)**Slot** —; **CL** 7th; **Weight** —**Aura** moderate necromancy

Made from the actual teeth of dragons, these six-inch long fangs are sold in bags containing 3d4+3 teeth. In order to be used, a tooth must be buried, or stabbed into a creature or plant. In the latter case, treat the *dragon's tooth* as an improvised dagger, which must deal at least 1 point of damage in order to have an effect. Each *dragon's tooth* can be used in any of the following ways.

- If a single *dragon's tooth* is buried in soil and left for 1 minute, it will spawn a skeletal champion that is also a 3rd-level fighter, which claws its way forth from the soil and serves whoever planted it for 1 hour.
- If three *dragon's teeth* are buried together, they all collectively spawn a single spire drake^{B4} with the skeletal champion template, which serves whoever planted them for 1 hour.

- If a single *dragon's tooth* is stabbed into a creature, that creature must succeed on a Will save (DC 20) or be affected as though by the spells *rage* and *confusion* for 2 minutes.
- If a single *dragon's tooth* is stabbed into a plant, the area around that plant is affected by either *plant growth* or *diminish plants*. The user decides which of these spells to use (and which version of the spell) when the tooth is stabbed into the plant.

Construction Requirements **Cost** 10,000 gp (per bag)
Craft Wondrous Item, *animate dead*, *confusion*, *diminish plants*, *plant growth*, *rage*.

DREAD FLUTE PRICE 20,000 gp

Slot —; **CL** 5th; **Weight** 2 lbs.

Aura moderate necromancy

A variation on the strange flutes used by the moon-beasts to make their wishes known, these strange instruments appear oblong and misshapen to a human eye, with keys and holes in odd places, and strange spherical chambers whose purposes are hard to determine.

Once per day, a *dread flute* can be played as a full-round action to force each creature within 60 feet to succeed on a DC 15 Will save or be frightened for 1d4 rounds and suffer 1d6 points of Wisdom damage. Additionally, a *dread flute* can be used to empower a dirge of dread bardic performance or raging song, allowing it to strike true fear into the hearts of those who hear it. If the *dread flute* is used to perform a dirge of doom, each affected creature must succeed on a Will save (at the normal DC for the player's bardic performance or raging song) or be frightened for 1 minute, in addition to the dirge of doom's normal effects.

Construction Requirements **Cost** 10,000 gp
Craft Wondrous Item, Intimidate 5 ranks, Perform (wind) 5 ranks.

DRUMS OF WAR PRICE 10,000 gp

Slot —; **CL** 7th; **Weight** 10 lbs.

Aura moderate enchantment

Common among bloodthirsty barbarian tribes, these drums are often made from the armor of slain opponents, and stretched with their skins, while bones adorn the outside. The drums have a deeper tone than one might expect to look at them, and their vibrations can be felt from rather far away as a faint tremor through one's boots. They generally come with a strap so they can be worn over the shoulder, allowing them to be played with one hand, leaving the other free for combat.

Once per day, a set of *drums of war* can be played as a full-round action in order to grant the benefits of a skald's inspiring rage raging song to all allies within 60 feet for one minute (the item's user does not need to continue playing the drums during this time). Additionally, each set of *drums of war* has a single rage power associated with it, which is determined when the item is created, and must be a rage power that a skald could gain. If used to perform the inspired rage raging song of the skald (whether with the item's ability or by a skald with the inspiring rage raging song), each

creature affected by the inspired rage gains the benefits of the chosen rage power.

Construction Requirements **Cost** 5,000 gp
Craft Wondrous Item, Perform (percussion) 5 ranks, creator must have the appropriate rage power.

EQUESTRIAN'S GLOVES PRICE 10,000 gp

Slot hands; **CL** 3rd; **Weight** 1 lb.

Aura faint enchantment

These fine leather gloves are embroidered with images of valorous knights riding on horseback. As long as they are worn, the wearer gains a +5 competence bonus on Ride checks, and is treated as having the Mounted Combat feat. Additionally, the gloves have a calming, focusing effect on any mount that the wearer rides, causing that mount to be treated as though combat trained, even if it is not.

Construction Requirements **Cost** 5,000 gp
Craft Wondrous Item, crafter must have the Mounted Combat feat, *calm emotions*

EVERFLOWING CHALICE PRICE 750 gp

Slot —; **CL** 1st; **Weight** 3 lbs.

Aura faint conjuration

These chalices vary wildly in appearance from one to the next, with many being very plain clay or wooden constructions with little adornment, deliberately intended to appear humble and unassuming, while others are crafted from gold and studded with gaudy jewels. Whatever its appearance, when the *everflowing chalice* is held in hand and a command word is spoken, the chalice fills with water, creating roughly 4 fluid ounces of water each time. Water created this way is pure and clean and free of disease. Three times per day, the cup can be commanded to create beer or wine, instead.

Construction Requirements **Cost** 375 gp
Craft Wondrous Item, *create water*

EYE SPIKES OF SECOND SIGHT PRICE 15,000 gp

Slot eyes; **CL** 11th; **Weight** —

Aura moderate divination

These thin needle-like objects are designed to be inserted directly into the eyes of the wearer, an unsavory prospect that is nonetheless a painless process. The spikes remain comfortably within the wearer's eyes until such a time as he chooses to activate their magic by blinking 3 times in rapid succession, causing them to flood the wearer with intense pain.

Activating these eye spikes is a standard action and inflicts a terrible pain on the wearer, as his eyes are flooded with an emerald ichor that provides him with additional clarity. When he activates the eye spikes, the wearer must succeed on a Fortitude save (DC 20) or be nauseated for 1 round, and sickened for so long as he continues to use the *eye spikes of second sight*. Whether or not he is sickened, for as long as he continues to use the *eye spikes of second sight*, the wearer gains a +5 competence bonus on Perception checks and makes all Perception checks twice and takes the higher result. Additionally, while the spikes are active, the wearer makes saving throws against illusions with visual components and

gaze attacks twice and takes the more favorable result. The eye spikes can be deactivated with a second standard action. The eye spikes can be used for 20 rounds each day, which need not be consecutive.

Construction Requirements **Cost** 7,500 gp
 Craft Wondrous Item, *true seeing*

GIRDLE OF THE MASTER DUELIST **PRICE** 50,000 gp

Slot belt; **CL** 3rd; **Weight** 1 lb.

Aura faint transmutation

This lovely girdle is made from fine mithral chains, which can be worn unnoticed under clothing and fit extremely comfortably to the wearer. The magic of these girdles makes the wearer faster and more resilient.

The wearer of one of these belts gains a +4 enhancement bonus to Dexterity and Constitution and can invoke the belt's magic to dodge out of harm's way or deliver deadly counterattacks. Once per minute, whenever the wearer of a *girdle of the master duelist* is attacked, she can either attempt a masterful dodge or a counterstroke. If she chooses the masterful dodge, she gains a +4 dodge bonus to AC for 1 round. Whenever an attack misses her during this time, she may take a 5-foot step as an immediate action. If she chooses the counterstroke, the attack resolves as normal, but for the next round, the wearer may make an attack of opportunity against any target that misses her with a melee attack.

Construction Requirements **Cost** 25,000 gp
 Craft Wondrous Item, *bear's endurance*, *cat's grace*

GLASS EYE OF SIGHT **PRICE** 40,000 gp

Slot eyes; **CL** 5th; **Weight** —

Aura faint conjuration

These enchanted glass marbles are crafted in a great variety of shapes and forms to match the tastes of virtually any individual, but typically resemble the eyes of humans, and most often come in shades of brown. Originally created by a mighty mystic theurge for dear friend after an unfortunate encounter with a nymph, these glass eyes are treasured both by those stricken blind and by those who want to be certain of what they are seeing.

This glass eye must be placed in an empty eye socket in order to function, requiring that the user remove his eye. This process normally inflicts 1d4 points of damage, but a successful DC 20 Heal check negates this damage. Once lost, a *regenerate* spell or similar magic is required to reattach or regrow the missing eye. A creature with one of these eyes receives perfect vision with exceptional clarity within a 60-foot radius. Because the eye is artificial, this vision is extended to even blind characters, and a character that is blinded while wearing the eye can still see within that distance. Additionally, the eye allows the character to observe his surroundings with supernatural clarity. The user can see perfectly and in full color detail in areas of non-magical darkness, and can see fog, rain, sleet, or similar vision-obscuring phenomena within this radius. The eyes cannot see invisible creatures, though they do allow the wearer to ignore miss chance from concealment (though not from total concealment).

Construction Requirements **Cost** 20,000 gp
 Craft Wondrous Item, *remove blindness/deafness*



GLOVES OF THE PERFECT PUGILIST **PRICE** 150,000 gp

Slot hands; **CL** 5th; **Weight** 1 lb.

Aura faint transmutation

These gorgeous leather gloves are a deep burgundy and are perfectly broken in, regardless of their history. Each features fine embroidery, which shifts to suit the wearer's own nickname for his fists, should he have one, or to provide him with one of a dozen or so pre-built choices included with the enchantment.

So long as the wearer's hands are unoccupied, he can make one additional unarmed strike each round whenever he makes an unarmed strike. This additional unarmed strike is made at his highest base attack bonus and is granted whether or not the wearer makes a full attack. This additional attack stacks with those granted by *haste* or similar effects. Additionally, the wearer gains the Improved Unarmed Strike feat as a bonus feat while he wears the gloves, and his unarmed strikes deal 1d8 points of damage on a successful hit. A monk or brawler wearing these gloves instead deals damage with his unarmed strikes as though he were one size category larger than he actually is. Finally, whenever the wearer of these gloves confirms a critical hit with an unarmed strike, the target must succeed on a Fortitude save (DC = 10 + 1/2 the wearer's Hit Dice + the wearer's Strength or Dexterity modifier) or be stunned for 1 round; even on a successful save, the target is instead staggered for 1 round.

Construction Requirements **Cost** 75,000 gp
 Craft Wondrous Item, *haste*

GLOVES OF THE RINGLORD **PRICE** 15,000 gp**Slot** hands; **CL** 3rd; **Weight** —**Aura** faint transmutation

These red silk gloves are covered in lacy frills, and have an embossed circle stitched delicately into the backs of the hands. Incredibly thin, they fit almost like a second skin to the wearer's hands. As long as the gloves are worn, any rings worn by the wearer are greatly enhanced. If the wearer is also wearing a ring that grants a numerical bonus, that bonus is increased by 1. If the wearer is also wearing a ring that has an ability that can be used a certain number of times per day, that ability can be used one additional time per day. Finally, if the wearer is also wearing a magic ring of any kind, that ring is treated as though its caster level were 4 higher than it actually is.

Construction Requirements **Cost** 7,500 gpCraft Wondrous Item, *fox's cunning***GOBLET OF MANY SHAPES** **PRICE** 125,000 gp**Slot** —; **CL** 17th; **Weight** 3 lbs.**Aura** strong transmutation

These pewter chalices are engraved with the images of dozens of creatures, including animals, dragons, and other strange and monstrous creatures, all ringed around the side of the cup. The edges of these creatures all fade into one another, so that it seems that each one is transforming into the next, or they are all part of some strange, massive, multi-formed being.

If the goblet is filled with at least 3 ounces of blood from a living creature, and then consumed from the goblet, the drinker is transformed into a creature of the same type, as though with the spell *shapechange*, except that the effect does not allow the drinker to change forms further on her own, and the effect lasts for 1 hour. The goblet can be used in this way at will, but the blood is consumed with each use, and a fresh dose must be secured each time.

Construction Requirements **Cost** 62,500 gpCraft Wondrous Item, *shapechange***HARP OF SEDUCTION** **PRICE** 16,000 gp**Slot** —; **CL** 3rd; **Weight** 5 lbs.**Aura** faint enchantment

These compact harps are made of mother of pearl, with delicate strings made from nymph hair. They have a particularly soft quality to the notes that they make, causing even the most inexpert of players to seem to produce sweet notes. The harp is small enough that it can be tucked under one arm and played with that same hand, leaving the other hand free for other purposes.

Once per day, a *harp of seduction* can be played as a standard action to affect a single creature within 30 feet as though with a bard's fascinate bardic performance. A successful Will save (DC 12) negates the effect, but if the target would normally be attracted to a member of the harp's player's race and gender, the target suffers a –8 penalty on this saving throw. Additionally, any creature fascinated by this ability has eyes only for the harp's player, suffering a –20 penalty on Perception checks to notice anything besides the harp's

player. The fascination effect lasts for as long as the harp's player continues to play as a standard action each round, to a maximum of 2 minutes, plus 1d4 rounds thereafter.

Finally, the *harp of seduction* can be used to empower the existing bardic performance abilities of its player, if he has any. Whenever a bard uses the *harp of seduction* to perform his fascinate bardic performance, any creatures that would normally be attracted to creatures of his race and gender suffer a –2 penalty on their saving throws to resist the effect, and a –8 penalty on Perception checks made while they are fascinated.

Construction Requirements **Cost** 8,000 gp

Craft Wondrous Item, Bluff or Diplomacy 5 ranks, Perform (string) 5 ranks.

HORSESHOES OF FLAME **PRICE** 8,000 gp**Slot** feet; **CL** 10th; **Weight** 12 lbs.**Aura** moderate evocation

These horseshoes are made of a gleaming, bright red metal, and are always slightly warm to the touch. When worn by a horse or similar creature (such as a pegasus or unicorn), the horseshoes ignite, wreathing the wearer's hooves in crackling flames that do not actually harm it, but can be used to harm others. These flames linger in the horse's footsteps for a full minute, leaving scorched hoofprints wherever it walks, and granting a +10 circumstance bonus on Survival checks made to track the mount.

Additionally, the mount's hoof natural attacks deal an additional 1d6 points of fire damage with each successful hit, and if the mount has the trample universal monster ability, it deals an additional 4d6 points of fire damage when trampling. Additionally, once per day, the wearer can perform a special overrun combat maneuver, transforming mount and rider both into pure flame, and then barreling down on foes. Treat this as a normal overrun combat maneuver, except that it never provokes attacks of opportunity, and any creature that is successfully overrun suffers 6d6 points of fire damage. All four horseshoes must be worn in order to have any effect.

Construction Requirements **Cost** 4,000 gpCraft Wondrous Item, *flame blade*, or *flame strike*, or *fireball***INSANITY POWDER** **PRICE** 500 gp**Slot** —; **CL** 7th; **Weight** —**Aura** moderate enchantment

This periwinkle powder smells at once of sweet baked goods and overcooked eggs, and sticks to virtually any surface, making it difficult to handle. As such, it is usually contained in paper cartridges, glass bottles, or gourds coated with a special lubricant.

Insanity powder, much as its name implies, drives those that it comes in contact with quite mad, and in very short order. The powder can be packaged as shot for a firearm, in which case it counts as a single piece of ammunition and is loaded the same way, but when fired expands in a 15-foot cone. It can also be packaged and thrown as a grenade-like weapon, in which case it has a range increment of 10 feet, and, upon striking its destination, explodes in a 10-foot radius burst. In either case, creatures caught in the area must succeed on

a Reflex save (DC 15) or be coated in the powder. A creature coated in the powder must succeed on a Will save (DC 15) each round it is covered, or be confused for 1 round. If a creature rolls a natural 1 on this saving throw or ingests the powder, it gains a random lesser madness, instead. When used in this fashion, the powder normally persists for 1d6 rounds before losing efficacy, but it can be destroyed by submersion in water or acid.

Construction Requirements	Cost 250 gp
----------------------------------	--------------------

Craft Wondrous Item, *confusion*

LANTERN OF SUN'S LIGHT	PRICE 1,200 gp
-------------------------------	-----------------------

Slot —; **CL** 5th; **Weight** 1 lb.

Aura faint evocation

These bullseye lanterns are favorites of spelunkers and mountaineers who travel great distances to enter the world's dark places. Magically endowed to use the sun's own light to illuminate the dark, these lanterns never require oil, and, indeed, have no place to hold it.

While the lantern is closed and outside during the day, it absorbs sunlight, which can be used later. For every minute the lantern is closed and exposed to sunlight, it gains 1 charge. The lantern can have up to 10 charges at a time. While the lantern is open, it projects bright light that counts as sunlight for the purposes of creatures which are affected by sunlight. When the lantern is opened, it loses 1 charge and can produce light for 1 hour. For every additional hour the lantern remains open, another charge is lost. When the lantern has no charges remaining, it does not function.

Construction Requirements	Cost 600 gp
----------------------------------	--------------------

Craft Wondrous Item, *daylight*

LASSO OF WRANGLING	PRICE 12,000 gp
---------------------------	------------------------

Slot none; **CL** 1st; **Weight** 5 lbs.

Aura faint conjuration

Though it appears to be but a normal rope, this coil of coarse hemp betrays its magical nature by twitching and shifting about when left unattended. Despite the rough appearance of this rope, it feels smooth and silky to the touch, allowing it to be easily handled.

This special 20-foot rope can be used like a normal hemp rope for climbing or binding things, but it can additionally be thrown to lasso a creature or object. When thrown in this way, the *lasso of wrangling* can target any Large size or smaller creature or object within 20 feet. It requires a ranged touch attack to hit. If the attack is successful, the rope coils outward, gaining additional length to form a loop around the target and bind him tightly. The target becomes pinned for as long as the wielder continues to hold the *lasso of wrangling*, and the wielder gains a +5 bonus to her CMD for the purposes of escaping the pin. Each round the wielder holds the lasso, she may choose to conduct a grapple in the normal fashion. A character that breaks free of the pin also escapes the grapple initiated by the *lasso of wrangling*. The lasso can also be cut; it has AC 5, hardness 5, and 25 hit points. It can also be burst with a successful DC 30 Strength check.

Construction Requirements	Cost 6,000 gp
----------------------------------	----------------------

Craft Wondrous Item, *entangle*

MAGNIFICENT DOLLHOUSE	PRICE 75,000 gp
------------------------------	------------------------

Slot —; **CL** 13th; **Weight** 10 lbs.

Aura strong conjuration

This meticulously-detailed wooden dollhouse stands four feet tall, six feet wide, and three feet deep, although a command word can cause it to fold itself up into a small, plain-looking wooden box six inches on each side, which can then be unfolded with another command word. While in house form, the *magnificent dollhouse* appears as a grand manor reproduced in 1/10th scale. The interior appears to be fully furnished with miniature furniture that has been hand-carved in excruciating detail, but the dollhouse does not have any means of being opened to access the interior.

The front door of the dollhouse serves as the entryway to an extraplanar space, which functions identically to a *mage's magnificent mansion* spell, but also shrinks any creature or object attempting to pass through it, allowing it to fit anything that could fit through a normal doorway. Such creatures and objects grow back to normal size once they exit the dollhouse. Destroying the *magnificent dollhouse* causes all creatures and objects within it to be trapped in that extraplanar space indefinitely.

Construction Requirements	Cost 37,500 gp
----------------------------------	-----------------------

Craft Wondrous Item, *mage's magnificent mansion*, *reduce person*, *shrink item*

MOON DUST	PRICE 30,000 gp
------------------	------------------------

Slot —; **CL** 17th; **Weight** —

Aura strong conjuration

Often stored in exotic and strange-shaped clay jars, or sometimes in ceremoniously prepared leather bags, this fine grey powder seems wholly unremarkable and no different from any other stone dust. To the touch, however, the substance is extraordinarily smooth, almost like liquid.

Moon dust is packaged with enough of the substance to affect up to 12 creatures. By coating oneself in the dust, the user is transported to the specific moon which the dust is tied to, as with the spell *interplanetary teleport*, except that the dust lingers on the body for 1d4 hours after arriving, preventing the user from suffering any negative environmental conditions while on the moon's surface. Using the dust while on the moon it was tied to returns the user to the place she was when she traveled to the moon, or to a random habitable planet, if the user is native to the moon or did not travel there by dust. *Moon dust* does not function if not on the same plane as the moon it is tied to.

Construction Requirements	Cost 15,000 gp
----------------------------------	-----------------------

Craft Wondrous Item, *interplanetary teleport*

MOON STONE	PRICE 110,000 gp
-------------------	-------------------------

Slot —; **CL** 17th; **Weight** —

Aura strong conjuration

This hand-carved granite rock is about the size of a human head, but is carved in a strange and alien geometric pattern and decorated with oddly curving runes. Each seems to have a not quite physical presence that is unnerving to most people.

By means of this stone, the user can summon a moon-beast from the realm of dreams to serve the holder of the stone. Once summoned, the moon-beast can be commanded for 1 hour before it returns from whence it came. Though telepathic, the moon-beast only obeys commands given in Aklo, and does so to the best of its ability. An uncommanded moonbeast does nothing but stand in place though it can defend itself if attacked. The moon-beast only obeys commands from a character holding the stone. Destroying the stone while the moon-beast is summoned strands the moon-beast, preventing it from automatically returning from whence it came, and frees it from any compulsion enforced by the stone, allowing it to act normally. A *moon stone* can be safely used once each day; after that, there is a 25% chance that using the stone again will cause it to crumble. Even with multiple uses, no more than one moon-beast can be summoned at a time in this way.

Construction Requirements **Cost** 55,000 gp
Craft Wondrous Item, *summon monster IX*

NECKLACE OF CONCENTRATION **PRICE** 9,800 gp

Slot neck; **CL** 11th; **Weight** —
Aura moderate transmutation

This platinum chain features a large jet cube as a focal point. The necklace is light despite the size of the stone, possibly indicating that the cube is hollow.

This necklace grants a +2 bonus on concentration checks and allows the wearer to maintain mental focus more easily, allowing her to maintain concentration on a spell as a move action, rather than a standard action. However, if she casts another spell while concentrating on a spell in this fashion, she must make a Concentration check (DC = 15 + twice the spell's level) in order to maintain concentration on the spell.

Construction Requirements **Cost** 4,900 gp
Craft Wondrous Item, *mage's lucubration*

NECKLACE OF TURTLE SHELLS **PRICE** 7,000 gp

Slot neck; **CL** 5th; **Weight** 1 lb.
Aura faint transmutation

This ornate necklace is made from highly polished green turtle shells, from animals small enough to fit in the palm of a halfling's hand. It smells faintly of seawater and salt air.

The land speed of the wearer of one of these necklaces is reduced by 5 feet. Additionally, he gains a +1 natural armor bonus to AC and can breathe water as easily as air. Further, while underwater, his natural armor bonus to AC is increased by an additional +1, and he gains a swim speed equal to his modified land speed.

Construction Requirements **Cost** 3,500 gp
Craft Wondrous Item, *barkskin*, *water breathing*

OMNISTEED **PRICE** 63,000 gp

Slot —; **CL** 5th; **Weight** 1,200 lbs.
Aura faint transmutation

These gorgeous works of clockwork and arcana resemble handsome ponies made from copper and bronze plates, with exposed whirling gears and pumping pistons. Each has a comfortable saddle built into the back of the steed, making for smooth rides.

The *omnisteed* is a clockwork construction with statistic identical to a heavy horse, except it also has construct traits and DR 15/adamantine. The *omnisteed* can be ridden just like a normal heavy horse for up to 12 hours each day, after which the horse needs to recharge its mechanical energies. In addition to its normal functions, a special lever on the horse can be pulled to create a bubble of fresh air and transform the horse's legs into fins, granting the rider *water breathing* and granting the *omnisteed* a swim speed of 20 feet. This function can be used at will, but lasts only for 1 hour before it needs to be recharged, a process that requires 10 minutes. Finally, a second lever on the *omnisteed* allows it to fly as though affected by the *fly* spell for up to 10 minutes each day, which need not be consecutive, but must be spent in 1-minute increments.

Construction Requirements **Cost** 31,500 gp
Craft Wondrous Item, *mount*, *fly*, *water breathing*

RAINBOW SADDLE **PRICE** 30,000 gp

Slot none; **CL** 15th; **Weight** 25 lbs.
Aura strong illusion

Made of fine leather and sewn with glittering pearls and golden studs, even this gleaming jewelry is overshadowed by the swirling leather of these saddles. Normally the saddle merely shimmers, but when placed upon the back of an intelligent good-aligned creature, it fills the air with prismatic fog and bolts of rainbow light.

These fine saddles are typically designed for horses or horse-like creatures, though saddles sized for riding dogs, lions, and more exotic creatures are said to exist. When worn by an intelligent good-aligned creature, the saddle projects a 20-foot radius of swirling mists and bright lights that most creatures can see through, but that cause blindness and pain in evil creatures. Evil creatures have a 20% miss chance against the creature and its rider (if any). Additionally, evil creatures within the area with 5 or less Hit Dice are blinded; evil creatures within the area with more than 5 Hit Dice are sickened, instead.

Construction Requirements **Cost** 15,000 gp
Craft Wondrous Item., *scintillating pattern*

REANIMATOR **PRICE** 180,000 gp

Slot —; **CL** 15th; **Weight** 300 lbs.
Aura strong necromancy

This odd item appears as a massive metal cage, shaped like a human's rib cage and laid flat on the ground. Dark violet electricity constantly flickers across the cage, which has no locks, keys, hinges, or other means of opening, though the bars are split far enough apart for a man to comfortably fit through.

These magical devices are used to create undead creatures from component pieces, and have every magical contrivance necessary to animate dead bodies as terrible undead monsters. The reanimator is operated by a simple lever on the side of the device, requiring a standard action to activate. Unless dead flesh is placed within the reanimator, it does nothing when activated. Pieces of up to 5 dead humanoids can be placed within the cage (2 arms, 2 legs, 1 torso, and 1 head). When activated, the reanimator attempts to transform the flesh placed within it into an undead, as with the the

spell *create greater undead*, with a caster level equal to total Hit Dice of the component dead creatures placed within the *reanimator*. If the Hit Dice are sufficient to create an undead creature, then the undead creature with the highest caster level requirement is created. If two or more undead creatures have the same caster level, then one is determined randomly. The undead creature created by the *reanimator* is under no compulsion to serve the operator of the device, though it may be controlled through other means, such as a *create undead* spell.

Construction Requirements	Cost 90,000 gp
Craft Wondrous Item, <i>create greater undead</i>	

RENEGADE HAT PRICE 1,200 gp

Slot head; **CL** 1st; **Weight** 1 lb.

Aura faint abjuration

Made of brown suede, these fine wide-brimmed hats offer style and comfort, in addition to shielding the wearer from the sun. Each is handmade and bears a maker's mark to prove its authenticity.

These comfortable hats place the wearer in a renegade mindset, making them difficult to influence and increasing their ability to fight their would-be oppressors. The wearer of a *renegade hat* gains a +1 resistance bonus on Will saves against mind-affecting effects. Additionally, whenever the wearer of a *renegade hat* is subjected to a mind-affecting effect, he gains a +1 bonus to attack and weapon damage rolls against the character that initiated the effect for 1 minute.

Construction Requirements	Cost 600 gp
Craft Wondrous Item, <i>resistance</i>	

SADDLE OF EASY RIDING PRICE 900 gp

Slot —; **CL** 1st; **Weight** 25 lbs.

Aura faint transmutation

These saddles are always made of the softest leather, and often have thick cushioning to provide a more comfortable ride. A rider in a *saddle of easy riding* always succeeds on Ride checks made to guide the mount with his knees, as well as Ride checks made to negate damage when falling off the mount. Further, the *saddle of easy riding* grants a +5 competence bonus on concentration checks made as a result of vigorous motion from the mount's movements.

Construction Requirements	Cost 450 gp
Craft Wondrous Item, <i>featherfall</i>	

SCARAB OF SWARMS PRICE 5,000 gp

Slot neck; **CL** 3rd; **Weight** 1 lb.

Aura faint conjuration

Like others of its kind, this magical pendant resembles a jeweled beetle, and can be worn as a brooch or upon a chain. Close examination reveals that the stones on this scarab are actually comprised of hundreds of thousands of tiny glass beads.

The wearer of one of these pendants is always aware of the presence of vermin swarms within 100 feet of her and is magically protected against them. Any swarm comprised of vermin ignores the wearer, swarming around her and effectively rendering her immune to the swarm attacks of

swarms comprised of vermin (the amulet offers no protection against swarms comprised of animals). Additionally, the wearer of the pendant can shatter it in order to summon forth a swarm of spiders, as with the spell *summon swarm*, except that the swarm obeys the commands of whoever broke the amulet.

Construction Requirements	Cost 2,500 gp
Craft Wondrous Item, <i>summon swarm</i>	

UNIVERSAL SPELL PRIMER PRICE 4,750 gp

Slot —; **CL** 1st; **Weight** 2 lbs.

Aura faint divination

These thick, leather-bound tomes come in a variety of designs, and may even bear different titles, with some of the more common being *Underlying Principles of Magic*, *Universal Arcane Theorems*, and *Metaphysics*. The books include a wealth of knowledge relating to magical theory and practice, completely separate from their magical properties, which are sufficient to grant a +5 competence bonus on Spellcraft checks to anyone who spends at least one hour per day studying it. Additionally, when used as an additional reference while deciphering a spellbook written by someone else, a *universal spell primer* allows its user to automatically succeed on all Spellcraft checks made to prepare a spell that he has already deciphered.

Construction Requirements	Cost 2,375 gp
Craft Wondrous Item, <i>read magic</i>	

Artifacts

The following section provides a number of artifacts. They are presented in alphabetical order.

BELL OF CALLING (MINOR ARTIFACT)

Slot none; **CL** 20th; **Weight** 1 lb.

Aura strong conjuration

This ornate silver bell was first discovered in a stone chest deep in a fiery pit in the darkest hell. The chest's origin and the story of how it came to be in the pit were both a mystery, even to the devils who dwelt there. Though the devils could not touch the bell, they could feel its raw magical power, and traded the item to a mortal wizard of terrible ambition in exchange for his mortal soul. It was only later, after the bargain was struck, that the bell's power would be unleashed upon the mortal world. It would also be at this time that a terrible curse upon the bell would be discovered, and the life of the ambitious wizard would soon meet a swift and violent end.

This silver bell can only be handled by mortal creatures: humanoids, dragons, monstrous humanoids, aberrations, and magical beasts. Animals, oozes, and vermin can also safely handle the bell, but likely lack the intelligence to make use of it. Whenever an outsider, undead, or fey touches the bell, a terrible burning comes over them, dealing 60 points of damage per round the creature remains in contact with the item. When rung, the bell summons a single outsider, which serves the will of the one who rang the bell for 1 hour. The outsider called in this way can be of any type the wielder desires. If the wielder desires to call a specific outsider, he must name that creature, and that specified creature may

Table 2-6: Artifacts

d%	Artifact Name
01 - 18	Bell of calling
19 - 36	Cap of Hades
37 - 54	Chalice of many blessings
55 - 63	Cloak of the dragon
64 - 82	Cloak of stars
83 - 100	Red knife

attempt an opposed Charisma check to resist the calling. Deities and similar creatures can choose to refuse this summons. The summoned creature is bound by the magic of the bell to serve the character who rang it for 1 hour, after which time it returns from whence it came.

When the bell is rung, the call is heard by more than just the intended creature, however. Any time the bell is rung, an outsider whose alignment is opposite the wielder's, and with no more Hit Dice than the called servitor, is also called into being somewhere else on the plane where the bell was rung. This enemy outsider called in this way can stay for as long as it wishes, and is free to act of its own accord, but has its starting attitude towards the bell's wielder decreased by 2 steps. This enemy outsider is also made aware of the bell's user's location for 24 hours after its arrival. If the bell is destroyed, all outsiders called by it are immediately banished to their home plane, and are unable to return to the plane they had been summoned to for 1 year, unless subjected to a calling effect.

The bell can be used at will, but if it is ever rung more than 3 times per day, there is a 50% chance per additional use each day that the bell will vanish, reappearing somewhere far distant.

DESTRUCTION

This enchanted bell can only be destroyed if subjected to the song of a lillend called by the bell. While the song is in effect, any evil-aligned outsider can shatter the bell using any blunt instrument.

CAP OF HADES (MINOR ARTIFACT)

Slot head; **CL** 20th; **Weight** 1 lb.

Aura overwhelming illusion

Also known as the invisibility cap, the cap of darkness, and the helm of Pluto, this black cap is darker than even a moonless night and it always perfectly fits the wearer. A character wearing this hat is rendered invisible to even supernatural senses and entities, as well as mortal eyes and arcane workings, hiding the wearer's presence from the very gods themselves. The property of the lord of the underworld, this magical cap is often gifted for a time to divine messengers, goddesses of love, and mortal heroes whose success or failure are of dire importance to the machinations of the divine.

When donned, the *cap of Hades* renders the wearer immune to any form of divination, preventing him from being scryed upon. Any *scrying* spell or similar magic that might include him either fails outright, or is obscured by a thick haze that hides the wearer's presence for so long as he would remain invisible. While the cap is worn, the wearer's thoughts cannot be read in any way, nor can the truth of his words be determined, effectively granting him a +40 bonus on Bluff checks. Additionally, the wearer of the cap cannot be seen at any time by non-humanoid creatures, as though he were constantly under effects of *greater invisibility*. Finally, the wearer can choose to hide his presence from all creatures by becoming invisible as the spell *invisibility*.

The methods of creating this cap are known only to the lord of the underworld, and thus its replication or duplication is impossible by mortal hands, and even *wish* and *miracle* spells, except those granted by Hades or a similar entity, cannot create one. The *cap of Hades* is only ever given in person by Hades or a similar deity to those who would wear it, and possessing such a cap is considered a mark of his favor.

DESTRUCTION

In order to destroy the *cap of Hades*, it must be struck by a lightning bolt while in direct sunlight. Under such circumstances, the cap catches fire, which must then be extinguished by salt water. When the fire goes out, the *cap of Hades* will vanish forever with the flames. Destroying the cap is sure to anger the god of the underworld, and he is swift to bring retribution.

CHALICE OF MANY BLESSINGS (MINOR ARTIFACT)

Slot none; **CL** 20th; **Weight** 3 lbs.

Aura strong transmutation

This low, broad chalice is hexagonal in shape, the cup very low and wide, and carved from a single piece of emerald, with a beautiful bright green shade and sparkling clarity. It sits atop a stem made of ebony, which is carved in the shape of a man and woman, each wearing long robes, standing back to back. The man holds a staff in one hand and a book in the other, while the woman holds an orb in one hand and a knife in her spare.

Three times per day, when the chalice is filled with water, the person holding it can speak the name of any spell that can be brewed into a potion, and then drink the water. If she does so, she is affected as though she had consumed a potion containing that spell, with a caster level of 20th. If removed from the chalice, or if more than an hour passes after the name of the spell is spoken, the water loses its properties. Only one person can benefit from the chalice each time it is used, no matter how much of the water they drink.

DESTRUCTION

A *chalice of many blessings* can be destroyed only by immersion in extremely potent acid. There are multiple sources of acid that are suitable for this task, including the breath weapons of ancient or older dragons that have acid breath weapons, and special demonic acid found only in the acid pits on the 436th layer of the Abyss.

CLOAK OF THE DRAGON (MINOR ARTIFACT)

Slot shoulders; **CL** 20th; **Weight** 1 lb.

Aura strong transmutation

These cloaks are made from leather from the wings of a true dragon, and are equipped with cowls that resemble a dragon's head. As long as the cloak is worn, its wearer gains the ability to speak, write, and understand Draconic. On command, the wearer can cause the cloak to become rigid, forming itself into a pair of draconic wings, which grant a fly speed of 60 feet with good maneuverability. Additionally, each *cloak of the dragon* is tied to a specific type of true dragon (such as red or silver), and the wearer gains immunity to the energy type associated with that dragon's breath weapon. Further, three times per day, the wearer can cast *form of the dragon III* as a spell-like ability, but only to transform into a dragon of the type associated with the cloak.

Each time that the cloak's *form of the dragon* ability is used, there is a 10% chance that, at the end of the effect, instead of returning to his normal form, the wearer and cloak are both transformed into a Medium-sized dragon egg, as though with the spell *transmute any object*. The egg has hardness 5 and a number of hit points equal to 1/10 the wearer's normal hit point total. If the egg is destroyed, the wearer dies and the cloak is destroyed. If the transformation is not reversed before one week has passed, the egg hatches, giving birth to a wyrmling dragon of the appropriate type and destroying the egg.

DESTRUCTION

A *cloak of the dragon* can be destroyed by the breath weapon of any dragon (even if it deals the same type of damage that the cloak grants immunity to). In order to be destroyed in this way, however, the cloak must be directly targeted by the breath weapon, not simply caught in the blast, and must remain still.

CLOAK OF STARS (MINOR ARTIFACT)

Slot shoulders; **CL** 20th; **Weight** 1 lb.

Aura strong conjuration

Thus fantastic cloak was actually harvested from the very night sky, having been cut by a demigod to impress a fairy princess. The cloak feels like the smoothest silk and contains the extraordinary beauty of the night sky on a cloudless night.

The wearer of the cloak sheds bright silvery light, which reveals invisible creatures and objects in a 30-foot radius. The wearer can suppress this ability as a move action. If she does, while outside at night, the wearer is rendered completely invisible, as with a *greater invisibility* spell. Additionally, while outside at night, the wearer can *teleport*, as the spell, across any distance, even to other planets, without chance of failure. She can take up to 6 other creatures with her when she uses this ability.

These gifts come at a price, however. Donning the cloak marks the wearer as a creature of the night for 1 year after the cloak is last worn, making her suffer terribly in the daytime. Each day at dawn, the wearer must make a Charisma check



(DC 20) or become withered and feeble, suffering 1 point of damage to each of her ability scores. Destroying the cloak ends this curse, as does a *wish* or *miracle* spell.

DESTRUCTION

The *cloak of stars* can only be destroyed with a *sun blade* at high noon on the summer solstice.

RED KNIFE (MINOR ARTIFACT)

Slot none; **CL** 20th; **Weight** 1 lb.

Aura strong necromancy

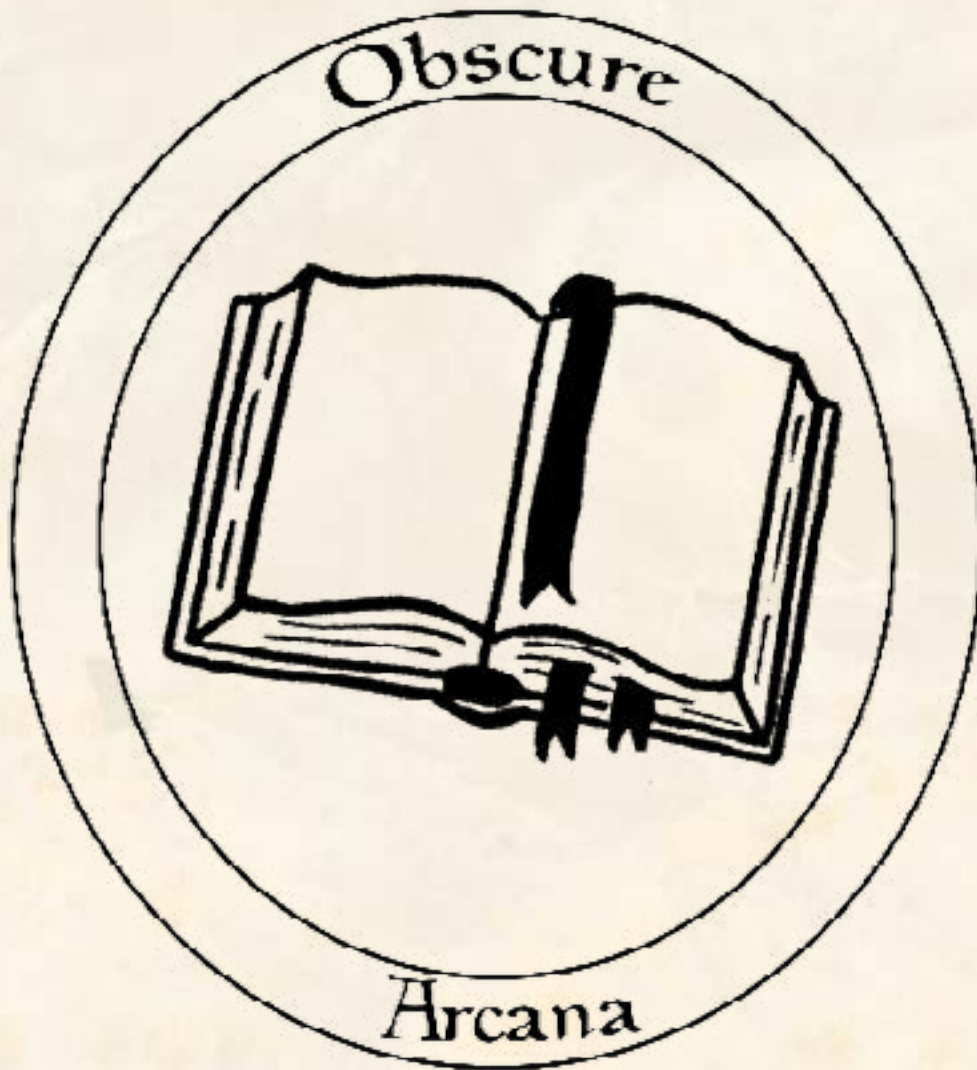
Created from the first murder motivated by hate, this stout steel blade is a brilliant and lustrous crimson. When held by an evil creature, the blade pulses with black shadowy energy.

The red knife functions as a +1 *bane of humanoids (humans) dagger*, and for non-evil creatures, this is its only function. In the hands of an evil creature, however, the dagger is treated as a +3 *unholy bane of humanoids (all subtypes) dagger*. Additionally, whenever the wielder slays a humanoid creature with the *red knife*, that creature rises as a shadow under the wielder's control. The shadow remains for 1 hour or until slain. Whenever a character who has taken a life with the *red knife* rests, if he not killed a creature since the last time he rested, he has terrible dreams and visions of the knife's past victims haunting him. The character suffers the effects of a *nightmare* spell (no save) and suffers 1d4 points of Strength damage. Taking a life with the red knife ends this effect. Destroying the knife ensures that all of its former wielders are free from this curse.

DESTRUCTION

A *red knife* can only be destroyed by the kiss of one who has never taken a life, bestowed on the blade out of love for someone who has killed with it.

Chapter 3: Obscure Arcana



Obscure Arcana is our weekly article devoted to providing exciting new spells for every spell list. In 2017, we created 125 new spells, ranging from 1st-level to 9th-level, divided amongst every spell list for classes from the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game: Advanced Player's Guide*, *Pathfinder Roleplaying Game: Ultimate Magic*, *Pathfinder Roleplaying Game: Advanced Class Guide*, and *Pathfinder Roleplaying Game: Occult Adventures*.

This chapter contains all the content from Obscure Arcana produced over the course of 2017. First, the spell lists section provides summarized versions of all of the new spells, organized by the spell lists upon which they appear. Each spell list is further subdivided by spell level, within which the spells are listed alphabetically. After the spell lists, the full descriptions of each of the new spells is listed. These spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass."

Spell Lists

This section includes a spell list for every spellcasting class that gains access to new spells in this tome, indicating which spells they gain and at what spell level. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a costly material or focus component, respectively. The spell lists are presented alphabetically by the name of the class, and the individual spells therein are presented alphabetically by name as well, except for those whose name begins with "greater," "lesser," "mass," or similar, in which case the spell is alphabetized by the second word of the spell's name, instead.

Alchemist Formulae

1st-level Alchemist Formulae

Alter Reflection You alter the target's reflection.

Blood Bolster Deal extra damage to foes you damaged in the last round.

Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.

Cold Blood Gain benefits from warm environments, but suffer in cold ones.

2nd-level Alchemist Formulae

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Force Field Target gains bonus to AC and protection from force effects.

Shrink Down You shrink 2 size categories.

3rd-level Alchemist Formulae

Endless March Targets suffer no ill effects from traveling without rest.

Healing Rage Regain hp while raging or affected by a mutagen.

Insectile Aspect Target gains insectile features.

Nutritional Base^F Create magical food for 1 creature per level.

Resilience Target gains bonuses on saving throws.

Sunlight Ward Target is protected from harmful effects of the sun.

4th-level Alchemist Formulae

Retributive Aura Attackers suffer 1/5 the damage they inflict on you.

Skin of Silver^M Your skin becomes silver, granting protective benefits.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

5th-level Alchemist Formulae

Inner Light You shed bright light and gain a number of additional benefits.

Pleasant Perception Target gains immunity to fear, can suppress emotion effects, and reroll certain rolls.

Soar Target can fly at 3x his land speed with perfect maneuverability.

6th-level Alchemist Formulae

Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.

Philosopher's Preservation Preserves quicksilver.

Sunlight Form^M You are transformed into a creature of pure sunlight.

Titanic Growth Target grows 3 size categories.

Antipaladin Spells

1st-level Antipaladin Spells

Alter Reflection You alter the target's reflection.

Blood Bolster Deal extra damage to foes you damaged in the last round.

Flash Draw Call 2 of your weapons to your hands.

Instant Mount Instantly transport yourself and riding gear onto nearby mount.

Maneuver Mastery Gain bonus when performing chosen combat maneuver.

Venom Strike Touch attack inflicts Dex damage.

Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Antipaladin Spells

Animate Gargoyle Touched statue comes to life to fight for you.

Defensive Stance Improve target's CMD.

Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Master of Many Styles You are better able to perform certain combat maneuvers.

Skeletal Wall Create wall of clawing animated bones.

3rd-level Antipaladin Spells

Dire Blade^F Increases the deadliness of your critical hits.

Ghosts of Madness Target is dazed and may gain a madness.

Maneuver Twin Quasi-real double flanks your foes and uses combat maneuvers against them.

Resilience Target gains bonuses on saving throws.

Sunlight Ward Target is protected from harmful effects of the sun.

4th-level Antipaladin Spells

Bolt of Vengeance Deals damage to creatures who strike the target.

Insectile Aspect Target gains insectile features.

Retributive Aura Attackers suffer 1/5 the damage they inflict on you.

Undertow Target pulled underwater.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

Bard Spells

1st-level Bard Spells

Alter Reflection You alter the target's reflection.

Blood Bolster Deal extra damage to foes you damaged in the last round.

Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.
Embed Object Embed one object inside another.
Instant Mount Instantly transport yourself and riding gear onto nearby mount.
Maneuver Mastery Gain bonus when performing chosen combat maneuver.

2nd-level Bard Spells

Autohypnotism Focus your mind to gain 1 of 3 benefits.
Defender's Edge Gain defensive benefits that improve as you take damage and make saves.
Glitch Target technological equipment glitches.
Lunacy As *confusion*, but some aspects depend on the phase and presence of the moon.
Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.
Ominous Prediction Gain insight into future important event.
Shrink Down You shrink 2 size categories.

3rd-level Bard Spells

Cloak of Birds Flock of birds protects you from attackers.
Dramatic Escape Teleports you a short distance, leaving bonds behind.
Endless March Targets suffer no ill effects from traveling without rest.
Manipulate Madness Increase or decrease save DC of madness target is suffering from.
Mirror Message^F Use mirrors to communicate with another person within range.
Resilience Target gains bonuses on saving throws.
Share Life-Force Damage is split between you and the target; additional casters can join bond.
Songbird Create illusory songbird that can perform bardic performances.

4th-level Bard Spells

Hypnotic Interrogation Target enters trance and recalls suppressed memories when questioned.
Life Force Bubble Living creatures in area are healed, while undead are damaged.
Locate Artifact^F Gain clues to find artifact you are familiar with.
Mirror Sight Reverses target's sight, so he sees mirror image of his surroundings.
Summon Sky Chariot Summon flying chariot pulled by pegasi.
Swallow Object You can swallow shrunken object.
Unstable Transformation^M You randomly transform into 1 of 3 forms.

5th-level Bard Spells

Cloak of the Hidden Folk You are invisible to creatures larger than you.
Pleasant Perception Target gains immunity to fear, can suppress emotion effects, and reroll certain rolls.
Radiant Glow You glow with bright light that dazzles and possibly blinds attacking creatures.

Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.
Slippery Movement As *freedom of movement*, but can change to make movement difficult.
Summon Moon-Beast^F Call moon-beast to fight for you.

6th-level Bard Spells

Deceptive Duplicates Turns you invisible and creates illusory double with mirror images.
Identify Artifact^M Learn magical properties of target object, including artifacts.
Life Transfer Deal damage to one target to restore hp to another target.
Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.
Philosopher's Preservation Preserves quicksilver.
Power Word Protect Target protected from attacks and gains bonus to saves.
Speak With Rivers You can communicate with rivers.

Bloodrager Spells

1st-level Bloodrager Spells

Blood Bolster Deal extra damage to foes you damaged in the last round.
Cold Blood Gain benefits from warm environments, but suffer in cold ones.
Embed Object Embed one object inside another.
Flash Draw Call 2 of your weapons to your hands.
Instant Mount Instantly transport yourself and riding gear onto nearby mount.
Maneuver Mastery Gain bonus when performing chosen combat maneuver.
Venom Strike Touch attack inflicts Dex damage.
Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Bloodrager Spells

Defensive Stance Improve target's CMD.
Force Field Target gains bonus to AC and protection from force effects.
Force Steed Conjure horse made of force to serve you.
Healing Rage Regain hp while raging or affected by a mutagen.
Mage's War Mount Summons powerful combat-trained heavy horse.
Master of Many Styles You are better able to perform certain combat maneuvers.
Share Life-Force Damage is split between you and the target; additional casters can join bond.
Smoky Grasp Target is affected by smoke and takes fire damage.

3rd-level Bloodrager Spells

Dire Blade^F Increases the deadliness of your critical hits.
Endless March Targets suffer no ill effects from traveling without rest.
Fire Rings^F Create circular walls of fire.
Lunacy As *confusion*, but some aspects depend on the phase and presence of the moon.

Resilience Target gains bonuses on saving throws.
Swallow Object You can swallow shrunken object.

4th-level Bloodrager Spells

Cybertech Assault Target's cybertech malfunctions.
Explosive Chain Create a number of fiery explosions.
Minuscule Might Grants Tiny target various combat bonuses.
Skin of Silver^M Your skin becomes silver, granting protective benefits.
Soar Target can fly at 3x his land speed with perfect maneuverability.
Summon Sky Chariot Summon flying chariot pulled by pegasi.

Cleric Spells

1st-level Cleric Spells

Alter Reflection You alter the target's reflection.
Blood Bolster Deal extra damage to foes you damaged in the last round.
Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.
Embed Object Embed one object inside another.
Summoner's Sanctuary Summoned creatures cannot attack you.

2nd-level Cleric Spells

Animate Gargoyle Touched statue comes to life to fight for you.
Autohypnotism Focus your mind to gain 1 of 3 benefits.
Defender's Edge Gain defensive benefits that improve as you take damage and make saves.
Glitch Target technological equipment glitches.
Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.
Ominous Prediction Gain insight into future important event.

3rd-level Cleric Spells

Resilience Target gains bonuses on saving throws.
Share Life-Force Damage is split between you and the target; additional casters can join bond.
Shrink Down You shrink 2 size categories.
Skeletal Wall Create wall of clawing animated bones.
Sunlight Ward Target is protected from harmful effects of the sun.

4th-level Cleric Spells

Angelic Wall Creates flying wall of flapping wings.
Endless March Targets suffer no ill effects from traveling without rest.
High Noon Conjures illusory sun, and creatures gain bonuses when attacking designated target.
Life Force Bubble Living creatures in area are healed, while undead are damaged.
Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Minuscule Might Grants Tiny target various combat bonuses.

Undertow Target pulled underwater.

5th-level Cleric Spells

Cybertech Assault Target's cybertech malfunctions.
Fountain of Life Gain protection from negative effects while healing those around you.
Ghost Fence Area is protected from spiritual entities and psychic spells.
Locate Artifact^F Gain clues to find artifact you are familiar with.
Mirror Message^F Use mirrors to communicate with another person within range.
Radiant Glow You glow with bright light that dazzles and possibly blinds attacking creatures.
Retributive Aura Attackers suffer 1/5 the damage they inflict on you.
Slippery Movement As *freedom of movement*, but can change to make movement difficult.
Soar Target can fly at 3x his land speed with perfect maneuverability.
Spell Ring^M Create magic ring that replicates expended spell.
Unstable Transformation^M You randomly transform into 1 of 3 forms.

6th-level Cleric Spells

Boulder Drop Conjure a boulder to crush your foes.
Call the Spirit Bear Summon 1 or more celestial or fiendish bears.
Create Jet Stream Creates strong underwater current.
Inner Light You shed bright light and gain a number of additional benefits.
Invisible Walls of Insanity^M Creatures entering the area may gain agoraphobia madness.
Philosopher's Preservation Preserves quicksilver.
Power Word Protect Target protected from attacks and gains bonus to saves.
Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.
Unicorn Herd Summons 1d6 unicorns as to serve as guardians or mounts.

7th-level Cleric Spells

Fantastic Evacuation^{M,F} Conjure a flat plane of floating stone with a 1-mile radius.
Life Transfer Deal damage to one target to restore hp to another target.
Recall from Death Return target to life in order to answer questions.
Solar Awakening^M Undead in the area take damage, while living creatures are strengthened.
Speak With Rivers You can communicate with rivers.

8th-level Cleric Spells

Curse of Smoke Black smoke deals Con damage to creatures within it.
Identify Artifact^M Learn magical properties of target object, including artifacts.

Life Bond^M Target is returned to life, but you and he share hp damage and healing.

Spirit Summons Apply the ghost template to summoned creatures.

Stone Bulwark^M Target becomes living stone statue.

Sunlight Form^M You are transformed into a creature of pure sunlight.

9th-level Cleric Spells

Cheat Death^F Gamble to return to life when you die.

Forge Ring of Power^M Imbue ring with magical properties.

Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.

Multiport^F Transports copies of yourself to multiple places at once.

Spell Ring, Greater^M As *spell ring*, but can replicate spells up to 6th level.

Druid Spells

1st-level Druid Spells

Blood Bolster Deal extra damage to foes you damaged in the last round.

Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.

Cold Blood Gain benefits from warm environments, but suffer in cold ones.

Embed Object Embed one object inside another.

Summoner's Sanctuary Summoned creatures cannot attack you.

Summoning Smoke Enhances creatures summoned within the smoke.

Venom Strike Touch attack inflicts Dex damage.

2nd-level Druid Spells

Alter Reflection You alter the target's reflection.

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Gift of Meat Those who eat meat of target animal gain insight bonus to a single roll.

Glitch Target technological equipment glitches.

Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

Ominous Prediction Gain insight into future important event.

3rd-level Druid Spells

Alicorn Arrow Ranged touch attack deals 2d8 or more points of damage.

Bolt of Vengeance Deals damage to creatures who strike the target.

Endless March Targets suffer no ill effects from traveling without rest.

Fire Rings^F Create circular walls of fire.

Resilience Target gains bonuses on saving throws.

Shrink Down You shrink 2 size categories.

Tumbleweed Spies Creates magical tumbleweed spies.

4th-level Druid Spells

Cloak of Birds Flock of birds protects you from attackers.

Feast of Sharks Summon 1d4 advanced sharks and attract nearby sharks.

Feathered Flight Targets are transformed into eagles with improved flying ability.

High Noon Conjures illusory sun, and creatures gain bonuses when attacking designated target.

Insectile Aspect Target gains insectile features.

Life Force Bubble Living creatures in area are healed, while undead are damaged.

Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Minuscule Might Grants Tiny target various combat bonuses.

Sun Fruit Glowing yellow fruit can be consumed or thrown as weapon.

Sunlight Ward Target is protected from harmful effects of the sun.

Undertow Target pulled underwater.

5th-level Druid Spells

Call the Spirit Bear Summon 1 or more celestial or fiendish bears.

Soar Target can fly at 3x his land speed with perfect maneuverability.

Unicorn Herd Summons 1d6 unicorns as to serve as guardians or mounts.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

Wild Shelter^M Gain protection from local spirits while in current terrain.

6th-level Druid Spells

Boulder Drop Conjure a boulder to crush your foes.

Create Jet Stream Creates strong underwater current.

Cybertech Assault Target's cybertech malfunctions.

Fountain of Life Gain protection from negative effects while healing those around you.

Locate Artifact^F Gain clues to find artifact you are familiar with.

Speak With Rivers You can communicate with rivers.

Worm Eruption Worms eat the target from the inside out.

7th-level Druid Spells

Quetzalstorm Summons 1d3 quetzalcoatluses and a localized storm.

Solar Awakening^M Undead in the area take damage, while living creatures are strengthened.

Spirit Summons Apply the ghost template to summoned creatures.

Titanic Growth Target grows 3 sizes categories.

8th-level Druid Spells

Form of Flies Transforms your body into a swarm of flies.

Grand Explosion Massive fiery explosion deals more damage to those closer to the center.

Otherworldly Mist Summons unicorns, and aids good magical beasts while penalizing evil creatures.

Stone Bulwark^M Target becomes living stone statue.
Sunlight Form^M You are transformed into a creature of pure sunlight.

9th-level Druid Spells

Feathered Flight, Greater Targets are transformed into giant eagles with exceptional flying ability.
Identify Artifact^M Learn magical properties of target object, including artifacts.
Mighty Reincarnation^M Target returned to life at full health but transformed into more powerful form.
Solar Sphere^F Sphere of bright light deals fire damage to creatures within and nearby.

Inquisitor Spells

1st-level Inquisitor Spells

Alter Reflection You alter the target's reflection.
Blood Bolster Deal extra damage to foes you damaged in the last round.
Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.
Embed Object Embed one object inside another.
Flash Draw Call 2 of your weapons to your hands.
Glitch Target technological equipment glitches.
Maneuver Mastery Gain bonus when performing chosen combat maneuver.
Venom Strike Touch attack inflicts Dex damage.

2nd-level Inquisitor Spells

Animate Gargoyle Touched statue comes to life to fight for you.
Defender's Edge Gain defensive benefits that improve as you take damage and make saves.
Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.
Ominous Prediction Gain insight into future important event.

3rd-level Inquisitor Spells

Endless March Targets suffer no ill effects from traveling without rest.
Manipulate Madness Increase or decrease save DC of madness target is suffering from.
Mirror Message^F Use mirrors to communicate with another person within range.
Resilience Target gains bonuses on saving throws.
Share Life-Force Damage is split between you and the target; additional casters can join bond.

4th-level Inquisitor Spells

Angelic Wall Creates flying wall of flapping wings.
Cybertech Assault Target's cybertech malfunctions.
High Noon Conjures illusory sun, and creatures gain bonuses when attacking designated target.
Hypnotic Interrogation Target enters trance and recalls suppressed memories when questioned.

Locate Artifact^F Gain clues to find artifact you are familiar with.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

5th-level Inquisitor Spells

Inner Light You shed bright light and gain a number of additional benefits.
Maneuver Twin Quasi-real double flanks your foes and uses combat maneuvers against them.
Slippery Movement As *freedom of movement*, but can change to make movement difficult.

6th-level Inquisitor Spells

Ghost Fence Area is protected from spiritual entities and psychic spells.
Identify Artifact^M Learn magical properties of target object, including artifacts.
Life Transfer Deal damage to one target to restore hp to another target.
Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.
Philosopher's Preservation Preserves quicksilver.
Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.

Magus Spells

1st-level Magus Spells

Blood Bolster Deal extra damage to foes you damaged in the last round.
Flash Draw Call 2 of your weapons to your hands.
Maneuver Mastery Gain bonus when performing chosen combat maneuver.
Venom Strike Touch attack inflicts Dex damage.
Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Magus Spells

Alicorn Arrow Ranged touch attack deals 2d8 or more points of damage.
Force Field Target gains bonus to AC and protection from force effects.
Mage's War Mount Summons powerful combat-trained heavy horse.
Smoky Grasp Target is affected by smoke and takes fire damage.

3rd-level Magus Spells

Defensive Stance Improve target's CMD.
Dramatic Escape Teleports you a short distance, leaving bonds behind.
Enhance Grenade Grenade becomes deadlier but harder to aim.
Fire Rings^F Create circular walls of fire.
Force Steed Conjure horse made of force to serve you.
Resilience Target gains bonuses on saving throws.



Explosive Bolt Bolt of energy deals damage in a line, then explodes at designated point.

Fantastic Evacuation^{M,F} Conjure a flat plane of floating stone with a 1-mile radius.

Life Transfer Deal damage to one target to restore hp to another target.

Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.

Medium Spells

1st-level Medium Spells

Alter Reflection You alter the target's reflection.

Blood Bolster Deal extra damage to foes you damaged in the last round.

Glitch Target technological equipment glitches.

Maneuver Mastery Gain bonus when performing chosen combat maneuver.

Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Medium Spells

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Dramatic Escape Teleports you a short distance, leaving bonds behind.

Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Master of Many Styles You are better able to perform certain combat maneuvers.

Ominous Prediction Gain insight into future important event.

3rd-level Medium Spells

Dire Blade^F Increases the deadliness of your critical hits.

Endless March Targets suffer no ill effects from traveling without rest.

Resilience Target gains bonuses on saving throws.

Sunlight Ward Target is protected from harmful effects of the sun.

4th-level Medium Spells

High Noon Conjures illusory sun, and creatures gain bonuses when attacking designated target.

Mind Recovery Target is able to heal her own wounds.

Soar Target can fly at 3x his land speed with perfect maneuverability.

Speak With Rivers You can communicate with rivers.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

Mesmerist Spells

1st-level Mesmerist Spells

Alter Reflection You alter the target's reflection.

Embed Object Embed one object inside another.

Glitch Target technological equipment glitches.

4th-level Magus Spells

Explosive Chain Create a number of fiery explosions.

High Noon Conjures illusory sun, and creatures gain bonuses when attacking designated target.

Insectile Aspect Target gains insectile features.

Light Bolts Rays of light blind and damage targets.

Share Life-Force Damage is split between you and the target; additional casters can join bond.

Summon Sky Chariot Summon flying chariot pulled by pegasi.

Swallow Object You can swallow shrunken object.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

Waypoint Travel Instantly travel from one waypoint to another.

5th-level Magus Spells

Bolt of Vengeance Deals damage to creatures who strike the target.

Create Waypoint Designate stone as waypoint for *waypoint travel* spells.

Maneuver Twin Quasi-real double flanks your foes and uses combat maneuvers against them.

Mirror Sight Reverses target's sight, so he sees mirror image of his surroundings.

6th-level Magus Spells

Birds of a Feather Targets gain bite and talon attacks, and benefit from staying together.

2nd-level Mesmerist Spells

Autohypnotism Focus your mind to gain 1 of 3 benefits.

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Lunacy As *confusion*, but some aspects depend on the phase and presence of the moon.

3rd-level Mesmerist Spells

Dramatic Escape Teleports you a short distance, leaving bonds behind.

Hypnotic Interrogation Target enters trance and recalls suppressed memories when questioned.

Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Mirror Message^F Use mirrors to communicate with another person within range.

Resilience Target gains bonuses on saving throws.

4th-level Mesmerist Spells

Cybertech Assault Target's cybertech malfunctions.

Ghosts of Madness Target is dazed and may gain a madness.

High Noon Conjures illusory sun, and creatures gain bonuses when attacking designated target.

Life Force Bubble Living creatures in area are healed, while undead are damaged.

Mind Recovery Target is able to heal her own wounds.

Mirror Sight Reverses target's sight, so he sees mirror image of his surroundings.

Swallow Object You can swallow shrunken object.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

5th-level Mesmerist Spells

Maneuver Twin Quasi-real double flanks your foes and uses combat maneuvers against them.

Pleasant Perception Target gains immunity to fear, can suppress emotion effects, and reroll certain rolls.

Slippery Movement As *freedom of movement*, but can change to make movement difficult.

6th-level Mesmerist Spells

Deceptive Duplicates Turns you invisible and creates illusory double with mirror images.

Life Transfer Deal damage to one target to restore hp to another target.

Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.

Mental Modification^F Target believes he is a different creature.

Power Word Protect Target protected from attacks and gains bonus to saves.

Occultist Spells

1st-level Occultist Spells

Alter Reflection You alter the target's reflection.

Blood Bolster Deal extra damage to foes you damaged in the last round.

Embed Object Embed one object inside another.

Glitch Target technological equipment glitches.

Summoner's Sanctuary Summoned creatures cannot attack you.

Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Occultist Spells

Animate Gargoyle Touched statue comes to life to fight for you.

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Force Field Target gains bonus to AC and protection from force effects.

Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

Ominous Prediction Gain insight into future important event.

3rd-level Occultist Spells

Dramatic Escape Teleports you a short distance, leaving bonds behind.

Mirror Message^F Use mirrors to communicate with another person within range.

Resilience Target gains bonuses on saving throws.

Tumbleweed Spies Creates magical tumbleweed spies.

4th-level Occultist Spells

Cybertech Assault Target's cybertech malfunctions.

Enhance Grenade Grenade becomes deadlier but harder to aim.

High Noon Conjures illusory sun, and creatures gain bonuses when attacking designated target.

Locate Artifact^F Gain clues to find artifact you are familiar with.

Mind Recovery Target is able to heal her own wounds.

Mirror Sight Reverses target's sight, so he sees mirror image of his surroundings.

Sun Fruit Glowing yellow fruit can be consumed or thrown as weapon.

Swallow Object You can swallow shrunken object.

Waypoint Travel Instantly travel from one waypoint to another.

5th-level Occultist Spells

Create Waypoint Designate stone as waypoint for *waypoint travel* spells.

Ghost Fence Area is protected from spiritual entities and psychic spells.

Inner Light You shed bright light and gain a number of additional benefits.

Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.

Soar Target can fly at 3x his land speed with perfect maneuverability.

Summon Moon-Beast^F Call moon-beast to fight for you.

6th-level Occultist Spells

Fantastic Evacuation^{M,F} Conjure a flat plane of floating stone with a 1-mile radius.

Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.
Identify Artifact^M Learn magical properties of target object, including artifacts.
Invisible Walls of Insanity^M Creatures entering the area may gain agoraphobia madness.
Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.
Philosopher's Preservation Preserves quicksilver.
Speak With Rivers You can communicate with rivers.

Paladin Spells

1st-level Paladin Spells

Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.
Flash Draw Call 2 of your weapons to your hands.
Instant Mount Instantly transport yourself and riding gear onto nearby mount.
Maneuver Mastery Gain bonus when performing chosen combat maneuver.
Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

2nd-level Paladin Spells

Alicorn Arrow Ranged touch attack deals 2d8 or more points of damage.
Defender's Edge Gain defensive benefits that improve as you take damage and make saves.
Defensive Stance Improve target's CMD.
Master of Many Styles You are better able to perform certain combat maneuvers.

3rd-level Paladin Spells

Angelic Wall Creates flying wall of flapping wings.
Dire Blade^F Increases the deadliness of your critical hits.
Force Steed Conjure horse made of force to serve you.
Maneuver Twin Quasi-real double flanks your foes and uses combat maneuvers against them.
Resilience Target gains bonuses on saving throws.

4th-level Paladin Spells

Ghost Fence Area is protected from spiritual entities and psychic spells.
Retributive Aura Attackers suffer 1/5 the damage they inflict on you.
Share Life-Force Damage is split between you and the target; additional casters can join bond.
Unstable Transformation^M You randomly transform into 1 of 3 forms.

Psychic Spells

1st-level Psychic Spells

Alter Reflection You alter the target's reflection.
Cold Blood Gain benefits from warm environments, but suffer in cold ones.
Embed Object Embed one object inside another.

Flash Draw Call 2 of your weapons to your hands.
Glitch Target technological equipment glitches.
Maneuver Mastery Gain bonus when performing chosen combat maneuver.
Summoner's Sanctuary Summoned creatures cannot attack you.
Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Psychic Spells

Animate Gargoyle Touched statue comes to life to fight for you.
Autohypnotism Focus your mind to gain 1 of 3 benefits.
Force Field Target gains bonus to AC and protection from force effects.
Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.
Ominous Prediction Gain insight into future important event.

3rd-level Psychic Spells

Dramatic Escape Teleports you a short distance, leaving bonds behind.
Endless March Targets suffer no ill effects from traveling without rest.
Force Steed Conjure horse made of force to serve you.
Lunacy As *confusion*, but some aspects depend on the phase and presence of the moon.
Resilience Target gains bonuses on saving throws.
Tumbleweed Spies Creates magical tumbleweed spies.

4th-level Psychic Spells

Ghosts of Madness Target is dazed and may gain a madness.
Hypnotic Interrogation Target enters trance and recalls suppressed memories when questioned.
Manipulate Madness Increase or decrease save DC of madness target is suffering from.
Mind Recovery Target is able to heal her own wounds.
Share Life-Force Damage is split between you and the target; additional casters can join bond.
Sunlight Ward Target is protected from harmful effects of the sun.
Undertow Target pulled underwater.
Waypoint Travel Instantly travel from one waypoint to another.

5th-level Psychic Spells

Create Waypoint Designate stone as waypoint for *waypoint travel* spells.
Cybertech Assault Target's cybertech malfunctions.
Ghost Fence Area is protected from spiritual entities and psychic spells.
Locate Artifact^F Gain clues to find artifact you are familiar with.
Mirror Message^F Use mirrors to communicate with another person within range.
Mirror Sight Reverses target's sight, so he sees mirror image of his surroundings.
Soar Target can fly at 3x his land speed with perfect maneuverability.

Spell Ring^M Create magic ring that replicates expended spell.
Unstable Transformation^M You randomly transform into 1 of 3 forms.

6th-level Psychic Spells

Inner Light You shed bright light and gain a number of additional benefits.

Invisible Walls of Insanity^M Creatures entering the area may gain agoraphobia madness.

Power Word Protect Target protected from attacks and gains bonus to saves.

Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.

Skin of Silver^M Your skin becomes silver, granting protective benefits.

Summon Moon-Beast^F Call moon-beast to fight for you.

7th-level Psychic Spells

Boulder Drop Conjure a boulder to crush your foes.

Fantastic Evacuation^{M,F} Conjure a flat plane of floating stone with a 1-mile radius.

Life Transfer Deal damage to one target to restore hp to another target.

Speak With Rivers You can communicate with rivers.

Unreliable Replicant^M Create unstable magical double of yourself.

8th-level Psychic Spells

Identify Artifact^M Learn magical properties of target object, including artifacts.

Mental Modification^F Target believes he is a different creature.

Multiport^F Transports copies of yourself to multiple places at once.

Spectral Projection^M You project an incorporeal version of yourself.

9th-level Psychic Spells

Cheat Death^F Gamble to return to life when you die.

Forge Ring of Power^M Imbue ring with magical properties.

Hedge Wall Conjure wall that traps trespassers in extradimensional maze.

Spell Ring, Greater^M As *spell ring*, but can replicate spells up to 6th level.

Ranger Spells

1st-level Ranger Spells

Blood Bolster Deal extra damage to foes you damaged in the last round.

Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.

Cold Blood Gain benefits from warm environments, but suffer in cold ones.

Flash Draw Call 2 of your weapons to your hands.

Gift of Meat Those who eat meat of target animal gain insight bonus to a single roll.

Instant Mount Instantly transport yourself and riding gear onto nearby mount.

Maneuver Mastery Gain bonus when performing chosen combat maneuver.

Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

Venom Strike Touch attack inflicts Dex damage.

2nd-level Ranger Spells

Alicorn Arrow Ranged touch attack deals 2d8 or more points of damage.

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Defensive Stance Improve target's CMD.

Master of Many Styles You are better able to perform certain combat maneuvers.

Tumbleweed Spies Creates magical tumbleweed spies.

3rd-level Ranger Spells

Dire Blade^F Increases the deadliness of your critical hits.

Endless March Targets suffer no ill effects from traveling without rest.

Maneuver Twin Quasi-real double flanks your foes and uses combat maneuvers against them.

Resilience Target gains bonuses on saving throws.

4th-level Ranger Spells

Feast of Sharks Summon 1d4 advanced sharks and attract nearby sharks.

Share Life-Force Damage is split between you and the target; additional casters can join bond.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

Wild Shelter^M Gain protection from local spirits while in current terrain.

Shaman Spells

1st-level Shaman Spells

Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.

Cold Blood Gain benefits from warm environments, but suffer in cold ones.

Embed Object Embed one object inside another.

Summoner's Sanctuary Summoned creatures cannot attack you.

Venom Strike Touch attack inflicts Dex damage.

2nd-level Shaman Spells

Alter Reflection You alter the target's reflection.

Animate Gargoyle Touched statue comes to life to fight for you.

Autohypnotism Focus your mind to gain 1 of 3 benefits.

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Gift of Meat Those who eat meat of target animal gain insight bonus to a single roll.

Glitch Target technological equipment glitches.

Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

Ominous Prediction Gain insight into future important event.

3rd-level Shaman Spells

Endless March Targets suffer no ill effects from traveling without rest.

Resilience Target gains bonuses on saving throws.

Share Life-Force Damage is split between you and the target; additional casters can join bond.

Shrink Down You shrink 2 size categories.

Sunlight Ward Target is protected from harmful effects of the sun.

Tumbleweed Spies Creates magical tumbleweed spies.

4th-level Shaman Spells

Bolt of Vengeance Deals damage to creatures who strike the target.

Cloak of Birds Flock of birds protects you from attackers.

Feast of Sharks Summon 1d4 advanced sharks and attract nearby sharks.

Feathered Flight Targets are transformed into eagles with improved flying ability.

Insectile Aspect Target gains insectile features.

Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Undertow Target pulled underwater.

5th-level Shaman Spells

Retributive Aura Attackers suffer 1/5 the damage they inflict on you.

Soar Target can fly at 3x his land speed with perfect maneuverability.

Sun Fruit Glowing yellow fruit can be consumed or thrown as weapon.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

Wild Shelter^M Gain protection from local spirits while in current terrain.

6th-level Shaman Spells

Birds of a Feather Targets gain bite and talon attacks, and benefit from staying together.

Boulder Drop Conjure a boulder to crush your foes.

Call the Spirit Bear Summon 1 or more celestial or fiendish bears.

Create Jet Stream Creates strong underwater current.

Cybertech Assault Target's cybertech malfunctions.

Fountain of Life Gain protection from negative effects while healing those around you.

Ghost Fence Area is protected from spiritual entities and psychic spells.

Locate Artifact^F Gain clues to find artifact you are familiar with.

Power Word Protect Target protected from attacks and gains bonus to saves.

Speak With Rivers You can communicate with rivers.

Unicorn Herd Summons 1d6 unicorns as to serve as guardians or mounts.

7th-level Shaman Spells

Life Transfer Deal damage to one target to restore hp to another target.

Quetzalstorm Summons 1d3 quetzalcoatluses and a localized storm.

Solar Awakening^M Undead in the area take damage, while living creatures are strengthened.

Spirit Summons Apply the ghost template to summoned creatures.

Titanic Growth Target grows 3 sizes categories.

Worm Eruption Worms eat the target from the inside out.

8th-level Shaman Spells

Curse of Smoke Black smoke deals Con damage to creatures within it.

Form of Flies Transforms your body into a swarm of flies.

Fossilize Target is consumed in ball of superheated tar.

Life Bond^M Target is returned to life, but you and he share hp damage and healing.

Recall from Death Return target to life in order to answer questions.

Sunlight Form^M You are transformed into a creature of pure sunlight.

9th-level Shaman Spells

Feathered Flight, Greater Targets are transformed into giant eagles with exceptional flying ability.

Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.

Hedge Wall Conjure wall that traps trespassers in extradimensional maze.

Identify Artifact^M Learn magical properties of target object, including artifacts.

Mighty Reincarnation^M Target returned to life at full health but transformed into more powerful form.

Solar Sphere^F Sphere of bright light deals fire damage to creatures within and nearby.

Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

Alter Reflection You alter the target's reflection.

Cold Blood Gain benefits from warm environments, but suffer in cold ones.

Embed Object Embed one object inside another.

Flash Draw Call 2 of your weapons to your hands.

Glitch Target technological equipment glitches.

Instant Mount Instantly transport yourself and riding gear onto nearby mount.

Summoner's Sanctuary Summoned creatures cannot attack you.

Summoning Smoke Enhances creatures summoned within the smoke.

Venom Strike Touch attack inflicts Dex damage.

Wailing Blade Target weapon deals extra 1d6 sonic damage.



2nd-level Sorcerer/Wizard Spells

Animate Gargoyle Touched statue comes to life to fight for you.

Autohypnotism Focus your mind to gain 1 of 3 benefits.

Force Field Target gains bonus to AC and protection from force effects.

Mage's War Mount Summons powerful combat-trained heavy horse.

Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

Ominous Prediction Gain insight into future important event.

3rd-level Sorcerer/Wizard Spells

Dramatic Escape Teleports you a short distance, leaving bonds behind.

Endless March Targets suffer no ill effects from traveling without rest.

Force Steed Conjure horse made of force to serve you.

Lunacy As *confusion*, but some aspects depend on the phase and presence of the moon.

Resilience Target gains bonuses on saving throws.

Shrink Down You shrink 2 size categories.

Skeletal Wall Create wall of clawing animated bones.

Smoky Grasp Target is affected by smoke and takes fire damage.

Sunlight Ward Target is protected from harmful effects of the sun.

4th-level Sorcerer/Wizard Spells

Angelic Wall Creates flying wall of flapping wings.

Bolt of Vengeance Deals damage to creatures who strike the target.

Enhance Grenade Grenade becomes deadlier but harder to aim.

Explosive Chain Create a number of fiery explosions.

Feast of Sharks Summon 1d4 advanced sharks and attract nearby sharks.

Fire Rings^F Create circular walls of fire.

Ghosts of Madness Target is dazed and may gain a madness.

Hazy Images Gain 50% miss chance and may gain mirror images.

Hypnotic Interrogation Target enters trance and recalls suppressed memories when questioned.

Insectile Aspect Target gains insectile features.

Light Bolts Rays of light blind and damage targets.

Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Minuscule Might Grants Tiny target various combat bonuses.

Undertow Target pulled underwater.

Waypoint Travel Instantly travel from one waypoint to another.

5th-level Sorcerer/Wizard Spells

Cloak of the Hidden Folk You are invisible to creatures larger than you.

Create Waypoint Designate stone as waypoint for *waypoint travel* spells.

Cybertech Assault Target's cybertech malfunctions.

Ghost Fence Area is protected from spiritual entities and psychic spells.

Locate Artifact^F Gain clues to find artifact you are familiar with.

Mirror Message^F Use mirrors to communicate with another person within range.

Mirror Sight Reverses target's sight, so he sees mirror image of his surroundings.

Pleasant Perception Target gains immunity to fear, can suppress emotion effects, and reroll certain rolls.

Radiant Glow You glow with bright light that dazzles and possibly blinds attacking creatures.

Soar Target can fly at 3x his land speed with perfect maneuverability.

Spell Ring^M Create magic ring that replicates expended spell.

Swallow Object You can swallow shrunken object.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

6th-level Sorcerer/Wizard Spells

Birds of a Feather Targets gain bite and talon attacks, and benefit from staying together.

Boulder Drop Conjure a boulder to crush your foes.

Call the Spirit Bear Summon 1 or more celestial or fiendish bears.

Create Jet Stream Creates strong underwater current.

Explosive Bolt Bolt of energy deals damage in a line, then explodes at designated point.

Inner Light You shed bright light and gain a number of additional benefits.

Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.

Philosopher's Preservation Preserves quicksilver.

Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.

Skin of Silver^M Your skin becomes silver, granting protective benefits.

Summon Moon-Beast^F Call moon-beast to fight for you.

Summon Sky Chariot Summon flying chariot pulled by pegasi.

Unicorn Herd Summons 1d6 unicorns as to serve as guardians or mounts.

Worm Eruption Worms eat the target from the inside out.

7th-level Sorcerer/Wizard Spells

Deceptive Duplicates Turns you invisible and creates illusory double with mirror images.

Fantastic Evacuation^{M,F} Conjure a flat plane of floating stone with a 1-mile radius.

Invisible Walls of Insanity^M Creatures entering the area may gain agoraphobia madness.

Life Transfer Deal damage to one target to restore hp to another target.

Power Word Protect Target protected from attacks and gains bonus to saves.

Titanic Growth Target grows 3 sizes categories.

Unreliable Replicant^M Create unstable magical double of yourself.

8th-level Sorcerer/Wizard Spells

Curse of Smoke Black smoke deals Con damage to creatures within it.

Form of Flies Transforms your body into a swarm of flies.

Fossilize Target is consumed in ball of superheated tar.

Grand Explosion Massive fiery explosion deals more damage to those closer to the center.

Identify Artifact^M Learn magical properties of target object, including artifacts.

Ship of Ghosts^M Conjures ghostly ship that can sail on water or fly.

Stone Bulwark^M Target becomes living stone statue.

Sunlight Form^M You are transformed into a creature of pure sunlight.

9th-level Sorcerer/Wizard Spells

Cheat Death^F Gamble to return to life when you die.

Forge Ring of Power^M Imbue ring with magical properties.

Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.

Hedge Wall Conjure wall that traps trespassers in extradimensional maze.

Multiport^F Transports copies of yourself to multiple places at once.

Solar Sphere^F Sphere of bright light deals fire damage to creatures within and nearby.

Spell Ring, Greater^M As *spell ring*, but can replicate spells up to 6th level.

Spiritualist Spells

1st-level Spiritualist Spells

Alter Reflection You alter the target's reflection.

Blood Bolster Deal extra damage to foes you damaged in the last round.

Glitch Target technological equipment glitches.

Summoner's Sanctuary Summoned creatures cannot attack you.

Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Spiritualist Spells

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.

Force Field Target gains bonus to AC and protection from force effects.

Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

Ominous Prediction Gain insight into future important event.

3rd-level Spiritualist Spells

Dramatic Escape Teleports you a short distance, leaving bonds behind.

Force Steed Conjure horse made of force to serve you.

Manipulate Madness Increase or decrease save DC of madness target is suffering from.

Resilience Target gains bonuses on saving throws.

Share Life-Force Damage is split between you and the target; additional casters can join bond.

Skeletal Wall Create wall of clawing animated bones.
Sunlight Ward Target is protected from harmful effects of the sun.

4th-level Spiritualist Spells

Ghosts of Madness Target is dazed and may gain a madness.
Mind Recovery Target is able to heal her own wounds.
Mirror Message^F Use mirrors to communicate with another person within range.
Waypoint Travel Instantly travel from one waypoint to another.

5th-level Spiritualist Spells

Create Waypoint Designate stone as waypoint for *waypoint travel* spells.
Ghost Fence Area is protected from spiritual entities and psychic spells.
Retributive Aura Attackers suffer 1/5 the damage they inflict on you.
Soar Target can fly at 3x his land speed with perfect maneuverability.

6th-level Spiritualist Spells

Call the Spirit Bear Summon 1 or more celestial or fiendish bears.
Fantastic Evacuation^{M,F} Conjure a flat plane of floating stone with a 1-mile radius.
Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.
Recall from Death Return target to life in order to answer questions.
Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.
Ship of Ghosts^M Conjures ghostly ship that can sail on water or fly.
Spectral Projection^M You project an incorporeal version of yourself.
Spirit Summons Apply the ghost template to summoned creatures.

Summoner Spells

1st-level Summoner Spells

Blood Bolster Deal extra damage to foes you damaged in the last round.
Flash Draw Call 2 of your weapons to your hands.
Instant Mount Instantly transport yourself and riding gear onto nearby mount.
Summoner's Sanctuary Summoned creatures cannot attack you.
Summoning Smoke Enhances creatures summoned within the smoke.

2nd-level Summoner Spells

Defender's Edge Gain defensive benefits that improve as you take damage and make saves.
Force Field Target gains bonus to AC and protection from force effects.

Mage's War Mount Summons powerful combat-trained heavy horse.
Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.

3rd-level Summoner Spells

Cloak of Birds Flock of birds protects you from attackers.
Dramatic Escape Teleports you a short distance, leaving bonds behind.
Force Steed Conjure horse made of force to serve you.
Insectile Aspect Target gains insectile features.
Resilience Target gains bonuses on saving throws.
Skeletal Wall Create wall of clawing animated bones.

4th-level Summoner Spells

Angelic Wall Creates flying wall of flapping wings.
Feast of Sharks Summon 1d4 advanced sharks and attract nearby sharks.
Share Life-Force Damage is split between you and the target; additional casters can join bond.
Summon Sky Chariot Summon flying chariot pulled by pegasi.
Swallow Object You can swallow shrunken object.
Waypoint Travel Instantly travel from one waypoint to another.

5th-level Summoner Spells

Call the Spirit Bear Summon 1 or more celestial or fiendish bears.
Create Waypoint Designate stone as waypoint for *waypoint travel* spells.
Soar Target can fly at 3x his land speed with perfect maneuverability.
Summon Moon-Beast^F Call moon-beast to fight for you.
Unicorn Herd Summons 1d6 unicorns as to serve as guardians or mounts.

6th-level Summoner Spells

Birds of a Feather Targets gain bite and talon attacks, and benefit from staying together.
Fantastic Evacuation^{M,F} Conjure a flat plane of floating stone with a 1-mile radius.
Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.
Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.
Spirit Summons Apply the ghost template to summoned creatures.

Witch Spells

1st-level Witch Spells

Alter Reflection You alter the target's reflection.
Caregiver's Boon Target heals hp and gains bonus to next save vs. disease or poison.
Cold Blood Gain benefits from warm environments, but suffer in cold ones.
Flash Draw Call 2 of your weapons to your hands.

Glitch Target technological equipment glitches.
Instant Mount Instantly transport yourself and riding gear onto nearby mount.
Venom Strike Touch attack inflicts Dex damage.
Wailing Blade Target weapon deals extra 1d6 sonic damage.

2nd-level Witch Spells

Animate Gargoyle Touched statue comes to life to fight for you.
Gift of Meat Those who eat meat of target animal gain insight bonus to a single roll.
Mage's War Mount Summons powerful combat-trained heavy horse.
Moon's Guiding Light Glowing moonstone reveals hidden creatures/objects and illusions.
Ominous Prediction Gain insight into future important event.

3rd-level Witch Spells

Dramatic Escape Teleports you a short distance, leaving bonds behind.
Lunacy As *confusion*, but some aspects depend on the phase and presence of the moon.
Nutritional Base^F Create magical food for 1 creature per level.
Resilience Target gains bonuses on saving throws.
Shrink Down You shrink 2 size categories.
Skeletal Wall Create wall of clawing animated bones.
Sunlight Ward Target is protected from harmful effects of the sun.
Tumbleweed Spies Creates magical tumbleweed spies.

4th-level Witch Spells

Bolt of Vengeance Deals damage to creatures who strike the target.
Cloak of Birds Flock of birds protects you from attackers.
Endless March Targets suffer no ill effects from traveling without rest.
Feast of Sharks Summon 1d4 advanced sharks and attract nearby sharks.
Ghosts of Madness Target is dazed and may gain a madness.
Insectile Aspect Target gains insectile features.
Manipulate Madness Increase or decrease save DC of madness target is suffering from.
Undertow Target pulled underwater.
Waypoint Travel Instantly travel from one waypoint to another.

5th-level Witch Spells

Create Waypoint Designate stone as waypoint for *waypoint travel* spells.
Cybertech Assault Target's cybertech malfunctions.
Mirror Message^F Use mirrors to communicate with another person within range.
Mirror Sight Reverses target's sight, so he sees mirror image of his surroundings.
Pleasant Perception Target gains immunity to fear, can suppress emotion effects, and reroll certain rolls.

Soar Target can fly at 3x his land speed with perfect maneuverability.

Swallow Object You can swallow shrunken object.

Unstable Transformation^M You randomly transform into 1 of 3 forms.

6th-level Witch Spells

Birds of a Feather Targets gain bite and talon attacks, and benefit from staying together.
Locate Artifact^F Gain clues to find artifact you are familiar with.
Mage's Luxury Coach Luxurious coach provides restful and private travel for 12 guests.
Philosopher's Preservation Preserves quicksilver.
Replace Curse As *break enchantment*, but you can suppress or reinstate the harmful effects.
Speak With Rivers You can communicate with rivers.
Summon Moon-Beast^F Call moon-beast to fight for you.

7th-level Witch Spells

Call the Spirit Bear Summon 1 or more celestial or fiendish bears.
Life Transfer Deal damage to one target to restore hp to another target.
Power Word Protect Target protected from attacks and gains bonus to saves.
Worm Eruption Worms eat the target from the inside out.

8th-level Witch Spells

Curse of Smoke Black smoke deals Con damage to creatures within it.
Form of Flies Transforms your body into a swarm of flies.
Fossilize Target is consumed in ball of superheated tar.
Identify Artifact^M Learn magical properties of target object, including artifacts.
Ship of Ghosts^M Conjures ghostly ship that can sail on water or fly.
Solar Awakening^M Undead in the area take damage, while living creatures are strengthened.

9th-level Witch Spells

Cheat Death^F Gamble to return to life when you die.
Forge Ring of Power^M Imbue ring with magical properties.
Form of the Spirit King Transform into Gargantuan form with 6 arms and increased casting ability.
Hedge Wall Conjure wall that traps trespassers in extradimensional maze.
Life Bond^M Target is returned to life, but you and he share hp damage and healing.

New Spells

The follow spells are presented in alphabetical order, with the exception of those spells whose names begin with “greater,” “lesser,” or “mass.”

ALICORN ARROW

School conjuration (creation); **Level** druid 3, magus 2, paladin 2, ranger 2
Casting Time 1 standard action
Components V, S, F (a unicorn’s horn)
Range 100 ft.
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You conjure a magical unicorn horn that flies at high speed towards the target, erupting in a powerful blast of energy. This magical horn gains speed and power, much like a charging unicorn. The horn requires a ranged touch attack and is treated as a ranged weapon with a range increment of 20 feet. If it hits, the horn deals 2d8 points of piercing damage, plus an additional 2d8 points of piercing damage for every range increment the horn travels beyond the first.

ALTER REFLECTION

School illusion (glamer); **Level** alchemist 1, antipaladin 1, bard 1, cleric 1, druid 2, inquisitor 1, medium 1, mesmerist 1, occultist 1, psychic 1, shaman 2, sorcerer/wizard 1, spiritualist 1, witch 1
Casting Time 1 standard action
Components V, S, M (a pinch of metal polish)
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration 1 day/level (D)
Saving Throw Will negates and Will disbelief; see text; **Spell Resistance** yes; see text

You alter the target’s reflection, causing it to appear differently from his actual reflection. The details of the target’s reflection are entirely up to you, and can be anything from small, subtle changes, to looking like a completely different creature or object. You can even completely remove the target’s reflection, or give it a reflection if it does not currently have one (such as some vampires).

The target is entitled to a Will save and spell resistance to negate the effect. Any creature that studies the reflection is also entitled to a Will save to disbelieve it (but not spell resistance). Regardless of the reflection’s appearance, it does not act independently of the target (you cannot make it perform any particular action). At the GM’s discretion, this spell may cause certain spells, abilities, or magic items involving reflections to function differently: for example, if a creature’s reflection is removed, it cannot be viewed through a reflective surface to avoid its gaze attack.

ANGELIC WALL

School conjuration (creation) [good]; **Level** cleric 4, inquisitor 4, paladin 3, sorcerer/wizard 4, summoner 4
Casting Time 1 standard action
Components V, S, M (a pure white feather)
Range medium (100 ft. + 10 ft./level)
Effect wall whose area is up to one 5-ft. square/level
Duration 1 minute/level (D)
Saving Throw Reflex partial; **Spell Resistance** no

You summon into existence a wall of pure white angel’s wings that flap and beat the air, stirring up the wind and knocking individuals down. The wall must be contiguous, but need not touch any surface as the wall can fly. The wall cannot be erected through creatures or solid objects, and attempting to do so causes the spell to fail. The wall can be of any shape you desire.

The 10-foot area around the wall is wrapped in a powerful 50 mph wind. Additionally, characters that enter the area or begin their turn within this area must make a Reflex save or fall prone. The wall cannot be easily passed through, as it is solid, but a character can attempt a Reflex save in order to pass through it. If she fails this save, she suffers 5d6 points of bludgeoning damage and is knocked prone on the side of the wall she originated on. The wall can be attacked and destroyed: each 5-foot section has AC 5 and hit points equal to your caster level, but is immune to damage except from evil weapons and spells.

ANIMATE GARGOYLE

School transmutation; **Level** antipaladin 2, cleric 2, inquisitor 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Target touched gargoyle; see text
Duration 2 rounds/level (D)
Saving Throw none; **Spell Resistance** no

You imbue life on a gargoyle or similar statue, causing it to come to life and fight on your behalf. The touched gargoyle cannot be larger than Medium size, and uses the game statistics of a gargoyle (*Pathfinder Roleplaying Game: Bestiary*) by default. If the touched gargoyle is smaller than Medium, adjust the statistics of the animated gargoyle to reflect its smaller size. At the GM’s discretion, this spell can also be used on statues and other inanimate objects that resemble humanoids or monstrous humanoids. This still uses the game statistics of a gargoyle by default, but should be adjusted to suit the nature of the statue, losing its fly speed if it does not have wings, exchanging the claw attacks for a weapon if it wields one, reducing the damage reduction to 5/ magic if it is made of wood, etc.

AUTOHYPNOTISM

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, mesmerist 2, psychic 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration concentration

You recite obscure mantras and focus your energies inward in order to empower yourself. When you concentrate on this spell, you can achieve one of the following things.

Focus: You gain a bonus on your AC and saving throws equal to 1 + 1 for every 2 rounds you concentrate on this spell (maximum 5).

Healing: You regain a number of hit points to 1d8 + your caster level (maximum +10). If this would put you over your maximum hit points, you gain 5 temporary hit points instead.

Strike: You may make a single melee attack as part of casting this spell. You gain a bonus on the attack equal to 1 + 1 for every 2 rounds you concentrate on this spell (maximum +5).

BIRDS OF A FEATHER

School transmutation; **Level** magus 6, shaman 6, sorcerer/wizard 6, summoner 6, witch 6

Casting Time 1 standard action

Components V, S, F (a wing bone)

Range touch

Target up to one touched creature per 3 levels

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant the targets birdlike features, and the spell's magic empowers them as long as they remain in close proximity to one another. Each affected creature grows a pair of feathery wings, granting them a fly speed of 60 feet with average maneuverability. Additionally, each target gains a primary bite natural attack that deals 1d6 points of damage on a successful hit (for Medium creatures), and two secondary talon natural attacks that deal 1d4 points of damage each on a successful hit (for Medium creatures), as their mouths transform into birdlike beaks and their legs into talons. This also causes the creature to have difficulty forming words properly, imposing a 20% spell failure chance on all spells with verbal components.

Additionally, each target gains a +2 morale bonus on attack rolls, ability checks, saving throws, and skill checks as long as she is within 30 feet of at least two other targets affected by this spell.

BLOOD BOLSTER

School transmutation; **Level** alchemist 1, antipaladin 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, magus 1, medium 1, occultist 1, ranger 1, spiritualist 1, summoner 1

Casting Time 1 standard action

Components V, S, M (a drop of fresh blood from a wounded enemy)

Range personal

Target you

Duration 1 round/level

You infuse the blood of your enemies with your arcane energy in order to gain a potent boost to your combat potential against that particular foe. In order to cast this spell, you must have dealt damage with a weapon attack within the last round. You gain a +4 bonus on all weapon damage rolls against the character whose blood you use as a focus for this spell, as well as against all other creatures you dealt damage to with a melee attack within the last round. Whenever you kill a creature with a weapon attack, the duration of this spell increases by 1 round.

BOLT OF VENGEANCE

School evocation [electricity]; **Level** antipaladin 4, druid 3, magus 5, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a drop of blood from a friend)

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

Target one creature

Duration 1 round/level

Saving Throw Will negates (harmless), Reflex partial, see text; **Spell Resistance** yes (harmless)

You call upon the primal spirits of vengeance in order to strike down those who would threaten your allies and invite them to join you in this mutually defensive practice. Whenever the target suffers damage from a melee attack, the attacking creature is struck by a powerful bolt that deals 1d6 points of electricity damage per 3 caster levels (maximum 6d6). A successful Reflex save negates this damage.

If the target of this spell is targeted by a second *bolt of vengeance* spell within 1 round of the original casting, the spells' powers combine for greater effect, causing creatures that strike the target with a melee attack to instead suffer 1d6 points of electricity damage per 2 caster levels, with a Reflex save to negate the damage. If the *bolt of vengeance* is cast a third time on the target within 1 round of the spell's original casting, a successful Reflex save only halves the damage, instead. If the spell is cast a fourth time on the same target within 1 round of the original casting, it instead deals 1d6 points of electricity damage per caster level, with a Reflex save for half damage.

In each case, when this spell is cast again, the new effect replaces any existing effect from spells called *bolt of vengeance* cast on the target. The bolt uses the highest caster level and saving throw DC among all creatures who targeted the target with *bolt of vengeance* within 1 round of the first casting. Similarly, if any caster applied a metamagic feat to the spell, the applied metamagic feat continues to have whatever effect it would normally have, regardless of how many times the spell is cast on the same target, applying to the most recent effect.

BOULDER DROP

School conjuration (creation); **Level** cleric 6, druid 6, psychic 7, shaman 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one conjured boulder
Duration instantaneous
Saving Throw Reflex partial; see text; **Spell Resistance** no

You conjure a massive boulder, 15 feet in diameter, and drop it from a short height upon a space you designate. Make a single attack roll for the boulder, using your base attack bonus + your primary spellcasting ability score modifier plus a +10 circumstance bonus due to the immense size of the boulder. Apply the results of the attack roll to each creature in the boulder's space, comparing it to the creature's AC. Creatures that are missed by the attack are shunted to the nearest unoccupied square adjacent to the boulder's space. Each creature struck by the boulder suffers 8d6 points of bludgeoning damage, and must succeed on a Reflex save or be pinned beneath the boulder. Creatures pinned in this way are effectively paralyzed, although they can make a DC 25 Strength check as a full-round action to attempt to free themselves. Each minute a creature remains pinned in this way, it suffers 1d6 points of nonlethal damage. Other creatures can attempt to move the boulder: pushing it 5 feet in any direction requires a successful DC 25 Strength check, as a full-round action.

CALL THE SPIRIT BEAR

School conjuration (summoning); **Level** cleric 6, druid 5, shaman 6, sorcerer/wizard 6, spiritualist 6, summoner 5, witch 7
Casting Time 1 round
Components V, S, M (a tooth from a grizzly bear)
Range medium (100 ft. + 10 ft./level)
Effect one summoned creature
Duration 1d4 rounds + 1 round/level
Saving Throw none; **Spell Resistance** no

You call forth the spirit of the bear with a ritual chant to serve those that treat with the mighty otherworldly creature. When you finish casting this spell, the point you designate within range begins to gather spiritual energy for 1d4 rounds. At the conclusion of this period, a single celestial or fiendish dire bear appears at the spot you designated, and obeys your spoken commands without question. The bear is spiritual in nature and understands all forms of speech and performs tasks to the best of its ability. While this energy is gathering, whenever you or another creature casts *call the spirit bear*, a second bear is summoned, and additionally, all bears summoned by *call the spirit bear* gain the advanced simple template. Multiple instances of the advanced template granted in this way stack.

CAREGIVER'S BOON

School conjuration (healing); **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 1, shaman 1, witch 1
Casting Time 1 standard action
Components V, S, M (a drop of antitoxin)
Range touch
Target one living creature
Duration instantaneous and 24 hours
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You confer upon the target compassionate and loving care, instantaneously healing her to recover from her troubles. The target immediately regains hit points equal to your caster level (maximum 10) and gains a +5 bonus on her next saving throw against disease or poison made within 24 hours.

CHEAT DEATH

School necromancy; **Level** cleric 9, psychic 9, sorcerer/wizard 9, witch 9
Casting Time 1 standard action
Components V, S, F (an ivory chess piece worth at least 1,000 gp)
Range personal
Target you
Duration 24 hours, or until discharged; see text

You lend extra weight to your soul, causing it to flare brilliantly in the moment of your death and ensuring the direct attention of otherworldly forces, allowing you to attempt to gamble for your soul. The first time you die during the spell's duration, 1d4 rounds after your death, an otherworldly manifestation of death arrives at the scene of your demise, and your spirit may challenge it to a gamble for your life. Each round, you must choose to challenge the manifestation of death to a contest of Intelligence, Wisdom, or Charisma, and make an opposed ability check of the appropriate kind. The manifestation of death has Intelligence, Wisdom, and Charisma scores equal to 10 + 3d6. Further, the manifestation of death is cunning and ruthless, and gains a cumulative +2 circumstance bonus on these ability checks for each previous consecutive opposed check using the same ability score.

You may continue to make one check each round, choosing the ability score you want to use each round. If you win three consecutive opposed ability checks, you are restored to life, as though with a *raise dead* spell, except that you suffer no negative levels. If you fail three consecutive opposed ability checks, you remain dead and your soul is destroyed, requiring a *wish* or *miracle* spell to restore it before you can be brought back to life. Once you have died once and either been returned to life or had your soul destroyed, the spell ends.

CLOAK OF BIRDS

School conjuration (summoning); **Level** bard 3, druid 4, shaman 4, summoner 3, witch 4
Casting Time 1 standard action
Components V, S, M (a bag of seeds)
Range personal
Target you
Duration 1 round/level (D)

You conjure a flock of birds that fly around you in a constant flurry of colorful feathers, protecting you against attackers. You have concealment from all creatures not in your space, and such creatures all have concealment from you. Additionally, any creature that begins its turn in your space, enters your space, or hits you with a natural attack, suffers 3d6 points of piercing and slashing damage, as the birds peck and claw at them. The birds also peck and claw at any swarms that enter your space, inflicting twice as much damage to them, and preventing any damage inflicted to you by swarms of Diminutive or smaller creatures.

CLOAK OF THE HIDDEN FOLK

School illusion; **Level** bard 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M/DF (a fly's wing)
Range personal
Target you
Duration 1 minute/level

You are cloaked in magic that makes you difficult to detect by the large and unobservant folks that dominate the world. You may only cast this spell if you are Tiny size or smaller. While affected by this spell, you are invisible to the eyes of creatures that are 2 or more size categories larger than you. Unlike normal *invisibility*, you may take hostile actions during this time without ending this effect. Because of the nature of the spell, *invisibility purge* and *see invisibility* do not work against you, but a *true seeing* spell reveals your presence as normal.

COLD BLOOD

School transmutation; **Level** alchemist 1, bloodrager 1, druid 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 hour/level

You alter your metabolism, making you cold-blooded and allowing you to gain energy from external heat. You suffer no damage or ill effects from extreme heat up to 140 degrees Fahrenheit. Additionally, as long as you are in an area with an ambient temperature of 85 degrees Fahrenheit or higher, you gain a +2 bonus on initiative checks and a +1 bonus on ability checks, saving throws, and skill checks. However, you suffer a -2 penalty on saving throws made to resist cold effects (including that of extremely cold conditions), and are vulnerable to cold.

CREATE JET STREAM

School transmutation; **Level** cleric 6, druid 6, shaman 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S
Range 1 mile/level
Effect strong current
Duration concentration, up to 1 minute/level
Saving Throw Reflex negates; **Spell Resistance** yes

This spell can only be cast underwater in a wholly aquatic environment. You create an extremely powerful magical current underwater that rapidly transports creatures from the point you cast this spell to a point you designate within the spell's range. The current is 30 feet in diameter and is visible to the eye by means of rapidly moving bubbles and foam. Any creature or object of Colossal size or smaller that enters this area moves at a rate of 1,000 feet per round towards the end point you designated. When it is created, the current moves slightly to avoid any creature that might be in its path, but otherwise takes the most direct path to its destination. Any character that moves into the current is caught up in it unless she succeeds on a Reflex save. Movement in the opposite direction along the current is impossible, but a character can attempt a Reflex save at any time to escape the current.

CREATE WAYPOINT

School conjuration (teleportation); **Level** magus 5, occultist 5, psychic 5, sorcerer/wizard 5, spiritualist 5, summoner 5, witch 5
Casting Time 1 minute
Components V, S
Range touch
Target vertical stone surface touched; see text
Duration permanent
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You trace a mystic sigil on a vertical stone surface at least 5 feet tall and 3 feet wide, marking it as a mystic waypoint. The sigil on the stone can easily be spotted, as it glows with a faint arcane light (equivalent to a candle), and its meaning can be deciphered with a DC 20 Spellcraft check.

A stone that has been prepared in this way can be used as the starting point or destination of a *waypoint travel* spell. The waypoint can be destroyed with a successful *dispel magic* spell, or by physically damaging the sigil on the stone (inflicting at least 20 points of damage not negated by the waypoint's hardness, which is 8 for most rocks). If it is not destroyed, the waypoint remains active indefinitely.

CURSE OF SMOKE

School necromancy (curse); **Level** cleric 8, shaman 8, sorcerer/wizard 8, witch 8
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect 40-ft. radius of necromantically-charged smoke
Duration 1 round/level and special; see text
Saving Throw Fortitude negates, Will partial, see text; **Spell Resistance** yes

This spell creates a field of midnight-black smoke that obscures all vision within the cloud, and has all the properties of normal smoke (see the *Pathfinder Roleplaying Game Core Rulebook*). The cloud also deals 1d4 points of Constitution damage to any creature that begins its turn within the smoke; a successful Fortitude save negates this effect. A creature that suffers Constitution damage in this way must succeed on a Will save or suffer a like penalty to all of her other ability

scores. This penalty lasts as long as the Constitution damage remains, but can be ended early with a *break enchantment* effect, or more powerful magic.

CYBERTECH ASSAULT

School transmutation; **Level** bloodrager 4, cleric 5, druid 6, inquisitor 4, mesmerist 4, occultist 4, psychic 5, shaman 6, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

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

Target one creature with one or more pieces of cybertech installed

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes

You cause all cybertech installed in the target to malfunction, potentially causing a variety of problems. For the spell's duration, each piece of cybertech installed on the target is treated as though its implantation score were twice what it actually is, which may cause one or more pieces of cybertech to cease functioning, and impose the standard -4 penalty on saving throws imposed by having a number of cybernetic implants installed whose combined implantation exceeds his Constitution or Intelligence score.

Additionally, if the new combined implantation score exceeds the target's Constitution score, he must succeed on a Fortitude saving throw or suffer an amount of bleed damage equal to the amount by which the combined implantation score of his cybertech implants exceeds his Constitution score. This bleed damage cannot be stopped during the spell's duration, but can be stopped normally once the spell ends.

Finally, if the new combined implantation score exceeds the target's Intelligence score, he must succeed on a Will saving throw each round or be confused for 1 round.

DECEPTIVE DUPLICATES

School illusion (figment, glamor) [ruse]; **Level** bard 6, mesmerist 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

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

Target/Effect you/one illusory double; see text

Duration 1 round/level (D)

Saving Throw none or Will disbelief (if interacted with), see text; **Spell Resistance** no

This functions as the spell *mislead*, except as noted here. The illusory double of you is surrounded by mirror images, which appear identical to those created by the spell *mirror image*. If you become visible at any point during the spell's duration, these mirror images immediately move from the illusory double to you, granting you the benefits of a *mirror image* spell for the remainder of the spell's duration.

Attempts to identify *deceptive duplicates* with a skill check incorrectly identify it as *mirror image* (see the ruse descriptor).

DEFENDER'S EDGE

School abjuration; **Level** alchemist 2, bard 2, cleric 2, druid 2, inquisitor 2, medium 2, mesmerist 2, occultist 2, paladin 2, ranger 2, shaman 2, spiritualist 2, summoner 2

Casting Time 1 standard action

Components V, S, M (a drop of your own blood)

Range personal

Target you

Duration 1 round/level

You suffuse your magical defenses with wounds from your injuries, granting you greater defense the more harm you suffer. You must have suffered at least 1 point of damage from a non-spell source within the last round in order to cast this spell. You gain a +1 dodge bonus to AC and a +1 luck bonus on saving throws. For the duration of the spell, whenever you suffer damage from a weapon attack, this dodge bonus to AC increases by +1 (to a maximum of your caster level). Whenever you make a saving throw, the luck bonus on saving throws increases by a further +1 (to a maximum of +5). Finally, whenever you suffer at least 20 points of damage, the duration of this spell increases by 1 round.

DEFENSIVE STANCE

School abjuration; **Level** antipaladin 2, bloodrager 2, magus 3, paladin 2, ranger 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 min./level, or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You greatly increase the target's defensive potential, helping to shore up his balance and stance, adjust the way he wields his weapon, and generally remove openings and weaknesses in his fighting style that he wasn't even aware he had. The target gains a +4 bonus to CMD for the spell's duration. Additionally, up to three times during the spell's duration, as an immediate action, the target can grant himself a +10 bonus to CMD until the beginning of his next turn. Once this ability has been used three times, the spell ends at the beginning of the target's next turn.

DIRE BLADE

School transmutation; **Level** antipaladin 3, bloodrager 3, medium 3, paladin 3, ranger 3

Casting Time 1 standard action

Components V, S, F (a melee or ranged weapon worth at least 300 gp)

Range personal

Target you

Duration 1 round/level

You combine the sublime joy of combat with your own magical energies to produce ever more devastating attacks. In order to cast this spell, you must have either suffered damage from a confirmed critical hit or confirmed a critical hit in the last round. You gain a +20 bonus on attack rolls made to confirm critical hits, and critical hits threatened against you must roll twice to confirm, taking the worse result. Additionally, you deal an additional 1d6 points of damage per 2 caster levels with your weapon whenever you confirm a

critical hit. If your weapon has a critical multiplier of higher than x2, the dice size of this additional damage is increased by 1 step for each point the critical multiplier is higher than x2 (for example, a battleaxe with a critical multiplier of x3 would deal an additional 1d8 points of damage per 2 caster levels, while a scythe with a critical multiplier of x4 would deal an additional 2d6 points of damage per 2 caster levels, etc.). Whenever you kill a creature with a critical hit, the duration of this spell is increased by a number of rounds equal to the critical multiplier of your weapon.

DRAMATIC ESCAPE

School conjuration (teleportation); **Level** bard 3, magus 3, medium 2, mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3, spiritualist 3, summoner 3, witch 3

Casting Time 1 minute

Components none

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

Target you

Duration instantaneous

Saving Throw Fortitude partial (object); see text; **Spell Resistance** no

Similar to *dimension door*, you transport yourself instantaneously from your current location to another spot within range. You always arrive at exactly the spot desired, whether by simply visualizing the area or by stating a direction and distance. If you were bound or restrained in any way when you cast this spell, those bindings remain behind, effectively freeing you of your bonds. If the bonds are magic items of some kind, they are entitled to a Fortitude save, and, if they succeed, they travel with you, and you remain bound at your destination.

EMBED OBJECT

School transmutation; **Level** bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, mesmerist 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Targets two non-organic objects touched

Duration instantaneous

Saving Throw Fortitude negates (object); see text; **Spell Resistance** yes (object); see text

You cause one touched object to become incorporeal for a brief moment, allowing you to embed it wholly or partially within the second object. You must touch both objects to one another. Each target that is magical or attended is entitled to a saving throw to resist the spell, and spell resistance (if applicable). If either object succeeds on its saving throw or resists the spell, the spell fails.

Being embedded in this fashion does not damage either object, nor does it displace either of their mass: to the extent that the one object is embedded in the other, their mass simply coexists in the same space. The embedded object can be removed from the other object through normal means (which, depending on the two objects, may involve pulling it out with great strength, chipping away at one object with a hammer and chisel, etc.), and doing so damages the affected objects as normal.

Depending on the objects and the way they are embedded, this can have a variety of effects. A weapon embedded in a wall cannot be wielded, while a ladder embedded partway in a wall could potentially be climbed without needing to be held, etc.

Embed object can also be used to separate two objects merged together in this way. At the GM's discretion, it may also be able to separate objects that were merged through other means, such as a *stone shape* spell.

ENDLESS MARCH

School transmutation; **Level** alchemist 3, bard 3, bloodrager 3, cleric 4, druid 3, inquisitor 3, medium 3, psychic 3, ranger 3, shaman 3, sorcerer/wizard 3, witch 4

Casting Time 1 standard action

Components V, S, M (three tears)

Range touch

Targets up to 1 touched creature/level

Duration 24 hours

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You toughen each target, making them resilient to the hazards of long travel. Each affected creature suffers no nonlethal damage from hustling or forced marching, and ignores any fatigue or exhaustion that they would suffer as a result of such endeavors. Additionally, affected creatures do not need to sleep, and suffer no penalty for not doing so, although they also do not gain the benefits of rest if they do not stop to rest. At the end of the spell's duration, each target automatically suffers 2 points of Constitution damage.

ENHANCE GRENADE

School transmutation; **Level** magus 3, occultist 4, sorcerer/wizard 4

Casting Time 1 move action

Components V, S

Range touch

Target grenade touched

Duration 1 round/level; see text

Saving Throw none; **Spell Resistance** no

You magically enhance the power of the touched grenade, making it far more volatile and damaging. The amount of damage inflicted by the affected grenade is doubled, the saving throw DC to resist the grenade's effects increases by +4, and the radius of the blast created by the grenade increases by 1d4 x 5 feet. However, grenades enhanced by this spell are more difficult to throw or fire accurately, and impose a -5 penalty on attack rolls made with the grenade. Finally, if the grenade has not been expended by the end of the spell's duration, it explodes automatically on its own when the spell ends, with the enhanced detonation effect granted by this spell.

EXPLOSIVE BOLT

School evocation [electricity, fire]; **Level** magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, F (a charred iron rod)

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

Area special, see text

Duration instantaneous

Saving Throw Reflex negates and Reflex half; **Spell**

Resistance yes

You create a wide bolt of pure plasma, which flies towards the point you designate and explodes in a shower of flame. On its way to the point you designate, it becomes a 10-foot wide line of energy that deals 1d6 points of electricity and fire damage per caster level to characters caught within it (a successful Reflex save negates this damage). The line ends at the point you designate, which is then the center of a 20-foot-radius burst that deals 10d6 points of fire damage (a successful Reflex save halves this damage). A character that suffers damage from the line suffers a -4 penalty on its saving throw against the damage from the explosion.

EXPLOSIVE CHAIN

School evocation [fire]; **Level** bloodrager 4, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Area one 10-ft.-radius burst/3 caster levels

Duration instantaneous

Save Reflex half; **Spell Resistance** yes

You create a number of fiery explosions, though you have only loose control over where they appear. When you cast this spell, you create one 10-foot-radius spread of fire for every 3 caster levels (to a maximum of 5 at 15th level). Characters in any of these areas suffer 5d6 points of fire damage, with a Reflex save for half damage. Characters caught in multiple areas suffer an additional 2d6 points of fire damage for each additional area after the first they are caught in. You choose where to place the first area within the spell's range, but the next areas appear randomly. Roll 1d8 to determine direction of the next area; the next area is centered 1d10 x 5 feet in the direction indicated from the point of origin of the first area. Repeat this process for any subsequent areas of fire, using the last created area's point of origin to determine direction and distance.

FANTASTIC EVACUATION

School conjuration [creation]; **Level** cleric 7, magus 6, occultist 6, psychic 7, sorcerer/wizard 7, spiritualist 6, summoner 6

Casting Time 10 minutes

Components V, S, M (sapphire dust worth 1,000 gp), F (a silver compass or astrolabe worth 500 gp)

Range 0 ft.

Effect a flat plane of floating stone with a 1-mile radius

Duration 1 day/level (D)

Saving Throw Reflex partial, see text; **Spell Resistance** no

You cause a great plane of magically created stone to spring into existence, floating above the ground at the point you designate. The stone plane created in this way is 2 miles in diameter, and can support virtually any weight. Characters within the spell's area at the time of casting may choose to be on top of the stone plane, being carried up by magical currents as it is created. Unwilling creatures remain on the ground. The stone plane appears in the nearest unoccupied space directly above where you cast the spell and does no damage to buildings or creatures when it appears.

You can direct the stone platform to move as though it had a fly speed of 200 feet. It requires focus and concentration to move the stone structure, equivalent to a single move action. You can attempt to ram a creature or object with the stone platform by moving it into them. This consumes a standard action, in addition to the move action required to move the platform. The target may attempt a Reflex save to negate damage from the platform; a character that succeeds on this saving throw may be placed on top of the platform or just below it. A character that fails this saving throw suffers 4d6 points of bludgeoning damage and is automatically pushed (as though bull rushed) to the edge of the platform's movement. Movement occurring in this way does not provoke attacks of opportunity. Buildings and other stationary targets are not moved in this fashion but suffer an additional 2d6 points of damage per caster level; if this is sufficient to destroy the building, it collapses (falling debris deals 4d6 points of damage with a DC 20 Reflex save for half damage to characters inside the building), and the platform continues moving. If the damage is insufficient to destroy the structure, the platform immediately stops moving.

The platform remains in place for 1 day per level or until dismissed. When the platform ceases to exist, it dissolves slowly and harmlessly carries any characters upon the stone platform to the ground.

FEAST OF SHARKS

School conjuration (summoning); **Level** druid 4, ranger 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 standard action

Components V, S

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

Effect 1d4 summoned sharks

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell can only be cast underwater in a wholly aquatic environment. You create a powerful supernatural beacon that calls sharks to the area. When you cast this spell, you summon 1d4 advanced sharks, which appear in the chosen location. The sharks do not obey you, but attack the nearest living non-shark creature each round to the best of its ability. Additionally, each round the spell is active, any shark within a 1-mile radius is called to the point where the spell was cast. Unless a shark within that area succeeds on a Will save, it must do its best to move to the point where this spell was cast. Once the shark is within 100 feet of that area, it is freed of this compulsion and may act normally, but cannot leave the 100-foot radius area surrounding the point where this spell was cast.



FEATHERED FLIGHT

School transmutation [polymorph]; **Level** druid 4, shaman 4
Casting Time 1 standard action
Components V, S, M (a feather from an eagle)
Range long (400 ft. + 40 ft./level)
Target one willing creature/level, no 2 of which may be more than 30 ft. apart.
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You transform a number of willing creatures into eagles capable of supernaturally fast flight. The targets are all transformed into eagles as with the spell *beast shape I*, with the following exceptions. The targets gain a fly speed of 100 feet with good maneuverability while under the effects of the spell, and need not make any Constitution checks in order to avoid nonlethal damage or fatigue from making a forced march while so transformed. Additionally, at any time a character affected by this spell can choose to end the effects on himself, without ending the effects on the other targets.

FEATHERED FLIGHT, GREATER

School transmutation [polymorph]; **Level** druid 9, shaman 9
Casting Time 1 standard action
Components V, S, M (a feather from a giant eagle)
Range long (400 ft. + 40 ft./level)
Target one willing creature/level, no 2 of which may be more than 30 ft. apart.
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like the spell *feathered flight*, except that the targets are transformed into giant eagles as with the spell *beast shape IV*, and the fly speed the targets gain is increased to 200 feet with perfect maneuverability.

FIRE RINGS

School evocation [fire]; **Level** bloodrager 3, druid 3, magus 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, F (a ruby ring worth 1,000 gp)
Range 100 ft.
Effect one or more ringed walls of fire, with a radius up to 100 feet
Duration 1 round/level
Save Reflex half; **Spell Resistance** yes

You raise the ring used as the focus for this spell and evoke a raging ring of fire. When you cast this spell, you create a ring of fire that damages all creatures and objects in the ring. For example, if you create the ring with a 50-foot radius around you, it deals damage to each character in a square 50 feet away from you. The ring is 5 feet wide and 5 feet tall, and must be created upon a plane extending out from your body either horizontally or vertically. Any creature or object wholly or partially within the area in which the ring is evoked suffers 1d6 points of fire damage per caster level, with a successful Reflex save halving this damage. Each round, as a standard action, you may create another ring of fire anywhere within the spell's range.

FLASH DRAW

School conjuration (teleportation); **Level** antipaladin 1, bloodrager 1, inquisitor 1, magus 1, paladin 1, psychic 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 immediate action

Components V

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

Targets up to two unattended light or one-handed weapons you own

Duration instantaneous and 1 round; see text

Saving Throw none; **Spell Resistance** no

You immediately bring up to two weapons into your hands, ready to be used. This spell can conjure only weapons that are either on your person or are unattended, and the weapons must be ones that you own. The weapons are conjured immediately into your hands. If the weapons need to be loaded (such as crossbows or firearms), you can choose to have them be loaded as part of the spell's effects, provided that such ammunition is present within range (and meets the same criteria of belonging to you and being either unattended or on your person). Additionally, for 1 round, you gain a +2 bonus on attack rolls made against creatures that haven't acted yet this combat.

FORCE FIELD

School abjuration; **Level** alchemist 2, bloodrager 2, magus 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner 2

Casting Time 1 standard action

Components V, S, M (a glass marble)

Range touch

Target one creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target becomes surrounded by a visible sphere of oscillating force energy that protects her from harm. The target gains a +3 armor bonus to AC and a +3 shield bonus to AC. Additionally, the target cannot be targeted by spells with the force descriptor of 4th level or lower, or by other force effects produced by items with a caster level of 9th or less or produced by creatures with a CR less than your caster level.

FORCE STEED

School conjuration (creation); **Level** bloodrager 2, magus 3, paladin 3, psychic 3, sorcerer/wizard 3, spiritualist 3, summoner 3

Casting Time 1 standard action

Components V, S, M (tooth from a horse)

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

Effect a horse made of force

Duration 1 hour/level

You create a mighty stallion made of shimmering force energy that rears and stamps, awaiting your direction. The magical horse created by this spell has statistics identical to a heavy horse, except that it cannot be harmed by normal weapons or spells (though it is vulnerable to *dispel magic*). A *rod of cancellation*, *disintegrate* spell, or *sphere of annihilation* destroy the steed entirely. The steed's attacks deal full damage to incorporeal creatures. Additionally, the

steed summoned by this spell gains an enhancement bonus to its movement speed equal to 10 feet per 2 caster levels. The mount only accepts characters you designate as riders and obeys the telepathic commands of the character riding it, as well as those that you yourself issue. In the case of conflicting commands, yours always take priority.

FORGE RING OF POWER

School transmutation; **Level** cleric 9, psychic 9, sorcerer/wizard 9, witch 9

Casting Time 24 hours

Components V, S, M (elf blood and sapphire dust, see text)

Range touch

Target non-magical ring touched

Duration instantaneous

Save none; **Spell Resistance** no

You expend immense arcane energies to imbue a humble ring with lasting magical power, by entreating demiurges and sacrificing sapphire dust in accordance with the power you wish to instill in the ring. When you cast this spell, the target non-magical ring becomes a magic ring which could be created with *Forge Ring*. The cost of the sapphire dust material component of this spell is equal to the market price of the ring that the newly empowered ring is to become. When you cast this spell, you may additionally expend additional sapphire dust in order to combine the effects of several magic rings onto a single ring, by spending the market price of each additional ring to be combined with the new ring x 1.5. Finally, you may imbue a ring transformed thusly with incredible magical power. You may increase the caster level of all spells you cast while wearing the ring by expending additional sapphire dust worth 10,000 gp per caster level, to a maximum of +10 by expending 100,000 gp worth of sapphire dust.

FORM OF FLIES

School transmutation; **Level** druid 8, shaman 8, sorcerer/wizard 8, witch 8

Casting Time 1 round

Components V, S, M (a pinch of fresh animal dung)

Range personal

Target you

Duration 1 minute/level

You transform your body into hundreds of thousands of black flies, which retain a close humanoid form. While so transformed, your physical form is greatly altered, granting you immunity to critical hits and precision damage, immunity to weapon attacks, and the defensive abilities granted by swarm traits. You retain the ability to manipulate physical weapons and speak. You also gain all-around vision and cannot be flanked. You can contort and maneuver your form in such a way that you can fit through any opening a fly could fit through, though you retain a generally humanoid shape reminiscent of your original form. While in this form, you can cast spells normally. Though you maintain the ability to manipulate physical objects, including wearing armor and wielding weapons, your gear melds into you when you assume this form. A strong wind of at least 25 mph deals 2d6 points of damage to you each round you remain within it, as portions of your body continuously fly away. Additionally, you suffer twice as much damage from area effects.

FORM OF THE SPIRIT KING

School transmutation; **Level** alchemist 6, cleric 9, occultist 6, shaman 9, sorcerer/wizard 9, spiritualist 6, summoner 6, witch 9

Casting Time 1 standard action

Components V, S, M (blood and breath of an outsider)

Range personal

Target you

Duration 1 round/level

You exercise the great secret of transformation, using your three essences to attain the ultimate form of a spirit, growing to immense size and gaining a fierce appearance. Your size becomes Gargantuan and you gain a terrible form with golden scales, crimson hair, diamond eyes, and 6 arms. Your space increases to 20 feet and you gain 20-foot reach, you suffer a -4 size penalty to attack and AC and gain a +4 size bonus to CMB and CMD, and any weapon you wield increases to Gargantuan size and deals damage as appropriate for a Gargantuan creature. You also gain a +12 size bonus to Strength and a +8 natural armor bonus to AC. You can use each of your 6 arms to make a slam attack or wield a weapon, and you gain Multiweapon Fighting as a bonus feat. The slam attacks you make are primary natural attacks that deal 3d6 + your Strength modifier points of damage. Finally, while you are affected by this spell, you can cast spells with a casting time of 1 standard action or less and a range of personal on yourself as a swift action using your awakened spirit.

FOSSILIZE

School conjuration (creation) [death, fire]; **Level** shaman 8, sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S, M (a pinch of tar)

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

Target one creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You conjure a ball of superheated tar around the target, instantly boiling their flesh and fossilizing their bones. The target suffers 12 points of fire damage per caster level. A successful Fortitude saving throw reduces this to 1d6 points of fire damage per caster level. If the damage is sufficient to kill the target, his corpse is completely stripped of all flesh, leaving only a skeleton, and that skeleton is turned to stone (killing the target and petrifying his remains).

FOUNTAIN OF LIFE

School conjuration (healing); **Level** cleric 5, druid 6, shaman 6

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

You become a conduit of pure life force, gaining a surge of vitality and restoring health to those who are near to you without a second thought. You gain immunity to death effects and negative levels, and gain a +2 morale bonus on

all saving throws. Additionally, all living creatures within 30 feet of you regain a number of hit points equal to 2d8 + your caster level each round.

GHOST FENCE

School abjuration; **Level** cleric 5, inquisitor 6, occultist 5, paladin 4, psychic 5, shaman 6, sorcerer/wizard 5, spiritualist 5

Casting Time 1 minute

Components V, S, M (salt mixed with flakes of iron)

Range touch

Area 20-ft. radius centered on point touched

Duration concentration + 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** yes

With a touch, you call ghostly spirits to protect the drawn circle of salt and iron from the influence of other spirits. Within this circle, you are protected from spiritual entities and energies. Aberrations, fey, outsiders, and undead cannot cross the boundary of the circle or make attacks into the circle unless they succeed on a Will save. As long as you concentrate on the spell, these creatures receive no Will save to cross the barrier. Additionally, the *ghost fence* weakens the effects of psychic spells cast into the circle. Such spells suffer a -4 penalty on their caster level, and characters within the circle gain a +2 bonus on their saving throws made to resist the effects of psychic spells cast from outside of the circle. Finally, possession of any kind is impossible within the circle.

GHOSTS OF MADNESS

School enchantment (compulsion) [mind-affecting]; **Levels** antipaladin 3, mesmerist 4, psychic 4, sorcerer/wizard 4, spiritualist 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

Twisted and insane ghosts appear in the target's mind, whispering hellish and depraved rhymes that erode his mind and drive him to insanity. The target becomes dazed for 1d8 rounds as the ghosts wreak havoc on his mind and prevent him from acting normally. When the daze effect ends, the target might gain a random madness, depending on how long he was dazed. If the target was dazed for 3 rounds or less, he does not gain a random madness; if the target is dazed for 4-6 rounds, he gains a random lesser madness; if the target was dazed for 7 or 8 rounds, he gains a random greater madness. Regardless of the madness gained, the saving throw DC for that madness is equal to the saving throw DC for this spell.

GIFT OF MEAT

School transmutation; **Level** druid 2, ranger 1, shaman 2, witch 2

Casting Time 10 minutes

Components V, S, DF

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

Target one animal

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You intercede with spirits of the hunt to grant you the blessed gift of fresh and delicious meat from an animal you are about to slay. If the target fails its saving throw and is reduced to 0 or fewer hit points by an attack you make or a spell you cast, its body is infused with magic, making for an exceptional dinner. Any creature that eats from the flesh of the target gains a sense of insight from the life of the slain creature. For the next 24 hours, a creature that has consumed the meat of the target can gain a +2 insight bonus to a single attack roll, saving throw, skill check, or ability check. She can use this ability after she makes the roll but before the result is revealed. When your caster level reaches 4th, and every 4 caster levels thereafter, a creature that has eaten from meat affected by this spell can gain this bonus one additional time in the 24-hour period.

GLITCH

School transmutation; **Level** bard 2, cleric 2, druid 2, inquisitor 1, medium 1, mesmerist 1, occultist 1, psychic 1, shaman 2, sorcerer/wizard 1, spiritualist 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one piece of technological equipment
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You cause the target piece of technological equipment to immediately experience a glitch. When determining the nature of the glitch, the target rolls twice and you choose which result occurs. This otherwise functions as though the technological equipment had glitched normally.

GRAND EXPLOSION

School evocation [fire]; **Level** druid 8, sorcerer/wizard 8
Casting Time 1 round
Components V, S
Range long (400 ft. + 40 ft./level)
Area 200-ft.-radius burst; see text
Duration instantaneous
Saving Throw Reflex half; see text; **Spell Resistance** yes

You create a massive explosion, similar to a *fireball* but on a much grander scale. The exact effect of the blast depends on how far a creature or object is from the center of the spell's area.

Less than 20 feet from the center: Creatures within 20 feet of the center of the blast suffer 1d6 points of fire damage per caster level (to a maximum of 20d6 at 20th level). Creatures in this area suffer a -4 penalty on their saving throws, and the evasion and improved evasion abilities (as well as other effects that allow a character to suffer no damage on a successful saving throw) do not apply. Creatures that fail their saving throw by 5 or more are also pushed 1d4 x 5 feet away from the center of the blast and land prone.

21 – 60 feet from the center: Creatures more than 20 feet from the center of the blast but less than 60 feet suffer 1d6 points of fire damage per caster level (to a maximum of 15d6 at 15th level).

61 – 120 feet from the center: Creatures more than 60 feet from the center of the blast but less than 120 feet suffer 1d4 points of fire damage per caster level (to a maximum of 15d4 at 15th level). Creatures in this area gain a +2 bonus on their saving throw to resist the effect.

121 – 200 feet from the center: Creatures more than 121 feet from the center of the blast, but still within the spell's area, suffer 1d4 points of fire damage per two caster levels (to a maximum of 10d4 at 20th level). Creatures in this area gain a +4 bonus on their saving throw to resist the effect, and on a successful save, suffer only 2d4 points of fire damage, rather than suffering half damage.

HAZY IMAGES

School illusion; **Level** sorcerer/wizard 4
Casting Time 1 round
Components V, S, M (a vial of rainwater)
Range personal
Target self
Duration 1 round/level

You become hazy and indistinct, as though made out of a shifting living fog. You gain 50% miss chance due to having total concealment. Additionally, whenever an attack misses you due to this miss chance, you produce a hazy image of yourself. These images function like those created by *mirror image*, and as long as you have any images remaining, attackers roll to determine if they hit an image before they determine if the attack hits you, including determining their miss chance.

HEALING RAGE

School conjuration (healing); **Level** alchemist 3, bloodrager 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minutes/level

You use arcane energies to turn your chaotic power into a potent healing magic that can restore your wounds. At the beginning of each round in which you are raging or are affected by a mutagen, you regain a number of hit points equal to 1d8 + your caster level.

HEDGE WALL

School conjuration (teleportation); **Level** psychic 9, shaman 9, sorcerer/wizard 9, witch 9
Casting Time 1 standard action
Components V, S, M (a rhododendron leaf)
Range close (25 ft. + 5 ft./2 levels)
Effect wall whose area is up to one 5-ft. square/level
Duration 10 minutes
Saving Throw none; **Spell Resistance** yes

You create a wall of mystical hedges that instantly transport those that do not know how to pick their way through it into an extradimensional hedge maze. The wall must be contiguous and the entire width of the wall must be in contact with a solid horizontal surface. Any character

touching the wall must succeed on an Intelligence check (DC 20) or be transported into an extradimensional hedge maze, as with the spell *maze*. A character trapped in the maze may attempt an Intelligence check (DC 20) each round to escape. The wall can be destroyed with fire damage; each section of the wall has 5 hit points per caster level and AC 5. For each section of the wall that is destroyed, characters trapped in the hedge maze gain a +2 bonus on their Intelligence check made to escape. Dispelling the wall instantly frees all characters trapped in the extradimensional hedge maze.

HIGH NOON

School illusion (glamer) [light]; **Level** cleric 4, druid 4, inquisitor 4, magus 4, medium 4, mesmerist 4, occultist 4
Casting Time 1 standard action
Components V, S, M (a pinch of grit or sand)
Range 120 ft.
Area 120-ft.-emanation
Duration 1 round/level
Saving Throw see text; **Spell Resistance** see text

You conjure an illusory sun and a bright blue, cloudless sky, making the affected area appear to be in the midst of high noon. This increases the light level in the area to bright (although objects that would block sunlight from directly overhead may still produce areas of shade in which the light level is lower).

Creatures that suffer negative effects when exposed to sunlight are entitled to a Will save each round to disbelieve the effect, and any spell resistance they possess applies, but otherwise are affected by this spell as though the light it created was natural sunlight. Creatures that are damaged or substantially weakened by sunlight (such as vampires and shadow demons, but not creatures with light sensitivity or similar weaknesses) are shaken for as long as they remain within the spell's area, even if they succeed on their saving throw or the spell fails to overcome their spell resistance.

At the beginning of its turn each round, each creature in the spell's area can choose a single creature also within the spell's area that he can see. He gains a +2 morale bonus on attack and damage rolls made against that creature, and treats the critical multiplier of any weapon he wields as one higher than it is for the purposes of attacks made against that creature. These bonuses are doubled if he chooses a creature who also chose him for this purpose during that creature's last turn.

HYPNOTIC INTERROGATION

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, inquisitor 4, mesmerist 3, psychic 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration concentration
Saving Throw Will negates; **Spell Resistance** yes

The target enters a trance-like state, as his deepest secrets are laid bare for you to examine. The target becomes fascinated as long as you continue to concentrate on the spell. Each round you concentrate on this spell, you may ask the target a question, and the target then receives another Will saving throw to end the spell. If he fails, then he answers the question honestly, to the best of his ability. The magic of this spell is such that it can even overcome memory modification, allowing the target to recall events clearly, even if he has been affected by *modify memory*, amnesia, or some similar effect.

IDENTIFY ARTIFACT

School divination; **Level** bard 6, cleric 8, druid 9, inquisitor 6, occultist 6, psychic 8, shaman 9, sorcerer/wizard 8, witch 8
Casting Time 2d4 days
Components V, S, M (oils and reagents worth 1,000 gp)
Range touch
Target object touched
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This powerful divination spell is able to pierce even the most occluded of auras, allowing it to provide accurate information about mighty artifacts, where other spells fail to do so. You immediately learn any and all magical properties of the touched object, including any curses it may bear, its magical properties, command words, how many charges it has remaining, and the method of destroying it, if a special method of destruction is required. This functions even on artifacts. This spell also automatically ignores the effects of any spell of 6th level or lower that would typically alter the result of an attempt to magically examine the object, such as *magic aura* or *implant false reading*^{OA}. During the casting, you cannot engage in anything other than routine activities: eating, sleeping, and so forth.

INNER LIGHT

School transmutation; **Level** alchemist 5, cleric 6, inquisitor 5, occultist 5, psychic 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (quicksilver and ground cinnabar)
Range personal
Target you
Duration 1 minute/level

You activate your own inner magic by exciting your humors and entreating your spirit, causing you to glow with luminous power. You shed bright light in a 10-foot radius and increase the light level in the 20-foot radius spread beyond that by one step; this light cannot be suppressed by darkness spells or effects unless they were created by a character with a higher caster level than you. You also gain a +2 enhancement bonus to each of your ability scores and a +2 resistance bonus to all saving throws. Finally, while affected by this spell, other spells with a range of personal that are affecting you cannot be dispelled.

INSECTILE ASPECT

School transmutation; **Level** alchemist 3, antipaladin 4, druid 4, magus 4, shaman 4, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S, M (a crushed ant queen)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Fortitude negates; **Spell Resistance** yes

With a touch, you transform the target, causing him to take on insect-like features. He grows a hard carapace, develops large, ruby-red compound eyes, sprouts thin gossamer wings, and develops hideous mandibles. The target gains a +4 bonus to his natural armor, a fly speed equal to his land speed with average maneuverability, a +8 bonus on Perception checks, and a primary bite natural attack that deals 1d4 points of damage on a successful hit for a Medium creature (1d3 for a Small creature). Additionally, whenever he deals damage with this bite attack, the victim suffers 1d4 points of Dexterity damage. Creatures immune to poison are immune to the Dexterity damage caused by this bite attack. While under the effects of this spell, the target's mind is also twisted to be like that of an insect, and the target gains a +8 bonus on Will saves against mind-affecting effects (unless the effect also works on vermin). The target cannot speak, cast spells, use Intelligence- or Charisma-based skills (except for Intimidate), or perform any task which requires concentration while under the effects of this spell.

INSTANT MOUNT

School conjuration (teleportation); **Level** antipaladin 1, bard 1, bloodrager 1, paladin 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target you and up to 100 lbs. of riding equipment; see text

Duration instantaneous

Saving Throw Will negates (harmless); see text; **Spell Resistance** no

You instantly teleport yourself, as well as certain riding equipment, onto a nearby mount. The mount in question must be a creature that is capable of bearing you as a rider, must not currently have a rider, and must be within the spell's range. If the creature is unwilling to serve as a mount, it is entitled to a Will save to resist the effect, and in the event of a successful save you appear in an unoccupied space adjacent to the mount, instead.

If the mount is already fully equipped with bit, bridle, saddle, barding, and so forth, then the spell transports only you, and you appear mounted and ready to ride. If the mount is not equipped with such items, then the spell also teleports any such equipment within range onto the mount as well. Only items which are non-magical and unattended can be teleported onto the mount in this fashion, and they must be within the spell's range as well.

INVISIBLE WALLS OF INSANITY

School enchantment; **Levels** cleric 6, occultist 6, psychic 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M/DF (madman's blood mixed with grave dust and diamond powder worth 750 gp)

Range touch

Area 100-ft.-radius spread

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You erect invisible walls of intangible psychic energy that seeps into those who enter the 100-foot-radius area surrounding the touched location. The walls affect any character that passes into the area, possibly infecting her with a potent madness that prevents her from leaving the area. It has no effect on creatures already in the area when the spell was cast. Whenever a character enters the area, she must succeed on a Will save or gain the agoraphobia madness (see the nearby sidebar) with respect to the area of this spell, except that the onset time of that madness is reduced to 1 round. You may specify a number of specific individuals equal to your caster level who can enter this area without suffering from this madness when you cast this spell.

LIFE BOND

School conjuration (healing); **Level** cleric 8, shaman 8, witch 9

Casting Time 1 standard action

Components V, S, M (a golden chain worth 10,000 gp), F (a pair of silver bracelets)

Range touch

Target dead creature touched

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You forge a connection between your own life-force and that of a deceased character to return them to life. The target is returned to life as though with the spell *true resurrection*, except that your two lives become linked in the process. You may only be linked to one creature at a time in this way, and if you attempt to cast this spell while you are already linked to a creature, the spell automatically fails. So long as the link is unbroken, you and the target each suffer half the damage suffered by the other character. You also regain half the number of hit points the other gains, so long as the link remains. For example, if you are struck by a melee attack and suffer 30 points of damage, the target also suffers 15 points of damage. Similarly, if the target drinks a potion that restores 20 hit points, you also regain 10 hit points. The link cannot be dispelled, but a *wish* or *miracle* spell ends the effect, as does the death of one of the linked characters.

LIFE FORCE BUBBLE

School conjuration (healing); **Level** bard 4, cleric 4, druid 4, mesmerist 4

Casting Time 1 standard action

Components V, S, M/DF (a sprig from a tree)

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

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

Sidebar: New Madness

Agoraphobia is one of 10 new madnesses introduced in *Weekly Wonders: Index of Insanity – New Madnesses*. It is reproduced here for use with the spell *invisible walls of insanity*.

AGORAPHOBIA

Type lesser madness; **Save Will DC 16**; **Onset** 1d8 days

EFFECT

See text.

Dormancy Effect None

DESCRIPTION

A character afflicted with agoraphobia becomes obsessed with a particular place, unable to bear leaving its presence, causing her to become trapped inside a building or similarly defined space, unable to ever join the wider world. Unlike many forms of madness, a character's ability to function and think is largely unaffected by her agoraphobia; instead, her inability to leave the place where she feels safe makes her a prisoner of her own mind, paralyzed by an irrational fear of the outside world. While agoraphobia typically affects people after some tragedy or other trauma, often taking hold of them in their own homes, this madness can also seize upon the device of obsession or interest, drawing an individual to a location to which they feel a strong connection, and, as the madness sets in, making her feel compelled to remain in that place for a variety of contrived reasons. For example, agoraphobia might strike those examining haunted manors or ancient ruins, drawing even cautious and rational people into their grip. While affected by this madness, the individual is drawn uncontrollably to a particular location (usually the place in which the madness was first encountered, though other locations are possible, as deemed appropriate by the GM). Once there, the afflicted character loses any desire to leave ever again. Her madness causes her to believe herself to be unable, or perhaps just unwilling, to leave the chosen location, requiring a successful Will save with a DC equal to this madness's DC to do so. Recovering from agoraphobia while within the location the character is bound to is impossible.

When a character recovers from this madness, she gains a permanent +2 bonus on saving throws made to resist spells and effects that would restrict her movement.

You create a bubble of life essence, which permeates the spell's area, imbuing those within with life and vitality, bolstering the living and harming the undead. All living creatures within the spell's area regain 1d6 hit points each round. A living creature already at maximum hit points instead gains 1d6 temporary hit points; these temporary hit points stack with each other. Undead creatures within the area suffer 1d6 points of damage each round and are sickened.

LIFE TRANSFER

School conjuration (healing) [evil]; **Level** bard 6, cleric 7, inquisitor 6, magus 6, mesmerist 6, psychic 7, shaman 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

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

Target two living creatures, which must be within 30 ft. of each other

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You confer life force from one creature to another creature, inflicting negative energy damage to one and restoring hit points to the other. When you cast this spell, you deal 1d8 points of negative energy damage per caster level to one target, and the other target regains a number of hit points equal to the negative energy damage dealt in this way. You may choose to deal less negative energy damage when you cast this spell, but must reduce the damage in d8 increments.

LIGHT BOLTS

School evocation [light]; **Level** magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one or more living creatures

Duration instantaneous

Saving Throw Reflex partial; **Spell Resistance** yes

You outstretch your hand and create one or more beams of soft golden light. You can create a number of rays equal to 1 per 4 caster levels, which you can fire at any target within range (you may choose whether to target the same creature with all the rays, or to divide them as you choose among multiple targets). The rays require a ranged touch attack to hit. On a successful hit, one of these rays deals 2d6 points of damage and blinds the target. The target can attempt a Reflex save to negate the blind condition. As a light spell, if any part of the rays enter magically created darkness of 4th level or lower, that effect is dispelled.

LOCATE ARTIFACT

School divination; **Level** bard 4, cleric 5, druid 6, inquisitor 4, occultist 4, psychic 5, shaman 6, sorcerer/wizard 5, witch 6

Casting Time see text

Components V, S, F (a specially-prepared dowsing rod worth at least 500 gp)

Range see text

Target one artifact

Duration see text

Saving Throw see text; **Spell Resistance** see text

This powerful spell can determine the location of a single artifact that you are familiar with. You must have at least a name or a detailed physical description for the artifact, or the spell fails. Many aspects of the spell depend on how far you are from the specified artifact at the time the spell is cast, as outlined below.

More than 10 miles per caster level: If you are more than 10 miles per caster level from the artifact, or if the artifact is on a different plane than you are on when you cast the spell, the spell takes 8 hours to cast, and you receive a cryptic message or rhyme of up to 25 words that provides insight into where the artifact is located. Additionally, you gain a momentary vision of the artifact in its current location (as though with a *scrying* spell). This vision lasts only a few seconds, and the artifact is entitled to a Will save and spell resistance to prevent you from gaining the vision. Unlike a *scrying* spell, there are no modifiers to this saving throw based on your connection to the artifact, although if you have handled the artifact in the past, the artifact suffers a –2 penalty on its saving throw. This version of the spell is instantaneous and takes 8 hours to cast.

1 to 10 miles per caster level: If you are between 1 and 10 miles per caster level from the object, then this spell functions as *find the path*, except that it provides the most direct route to the artifact's location, rather than to a prominent destination. The artifact is entitled to a Will save and spell resistance to negate the spell's effect. If you have handled the artifact in the past, it suffers a –2 penalty on this saving throw. This version of the spell has a duration of 1 hour per caster level, and a casting time of 1 hour.

Less than 1 mile per caster level: If you are less than 1 mile per caster level from the object, this spell functions as *locate object*, except that it is not blocked by lead, *polymorph any object*, or *nondetection*, and the range is extended to be equal to 1 mile per caster level. The artifact is entitled to a Will save and spell resistance to negate the spell's effect. If you have handled the artifact in the past, it suffers a –2 penalty on this saving throw. This version of the spell has a duration of 10 minutes per caster level, and a casting time of 10 minutes.

During the casting, you cannot engage in anything other than routine activities: eating, sleeping, and so forth. You can choose to abandon casting the spell at any time. You know when the spell has been successfully cast, even if you receive no information due to the artifact successfully resisting the spell.

LUNACY

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, bloodrager 3, mesmerist 2, psychic 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (powdered moth wings)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/level (D)
Saving Throw Will negates; see text; **Spell Resistance** yes

This spell functions as the spell *confusion*, with a few differences. If the spell is cast on the day of the full moon, no saving throw is allowed. If it is cast within one day of the full moon (the day before, the day after, or the day of), then each round, when rolling to determine how the affected creature acts, the creature rolls twice and uses the worse result. If the target is outside in direct moonlight when this spell is cast,

she suffers a –2 penalty on the saving throw. However, if the spell is cast during the day, the target gains a +2 bonus on her saving throw, instead.

MAGE'S LUXURY COACH

School conjuration (creation); **Level** bard 6, inquisitor 6, magus 6, mesmerist 6, occultist 6, sorcerer/wizard 6, summoner 6, witch 6
Casting Time 1 minute
Components V, S, F (a brass whistle)
Range close (25 ft. + 5 ft./2 levels)
Effect one quasi-real carriage, horses, and driver
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You conjure an opulent and luxurious coach that can carry yourself and a select few of your personal guests in style and splendor. This functions as *conjure carriage*^{UI}, except as noted here. The coach can house up to twelve Medium or Small characters comfortably, and contains private sleeping compartments for each guest, if they so desire. In order to accommodate the larger size, the coach is pulled by a team of eight horses. The ride is impeccably smooth, and there are no concentration checks required to cast spells as a result of jostling motion while riding in the coach.

Up to once every four hours, an *unseen servant* within the coach can be commanded to provide food and drinks to the guests, which are given a choice of menu items to choose from. The food is the equivalent of that found in an upscale restaurant.

Creatures within the coach are protected from any harmful effects that might plague their dreams, such as a *nightmare* spell, and the trip is so luxurious and restful that not only is a day spent in the coach treated as a day of complete rest for the purposes of the character's healing, the character is also treated as though she were benefitting from long-term care (causing her to recover 4 hit points per level and 4 ability score points for every 8 hours spent in the coach).

Finally, the interior of the coach offers the epitome of privacy, and scrying sensors are completely unable to penetrate the coach in any way. Attempts to scry upon those within the coach either result in seeing the coach from the outside, or the effect failing entirely.

MAGE'S WAR MOUNT

School conjuration (summoning); **Level** bloodrager 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 round
Components V, S, M (a bit of burnt horse hair)
Range close (25 ft. + 5 ft./2 levels)
Effect one war mount
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

You conjure a heavy war horse to serve as your mount. This functions as the spell *mount*, except that the conjured horse is a heavy horse, and has been trained for combat (meaning that a Ride check is not required in order to maintain control

of the mount during combat). Additionally, the mount's maximum hit points are increased by an amount equal to twice your caster level.

MANEUVER MASTERY

School divination; **Level** antipaladin 1, bard 1, bloodrager 1, inquisitor 1, magus 1, medium 1, paladin 1, psychic 1, ranger 1

Casting Time 1 standard action

Components V, S, M (a shard from a broken blade)

Range personal

Target you

Duration 1 round/level

You grant yourself instant knowledge of a particular combat maneuver, allowing you to execute it flawlessly. Choose a single combat maneuver. You do not provoke attacks of opportunity for performing that combat maneuver, and gain a bonus to CMB for checks relating to that maneuver equal to 1/2 your caster level (to a maximum bonus of +5 at 10th level).

MANEUVER TWIN

School illusion (shadow); **Level** antipaladin 3, inquisitor 5, magus 5, mesmerist 5, paladin 3, ranger 3

Casting Time 1 standard action

Components V, S

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

Effect an illusory copy of you

Duration 1 round/level (D)

Saving Throw Will disbelief; see text; **Spell Resistance** no

You create a semi-real copy of yourself from shadowstuff. This copy is indistinguishable from you in appearance, although creatures that disbelieve it can differentiate it from the real you. The copy has a speed of 30 feet, and automatically attempts to get within reach of any creature you attack, positioning itself to flank the creature with you, if able. Each time you make an attack or full-attack action against a creature that the copy can reach, the copy performs a single combat maneuver of your choice, from the following list: bull rush, dirty trick, disarm, sunder, or trip. The copy uses your combat maneuver bonus.

If a creature successfully disbelieves the spell, the copy cannot be used to gain flanking with that creature, and the creature gains a +10 circumstance bonus to CMD against combat maneuver checks made by the copy.

MANIPULATE MADNESS

School enchantment [mind-affecting]; **Levels** antipaladin 2, bard 3, cleric 4, druid 4, inquisitor 3, medium 2, mesmerist 3, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 3, witch 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You reach into the target's thoughts and agitate the seeds of madness therein, either strengthening or relieving its dread grip. When you cast this spell, you must choose whether you wish to enhance or weaken a madness the target is suffering

from. The target is aware of which version of the spell is cast. If the target fails the Will save, then you may increase (if you chose to strengthen the madness) or reduce (if you choose to weaken the madness) the saving throw DC of a madness by 1d6. If the target is not suffering from a madness when you cast this spell, it has no effect.

MASTER OF MANY STYLES

School divination; **Level** antipaladin 2, bloodrager 2, medium 2, paladin 2, ranger 2

Casting Time 1 standard action

Components V, S, F (a bandage soaked with your own blood)

Range personal

Target you

Duration 1 round/level (D)

You become an expert at using a wide variety of maneuvers. You do not provoke attacks of opportunity for performing combat maneuvers of any kind. Additionally, when you cast this spell, you may choose one of the following feats for every three caster levels you possess: Greater Bull Rush, Greater Dirty Trick, Greater Disarm, Greater Drag, Greater Grapple, Greater Overrun, Greater Reposition, Greater Steal, Greater Sunder, or Greater Trip. You gain the benefits of the chosen feats for the spell's duration.

MENTAL MODIFICATION

School enchantment (compulsion) [mind-affecting]; **Level** mesmerist 6, psychic 8

Casting Time 1 standard action

Components V, S, F (a golden pendent worth 3,000 gp)

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

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You use hypnotic magic in order to rewrite the target's consciousness and force him to believe he is another creature. The subject receives a Will save to resist your hypnosis; if he fails, he becomes a pliable tool that you can force to act like whatever kind of creature you like. You can force the target to believe he is an animal or other low intelligence or mindless creature, replacing his own intellect with the instincts and mannerisms of some lesser creature. In such a case, the target retains knowledge of who his friends are and who his enemies are, but otherwise behaves as if he were that creature.

This spell can also be used to force the target to behave as though he were a specific individual, in which case the target does his best to imitate the chosen individual, adopting their mannerisms, speech patterns, and the like. This provides the target a +10 bonus on Disguise checks made to impersonate the individual. If the target's knowledge of the subject is limited in some way, he may still be obviously recognized as someone else.

MIGHTY REINCARNATION

School conjuration (healing); **Level** druid 9, shaman 9
Casting Time 24 hours
Components V, S, M (special herbs worth 5,000 gp), F (a stone cauldron weighing at least 100 lbs.)
Range touch
Target dead creature touched
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You place the mostly whole body of a fallen creature into a stone cauldron and invoke the powers of nature to return her to life in some more powerful form. The touched character is returned to life. This functions like the spell *raise dead*, except that the target is restored to full hit points and is cured of any disease or poison that was affecting her when she died. Additionally, as the target is returned to life, her body shifts into a more powerful form, reflecting her inner self. When the target is returned to life, she is affected as though by one of the following spells: *beast shape III*, *elemental body II*, *form of the dragon I*, *form of the giant I*, or *plant shape II*. The spell is chosen by the revived character as she is returned to life, as well as all choices associated with that spell. This transformation is permanent and cannot be dispelled, but otherwise functions like the spell in question. If the target is affected by another polymorph effect, then when that effect expires, she returns to the form granted to her by this spell.

MIND RECOVERY

School conjuration (healing); **Level** medium 4, mesmerist 4, occultist 4, psychic 4, spiritualist 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft. / 2 levels)
Target one living creature
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You implant an overwhelming psychic compulsion in the target, allowing her to instantly recover some wounds using only the power of her mind and your magical energies. The target may choose to heal herself whenever she suffers damage, instantly negating an amount of damage she suffers equal to twice your caster level. Because of the mental nature of this ability, the target can perform it instantaneously, even as she suffers what would be lethal wounds, allowing her to survive such attacks by means of this ability. The target can use this ability a number of times equal to 1/6 your caster level.

MINISCULE MIGHT

School transmutation; **Level** bloodrager 4, cleric 4, druid 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (a live flea)
Range touch
Target creature touched
Duration 1 minute

You can only cast this spell if you are Tiny size or smaller, and can only affect a creature of Tiny size or smaller. You grant the target a rush of great strength and vitality, transforming her into a powerhouse far stronger than her size might suggest.

The target gains a +8 bonus on weapon damage rolls, and all weapons she wields deal damage as though sized for a Medium creature. Additionally, her carrying capacity is increased to 10 times what it normally is, and the target gains a +8 bonus on CMD and CMB. Finally, whenever the target confirms a critical hit, she knocks the target of her attack back 10 feet in a straight line. If the target hits any creatures or solid objects, both the target and the struck creature or object suffer 1d6 points of damage.

MIRROR MESSAGE

School divination; **Level** bard 3, cleric 5, inquisitor 3, mesmerist 3, occultist 3, psychic 5, sorcerer/wizard 5, spiritualist 4, witch 5
Casting Time 1 standard action
Components V, S, F (a mirror of between six inches and six feet in diameter, worth at least 1,000 gp)
Range 1 mile/level
Effect two-way communication between mirrors
Duration 1 min./level (D)
Saving Throw none, see text; **Spell Resistance** no

You forge a mystic connection between the mirror used as the spell's focus and another mirror within range. You can either attempt to target a specific mirror that is known to you, regardless of who is in front of it, or a specific person, regardless of what mirror she is near. If you target a mirror with no one in front of it, or the person in front of it is unwilling, the spell fails. If you target a person that is not in front of a mirror, or the person is unwilling, the spell fails.

If a connection is established, you and the target are able to see and hear each other, as though the two mirrors were simply windows, allowing you to see out through the other mirror, and the other person to see through your mirror. You cannot cast spells through the window. Once the spell is cast, the other person can leave the presence of the mirror without ending the spell. Either you or the person at the other mirror can end the effect at any time.

MIRROR SIGHT

School illusion (phantasm); **Level** bard 4, magus 5, mesmerist 4, occultist 4, psychic 5, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 min./level (D)
Saving Throw Will partial; see text; **Spell Resistance** yes

You invert the target's sight, causing him to view the world as though it were inverted in a mirror, reversing his perception of directions. Each time the target moves, including a 5-foot step, he must succeed on a Will save or he moves in the opposite direction from what was intended. If there is no path allowing him to move in that direction, he moves as far as he is able, but comes to a halt after reaching any obstacles he cannot pass. Additionally, whenever the target makes an attack, he must succeed on a Will save or the attack targets the occupants of the square opposite the square containing the intended target (if the attack has reach, or is a ranged attack, it targets the square that is equally distant in the opposite direction).

MOON'S GUIDING LIGHT

School evocation [light]; **Level** bard 2, cleric 2, druid 2, inquisitor 2, occultist 2, paladin 1, psychic 2, ranger 1, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, F (a chunk of moonstone)

Range see text

Effect radiant moonlight

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You cause the moonstone used as a focus for the spell to glow with a powerful silvery light, increasing the light level to normal in a 30-foot-radius area, and increasing it by one step (to a maximum of normal) for another 30 feet beyond that. Additionally, this light specifically reveals hidden things, granting a +8 bonus on Perception checks made to notice hidden creatures or objects in the spell's first 30 feet, and a +4 bonus for the 30 feet beyond that. Further, the saving throw DC to disbelieve any illusions within the light is reduced by 2 (or by 1, at a range of 30 to 60 feet). The light created by this spell also counts as moonlight for the purposes of creatures, objects, and effects specifically affected by exposure to moonlight (it does not, however, have any impact on creatures affected by phases of the moon, such as lycanthropes).

MULTIPOINT

School conjuration (teleportation); **Level** cleric 9, psychic 8, sorcerer/wizard 9

Casting Time 10 minutes

Components V, S, F (a locket with a picture of yourself, worth at least 5,000 gp)

Range see text

Target you

Duration instantaneous and 1 hour/level; see text

You instantaneously transport yourself to multiple destinations at once. This functions as the spell *teleport*, except that the spell also copies you and all of your gear, similar to an *astral projection* spell, sending each version of you to a different location. The spell creates a total number of versions of you equal to 1 + 1 per 5 caster levels, including the "original you," which is completely indistinguishable from any other version of you created by this spell, even after the spell ends. Each version of you has its own hit points and acts independently, with your personality and all of your memories prior to the spell being cast, but no knowledge of or information about the activities undergone by the other versions of you.

After the instantaneous transport, each version of you lasts for 1 hour per caster level. Each version of you shares spells per day, as well as the charges on any items on your person (and expendable items, such as potions). If one version of you expends one of these resources, that resource is expended for all versions of you. Each version of you is incredibly unstable, and if two of them are within 1 mile of each other, they must both make a Will save, and the one with the lower result ceases to exist.

If one of the other versions of you dies, all remaining versions of you gain 1 temporary negative level. These negative levels stack if more than one version of you dies. At the end of the

spell's duration, each remaining version of you makes a Will save. The version with the highest Will save remains, while all others fade into nothingness. You cannot cast this spell while currently affected by a previous version of it.

NUTRITIONAL BASE

School conjuration (creation); **Level** alchemist 3, witch 3

Casting Time 10 minutes

Components V, S, F (an alchemy lab or silver cauldron worth 150 gp)

Range 0 ft.

Effect creates magical food for 1 creature/level

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

You create a magical mud-colored liquid capable of sustaining creatures without need of other sustenance. *Nutritional base* is an alchemist extract that is inherently magical when created, and its properties are unique in that any creature consuming the liquid can benefit from it, without the alchemist needing to possess the infusion discovery or similar ability. Witches can also cast this spell, though in such cases it is usually called *edible mud* or branded with some other less formulaic name. In either case, a single casting of this spell produces enough muddy, flavorless liquid to sustain 1 Medium-sized humanoid per caster level. Any creature that consumes a portion of the liquid is sustained without need of food and water for 1 day per caster level. Additionally, during this time, a creature that has consumed this liquid gains a bonus equal to your caster level on Constitution checks made to avoid the ill effects of making a forced march.

OMINOUS PREDICTION

School divination; **Level** bard 2, cleric 2, druid 2, inquisitor 2, medium 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, witch 2

Casting Time 1 minute

Components V, S

Range personal

Target you

Duration instantaneous

You gain insight into a single event of importance that will take place within the next week, which is described to you in a cryptic phrase of 25 words or less. The event is one that will be of social, historical, military, or other significance in the general area in which you cast the spell, and not necessarily one that will be of particular significance to you.

OTHERWORLDLY MIST

School conjuration (creation, summoning); **Level** druid 8

Casting Time 1 standard action

Components V, S, M (eyelashes from a unicorn)

Range long (400 ft. + 40 ft. levels)

Effect cloud spreads in 60-ft. radius, 60 ft. high

Duration concentration

Saving Throw Will partial; **Spell Resistance** yes

You create a thin silvery mist, which empowers magical creatures and calls forth creatures to aid you. When you cast this spell, you also summon 2d4 advanced celestial unicorns at any point within the mist. Good-aligned magical beasts



gain fast healing equal to your caster level while within the mist. Additionally, such creatures gain a +4 morale bonus to attack and damage while within the mist. Evil-aligned magical beasts, evil dragons, and evil undead within the mist suffer 1 point of damage per caster level each round, and suffer a -2 morale penalty to attack rolls and damage rolls.

PHILOSOPHER'S PRESERVATION

School transmutation; **Level** alchemist 6, bard 6, cleric 6, inquisitor 6, occultist 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range touch

Target touched quicksilver from a *philosopher's stone*

Duration 24 hours

Saving Throw none; **Spell Resistance** no

This specialized spell allows one to magically preserve the magical liquid found only inside a *philosopher's stone*, keeping it viable for use at a later date. The spell causes the liquid to remain potent for 24 hours, and resets the amount of time the liquid has before it spoils at the end of this time (so the liquid will always be good for 24 hours from the end of the spell's duration). This spell has no effect on any other substance, even non-magical quicksilver.

An alchemist that prepares this spell as an extract can use it by mixing the extract with the quicksilver. This process is included in the normal action required to use the extract.

PLEASANT PERCEPTION

School enchantment (compulsion) [mind-affecting]; **Level** alchemist 5, bard 5, mesmerist 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (rose petals)

Range touch

Target one living creature

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You alter the target's perception, causing him to view everything in the most positive light. The target gains immunity to fear effects and can choose to suppress any emotion effect he is under for the duration of the spell. This spell also greatly enhances the target's mood, allowing him to reroll up to 1 attack roll, saving throw, skill check, or ability check per caster level with a +4 morale bonus on the roll. The target can choose when to use this ability.

POWER WORD PROTECT

School abjuration; **Level** bard 6, cleric 6, mesmerist 6, psychic 6, shaman 6, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V

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

Target one other creature with 100 hp or less

Duration concentration up to 1 round/level

Saving Throw none; **Spell Resistance** yes (harmless)

You speak a word of cosmic power to keep a vulnerable creature safe from harm. The target cannot be attacked or targeted by the spells and special abilities of hostile creatures for the spell's duration. All characters are instinctively aware that such actions will fail to affect the target. The target also gains the benefits of evasion and improved evasion, and gains a +8 bonus on all saving throws for the duration. If the target takes any hostile action, the spell immediately ends, as it does if you cease concentration. Creatures with more than 100 hit points are unaffected by this spell.

QUETZALSTORM

School conjuration (summoning); **Level** druid 7, shaman 7
Casting Time 1 round
Components V, S, DF, F (a tooth or other bone from a quetzalcoatulus)
Range see text
Effect one or more summoned quetzalcoatluses, and a localized storm
Duration 1 round/level
Saving Throw Reflex partial; see text; **Spell Resistance** no

You summon 1d3 quetzalcoatluses (*Pathfinder Bestiary* 6), as well as bringing forth a tropical, prehistoric storm in a localized area. The quetzalcoatluses appear in spaces you designate within close range (25 feet + 5 feet per 2 levels), and will not stray more than medium range (100 feet + 10 feet/level) from where you were when you cast the spell. The quetzalcoatluses do not directly obey your commands (unless you have some other means of controlling them), but they attack nearby creatures, and will avoid attacking you. Exactly which creatures the quetzalcoatluses attack, and what tactics they employ, is determined by the GM, but as a general rule, they tend to focus on larger creatures first, seeing them as more of a threat.

In addition to the quetzalcoatluses, this spell also conjures a powerful storm, centered on the location you were in when you cast the spell. The effects of this storm extend to medium range. In the storm, the wind speed is increased by 40 miles per hour, and it rains in the affected area for the spell's duration. Additionally, each round, there is a 30% chance that a random creature within the spell's area may be struck by lightning, suffering 8d6 points of electricity damage. A successful Reflex save halves this damage. The lightning never strikes you or any of the quetzalcoatluses summoned by the spell.

RADIANT GLOW

School evocation; **Level** bard 5, cleric 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M/DF (a fly's wing)
Range personal
Target you
Duration 1 minute/level

You glow with a vibrant bright light that makes you terrible to behold. You shed bright light in a 60-foot-radius spread. Creatures attacking you are automatically dazzled. Any creature that deals damage to you must succeed on a Will saving throw or be blinded and dazed for 1d4 rounds. A creature that succeeds on this saving throw cannot be affected by the same ability against for 24 hours.

RECALL FROM DEATH

School conjuration (healing); **Level** cleric 7, shaman 8, spiritualist 6
Casting Time 10 minutes
Components V, S, M (a blank scroll and a well of ink)
Range touch
Target dead creature touched
Duration permanent until discharged
Saving Throw Will negates (see text); **Spell Resistance** yes

You call back the soul of one who has departed this world to bring knowledge from beyond the grave. The target is returned to life as with the spell *raise dead*, except that the effect is not instantaneous and can be dispelled or ended by the character returned to life at any time. The target can attempt to answer questions with the information locked away in his mind. As a full-round action, the target can attempt to use this knowledge by meditating on a question. This functions as if he were using the spell *contact other plane* to contact a greater deity, except that there is no chance of Intelligence or Charisma decrease. The target can call upon this knowledge at will, but after receiving an answer, he must attempt a Will save or the spell immediately ends. If the spell ends, regardless of whether it was dispelled, the target failed his save, or for any other reason, the target immediately dies.

REPLACE CURSE

School abjuration [ruse]; **Level** bard 5, cleric 6, inquisitor 6, occultist 5, psychic 6, sorcerer/wizard 6, spiritualist 6, witch 6
Casting Time 1 minute
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets up to one creature per level, all within 30 ft. of each other
Duration instantaneous and 1 day/level; see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This functions as *break enchantment*, except that rather than removing any harmful effects, it merely suppresses them, and gives you the ability to reinstate them at will. As long as you are within close range of the target, as a standard action, you can cause the suppressed harmful effects to resume, once again affecting the target. If the effect has a duration or a frequency, time spent suppressed in this fashion does not count against them. You can suppress the effects again with another standard action. Additionally, any time you resume the harmful effects, you can impose a -4 penalty to one of the target's ability scores of your choice, which lasts until the harmful effects are removed.

You retain the ability to suppress and resume the harmful effects at will for 1 day per caster level. When the spell ends (including if it is dispelled), if the effects are suppressed, they are removed permanently, but if the effects are not suppressed, they remain in place, as though this spell had never been cast.

Attempts to identify *replace curse* with a skill check incorrectly identify it as *break enchantment* (see the ruse descriptor).

RESILIENCE

School abjuration; **Level** alchemist 3, antipaladin 3, bard 3, bloodrager 3, cleric 3, druid 3, inquisitor 3, magus 3, medium 3, mesmerist 3, occultist 3, paladin 3, psychic 3, ranger 3, shaman 3, sorcerer/wizard 3, spiritualist, 3 summoner 3, witch 3

Casting Time 1 standard action

Components V, S, M (a stick of incense)

Range touch

Target one creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You chant secret phrases and imbue the subject with resiliency against harm. The target gains a resistance bonus on saving throws equal to 1 +1 for every 4 caster levels you possess. Additionally, if the target succeeds on a saving throw against an effect which has a partial effect on a failed saving throw, he suffers no ill effects, instead. Finally, if the target would fail a saving throw, he may choose to end the effects of this spell to reroll the saving throw with a +5 bonus.

RETRIBUTIVE AURA

School abjuration; **Level** alchemist 4, antipaladin 4, cleric 5, paladin 4, shaman 5, spiritualist 5

Casting Time 1 standard action

Components V, S, F (a shard from a broken mirror), DF

Range personal

Target you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

You surround yourself with an aura of swirling karmic energy, which turns the harm that others visit upon you back towards them. For the spell's duration, whenever a creature successfully damages you with a melee attack, that creature suffers an amount of damage equal to 1/5 the amount of damage that was inflicted upon you (rounded up). This damage ignores damage reduction, energy resistance and immunity, hardness, and similar forms of protection.

SHARE LIFE-FORCE

School abjuration; **Level** bard 3, bloodrager 2, cleric 3, inquisitor 3, magus 4, paladin 4, psychic 4, ranger 4, shaman 3, spiritualist 3, summoner 4

Casting Time 1 standard action

Components V, S, DF, F (a smoking pipe carved from bone)

Range touch

Target one willing creature touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes (harmless)

You bind your life-force to the target and invite your allies to do the same. Whenever you or the target would suffer damage, that damage is instead divided equally between the two of you, so that you each suffer half the damage that would have been dealt, with any remainder being suffered by the creature that would originally have suffered the damage.

If another creature casts *share life-force* on a creature already under its effects from a previous casting, that second caster joins in the existing bond created by the earlier casting.

Whenever one of the creatures under the effects of the spell would suffer damage, that damage is instead divided equally between all the creatures under the effects of the spell. If there would be a remainder of damage left over because the damage cannot be split evenly, the extra damage is dealt to the creature against whom the damage was originally dealt. (For example, if John targets Samantha with *share life-force*, then John is struck with an attack that deals 24 damage, John and Samantha each suffer 12 damage. If Grace then also targets Samantha with *share life-force*, Grace joins in the bond forged between John and Samantha. The next round, when Samantha is struck with an attack that deals 28 damage, that damage is divided so that John and Grace each suffer 9 damage, and Samantha suffers 10 damage.)

The duration of this spell is not increased by further castings, and the effects end for all bonded individuals when the duration ends for the first caster. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. If a single source of damage would inflict damage to more than one affected creature simultaneously (such as if two creatures affected by this spell were both in the area of a *fireball*), the damage overwhelms the link created by the spell, and that particular instance of damage is not divided.

Additionally, whenever a creature casts this spell to join in this bond, each creature within the bond (including the caster) gains a number of temporary hit points equal to the most recent caster's caster level.

SHIP OF GHOSTS

School conjuration [creation]; **Level** sorcerer/wizard 8, spiritualist 6, witch 8

Casting Time 1 standard action

Components V, S, M (a mixture of bone meal and silver dust worth 100 gp or 1,000 gp, see text)

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

Effect one ghostly caravel

Duration see text

Saving Throw Reflex partial, see text; **Spell Resistance** no

You call into being a terrible skeletal ship with black sails, cannons, and rattling black iron chains that roam about the decks. The conjured ship is equivalent to a sailing ship, and despite its rotting and skeletal appearance, is perfectly seaworthy. While the boat must be created in an area of water large enough to support the sailing ship, the ship is capable of both sailing and overland flight. Once created, the ship lasts for 1 hour/level if you spent 100 gp on the casting, or 1 day/level if you spent 1,000 gp on the material components. You can direct the ship to move telepathically, or it can be operated by ordinary sailing methods. When you direct the ship telepathically, it requires a standard action to set the course and the ship automatically follows that course until you use another standard action to redirect it, or it is otherwise manually redirected. The ship moves at a speed of up to 500 feet on water, or at a fly speed of 100 feet with perfect maneuverability.

The ship can carry passengers and cargo as appropriate for a sailing ship. The ship also has cannons, which fire automatically to protect you and your crew from dangers, and animated chains that whip and whirl about the decks to protect you from boarding actions. Each round at the start of your turn, if there is a hostile creature within 1,000 feet of your ship, the cannons fire, making an attack roll using your caster level and your primary spellcasting ability score modifier to determine the attack bonus. If the cannons hit, they deal 5d6 points of damage, which is half bludgeoning damage and half fire damage. These cannons do not set fire to ships. The cannons do not attack characters on board the ship. Hostile characters on board the ship are struck by flying chains that deal 2d8 points of slashing damage each round, with a Reflex saving throw to negate damage.

SHRINK DOWN

School transmutation; **Level** alchemist 2, bard 2, cleric 3, druid 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a live mite)

Range personal

Target you

Duration 1 round/level

Your size is greatly reduced, bringing you down to a miniature version of yourself. Your size is decreased by 2 size categories, imposing a -6 penalty to your Strength score and a -2 penalty to your Constitution, as well as gaining a +4 size bonus to Dexterity. Weapons you wield deal damage as appropriate for your new size. Your reduced size also speeds you up, increasing your movement speed by 30 feet and granting you an additional attack at your highest base attack bonus each round.

SKELETAL WALL

School necromancy [evil]; **Level** antipaladin 2, cleric 3, sorcerer/wizard 3, spiritualist 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S

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

Effect wall whose area is up to one 10-ft. square/level

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You call into being a wall of writhing animated bones conjured forth from the netherworld. The wall is actually comprised of hundreds of thousands of fiendish skeletons and evil spirits, which animate it. The wall can be whatever shape you desire, so long as it is a flat plane and at least one 10-foot square is in contact with a solid horizontal surface (such as a floor or ceiling). The wall can be climbed with a DC 10 Climb check; however, characters climbing the wall are subjected to the writhing claws of the creatures that comprise it, causing the climbing character to suffer 3d6 points of damage each round. The wall can also be breached with attacks: the wall has AC 5 and DR 5/bludgeoning, and each 10-foot section has 10 hit points per caster level. Whenever a 10-foot section is destroyed, it reforms 1d2 rounds later with full hit points. Characters that end their turn adjacent to the wall are raked by its claws, suffering the same damage as a character climbing it.

SKIN OF SILVER

School transmutation; **Level** alchemist 4, bloodrager 4, psychic 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a thin sheet of silver worth 100 gp)

Range personal

Target you

Duration 1 hour/level

You transform your very skin into nearly indestructible silver, which is resistant to both magic and physical attack. You gain DR 15/silver and SR equal to 10 + your caster level for the duration of the spell. Because your skin is incredibly shiny and reflective, gaze attacks and other special attacks which rely on visual components that target you or would affect you are turned upon their source (you are still potentially affected by these attacks). This spell can be used to resist a total amount of damage equal to 10 x your caster level, and can resist a total number of spell levels equal to twice your caster level. When either of these totals are exceeded, the spell immediately ends.

SLIPPERY MOVEMENT

School transmutation [ruse]; **Level** bard 5, cleric 5, inquisitor 5, mesmerist 5

Casting Time 1 standard action

Components V, S, M (a piece of soap-covered twine), DF

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless), Reflex partial; see text; **Spell Resistance** yes (harmless)

This spell functions as *freedom of movement*, except that you can reverse the spell by issuing a special command as a standard action if you are within medium range (100 feet + 10 feet per caster level) of the target. The target loses the benefits of the spell and instead he finds that his body is frictionless against nearly all surfaces, making movement incredibly difficult. Each round, the creature must succeed on a DC 15 Acrobatics check. Success allows the creature to move normally at half speed. Failure means he can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means the creature automatically falls (see the Acrobatics skill for details). Additionally, the affected creature is considered flat-footed for the spell's duration.

Attempts to identify *slippery movement* with a skill check incorrectly identify it as *freedom of movement* (see the ruse descriptor).

SMOKY GRASP

School evocation (air, fire); **Level** bloodrager 2, magus 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** yes

Your hand becomes incased in flaming smoke, which you can transfer to another creature with a successful melee touch attack. If you successfully touch the target, he suffers 3d4 points of fire damage each round, for a number of rounds equal to your caster level (maximum 10). The target also suffers the normal effects of smoke during this time. The smoke lingers around the target's head for the duration of the spell, getting in his mouth, nose, and eyes. If he holds his breath and closes his eyes, he suffers only 1d4 points of fire damage each round. As a move action, the target can attempt a Reflex save to escape the spell's effects early. For more information on smoke, see the environmental rules in the *Pathfinder Roleplaying Game Core Rulebook*.

SOAR

School transmutation; **Level** alchemist 5, bloodrager 4, cleric 5, druid 5, medium 4, occultist 5, psychic 5, shaman 5, sorcerer/wizard 5, spiritualist 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M (an eagle's feather)

Range touch

Target one creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant the target the ability to soar among the clouds like an air elemental. The target gains a fly speed equal to 3 times his land speed with perfect maneuverability. Additionally, the target gains a bonus on Fly checks equal to your caster level and can take 10 on Fly checks even while in combat. A character affected by this spell who runs or charges while flying need not move in a straight line, and a character under the effects of this spell who uses the charge action to attack a character on the ground deals double damage with the attack.

SOLAR AWAKENING

School transmutation [light]; **Level** cleric 7, druid 7, shaman 7, witch 8

Casting Time 1 standard action

Components V, S, M (powdered topaz worth 500 gp)

Range 0 ft.

Area 500-ft.-radius spread

Duration 1 hour/level; see text

Save Will partial; **Spell Resistance** yes

You awaken the natural magical energy of sunlight within an area, damaging undead and emboldening the living. You may only cast this spell outdoors during the day. The spell's duration immediately ends after sunset, even if there would normally be time remaining. The area of the spell becomes bright light and darkness spells cast within it do not function unless they are a higher spell level. Undead creatures within the spell's area suffer a number of points of damage equal to 2d6 + your caster level each round they begin within the area. A successful Will save halves this damage. Additionally, living creatures within the area are strengthened, gaining a +2 size bonus to Strength while within the area. Creatures of the plant type also gain fast healing 5 within the affected area.

SOLAR SPHERE

School evocation [fire, light]; **Level** druid 9, shaman 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, F (ruby ring worth 1,000 gp)

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

Area 80-ft.-radius spread

Duration 1 round/level

Save Reflex partial, Will partial, see text; **Spell Resistance** yes

You invoke the sun's power, which is made manifest as a miniature sun that blinds and burns those that get too close. You create a sphere of bright solar fire within the spell's range, and each round on your turn creatures within the sphere suffer 10d6 points of fire damage. A successful Reflex save halves this damage. Undead creatures within the sphere suffer maximum damage from this effect, and must also make a Will save or become frightened for 1d4 rounds. Additionally, the sphere sheds bright light in a 100-foot radius, and increases the light level by 3 steps (maximum bright light) in the area up to 1,000 feet away from the sphere. Finally, ambient heat from the sphere deals 4d6 points of fire damage to characters within 100 feet of the sphere, 2d6 points of fire damage to characters within 200 feet of the sphere, and 1d6 points of fire damage to characters within 300 feet of the sphere. There is no save to reduce this fire damage.

SONGBIRD

School illusion (shadow) [shadow]; **Level** bard 3

Casting Time 1 standard action

Components V, S

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

Effect one illusory songbird

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create an illusory songbird, which has a fly speed of 30 feet with perfect maneuverability. It has a +4 size bonus to AC for being Tiny, and has a Dexterity score equal to your Charisma score. Its hit points are equal to your caster level. The songbird cannot attack or perform combat maneuvers, but it goes where you direct it to, and can perform bardic performances for you.

The songbird can perform any bardic performance you are capable of performing. Each round that it performs reduces the number of rounds of bardic performance you have available for the day, and you cannot initiate or maintain a bardic performance while the songbird is performing. Bardic performances performed by the songbird initiate from the songbird's space. The saving throw DCs and skill bonuses for the songbird's bardic performances are identical to if you did the performance yourself. It is a move action to direct the songbird.



SPEAK WITH RIVERS

School divination; **Level** bard 6, cleric 7, druid 6, medium 4, occultist 6, psychic 7, shaman 6, witch 6

Casting Time 1 minute

Components V, S, F (a worn river stone)

Range personal

Target you

Duration 1 min./level

You gain the ability to speak with babbling brooks, raging rivers, and sonorous streams. You can communicate with any body of running water, which can relate to you information about the creatures and objects that have passed along its banks recently, the conditions in and immediately around the river upstream or downstream up to 10 miles, and anything else relating to the river itself. The river's perspective, perception, and knowledge may prevent it from providing the details you are looking for.

SPECTRAL PROJECTION

School necromancy; **Level** psychic 8, spiritualist 6

Casting Time 1 minute

Components V, S, M (special incense and oils worth 1,000 gp)

Range personal

Target you

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

You cause your spirit to separate from your body, allowing you to project your consciousness in a state similar to a ghost. While under the effects of this spell, your body

is unconscious and helpless. You take the form of an incorporeal version of yourself, which is vaguely translucent but otherwise just as visible as your physical form. You gain the incorporeal subtype and universal monster abilities. Unlike a naturally incorporeal creature, however, you still suffer half damage from non-magical attack forms. Additionally, while your spectral form is separated from your body, it is damaged by positive energy as though you were an undead creature. While affected by this spell, your spectral form gains an incorporeal touch attack similar to that of a ghost, which inflicts 1d6 points of damage per 2 caster levels. This is treated as a natural attack, and so you cannot make more than one such attack as part of a full-attack action.

Your physical body and your spectral form have separate hit point totals. When the spell is cast, each has hit points equal to the number of hit points you had when you cast the spell. If your spectral form is reduced to 0 hit points, you die immediately. If your body suffers sufficient damage to die, you die when the spell ends, unless your body is returned to life in the meantime (in which case you do not suffer any negative levels, even if the means of resurrection would normally leave you subject to them). When the spell ends for any reason, your spectral form returns to your body, regardless of range, as long as you are on the same plane. When you return to your body, your hit point total becomes the lower of your body's hit point total or your spectral form's hit point total. Any ability damage, afflictions, or negative status effects from both your body and your spectral form apply once you return to your body. If your body and your spectral form are on different planes when the spell ends, you die.

SPELL RING

School universal; **Level** cleric 5, psychic 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (diamond dust worth 100 gp per spell level)
Range 0 ft.
Effect one ring of magic
Duration 24 hours
Save none; **Spell Resistance** no

By means of this spell, you forge raw magic and diamond dust into a ring of magic, which confers spell power upon those that wear it. When you cast this spell, you must choose a spell of up to 3rd level you have prepared or that you know and can cast; the chosen spell is expended, and you create a magic ring that imparts that spell's power to the wearer. If the chosen spell has a material component, you must pay that component price in addition to the material component paid by this spell. The resulting magical construction is a ring of pure magic, which can be worn and which takes up a ring slot. The effects of the ring are dependent on the spell used in its creation. If the spell expended when you cast this spell has a range of personal, then the wearer of the ring benefits from that spell as long as he wears the ring, up to the total duration of the spell, which is only reduced while the ring is worn. Otherwise, the wearer of the ring gains the ability to cast the expended spell as a spell-like ability, using your caster level and saving throw DC. The number of times the wearer can cast spells in this way is equal to 4 – the spell's level.

SPELL RING, GREATER

School universal; **Level** cleric 9, psychic 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M (diamond dust worth 200 gp per spell level)
Range 0 ft.
Effect one ring of magic
Duration 24 hours
Save none; **Spell Resistance** no

This spell functions as the spell *spell ring*, except that you can expend and imbue the ring with up to 6th-level spells, and spell-like abilities produced from the ring can be used a number of times per day equal to 7 – the level of the spell.

SPIRIT SUMMONS

School necromancy; **Level** cleric 8, druid 7, shaman 7, spiritualist 6, summoner 6
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level (D)

You attune yourself to the spirit world, allowing you to use summoning spells to summon ghosts instead of living creatures. For the spell's duration, whenever you cast a spell of the summoning subschool, apply the ghost template to each creature summoned. The summoned creatures remain ghosts even after the duration of *spirit summons* ends.

STONE BULWARK

School abjuration; **Level** cleric 8, druid 8, sorcerer/wizard 8
Casting Time 1 minute
Components V, S, M (marble powder worth 500 gp)
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target is transformed into a living stone statue. The target gains DR 5/adamantine and a +4 natural armor bonus to AC. Additionally, the target gains 50% immunity to critical hits and precision-based damage, and gains a +4 bonus on saves against mind-affecting effects.

SUMMON MOON-BEAST

School conjuration (summoning); **Level** bard 5, occultist 5, psychic 6, sorcerer/wizard 6, summoner 5, witch 6
Casting Time 1 standard action
Components V, F (a specially-crafted flute worth 2,000 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned moon-beast; see text
Duration 1 round/level; see text
Saving Throw none; **Spell Resistance** no

By playing a mystic and eldritch tune not meant for mortal ears, you can summon a moon-beast from the domain of dreams, to fight on your behalf. This functions as *summon monster I*, with a few exceptions. The creature summoned is always a moon-beast. Each round, as a move action, you must continue to play the song used to summon the creature, requiring a successful DC 15 Perform (wind instruments) check. Failure on this check indicates that the summoned moon-beast breaks free of your control, and can act as it chooses (most likely attacking you).

If cast while in the domain of dreams, this spell functions differently, serving instead as an invitation to a nearby moon-beast to reach out to you. The moon-beast may choose whether or not to answer the call, arriving before you instantaneously if it chooses to do so. Once it arrives, it is free to do as it pleases, and its attitude towards the caster is typically unfriendly (but not hostile). When cast in this fashion, the spell is treated as a conjuration (calling) spell, and its duration is instantaneous.

SUMMON SKY CHARIOT

School conjuration (summoning); **Level** bard 4, bloodrager 4, magus 4, sorcerer/wizard 5, summoner 4
Casting Time 10 minutes
Components V, S
Range 0 ft.
Effect one chariot and flying draft team
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You conjure a heavy chariot with four pegasi in a team to pull it. The exact appearance of the chariot can be customized as you wish, but it has all the normal qualities of a heavy chariot (see *Pathfinder Roleplaying Game: Ultimate Combat*). The chariot can carry up to six passengers, and must be driven normally, although in addition to the normal speeds for a

chariot, this one can also be pulled through the air, using the pegasi's fly speed in the same fashion as a normal draft team's land speed.

SUMMONER'S SANCTUARY

School abjuration; **Level** cleric 1, druid 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

You project an aura of protective magic that interferes with summoned creatures and prevents them from harming you. Any creature summoned with a spell or spell-like ability of the summoning or calling subschool cannot attack you. Summoned creatures conjured with spell or spell-like abilities of the summoning subschool receive no saving throw against this effect, while creature summoned by spells or spell-like abilities of the calling subschool must succeed on a Will save to attack you. Creatures you summoned with a spell or spell-like ability of the calling subschool gain a +4 bonus on this saving throw. A creature that succeeds on its saving throw ignores the effects of this spell for 1 minute. Any effect directed at a summoned or called creature that would end a *sanctuary* spell allows that creature to ignore the effects of this spell for 1 hour.

SUMMONING SMOKE

School conjuration; **Level** druid 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

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

Effect cylinder of smoke 5 ft. in diameter and 100 ft. high

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell creates a 100-foot tall column of smoke that fills a 5-foot square, and the voices of strange otherworldly creatures echo within it. A creature that enters the area or ends her turn in the smoke column becomes affected as by natural smoke, except that any saving throw DCs are based on the saving throw DC of this spell. Any creature that is summoned in the smoke by a spell or spell-like ability of the summoning subschool is greatly empowered, gaining immunity to the ill effects of smoke as well as a +1 luck bonus on attack rolls and damage rolls for each level of the spell used to summon the creature. Creatures summoned in this way cannot stray more than 30 feet from the smoky pillar. A wind of at least 35 mph is sufficient to disperse the smoke cloud, ending all of its effects. For more information on smoke, see the environmental rules in the *Pathfinder Roleplaying Game Core Rulebook*.

SUN FRUIT

School conjuration (creation); **Level** druid 4, occultist 4, shaman 5

Casting Time 1 standard action

Components V, S, M/DF (a seed from a ripe peach)

Range 0 ft.

Effect one fruit

Duration 24 hours

Saving Throw Fortitude partial, Reflex partial, see text; **Spell Resistance** no

You create a massive glowing yellow fruit, which can be used as a light source, consumed to gain the power of the warming sun, or thrown as a grenade-like weapon. This spell, named after the desert herb of the same name, produces a fruit that is superficially similar to the aforementioned herb, but whose magical properties vary somewhat. As long as it is held by a living creature, the fruit sheds bright light in a 60-foot radius, and increases the light level in a 60-foot radius beyond that by 2 steps, to a maximum of bright light. While not a light spell, *sun fruit* suppresses (but does not dispel) darkness spells of 5th level or lower which are within the radius of bright light created by the spell.

In addition to shedding light, a sun fruit can be eaten. This can accomplish one of two effects, depending on whether you have granted the consumer permission to eat the fruit. If consumed by a creature who has permission to eat the fruit, the fruit fills the consumer with warmth and vigor, and he gains a number of temporary hit points equal to $3d8 + \text{your caster level}$. However, if the consumer has not been granted permission to eat the fruit, he is ravaged by the heat of the sun, suffering $1d8$ per caster level points of fire damage (a successful Fortitude save halves this damage). You can give broad permission for all creatures to eat the fruit, or revoke such permission at any time during the spell's duration as a swift action.

Finally, the fruit can be thrown, at which point it explodes in a brilliant sunburst on impact. All creatures in a 10-foot radius of the square the fruit lands in must succeed on a Reflex saving throw or be blinded for the remaining duration of the spell.

SUNLIGHT FORM

School transmutation (polymorph); **Level** alchemist 6, cleric 8, druid 8, shaman 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (sacred elixir made from powdered pearls and wine, worth 500 gp)

Range personal

Target you

Duration 1 round/level

You transform yourself into pure sunlight, attaining a nearly immortal state and gaining tremendous power. You become pure light, gaining the incorporeal subtype and defensive abilities, a fly speed equal to 10 times your land speed with perfect maneuverability, and you shed bright light in a 100-foot radius. This light counts as sunlight for the purposes of affecting creatures who are strongly affected by sunlight. In your transformed state, you gain a +10 size bonus to Dexterity and Constitution, you retain the ability to speak, cast spells, and use extracts, and you also gain 2 light ray attacks and a touch attack. The light rays have a range of 100 feet and

are ranged touch attacks that deal 5d6 points of damage on a successful hit, or twice that much to undead creatures. Additionally, on a critical hit, the target is blinded for 1 round. The touch attack is a melee incorporeal touch attack that deals 1d6 points of damage per caster level and forces the target to make a Will saving throw or become permanently blinded. If you confirm a critical hit with this melee touch attack, the target receives no saving throw to negate the effect.

SUNLIGHT WARD

School abjuration; **Level** alchemist 3, antipaladin 3, cleric 3, druid 4, medium 3, psychic 4, shaman 3, sorcerer/wizard 3, spiritualist 3, witch 3

Casting Time 1 minute

Components V, S, F (a plain black cloak with hood)

Range touch

Target creature touched

Duration 10 min./level; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You ward the touched creature against any harmful effects it may suffer from sunlight, such as a wraith's sunlight powerlessness or a vampire's sunlight weakness. The target must wear the cloak used as the spell's focus for the duration of the spell (putting the cloak on the creature is part of the spell's casting time), and if the cloak is removed for any reason, the spell immediately ends.

SWALLOW OBJECT

School transmutation; **Level** bard 4, bloodrager 3, magus 4, mesmerist 4, occultist 4, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S, F (a miniature beartrap)

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You grab and swallow a single object, shrinking it down and transmuting it so that it can be stored safely inside you for the spell's duration. As part of casting the spell, you can make a special disarm or steal combat maneuver, using your caster level in place of your base attack bonus and your primary spellcasting ability score modifier in place of your Strength score. This combat maneuver does not provoke attacks of opportunity.

Whether you make a successful combat maneuver check or not, you may then choose a single object of Small size or smaller that is currently in your possession and swallow it. The swallowed item appears to go down your throat full-sized, but in fact shrinks as it passes into your mouth, and is stored in a protective magic bubble that both protects your insides and the item from harm. The object is considered to have total cover from all creatures and objects (except any that may have been swallowed by you). If you die or the spell ends for any reason, the swallowed object erupts harmlessly from your mouth.

TITANIC GROWTH

School transmutation; **Level** alchemist 6, druid 7, shaman 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

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

Target one animal, dragon, magical beast, ooze, plant, or vermin (Large or smaller)

Duration 1 min./level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You cause the target to grow to incredible proportions, instantly increasing its size category by three steps (Large creatures become Colossal, Medium creatures become Gargantuan, etc.). The creature's space and reach, the damage of its natural attacks, and its size bonuses and penalties to AC, attack rolls, CMB, CMD, Fly skill checks, and Stealth skill checks adjust as appropriate for its new size. Additionally, it gains a +12 size bonus to Strength and a +6 size bonus to Constitution, although it suffers a -4 penalty to Dexterity. The target's natural armor bonus to AC also increases by +4.

TUMBLEWEED SPIES

School divination; **Level** druid 3, occultist 3, psychic 3, ranger 2, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a bit of sagebrush)

Range 6 miles

Effect 1 tumbleweed spy/level

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create a number of magic, animated tumbleweeds, which wander the land and provide you with sensory input. You do not have direct control over the tumbleweed spies, which wander the spell's area at random. The tumbleweed spies do not move continuously, but rather roll about in fitful bursts, much like real tumbleweeds, with long periods of rest in between. Anyone that spots one of your tumbleweed spies that succeeds on either a DC 15 Knowledge (nature) check or a DC 25 Perception check notices that they do not always move in the direction the wind is blowing, which may arouse suspicion or attract attention. The tumbleweed spies have an AC of 6 and 5 hit points each.

As a standard action, you can direct your senses to one of your tumbleweed spies, allowing you to clearly see and hear everything within 60 feet of it, in a manner similar to clairaudience/clairvoyance. While doing so, your body is treated as blind and deaf. You receive a mental alarm whenever a Small or larger creature comes within 60 feet of one of your tumbleweed spies, and whenever one of your tumbleweed spies is touched or damaged. You cannot direct your senses to a tumbleweed spy that has been reduced to 0 or fewer hit points.

The GM should roll at the normal rate to determine if the tumbleweed spies happen upon any random encounters. If you are searching for a particular creature, there is generally a 1% chance per tumbleweed spy per hour that one of your tumbleweed spies encounters that creature, if it is within the spell's area.

UNDERTOW

School evocation; **Level** antipaladin 4, cleric 4, druid 4, psychic 4, ranger 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** yes

This spell can only be cast while underwater. This spell creates a powerful current surrounding a single creature or object swimming or floating on the surface of a body of water in which you are submerged. The magical force drags the target downwards under the water at high speeds, pulling it down 10 feet per caster level. The movement caused by this spell is incredibly harsh and it inflicts 1d6 points of damage per caster level to the target. If this spell targets a ship, a Profession (sailor) check may be substituted for the Reflex saving throw, if the ship has a helmsman or captain capable of steering the ship at the time the spell is cast. Generally, creatures on deck a ship affected by this spell are deposited harmlessly on the water's surface, while characters below decks are dragged below the waves with the ship, but also suffer no damage as a result of the spell, as the ship itself suffers the brunt of the spell's damaging effects.

UNICORN HERD

School conjuration (summoning); **Level** cleric 6, druid 5, shaman 6, sorcerer/wizard 6, summoner 5
Casting Time 1 standard action
Components V, S, M (a strand of unicorn hair)
Range close (25 ft. + 5 ft./2 levels)
Effect one or more summoned unicorns
Duration 1 minute/level or 1 hour/level, see text
Saving Throw none; **Spell Resistance** no

You call forth a herd of unicorns to serve as mounts or soldiers for the pure of heart. When you cast this spell, you can call either guardians or mounts. If you call guardians, 1d6 unicorns are summoned and obey your commands. The summoned unicorns function as though called by *summon monster I*. If cast by a good character, the unicorns summoned by this spell are celestial, and if your caster level is 15 or higher, the unicorns are advanced. This version of the spell lasts for 1 minute/level.

If you summon mounts, you summon up to 1 unicorn per caster level. These unicorns can serve as mounts, but do not engage in combat unless attacked. These unicorn mounts are supernaturally strong and can run at full speed for the duration of the spell without need to make Constitution checks to continue running. The unicorns only allow non-evil creatures to mount them. This version of the spell lasts for 1 hour per caster level.

UNRELIABLE REPLICANT

School conjuration (creation); **Level** psychic 7, sorcerer/wizard 7
Casting Time 10 minutes
Components V, S, M (diamond dust worth 1,000 gp)
Range medium (100 ft. + 10 ft./level)
Effect one magical double
Duration 24 hours
Save none; **Spell Resistance** no

You create a magical double of yourself that generally obeys your commands and serves your interest. This magical simulacrum has identical statistics to yourself, including any permanent bonuses provided by magical items (such as that provided by a *headband of intellect*), and possesses mundane replicas of your gear. The magical double has all of your memories and skills, and though it cannot cast spells on its own, it can cast spells on your behalf, allowing it to cast any spell you are able to cast by expending one of your spell slots. The double acts independently and on its own initiative, although it obeys your commands to the best of its ability.

Every hour, there is a small chance that the double will lose some of its magical connection to you, becoming unstable and potentially dangerous. Each hour, roll 1d20. If the result is a natural 1, roll a second d20. If the result of this second roll is odd, the double crumbles to ash. If the result of the second roll is even, the double becomes evil (if it was not already) and attacks you. A double that has turned in this way gains its own spell slots, identical to the spell slots you have remaining, and can cast any spell you had prepared or were able to cast at the time it turned. A turned double returns to normal after 1 hour.

UNSTABLE TRANSFORMATION

School transmutation; **Level** alchemist 4, antipaladin 4, bard 4, cleric 5, druid 5, inquisitor 4, magus 4, medium 4, mesmerist 4, paladin 4, psychic 5, ranger 4, shaman 5, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S, M (a vial of quicksilver worth 50 gp)
Range personal
Target you
Duration 1 hour

You invoke primal energies of transformation in order to alter your form, granting you greater physical or mental abilities. When you cast this spell, you randomly assume the form of the champion, the form of the scholar, or the form of the thief. The assumed form remains until the spell ends, and each grants unique abilities as outlined below.

Champion: You gain a +4 enhancement bonus to your Strength and Constitution scores, proficiency with all weapons (including exotic weapons and siege weapons) and may make an additional attack at your highest base attack bonus as part of a full-attack action. While in the form of the champion, you may not cast spells, except those with a range of personal or a range of touch, and may cast spells with a range of touch only on yourself.

Scholar: You gain a +4 enhancement bonus to your Intelligence and Wisdom scores and treat your caster level as 4 higher than it actually is. You may also take 10 on all Intelligence- and Wisdom-based skill checks. While in the form of the scholar, you become exceptionally frail and

fragile, and suffer twice as much damage as you normally would from non-spell sources.

Thief: You gain a +4 enhancement bonus to your Dexterity and Charisma scores, gain a competence bonus on all skill checks equal to 1/2 your caster level, and gain the ability to find and disable magical traps. While in the form of the thief, you lose proficiency with martial weapons, except for the shortbow, longsword, short sword, and rapier, and cannot cast spells with a saving throw entry denoted as other than harmless.

VENOM STRIKE

School necromancy [poison]; **Level** antipaladin 1, bloodrager 1, druid 1, inquisitor 1, magus 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (an adder's fang), DF

Range touch

Target living creature or creatures touched (up to one/level)

Duration 1 round/level and instantaneous; see text

Saving Throw Fortitude partial; **Spell Resistance** yes

Your hand becomes wreathed in sickly green energy and you can deliver painful and debilitating strikes. Each successful melee touch attack deals 1d4 points of damage. The touched creature also takes 1 point of Dexterity damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level, and can make one such attack as part of the same action used to cast the spell.

If you touch a creature that is currently afflicted by a poison, then instead of dealing 1 point of Dexterity damage, the spell causes the target to suffer a -1 penalty on her next saving throw made to resist poison. Multiple penalties of this nature stack.

The effects of the touch attack on a target are instantaneous, but you retain the ability to deliver these touch attacks for 1 round per caster level.

WAILING BLADE

School necromancy; **Level** antipaladin 1, bloodrager 1, magus 1, medium 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target piercing or slashing weapon touched

Duration 1 minute (D)

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

When you cast this spell, as part of the action of casting it, you must plunge the target weapon into an adjacent corpse, which must have died sometime in the last minute. You draw out the deceased creature's spirit, which whirls around the weapon's blade as a visible, spectral form, screaming in audible anguish. The weapon deals an additional 1d6 points of sonic damage. Additionally, whenever an attack with the weapon misses by less than five, it still deals 1 point of sonic damage to the target.

WAYPOINT TRAVEL

School conjuration (teleportation); **Level** magus 4, occultist 4, psychic 4, sorcerer/wizard 4, spiritualist 4, summoner 4, witch 4

Casting Time 1 minute

Components V

Range see text

Targets you and touched objects or touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **Spell**

Resistance no and yes (object)

This spell allows the caster, and up to one additional creature per caster level, to instantaneously travel from one specially prepared point to another. This spell only functions if cast within 30 feet of a waypoint, a stone surface that was specially prepared with the *create waypoint* spell. You can travel any distance using this spell, but only to arrive within 30 feet of another waypoint. If you know of a particular waypoint, you can choose to arrive at it; otherwise, you simply choose your destination, and arrive at the nearest waypoint to that destination, regardless of how far that waypoint is from where you wanted to arrive.

If there is no active waypoint closer to your destination than the location you are in when you cast the spell, the spell fails. Additionally, each time you cast this spell, there is a 5% chance that you arrive at a waypoint in a random location, rather than at your intended destination.

WILD SHELTER

School abjuration **Level** druid 5, ranger 4, shaman 5

Casting Time 10 minutes

Components V, S, M (incense worth 500 gp)

Range personal

Target you

Duration 1 hour/level

You entreat the wild spirits of the world to watch over you, granting you the supreme protection of the local spirits that inhabit a given land. You must cast this spell out of doors. When you cast this spell, you entreat the local spirits of the area to watch over you. These spirits are tied to the type of terrain you are in when you cast the spell, and watch over you for so long as you remain within that type of terrain. While under the spirits' protection, animals and magical beasts native to that terrain type with an Intelligence of less than 3 will not attack you or make other hostile actions against you. The local spirits also warn you of potential danger, granting you a sixth sense that warns you of the presence of hostile creatures or natural hazards (such as quicksand, difficult terrain, lightning strikes, etc.) 3 rounds before you encounter such danger (provided you maintain your current course and speed). The spirits are not infallible, nor can they see the future with perfect clarity, and thus they cannot account for eventualities such as sudden teleportation, or successfully negotiating with a hostile creature in such a way that the encounter would be profitable, rather than dangerous. In addition to warning you of dangers, this sixth sense provides you with a +2 insight bonus to AC and a +6 competence bonus on saving throws made to resist natural dangers and hazards in that area. If you leave the terrain, you lose these benefits until you reenter the terrain again.



WORM ERUPTION

School conjuration (creation); **Level** druid 6, shaman 7, sorcerer/wizard 6, witch 7

Casting Time 1 standard action

Components V, S, M (a pinch of wet earth)

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

Target one living creature

Duration concentration

Saving Throw Fortitude negates, see text; **Spell Resistance** yes

You conjure forth a mass of writhing worms inside of the target's body, which slowly devour her organs until they explode in a shower of gore. Each round, the target must succeed on a Fortitude save or suffer 5d6 points of damage

and 1 point of Strength, Dexterity, and Constitution damage. A successful Fortitude save negates this effect for 1 round, but the spell continues to persist as long as you concentrate on it. If the target is reduced to 0 or fewer hit points, or the target's Strength, Dexterity, or Constitution score reaches 0, the worms erupt from the target's body in a massive explosion of blood and gore, dealing 10d6 points of piercing and bludgeoning damage to the target and all characters within a 20-foot-radius spread. Immediately after this explosion, an advanced centipede swarm appears in the target's square. The centipede swarm is not under your control, though you may attempt to gain control of it if you have other abilities that allow you to do so. The swarm is a fully-formed, independent, living creature, and persists even after the duration of the spell.

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 2017, we created 25 new monsters, from CR 1 to 25, plus seven new templates.

This chapter contains all the content from Exotic Encounters produced over the course of 2017. 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, ten new monster template are listed.

Some of the monsters and templates 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.

Aquamortis

Emerging from the waves are the skeletal remains of what once was a human, now encrusted with barnacles, and draped with seaweed. Its empty eye sockets glow with a blue green shimmering light and the smell of saltwater and rotting flesh no longer present on its bones fills the air around it.

AQUAMORTIS

CR 13

XP 25,600

CE Medium undead

Init +4; **Senses** darkvision 60 ft., *see invisibility*; Perception +22

DEFENSE

AC 32, touch 10, flat-footed 32 (+8 armor, +14 natural)

hp 212 (17d8+136); fast healing 10

Fort +12, **Ref** +5, **Will** +14

DR 10/good; **Immune** cold, undead traits, **SR** 24

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 *unholy trident* +22/+17/+12 (1d8+13 plus 2d6 vs. good) and bite +15 (1d6+4 plus paralysis)

Special Attacks create spawn, curse of the sea, drowning strike

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*see invisibility*

At will—control water, hold person (DC 19)

1/day—control weather, finger of death (DC 24)

STATISTICS

Str 26, **Dex** 10, **Con** —, **Int** 10, **Wis** 14, **Cha** 24

Base Atk +12; **CMB** +20; **CMD** 30

Feats Ability Focus (curse of the sea), Cleave, Great Cleave, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Toughness, Weapon Focus (trident)

Skills Intimidate +24, Perception +22, Survival +19, Swim +28

Languages Common

ECOLOGY

Environment underwater

Organization solitary

Treasure standard plus +1 *unholy trident* and mwk half-plate

SPECIAL ABILITIES

Create Spawn (Su): Any creature that is slain by an aquamortis' natural attack while underwater rises as an aquamortis in 1d4 rounds, under the control of the aquamortis that killed it.

Curse of the Sea (Su): An aquamortis can curse creatures in the sea to never leave the water again. As a standard action, an aquamortis can cause a single living creature within 30 feet that is submerged in water at least up to his waist to succeed on a Will save (DC 24) or be unable to leave the water and return to dry land. This effect is permanent and cannot be dispelled, but is immediately ended if the aquamortis is slain.

Drowning Strike (Ex): Whenever an aquamortis confirms a critical hit on a living creature, the target must hold his breath or begin to drown. This effect lasts for 1d3 minutes, or until the aquamortis is slain.

Paralysis (Ex): A character struck by an aquamortis' bite attack must succeed on a Fortitude save (DC 23) or become paralyzed for 1d4 rounds.

Ecology

An aquamortis is a type of undead creature created from those that die at sea, and are forgotten. The unmourned grow disquiet with the lack of grief over their passing, and anger over being allowed to have a watery grave, instead of a proper burial, and in time these horrible creatures arise from the depths, wielding unholy weapons forged from their own ribs to seek vengeance against the living. They desire nothing more than to kill all those who let their passing go unnoticed, forcing their victims to become like them.

Full of hatred and a lust for vengeance, the aquamortises stalk the waves, preying on storm-tossed ships or emerging from the oceans' depths to torment the land-bound. In either case, their tactics are similar: they force their foes into the water and curse them that they might never leave it. Then they depart, condemning the cursed to suffer alone in the waves until they are on the brink of starvation, at which time the aquamortis returns to kill its victims.

When faced with combat, the aquamortis prefers to isolate a single enemy, trapping him in the water if it can, and then focusing its attention on that target. It will attempt to quickly kill the target in order to create spawn and even the odds against the victim's allies.

Generally, aquamortises operate alone, but occasionally, in cases where a great many sailors met tragic deaths at sea together (such as when an entire ship sinks to the bottom of the ocean), they sometimes form an entire crew of aquamortises when they rise, which then stalk the sea together, taking down large sailing ships and sending crews en masse to water graves. Dark rumors even tell of an entire armada of ships crewed by aquamortises, with the occasional ghost ship or skeletal crew added for good measure, which roams the deep oceans, damning any ships unfortunate enough to cross their path. If such an armada does exist, it is certain that they won't be satisfied with such a strategy for long, and will eventually begin to grow more aggressive.

In some rare cases, deities associated with drowning, or evil deities of the sea in general, may send aquamortises to aid their clerics and other faithful, and in extreme cases, some such religions may even consider it an honor to be made into an aquamortis after death, although those who become undead in this way seem to have no less lingering hatred for the living than any other aquamortis.

A 20th-level spellcaster can create an aquamortis using *create greater undead*. The spell also requires a humanoid corpse that died by drowning, although any humanoid corpse will do if the caster also expends a prepared *suffocation* spell when *create greater undead* is cast.

Blotsphere

Floating in the air like a giant jellyfish, this translucent blue-green creature has six long, willowy tendrils that hang below it as it floats in the air. The top of its body is ringed with several small transparent orange sacs, which form a sort of crown around a single larger transparent orange dome in the center.

BLOTSHERE

CR 7

XP 3,200

N Large aberration

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 12, flat-footed 16 (+2 Dex, +1 dodge, +7 natural, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +7, **Will** +8; -4 vs. compulsion effects

Defensive Abilities all-around vision, hidden eyes

Weaknesses domesticated, transparency

OFFENSE

Speed 30 ft., climb 30 ft., fly 30 ft. (average), swim 20 ft.

Melee 6 tentacles +11 (1d4+4 plus grab)

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +12; **CMD** 24

Feats Dodge, Lightning Reflexes, Mobility, Skill Focus (Fly), Weapon Focus (tentacle)

Skills Climb +12, Fly +19, Perception +14, Swim +12

SQ balloon shape

ECOLOGY

Environment any

Organization solitary or congregation (2-12)

Treasure incidental

SPECIAL ABILITIES

Balloon Shape (Ex): A blotsphere's body consists of several small air sacs surrounding a single, much larger sac. As a move action, a blotsphere that has successfully grappled a creature with one of its tentacles can deposit the creature inside its main air sac through a toothless opening that is normally kept tightly contracted. This functions similarly to being swallowed whole, except that the creature inside the sac does not remain grappled, and does not take damage each round. The interior of a blotsphere has AC 13 and 20 hit points, as the air sac is surprisingly tough and durable. A blotsphere's air sac can hold up to 2 Medium or smaller creatures comfortably, or 4 Medium creatures if they are squeezing. Creatures outside the blotsphere can also attack its primary air sac directly. If a blotsphere's air sac is ruptured, it loses its fly speed until the damage is healed.

Domesticated (Ex): Blotspheres were long ago enslaved and conditioned as beasts of burden by an ancient and powerful alien race, and their minds have been conditioned over eons to accept commands. They suffer a -4 penalty on saving throws made to resist compulsion effects.

Hidden Eyes (Ex): A blotsphere's numerous eyes are located beneath its transparent skin, protecting them while still allowing them to see the world around it. Between this protection and the large number of eyes the blotspheres possess, they are immune to being blinded.

Transparency (Ex): A blotsphere's skin is a translucent blue-green color, except its air sacs, which are a translucent orange. This allows the muscles and organs beneath the skin to be seen, granting a +4 bonus on attack rolls made to confirm a critical threat.

Ecology

Sages disagree on whether blotspheres were created specifically to serve as beasts of burden, or whether they were an existing race that was simply domesticated because of their potential usefulness, but either way, these strange creatures were long ago put to the purpose of serving as a means of transportation, storage, and imprisonment for a strange and inscrutable alien race. This race specifically engineered the blotsphere's unusual biology, or at the very least clearly capitalized on it, using specialized magic to control the creatures from within, piloting them like organic crafts over land, sea, and sky.

A blotsphere's numerous lesser air sacs generate numerous different gases, which it is able to mix together for a variety of useful purposes, foremost among which is making them buoyant enough to float through the air. They can also use these gases to create fresh air within their primary air sac, allowing them to keep passengers alive during long journeys. The blotsphere can also cut off air to its primary air sac, eventually suffocating any creatures inside, after which its digestive juices, which are too weak to inflict measurable damage, eventually break them down for digestion.

While it seems likely that, at one time, there was no such thing as a wild blotsphere, with the entire race being either engineered in a lab or domesticated, today the matter is a bit more complex. Whatever race made use of the blotspheres in antiquity, they ultimately abandoned many of the locations they once held. In addition to leaving behind rather large, monolithic stone structures, these creatures also left behind some of their blotspheres, which, upon being abandoned and left to their own devices, slowly adapted to become a bit more wild and independent.

That said, even generations later, blotspheres that have never known a master remain characteristically timid and docile, at least towards humanoid creatures, indicating that they remain at least partially domesticated. Further, the same magics that once allowed the blotspheres to be controlled as little more than organic vehicles continue to work on these "wild" blotspheres, for those spellcasters who manage to learn them.

It is believed that, somewhere out in the distant reaches of space, the alien culture that bred the blotspheres may still exist, and, if so, the blotspheres found there would likely be barely recognizable as creatures, behaving more like organic machines or tools. Some specialized sages who have devoted their lives to this topic believe that there may be other races similar to the blotsphere, which were genetically engineered to perform other specific purposes. A few rogue scholars even point to creatures such as mimics and roppers, and wonder if perhaps these might also be the result of the same genetic manipulation.

Cinder Wyrms

The great creature before you resembles a massive, jet-black snake with short clawed forelimbs and a long alligator-like mouth filled with razor-sharp teeth the size and shape of scimitars. Though the creature has no eyes, it moves with clear determination as it burst into and out of the earth, flames blasting from its horrible jaws.

CINDER WYRM

CR 15

XP 51,200

CE Gargantuan dragon

Init +4; **Senses** darkvision 120 ft., low-light vision, tremorsense 100 ft.; **Perception** +23

DEFENSE

AC 30, touch 6, flat-footed 30 (+24 natural, -4 size)

hp 243 (18d12+126)

Fort +17, **Ref** +11, **Will** +13

Immune fire, paralysis, sleep

OFFENSE

Speed 60 ft., burrow 60 ft.

Melee bite +26 (2d8+16/19-20/x3 plus grab), 2 claws +26 (2d6+11)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks lava breath weapon (100-ft. line, 15d8 fire damage and creatures are slowed for 1d4 rounds, Reflex DC 25 for half and negates the slowing effect, usable every 1d4 rounds), sudden ambush, superheated gas breath weapon (30-ft. cone, 15d8 fire damage and creatures are blinded for 1 round, DC 25 Reflex save for half and negates the blinding effect, usable every minute), swallow whole (10d6 fire damage, AC 22, 24 hp), volcanic eruption

STATISTICS

Str 32, **Dex** 11, **Con** 22, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +18; **CMB** +33; **CMD** 43

Feats Critical Focus, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (bite, claw)

Skills Climb +32, Intimidate +25, Knowledge (dungeoneering) +22, Perception +23, Sense Motive +23, Survival +23, Use Magic Device 25

Languages Aklo, Draconic, Undercommon

SQ powerful critical

ECOLOGY

Terrain underground

Organization solitary

Treasure double

SPECIAL ABILITIES

Powerful Critical (Ex): The cinder wyrm's bite attack has a x3 critical modifier.

Sudden Ambush (Ex): The cinder wyrm is especially skilled in ambushing its prey by bursting out of the ground. Whenever it makes a charge attack against a flat-footed opponent using its burrow speed, the cinder wyrm gains a +4 bonus to the attack roll instead of the normal +2 bonus. This bonus is also added to any attempt to grapple the target with its grab ability.

Swallow Whole (Ex): A character swallowed by the cinder wyrm is subject to its breath weapons and receives no saving throw to avoid the effects of the breath weapons. Additionally, whenever a character successfully cuts its way out of the cinder wyrm, the cinder wyrm regains the ability to swallow whole the next time it uses its lava breath weapon, as rapidly cooling lava fills any gaps left by cutting weapons.

Volcanic Eruption (Ex): A cinder wyrm can use its lava breath weapon while it is burrowing to create a column of molten rock directly above it, reaching to the surface. This column has a radius of 20 feet, and can be up to 100 feet tall (it cannot extend above the surface of the earth). Any character that enters or begins its turn in the area suffers 10d6 points of fire damage and is slowed. This lava cools rapidly and persists for 1d4 rounds. When the cinder wyrm uses this ability, it cannot use its lava breath weapon again for 1 minute.

Ecology

Cinder wyrms are massive subterranean dragons that roam the endless deep cavern complexes below the surface of the earth. Creatures of ash and fire, cinder wyrms are most commonly found in areas with high levels of volcanism, and commonly lair in massive, magma-filled chambers. Cinder wyrms are ambush hunters and apex predators who feed on the giant creatures that dwell in deep places, including giant magical beasts, vermin, oozes, and aberrations such as ropers and grey renders. Though normally content with eating such creatures and lording over their large territories, occasionally cinder wyrms find cause to roam about. Most often these wanderings are in search of treasure, particularly magic items which it can use to further its already considerable status.

Though in many ways a cinder wyrm's behaviors mimic those of a common ambush predator, they are in fact exceptionally intelligent and cunning creatures. Comfortable in their own domains, they often employ networks of subterranean minions to guard the paths to its chamber, retrieve items of significance and value, and even conduct trade on the wyrm's behalf. The cinder wyrm's cunning extends to tactics, and in combat they prove devious and efficient fighters. They favor ambushing spellcasters to take them out of the fight as quickly as possible. They also favor devouring at least one opponent before using their breath weapons, to ensure that at least one enemy is helpless against their most devastating attacks.

A cinder wyrm spends most of its time lounging within its magma pool. For some time, it was believed that they spent so much time bathing in magma because they would become sluggish and lethargic if their body was not kept at a high temperature at all times, but recent reports put this theory into question, positing that cinder wyrms in fact toss much of their treasure into their magma pools, allowing the precious metals and minerals to be broken down in the molten bath, making them that much more difficult to steal, and that a cinder wyrm bathing in its magma pool is also lounging on a large portion of its treasure horde, an activity common amongst a wide variety of dragon species, and requiring little explanation.

Collective Assault Drone

This mass of metal plates and dangling wires boasts a shimmering shield of pale blue light surrounding the roughly spherical construct. A single bright blue eye is flanked by a pair of protruding rifles.

COLLECTIVE ASSAULT DRONE

CR 8

N Medium construct (robot)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 75 (10d10+20), force field (40 hp, fast healing 8)

Fort +3, **Ref** +8, **Will** +3

Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Ranged 2 integrated heavy mount laser rifles +16 touch (2d10)

Special Attacks coordinated assault, self-destruct

STATISTICS

Str 10, **Dex** 20, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +10; **CMD** 25

Feats Ability Focus (self-destruct), Improved Initiative, Skill Focus (Fly, Knowledge [engineering]), Weapon Focus (laser rifle)

Skills Fly +24, Knowledge (engineering) +19

Languages Common

SQ communicate with machines

ECOLOGY

Environment urban

Organization solitary, pair, or assault squad (3-10)

Treasure standard

SPECIAL ABILITIES

Communicate with Machines (Ex) A collective assault drone can communicate with any technological device within 1 mile of its location. This allows it observe the area within 10 feet of any piece of advanced technology (any item created using a technological lab) or any creature of the robot subtype as a standard action, as with the spell *scrying*. The collective assault drone can also communicate telepathically with other robots within that area.

Coordinated Assault (Ex) A collective assault drone can command all other collective assault drones within 30 feet to fire on the same target. This is a full-round action. If it does, each other collective assault drone within the area makes a single attack with its integrated laser rifle against the specified target as a free action. Because of the computing power it takes to conduct such a strike, whenever a collective assault drone uses this ability, all other collective assault drones involved in the attack behave as if confused for 1d4 rounds.

Integrated Weapons (Ex) A collective assault drone has 2 integrated laser rifles with a range increment of 250 feet.

Self-Destruct (Ex) A collective assault drone is programmed to self-destruct if damaged. Whenever the assault drone suffers hit point damage, it begins to self-destruct. Each round, it audibly counts down in Common, starting from 3

on the first round, then 2 on the second round, and so on. When it reaches 0 (on the fourth round), it explodes, dealing 8d6 points of fire damage to all creatures in a 30-foot radius. A successful Reflex save (DC 17) halves this damage. The saving throw DC is Constitution-based.

Ecology

Collective assault drones are the result of machine intelligence and intercommunication, coming together to create a collective consciousness. Though not the first devices connected in this manner, collective assault drones are among the most common. Part of an interconnected super-entity of networked machines, all speaking to each other, collective assault drones are made up primarily of communications components, force field generation units, and advanced weapons (usually laser rifles).

Like all members of this networked entity, the collective assault drones serve the collective will of countless machines conducting wireless communication, and their tasks evolve according to the consensus opinion of the greater entity to which they belong. Generally, collective assault drones are charged with eliminating threats to the collective as a whole, and are its main arms of enforcement.

Essentially a group of networked computers, collective assault drones work exceptionally well with one another and are rarely encountered alone. Typically, collective assault drones operate in small groups of 4 to 8, which in turn may form smaller parties, as their task demands, but all the while staying within communication range. They use their communication ability to observe threats and coordinate the best way to deal with them and achieve their directives.

The exact origins of collective assault drones, and the extent of the machine society that they represent, remain shrouded in mystery. Experiments with the rare drones which are captured without being allowed to self-destruct, combined with divination attempts, have made it clear that the represent the most common agents of some foreign machine hive-mind, which consists of a network of robots of varied shapes and types. The goals, scope, and even location of this robot society, however, have yet to be determined, as has the range over which this hive mind can communicate.

That said, in a few rare cases, there have been successful efforts at reprogramming and repurposing collective assault drones, repurposing them to serve humanoid masters, and limiting their communication to a small network of repurposed drones. Once two or three such drones are functioning, they can even be used to confuse and capture “pure” drones. Such drone poachers play a dangerous game, however, for such activities are likely to arouse the ire of the machine collective that created the drones, and there have been several documented cases of formidable robot forces being sent against those who attempt to take these drones for their own. More troubling still, some evidence suggests that even a reprogrammed drone may still provide information back to its old hive mind, and it may even be possible for its new programming to be undone at a moment’s notice, if indeed the drones were ever under control at all, and not simply biding their time for some unknowable, alien reason.

Fanged Eye

What at first seemed to be a floating, disembodied eyeball is clearly revealed to be something else. Its spherical form is split in twain with wicked, needle-like fangs extending downward from the bifurcated iris.

FANGED EYE

CR 2

XP 600

LE Fine outsider (native)

Init +2; **Senses** darkvision 120 ft., low-light vision, see illusions; Perception +12

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 13 (3d10-3)

Fort +2, **Ref** +3, **Will** +4

Defensive Abilities sight weakness

OFFENSE

Speed fly 60 ft. (good)

Melee bite +7 (1d2-4 plus poison)

Space 1/2 ft. **Reach** 0 ft.

Special Attacks blinding bite, pierce illusion, poison

Spell-Like Abilities (CL 3rd [CL 20th for vision], concentration +5 [+22 for vision])

3/day—invisibility purge, true strike

1/day—clairaudience/clairvoyance

1/week—vision

STATISTICS

Str 2, **Dex** 14, **Con** 9, **Int** 11, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** -9; **CMD** 3

Feats Alertness, Skill Focus (Perception)

Skills Fly +14, Intimidate +8, Knowledge (local) +6, Knowledge (planes) +6, Perception +12, Sense Motive +9, Stealth +24

Languages Aklo, Common

SQ share vision

ECOLOGY

Terrain planes (Hell)

Organization solitary, pair, pack (3-8), or swarm (9 or more)

Treasure incidental

SPECIAL ABILITIES

Blinding Bite (Ex): Any living creature struck by the fanged eye's bite attack becomes blinded for 1 minute. A successful Fortitude save (DC 10) reduces the duration of this blindness to 1 round. Creatures without eyes are immune to this effect. The saving throw DC is Constitution-based.

Pierce Illusion (Su): As a standard action, a fanged eye can attempt to dispel any illusion effect by staring intently at it. This functions identically to the spell *dispel magic*, except that it affects only illusion effects. The fanged eye makes its dispel check with a +10 bonus for the purposes of this ability.

Poison (Ex): Bite—injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Int damage, and target is confused for 1 round if it suffers 2 points of Int damage in this way; cure 1 save.

A character affected by the fanged eye's poison suffers a -4 penalty on saving throws made to resist its blinding bite special attack.

See Illusions (Su): A fanged eye's incredible perception allows it to see the magic auras of illusion spells and effects as though it were affected by *arcane sight*, except that it can only see illusion spells and effects.

Share Vision (Su): As a full-round action, a fanged eye can designate a single creature within 30 feet to share its sight with. This bond lasts for 24 hours and cannot be broken by any means short of slaying the fanged eye. A fanged eye can only bond to a single individual in this way each day, and once the choice is made, it cannot be changed. While it is bonded to another individual in this way, that individual can choose to see through the fanged eye. While doing so, she temporarily becomes blinded to her own surroundings, but can see through the fanged eye, allowing her to see what the fanged eye sees and to make Perception and Sense Motive skill checks using either her bonus or the fanged eye's bonus, whichever is higher. This ability functions over any distance, provided the fanged eye and the bonded individual are on the same plane.

Sight Weakness (Ex): A fanged eye suffers a -4 penalty on saving throws against spells and effects that rely on visual components.

Ecology

Fanged eyes are curious creatures said to have originated in one of the layers of Hell, where they can be seen flying about like packs of birds or swarms of insects. Though somewhat intelligent, the fanged eyes possess little in the way of an organized society, despite their tendency to gather in large numbers. Instead, they devote their intellects to personal cultivation and survival, an instinct that often leads them to seek escape from their netherworld home and into the Material Plane. Such trips are generally made in secret, and escaping alone and unnoticed is seen as a great accomplishment by fanged eyes.

Typically, fanged eyes seek out partnerships with evil humanoids once on the Material Plane, serving as scouts, spies, and pathfinders in exchange for protection and a position of prestige. For these reasons, they favor joining forces with wizards, serving as a bonded familiar, or else joining with particularly fearsome (but not especially clever) warriors, whom they can easily manipulate. Though rare, it is not unheard of for a fanged eye to join forces with a good humanoid, provided that they are able to find some common ground.

Some scholars believe that fanged eyes are formed from the souls of mortals, like many other species of fiends. Among those who share this belief, some believe that they are formed from the souls who stood by and watched as great evils were done, and are thereby guilty by association, whereas others believe that they form from the souls of those who betrayed their benefactors. Thus far, there is little direct proof for either claim.

A fanged eye can be selected as an improved familiar by a character of at least 7th level with the Improved Familiar feat.

Greptrix

This hideous creature's elongated, vaguely triangular body is covered in glossy black, insect-like plates of chitin. Beneath, a forest of writhing pink tendrils propel it along the ground. Its head is squat and sleek and has no apparent eyes or mouth.

GREPTRIX

CR 4

XP 1,200

N Small aberration

Init +7; **Senses** blindsight 60 ft., darkvision 60 ft.; **Perception** +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 47 (5d8+25)

Fort +5, **Ref** +4, **Will** +5

Defensive Abilities defensive curl; **Resist** acid 5, fire 5

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.; climb 20 ft.

Melee 4 tentacles +7 (1d3+3 plus grab)

Special Attacks control host, grasping tentacles, meld

STATISTICS

Str 16, **Dex** 17, **Con** 18, **Int** 6, **Wis** 13, **Cha** 17

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 18

Feats Combat Reflexes, Improved Initiative, Toughness

Skills Perception +9, Stealth +15

SQ adrenaline rush

Language Aklo (can't speak)

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Adrenaline Rush (Ex) While melded to a host, a greptrix can deliver a surge of adrenaline to the host up to three times per day, granting a +4 enhancement bonus to Strength and Dexterity for one minute.

Control Host (Su) While melded to a host, a greptrix can attempt to gain control of the host's body as a full-round action. The host must succeed on a Will save (DC = 10 + 1/2 the greptrix's Hit Dice + the greptrix's Charisma modifier + 1 per three days the greptrix has been melded to the host), or the greptrix gains control of the host's body for 1d4 hours, as though with the spell *possession*^{OA}, during which time the greptrix remains melded to the host's body. The greptrix can use this ability at will, but must wait 2d4 hours after each successful saving throw made by the host before using the ability again.

Defensive Curl (Ex) As a standard action, a greptrix can curl up into a ball, leaving only the armor-plated portions visible. This increases the greptrix's natural armor bonus to +10, but renders it blind and unable to make attacks. A greptrix can uncurl itself as a swift action.

Grasping Tentacles (Ex) A greptrix gains a +2 bonus on grapple checks made to initiate a grapple for each tentacle attack it successfully hit that creature with this turn (to a maximum bonus of +8). Once the greptrix is successfully grappling a creature, it gains a +8 bonus to CMB for attempts

to maintain the grapple, and a +8 bonus to CMD against attempts by the creature to escape or gain control of the grapple.

Meld (Ex) A greptrix that begins its turn with a Small or Medium creature pinned can attempt to meld with that creature as a suit of living armor. This requires a successful combat maneuver check. The target gains a bonus to their CMD for this check equal to 1/2 their armor bonus to AC, as heavy armor makes it difficult for the greptrix's tendrils to attach to the host's flesh. This counts as maintaining the grapple for the round, but if the check fails by less than 5, the greptrix maintains the grapple, even though it fails to meld with the host. If it fails by 5 or more, the grapple ends.

If the greptrix successfully melds with a creature, it makes its way under the creature's clothing and armor and melds with its flesh, immediately causing any armor the creature was wearing to gain the broken condition and fall off. The greptrix then functions as a suit of armor that grants a +8 armor bonus to AC, with no maximum Dexterity bonus, no armor check penalty, and 15% arcane spell failure chance. Further, as long as the greptrix is melded, the first 5 points of bludgeoning, piercing, or slashing damage the host would suffer from any given attack is dealt to the greptrix instead.

While melded with a host, the greptrix sustains itself by draining a portion of the host's life force. Each day, the host must make a Fortitude save (DC = 10 + 1/2 the host's Hit Dice + the greptrix's Constitution modifier), as the greptrix attempts to drain some of the creature's life force for itself. On a success, the host's Constitution score is reduced by 1d4 for 24 hours, but on a failure, it is reduced by 2d4, instead. This is not ability score damage, and cannot be healed with *lesser restoration* or similar effects. For each point of Constitution drained in this way, the greptrix gains a number of temporary hit points equal to its host's Hit Dice, which last for 24 hours. Additionally, on any day that the greptrix has fed in this fashion (regardless of whether the host succeeds on its saving throw or not), the greptrix's chitin plating hardens, and for the next 24 hours, the armor bonus to AC it provides to the host increases by 1 for every 4 Hit Dice the host possesses.

A greptrix that has melded with a host cannot be pried loose, and is physically grafted to the creature. A *remove disease* spell cast on the host forces the greptrix to succeed on a Fortitude save (at *remove disease*'s saving throw DC) or immediately unmeld, moving into an adjacent square. The greptrix can also be attacked directly: while melded, it loses its Dexterity bonus to AC, but it retains its size bonus and natural armor bonus. If its host is attempting to prevent the greptrix from being attacked, the greptrix adds the host's Dexterity modifier to its AC. When the greptrix is attacked directly in this fashion, the first 5 points of bludgeoning, piercing, or slashing damage dealt to it by each attack is suffered by the host, instead. If the greptrix is slain, it immediately unmelds from the host.

Ecology

These strange, parasitic creatures have adapted themselves to serving as exoskeletons for their host, living off the host's life force and providing powerful defensive abilities in return.

Insanitrix

This creature appears to be a faceless humanoid, but its body is made of a shimmering, silvery metal that seems to roil and ripple, as energy pulses arc off its body in tiny bursts.

INSANITRIX

CR 20

XP 307,200

CN Medium outsider

Init +11; **Senses** blindsight 120 ft., *true seeing*; Perception +35

Aura maddening aura (120 ft., DC 32)

DEFENSE

AC 36, touch 26, flat-footed 28 (+8 deflection, +7 Dex, +1 dodge, +10 natural)

hp 378 (28d10+224)

Fort +18, **Ref** +25, **Will** +22

Defensive Abilities imaginary shield; **DR** 10/—; **Immune** cold, fire, mind-affecting effects, polymorph; **Resist** acid 10, electricity 10, sonic 10; **SR** 31

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee prismatic touch +30 touch (5d6 plus prismatic touch)

Ranged annihilation bolt +35 touch (5d6 plus annihilation)

Spell-Like Abilities (CL 20th; concentration +28)

Constant—*greater arcane sight, true seeing*

Sorcerer Spells Known (CL 20th; concentration +28)

9th (6/day)—*maze of madness and suffering*^{HA}, *time stop, wish*

8th (7/day)—*greater shadow evocation, polymorph any object, symbol of insanity*

7th (7/day)—*greater shadow conjuration, project image, reverse gravity*

6th (7/day)—*disintegrate, phobia*^{HA}, *programmed image*

5th (7/day)—*fabricate, feeblemind, major creation, shadow evocation*

4th (8/day)—*fire shield, hollow heroism*^{UI}, *shadow conjuration, stone shape*

3rd (8/day)—*aqueous orb*^{APG}, *fireball, lightning bolt, major image*

2nd (8/day)—*gust of wind, hideous laughter, mad hallucination*^{UM}, *time shudder*^{ACG}, *touch of idiocy*

1st (8/day)—*disguise self, magic aura, magic missile, shock shield*^{UC}, *true strike*

0 (at will)—An insanitrix knows all 0-level sorcerer/wizard spells

STATISTICS

Str 15, **Dex** 24, **Con** 24, **Int** 21, **Wis** 19, **Cha** 26

Base Atk +28; **CMB** +30; **CMD** 57

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Greater Spell Focus (Illusion), Greater Spell Focus (transmutation), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Spellcraft), Spell Focus (Illusion), Spell Focus (transmutation), Toughness

Skills Bluff +39, Intimidate +39, Fly +46, Knowledge (arcana) +36, Knowledge (planes) +36, Knowledge (religion) +33, Perception +35, Sense Motive +35, Spellcraft +42, Stealth +38, Use Magic Device +36

SQ warp reality

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Annihilation (Su): A creature struck by an insanitrix's annihilation bolt must succeed on a Fortitude saving throw (DC 32) or suffer 20d6 points of damage. A creature reduced to 0 hit points in this way is utterly annihilated, as the spell *disintegrate*. The saving throw DC is Charisma-based.

Imaginary Shield (Su): An insanitrix gains a deflection bonus to AC equal to its Charisma modifier.

Maddening Aura (Su): All insanitrixes are insane, and their madness is highly contagious. Each creature that begins its turn within 120 feet of an insanitrix must succeed on a DC 32 Will save or suffer 1d3 points of Wisdom drain. For every 5 points of Wisdom drain a creature suffers in this fashion, he gains a permanent madness, either chosen by the GM or determined at random. The saving throw DC for madresses gained in this way is 32, rather than the normal DC. The saving throw DC is Charisma-based.

Prismatic Touch (Su): A creature touched by an insanitrix's prismatic touch is affected as though by *prismatic spray*, suffering an effect from one of the spell's colors chosen at random. The saving throw DC is Charisma-based.

Warp Reality (Su): As a standard action, an insanitrix can alter the laws of physics in a 60-foot radius centered on itself. It may choose a single effect to implement within this radius, which moves with the insanitrix. The effect lasts for 1 minute. The insanitrix can potentially choose virtually any effect, but GMs should use the following as guidelines:

- Replicate the effects of a spell of 7th level or lower with an area, such as *reverse gravity*, *solid fog*, or *transmute rock to mud*. Such effects apply to the entirety of the 60-foot-radius area, but do not extend beyond it.
- Halve or double all damage of a particular type inflicted to creatures within the area (such as acid, cold, fire, electricity, etc.).
- Convert all sources of one damage type to another damage type within the area (such as making all fire damage be cold damage, instead).
- Apply the effects of any spell of 3rd level or lower that has one or more targets to all creatures within the area.

Ecology

With great and cosmic power such as that wielded by the most powerful of arcane spellcasters, one must either be very wise, to handle that power safely and fairly without unforeseen repercussions, or else one may become maddened by one's own power, driven to heights of hubris that cause them to ascend from being petty mortals to become something entirely new. Insanitrixes are incredibly powerful spellcasters who have half-ascended to a semi-divine status, driven irreversibly insane by the experience.

Many scholars believe that each insanitrix holds within it the seeds of some new plane of existence or even multiverse, and that they subconsciously are attempting to overwrite our current reality with their own version of it, their very presence causing the rules of this universe to warp and twist as it struggles to take hold.

Mirror Lurker

The creature peers back at you from the mirror—where your own reflection should be, instead a mass of scarred flesh with three irregularly situated eyes, each different from one another, looks back at you. Its diagonal slash of a mouth is filled with diverse teeth, some long and jagged, some short and square, leering in a profane imitation of a smile.

MIRROR LURKER CR 16

XP 76,800

CE Medium aberration (extraplanar)

Init +6; **Senses** darkvision 60 ft., *true seeing*; Perception +27

DEFENSE

AC 31, touch 13, flat-footed 28 (+2 Dex, +1 dodge, +18 natural)
hp 228 (24d8+120)

Fort +12, **Ref** +10, **Will** +14

Defensive Abilities mirror world

DR 10/cold iron; **SR** 27

OFFENSE

Speed 30

Melee 2 claws +24 (2d6 +5/19-20), bite +24 (3d6+5/19-20)

Special Attacks dread copy, mirror reach, mirror teleport, vision of terror

Spell-Like Abilities (CL 12th; concentration +21)

Constant—*true seeing*

At will—*eyebite* (DC 26), *nightmare* (DC 25), *phantasmal killer* (DC 24), *suggestion* (DC 24), *veil* (DC 26)

3/day—*charm monster* (DC 25), *waves of exhaustion*

1/day—*dominate person* (DC 26), *sympathy* (DC 29)

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 13, **Wis** 11, **Cha** 28

Base Atk +18; **CMB** +23; **CMD** 36

Feats Ability Focus (vision of terror), Dodge, Greater Spell Focus (enchantment), Improved Critical (bite, claw), Improved Initiative, Toughness, Spell Focus (enchantment, illusion, necromancy), Weapon Focus (bite, claw)

Skills Intimidate +36, Knowledge (dungeoneering) +28, Knowledge (local) +25, Knowledge (religion) +25, Perception +27

Languages Aklo, Common

ECOLOGY

Environment planes (Ethereal Plane)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Dread Copy (Su): Once per hour, a mirror lurker can cause a single mirror within 30 feet on either the Ethereal or Material Plane to produce an evil copy of the creature looking within it. This functions like the effect of a *mirror of opposition*, except that the copy is chaotic evil and destroying the mirror does not destroy the copy (though it does prevent further copies from being made out of that mirror). If the copy is not slain, it vanishes after 1 minute.

Mirror Reach (Ex): Even though it dwells on the Ethereal Plane, a mirror lurker can affect certain objects on the Material Plane. It has the ability to project its appearance into any mirror on the Material Plane, provided that mirror is within 1 mile of its equivalent location on the Ethereal Plane. When it does, it can use its spell-like abilities against creatures on the Material Plane, even though it is still on the Ethereal Plane. Destroying the mirror the mirror lurker is using in this way has no effect on the mirror lurker, though

doing so may prevent the mirror lurker from using its spell-like abilities for a time. Destroying a mirror a mirror lurker is inhabiting in this way is exceptionally difficult, as the mirror gains hardness 20 and 5d20 hit points for as long as the mirror lurker remains in it.

Mirror Teleport (Su): The mirror lurker is aware of the locations of all mirrors on the Material Plane and their equivalent location on the Ethereal Plane, and can transport itself from one such mirror to another as a standard action, as with the spell *greater teleport*.

Mirror World (Ex): A mirror lurker is a creature that dwells on the edge of the Ethereal Plane. Though it cannot normally be harmed, except by other creatures on the Ethereal Plane or creatures that can see and interact with the Ethereal Plane, it is possible to bring it to the Material Plane. A character that casts *plane shift* on a mirror that the mirror lurker is currently inhabiting can force it to the Material Plane, where it can be harmed normally. The mirror lurker can reenter the Ethereal Plane with a special 1-minute ritual performed in front of any mirror.

Vision of Terror (Su): While projecting its image onto a mirror, as a full-round action the mirror lurker can choose to cause the mirror to reflect a vision of utter horror, the exact nature of which varies according to the mirror lurker's desire. Characters who look into the mirror during this time must succeed on a Will save (DC 31) or become frightened for 1d4 rounds. Treat this as a gaze attack. This is a mind-affecting fear effect.

Ecology

Mirror lurkers are otherworldly aberrations native to the Ethereal Plane. Relatively little is known about these creatures, which are often mistaken for ghosts, demons, or even as cursed objects by those that encounter them. In truth, the creatures seem to live for nothing other than causing terror and misery to those who look in mirrors. The creatures strike randomly and afflict dread visions, impart wicked mental commands, and even create terrible living reflections that threaten the life and health of those looking into them. Though they rarely actually take a life, instead preferring to slowly torment and drive honest folks to evil or insanity, the creatures are both malicious and persistent, being a lasting plague on those unlucky enough to encounter it. Exceedingly difficult to reach, the mirror lurker can plague an individual or group for years without facing any real consequences.

The origins of these strange and elusive creatures remain as mysterious as their intentions. Currently, the prevailing theory is that they are the survivors of a parallel universe that suffered some kind of disaster, which rendered it into a shattered fragment of a plane floating adrift amid the Ethereal Plane. For some reason, the mirror lurkers appear to blame the residents of the Material Plane for their plight, and so take every opportunity to harass and torment them. One scholar, who claims to have communed with mirror lurkers, asserts that their home plane was shattered when it collided with the Material Plane, and that this is the source of the grudge, although many question the truthfulness of her source.

Moon Sprite

This tiny creature is nearly humanoid in shape, except for the set of gossamer dragonfly wings protruding from its back, and the fact that its head is shaped like a crescent moon. Its eyes are large, almond-shaped orbs of silvery light, and its skin is deathly pale.

MOON SPRITE

CR 9

XP 6,400

CN Tiny fey

Init +10; **Senses** low-light vision; Perception +23

DEFENSE

AC 26, touch 26, flat-footed 19 (+7 deflection, +6 Dex, +1 dodge, +2 size)

hp 112 (15d6+60)

Fort +11, **Ref** +15, **Will** +14

Defensive Abilities lunar grace

OFFENSE

Speed 20 ft.; fly 60 ft. (perfect)

Melee +2 rapier +18/+13 (1d3+1/18–20 plus 1d6 cold)

Ranged +2 shortbow +17/+12 (1d3+1/x3 plus 1d6 cold)

Special Attacks harvest dreams, lullaby, moonfrost weapons

Spell-Like Abilities (CL 15th; concentration +22)

At Will—faerie fire

3/day—control water, darkness

1/day—confusion (DC 21), dream, nightmare (DC 22)

STATISTICS

Str 8, **Dex** 23, **Con** 18, **Int** 15, **Wis** 21, **Cha** 24

Base Atk +7; **CMB** +4; **CMD** 28

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +24, Bluff +25, Diplomacy +25, Fly +18, Knowledge (nature) +20, Perception +23, Sense Motive +23, Sleight of Hand +24, Stealth +38

SQ natural invisibility

ECOLOGY

Environment any

Organization solitary, pair, tide (3–12), or colony (13–120, plus 1 moon sprite queen [uth-level oracle or sorcerer])

Treasure standard (Tiny masterwork rapier, Tiny masterwork shortbow, other treasure)

SPECIAL ABILITIES

Harvest Dreams (Su) As a full-round action, a moon sprite can harvest the dreams from a sleeping creature, which appear as a glittering golden nectar that the fey withdraws from the victim's mouth and stores in a small vial. The sleeping creature can attempt a Will save (DC 24) to prevent this. Failure causes the creature to suffer 1d6 points of Charisma damage, and leaves the creature fatigued for as long as any of that Charisma damage remains. Charisma damage inflicted in this way cannot be healed magically without a successful caster level check (DC 26), but heals naturally on its own. As long as the creature still has at least 1 point of Charisma damage inflicted in this way, it is immune to any effect that targets its dreams, including *dream*, *nightmare*, and this ability.

Lullaby (Su) As a standard action, a moon sprite can sing a haunting, ethereal lullaby, forcing each living creature within 60 feet to succeed on a Will save (DC 24) or fall asleep for 2d4 hours. Creatures that fall asleep in this way enter an almost coma-like state, from which it is difficult to awaken: no amount of noise will wake the creature, but shaking them (or similar) with the aid another action grants a new saving throw to end the effect, albeit with a –4 penalty. If the creature suffers damage, it is also allowed a new saving throw, and instead of a penalty, it gains a bonus equal to 1/5 the amount of damage it suffered. Whether a creature succeeds or fails on its initial saving throw, it cannot be put to sleep by the same moon sprite's lullaby again for 24 hours. Moon sprites are immune to their own lullabies, and those of other moon sprites. The saving throw DC is Charisma-based. This is a mind-affecting compulsion and sleep effect.

Lunar Grace (Su) A moon sprite gains a deflection bonus to AC equal to its Charisma modifier.

Moonfrost Weapons (Su) Any weapon wielded by a moon sprite is treated as though it had a +2 enhancement bonus, or the weapon's normal enhancement bonus, whichever is higher. Additionally, any weapon wielded by a moon sprite deals an additional 1d6 points of cold damage with each successful hit. These benefits apply only while the moon sprite is wielding the weapons, and cease to function as soon as the weapons leave its possession.

Natural Invisibility (Su) This ability is constant—a moon sprite remains invisible at all times, even when attacking. Against foes that cannot pinpoint it, the moon sprite gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above. A moon sprite's natural invisibility does not apply while it is in moonlight.

Ecology

Aloof and shy, even by fey standards, moon sprites are a race of fairies that, according to legend, isolated themselves from other fey long ago by retreating en masse to make their homes on the moon. Just as many other fey bond with the land that they inhabit, and are shaped by it in some form or another, moon sprites were shaped by millennia of living on the moon, becoming even more aloof and mysterious. Although moon sprites do not interact much with other fey, they have many of the same characteristics, and generally display a mixture of curiosity, shyness, and mischief, especially towards mortal races.

Though they make their home on the moon, moon sprites regularly come to the mortal world in order to harvest the dreams of sleeping mortals, which they stockpile in their warrens for unknown purposes. It is unknown exactly how the fey travel to and from the moon, but many believe that they are capable of creating special portals, or else have some ability to "ride" upon rays of moonlight. Exactly what they do with their stolen dreams is a topic of some debate as well, but the commonly accepted wisdom is that they brew it into some kind of wine which they drink for sustenance.

Oni, Irafu

This willowy figure is impossibly lithe and tall, with snow-white skin and long hair that seems to be made of real gold. Its eyes are large and beautiful almond-shaped pools of iridescent jade. Despite its beauty, a cold cruelty seems to radiate from it.

ONI, IRAFU

CR 6

XP 2,400

NE Medium outsider (elf, native, oni, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +6 Dex)

hp 76 (9d10+27); regeneration 3 (acid or fire)

Fort +6, **Ref** +12, **Will** +8

Immune enchantment spells and effects, sleep

Weaknesses vanity

OFFENSE

Speed 40 ft.

Melee mwk elven curve blade +11/+6 (1d10+3/18–20)

Ranged +1 composite longbow [+2 Str] +16/+11 (1d8+3 plus disease)

Special Attacks alfenshot, beautiful gaze

Spell-Like Abilities (CL 6th; concentration +10)

Constant—*pass without trace*

At Will—*dancing lights*, *ghost sound* (DC 16), *jump* (self only)

3/day—*entangle* (DC 17), *invisibility* (self only), *see invisibility*

1/day—*charm animal* (DC 17), *speak with plants*

STATISTICS

Str 14, **Dex** 22, **Con** 16, **Int** 13, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +11; **CMD** 27

Feats Deadly Aim, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Bluff +16, Intimidate +16, Knowledge (nature) +13, Perception +18, Sense Motive +14, Spellcraft +17, Stealth +18;

Racial Modifiers +4 Perception, +4 Spellcraft

Languages Common, Elven

SQ change shape (Medium humanoid, *alter self*)

ECOLOGY

Environment temperate forests

Organization solitary

Treasure standard (mwk composite longbow [+2 Str], mwk elven curve blade, mithral chain shirt)

SPECIAL ABILITIES

Alfenshot (Su): An irafu oni is able to channel its hatred of living things through any bow it wields. Any longbow or shortbow the irafu wields is treated as though its enhancement bonus were 1 higher than it actually is. Additionally, any creature damaged by an arrow fired by a bow wielded by an irafu oni is exposed to the following disease.

Alfenshot: injury; save Fort DC 18; onset none; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves. The saving throw DC is Charisma-based.

Beautiful Gaze (Su): An irafu oni's beauty is such that it can easily fascinate those who look upon it, but when its anger is roused, its beauty becomes a stark and terrifying thing to behold. This is a gaze attack with a range of 30 feet. At the beginning of its turn each round, the irafu oni can choose whether affected creatures are fascinated for 1 round or shaken for 1 round. Either way, a DC 18 Will save negates. The saving throw DC is Charisma-based.

Vanity (Su): If an irafu oni is the subject of a critical hit, its otherworldly beauty is marred, weakening it. The irafu oni loses its beautiful gaze special attack until all damage dealt by the critical hit is healed (by the irafu oni's regeneration, or through other means). Additionally, until the damage is healed, the irafu oni is shaken, as it obsesses over the temporary flaw in its beautiful body.

Ecology

Irafu are oni that have taken the shape of elves, and exaggerate the features of that race. Like their kin, they revel in the baser pleasures of life, and are particularly fond of beauty and beautiful objects, going out of their way to collect such things in vast collections and treasure troves of aesthetic perfection. There is perhaps no beauty that an irafu likes to behold so much as itself, however, and some irafu have been known to spend hours simply gazing into the mirror, or even taking mirrors with them wherever they go, so they are never more than a moment away from being able to behold their own beauty. Although their regeneration makes it difficult to do any permanent damage to them, the surest way to earn an irafu oni's undying enmity is to leave it with some kind of permanent scar or disfigurement. An irafu oni so marred quickly becomes unable to tolerate its own reflection, and will rest at nothing until it can exact its revenge on the one who ruined its appearance.

Because each irafu believes itself to be the most beautiful creature, they tend to be unable to bear each other's company for long, limiting the extent to which they can associate with one another. Since they generally find most other species of oni to be far too ugly to want to associate with them, this means that irafu oni generally have very little to do with any other oni, instead preferring to surround themselves with minions who are carefully picked for their beauty, which is always impressive, but undeniably less than the oni's own.

Whether it is due to the elven race's close relationship with nature, or for some other inscrutable reason, many irafu were once kami spirits associated with plants and animals of the forest, and irafu tend to display a certain amount of control over these elements even in their fallen oni forms.

Rumors persist that the most powerful irafu oni has a beauty similar to that of a nymph, which can blind those who look upon them.

Pollywoggle

The adorable creature before you appears to be a puffy, oversized frog, except it has fluffy white wings, as well as furry claws where a traditional frog might have webbed feet. From its forehead grows a single stout spiral horn, much like a unicorn.

POLLYWOGGLE

CR 3

XP 800

N Tiny magical beast

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 30 (4d10+8)

Fort +6, **Ref** +6, **Will** +3

OFFENSE

Speed 15 ft., fly 30 ft. (average), swim 30 ft.

Melee bite +8 (1d4+2), and 2 claws +8 (1d2+2), or tongue +8 touch (grab)

Space 2-1/2 ft.; **Reach** 0 ft. (10 ft. with tongue)

Special Attacks breath weapon (30-ft. cone, stunning gas, Fortitude DC 16, usable every 1d4 rounds), launch assault, rake (2 claws +8, 1d2+2)

Spell-Like Abilities (CL 7th, concentration +11)

1/day—*comprehend languages*, *detect secret doors*, *discern lies*, *see invisibility*

1/week—*divination*, *tongues*, *zone of truth* (DC 16)

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +4; **CMB** +4; **CMD** 16

Feats Ability Focus (breath weapon), Improved Natural Attack (bite)

Skills Fly +13, Swim +17; **Racial Modifiers** +8 Swim

Languages Celestial, Common, Draconic

SQ enhance magic

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or group (3-6)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Ex): A pollywoggle can breathe a 30-foot cone of poisonous gas once every 1d4 rounds. Creatures caught in the cone must succeed on a DC 16 Fortitude save or be stunned for 1d4 rounds. At the end of each round, a stunned creature can make a new saving throw to negate this effect. This is a poison effect.

Enhance Magic (Su): A pollywoggle is inherently tied to a single school of magic (usually divination), and increases the caster level of all spells of the chosen school cast within 10 feet of it by 2. Multiple instances of this ability do not stack.

Launch Assault (Ex): A pollywoggle that successfully grabs a creature with its tongue can launch forward into that creature's square as a free action. If it does, it does not provoke an attack of opportunity from the target for doing so (although it is subject to attacks of opportunity from other creatures as a result of this movement), and it may immediately make a bite attack against that creature.

Ecology

A pollywoggle is a strange creature, originally created by the master wizard Jervas Imote to serve as a focus for his power. Combining magical energies with his frog familiar, he caused the creature to exhibit several unusual qualities, including feathery wings, sharp claws, and a small horn on the forehead. The experiment was also a resounding success in creating a focus for his magical power, as indeed his new creation enhanced his spells so long as he remained close to it. Owing to a desire to create a broader range of magical foci, Jervas imbued several other frogs with the same power in order to further improve his spellcasting ability. Unfortunately for Jervas, the creatures he dubbed as pollywoggles eventually began to breed, and soon escaped his lab into the wilds.

Today, pollywoggles can be found in swamps throughout the realms, merrily pursuing the humble life of a frog, catching bugs and defending their lily pads. Somewhat more intelligent than the average animal, pollywoggles are chiefly concerned with making a comfortable home for themselves, with abundant food available. To that end, they often strike bargains with wizards who are in need of a powerful familiar, serving them in exchange for a comfortable place to sleep, various small trinkets, and a steady supply of crickets and other insects.

In some cases, however, the presence of pollywoggles can have a much more profound effect upon the local environment. Inherently magical creatures, pollywoggles possess a subconscious need to seek out sources of potent magic, and so tend to congregate in areas where magic is performed regularly, or where strong supernatural effects are part of the local environment, often without even realizing that they are doing so. As long as they exist in relatively small numbers, this is not a problem, but when enough pollywoggles congregate in a single place for a long enough period of time, their very presence begins to warp and enhance local magical fields, causing existing magical effects and phenomena to react in strange and unpredictable ways, often with disastrous consequences.

Over time, as this side effect of pollywoggle populations has become more apparent and well-known, it has become more common for cities to place bounties on pollywoggles, and restrict the ability of citizens to breed them or keep them as pets and familiars, which has reduced their populations around urban centers (especially in places where magic is commonplace), but has had little impact on the population of pollywoggles found in more remote wilderness locations.

A common children's story states that kissing a pollywoggle will cause it to grant a magical wish, or bestow sorcerous powers upon the kisser. These tales are completely untrue, but are widely believed amongst supersstitious peasantry all the same.

A spellcaster whose alignment is within one step of neutral who has the Improved Familiar feat can gain a pollywoggle as a familiar if his caster level is 7 or higher.

Raven Lady

This woman radiates a strange and dark beauty. Her skin is pale as snow and smooth as porcelain. Her lips are black as midnight, as is her hair, and her irises are a brilliant, deep shade of purple that seems to be illuminated from deep within her eyes.

RAVEN LADY

CR 21

XP 409,600

CE Medium fey

Init +7; **Senses** low-light vision, true seeing; Perception +45

DEFENSE

AC 34, touch 26, flat-footed 26 (+4 armor, +8 deflection, +7 Dex, +1 dodge, +4 natural)

hp 399 (38d6+266)

Fort +20, **Ref** +28, **Will** +27

Defensive Abilities otherworldly grace; **DR** 15/cold iron;

Immune cold, death effects, disease, electricity, mind-affecting, poison; **Resist** acid 20, fire 20; **SR** 32

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +5 vicious speed rapier + 32/+32/+27/+22/+17 (1d6+8/15–20 plus 2d6 vicious)

Special Attacks dark needle, death curse, swarm form

Spell-Like Abilities (CL 20th, concentration +28)

Constant—mage armor, speak with animals, true seeing

At will—augury, beast shape IV, bestow curse, contagion

3/day—commune, deeper darkness

Spells Known (CL 20th, concentration +28)

9th (6/day)—energy drain (DC 29), weird (DC 29), winds of vengeance^{APG}

8th (7/day)—death clutch^{HA} (DC 28), finger of death (DC 28), supreme curse terrain^{HA}

7th (7/day)—control weather, project image, transmute metal to wood

6th (7/day)—antilife shell, mislead (DC 26), transport via plants

5th (7/day)—baleful polymorph (DC 23), call lightning storm (DC 23), scripted hallucination^{UI} (DC 25), wall of thorns

4th (8/day)—control water, dispel magic, freedom of movement, scrying

3rd (8/day)—cup of dust^{APG} (DC 23), displacement, dominate animal (DC 21), thorny entanglement^{ACG} (DC 21)

2nd (8/day)—barkskin, greater detect magic^{UI}, gust of wind (DC 20), resist energy, summon swarm

1st (8/day)—charm person (DC 19), faerie fire, obscuring mist, shield, ventriloquism

o (at will)—dancing lights, detect magic, detect poison, ghost sound, light, mage hand, message, prestidigitation, read magic

STATISTICS

Str 16, **Dex** 25, **Con** 22, **Int** 13, **Wis** 18, **Cha** 27

Base Atk +19; **CMB** +22; **CMD** 48

Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Greater Spell Focus (illusion), Greater Spell Focus (necromancy), Improved Critical (rapier), Iron Will, Mobility, Power Attack, Quicken Spell, Skill Focus (Bluff), Skill Focus (Disguise), Spell Focus (illusion), Spell Focus (necromancy), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +55, Disguise +55, Fly +52, Perception +45, Sense Motive +45, Sleight of Hand +48, Stealth +48

Languages Aklo, Common

ECOLOGY

Environment any forest or urban

Organization solitary

Treasure double

SPECIAL ABILITIES

Dark Needle (Su): As a swift action, a raven lady can conjure a magic rapier made of shadowstuff. This functions as a +5 vicious speed rapier. If the rapier leaves the raven lady's hands for any reason, it ceases to exist, but she can conjure another with another swift action.

Death Curse (Su): Whoever delivers the killing blow to a raven lady invokes her curse, leaving the killer marked for death. The cursed creature must succeed on a DC 37 Will save or suffer the effects of the curse, which imposes a –8 penalty on saving throws made to resist death effects. Additionally, the target ceases healing hit points and ability score damage naturally, and any magical healing has no effect on him unless the caster succeeds on a DC 35 caster level check. Only a wish or miracle spell can remove this curse. The saving throw DC is Charisma-based.

Otherworldly Grace (Su): A raven lady gains a deflection bonus to AC equal to her Charisma modifier.

Spells: A raven lady casts spells as a 20th-level sorcerer, and can cast spells from the druid list as well as those normally available to a sorcerer. Druid spells are considered arcane spells for a raven lady, meaning that she does not need a divine focus to cast them.

Swarm Form (Su): As a standard action, a raven lady can transform herself into an entire flock of ravens. While in this form, she gains the swarm subtype, her space changes to 10 feet, and her reach changes to 0. In this form, she cannot cast spells or use her spell-like abilities, but she gains a swarm attack that deals 10d6 points of damage. Additionally, each creature damaged in this way must succeed on a Fortitude saving throw (DC 32) or be permanently blinded as the ravens claw out his eyes. She can revert back to her normal form as a move action. The saving throw DC is Strength-based.

Ecology

Raven ladies (referred to as raven lords, when male) are powerful fey nobles who, for one reason or another, were dispossessed of their court status and their titles. This could be the result of another fey usurping their title and status, or the title may have been stripped from them by a higher power, or other circumstances may have conspired to render their court or title obsolete (this most commonly happens when faerie courts tied to a specific location, such as a forest or a dale, have their homes irrevocably altered by human development, transformed into cities or stripped of their natural resources).

When a fey becomes a raven lady, she is considered to be dead by all those who previously knew her, and is mourned as though she had died. Any fey that knew her or associated with her in her previous life will go to great lengths to avoid her, and, in fact, most fey will spurn the company of raven ladies, although some fey with particularly dark appetites will overlook this taboo for their own nefarious purposes.

Ring Spirit

Emerging from a simple golden ring is a billowing gaseous form, almost humanoid, appearing to be clad in equally wispy black armor.

RING SPIRIT

CR 1

XP 400

N Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 11 (2d8+2)

Fort +1, **Ref** +1, **Will** +3

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses ring bound

OFFENSE

Speed fly 30 ft. (average)

Melee incorporeal touch +2 (1d4)

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** +2 (+79 to grapple); **CMD** 13

Feats Improved Initiative

Skills Appraise +2, Fly +6, Knowledge (local) +2, Perception +5

Languages Common

SQ bestow gift, ring strength

ECOLOGY

Terrain any

Organization solitary, worn (1 plus 1 other creature)

Treasure none

SPECIAL ABILITIES

Bestow Gift (Su): A ring spirit grants benefits to the wearer of the ring it is bound to. The powers the ring grants depend on the wearer's creature type, as well as her class and level, if any, as described below. Only certain types of creatures benefit from the ring's gifts, and the benefits only go into effect after the creature has worn the ring for 24 hours.

Dragon: The wearer gains a +1 bonus to natural armor for every 10 Hit Dice she possesses (minimum +1).

Fey: The wearer gains a +1 bonus to attack and damage rolls for every 10 Hit Dice she possesses (minimum +1).

Humanoid: The wearer gains a +1 luck bonus to saving throws for every 5 Hit Dice she possesses.

Monstrous Humanoid: The wearer gains 2 additional hit points for every Hit Dice she possesses.

Outsider: The effective caster level and saving throw DCs of any spells and spell-like abilities the wearer possesses are increased by 1.

Alchemist, Bard, Hunter, Inquisitor, Investigator, Mesmerist, Occultist, Skald, Spiritualist, Summoner, Warpriest: Each day, the wearer may prepare and cast an additional spell of each level she is able to cast.

Antipaladin, Bloodrager, Medium, Paladin, Ranger: The wearer's caster level is equal to their character level; additionally, the wearer gains a +1 sacred bonus on saving throws for every 10 levels she possesses.

Brawler, Fighter, Monk, Slayer, Swashbuckler, Rouge, Vigilante: The wearer gains an additional skill point per level and gains a +1 bonus on attack and damage rolls for every 5 levels she possesses.

Arcanist, Cleric, Druid, Shaman, Sorcerer, Witch, Wizard: The wearer gains a +1 bonus to her caster level for every 5 levels she possesses, and the saving throw DCs of all her spells are increased by 1 for every 10 levels she possesses.

Ring Bound: All ring spirits are bound to a single ring, usually a plain gold band, though there are exceptions. A ring spirit dwells within the ring it is bound to, and though it is free to exit the ring which it possesses and manifest itself, it can only stray a short distance from the ring. A ring spirit can manifest itself at will as a free action. Once it does so, a ring spirit must remain manifested for at least 1 minute. A manifested ring spirit cannot stray more than 100 feet from the ring to which it is bound. Additionally, this binding imparts a number of vulnerabilities to the ring spirit. The ring spirit is bound to any creature that is wearing its ring. It is unable to attack the wearer of the ring and can be conjured forth from it for up to 10 minutes a day by the wearer (this time must be spent in 1-minute increments). When summoned in this way, the ring spirit is treated as though it had been conjured by a *summon monster I* spell. If a ring spirit is ever slain, it returns to the ring, where it lays dormant for 1 week, after which time it returns to life. Finally, destroying the ring a ring spirit is bound to destroys the ring spirit utterly and permanently.

Ring Strength: The ring spirit draws some strength from a creature that wears its ring. While the ring is worn, the ring spirit uses either its hit points or the wearer's hit points, whichever are higher, to determine its maximum hit points. Furthermore, the ring spirit's touch attack deals an additional 1d4 points of damage for every 5 Hit Dice the ring's wearer possesses.

Ecology

Ring spirits are undead manifestations, originating from living creatures who had a close tie to a ring at the time of their death. Typically a ring spirit is born from a person who recently received a ring of great importance, such as token from a king or emperor, or a person recently engaged to be married. Occasionally, however, ring spirits are born from other earthly attachments to rings, such as the last member of a family coming to possess a familial signet ring.

In general, ring spirits are fairly benevolent creatures, concerned mostly with the survival of their ring. At best, ring spirits retain a limited knowledge of the life they had before becoming a ring spirit, though many possess enough of an impression of their former self to form some kind of agenda, and they tend to have personalities similar to those they possessed in life. While some ring spirits retain knowledge of their names, others invent new names for themselves to reflect their new existence. Many ring spirits are curious about the changing world around them and are eager to explore, and so they often form partnerships with other creatures, inviting them to take up their magic-infused ring in exchange for showing them the world. Ring spirits generally hide the fact that the destruction of their ring will kill them, not willing to trust even their partners with this information.

Rolling Scrapyard

With a terrible screech of groaning and tortured metal, a massive pile of debris and rubbish rises up like a tidal wave of trash, thin strands of transparent mucus barely visible between the constituent parts.

ROLLING SCRAPYARD

CR 18

XP 153,600

N Colossal ooze

Init -1; **Senses** blindsight 60 ft.; Perception +1

DEFENSE

AC 26, touch 1, flat-footed 26 (-1 Dex, +25 natural, -8 size)

hp 294 (28d8+168)

Fort +15, **Ref** +8, **Will** +10

DR 10/adamantine; **Immune** ooze traits; **Resist** acid 10, cold 10, electricity 10

OFFENSE

Speed 40 ft.

Melee 4 slams +29 (4d8+16)

Ranged 6 scrap shots +12 (4d8+16)

Special Attacks engulf, scrapyard shell, strip gear

STATISTICS

Str 43, **Dex** 8, **Con** 22, **Int** —, **Wis** 13, **Cha** 8

Base Atk +21; **CMB** +45; **CMD** 54

Skills Disguise -1 (+19 to pose as a mundane scrap heap);

Racial Modifiers +20 Disguise to pose as a mundane scrap heap)

ECOLOGY

Environment any urban or underground

Organization solitary

Treasure double

SPECIAL ABILITIES

Engulf (Ex): Although it moves slowly, a rolling scrapyard can simply engulf Gargantuan or smaller creatures in its path as a standard action. The rolling scrapyard merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the rolling scrapyard, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 32 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the rolling scrapyard moves forward. Engulfed creatures are subject to the rolling scrapyard's scrapyard shell ability, gain the pinned condition, are in danger of suffocating, and suffer 4d6 points of bludgeoning, piercing, and slashing damage each round as they are crushed and cut by the various junk comprising the rolling scrapyard's body. Such creatures remain trapped within the rolling scrapyard's body until they are able to escape the pin. The saving throw DC is Strength-based, and includes a -8 racial penalty due to the rolling scrapyard's scrapyard shell.

Scrap Shot (Ex): As a standard action, a rolling scrapyard can expel six clusters of junk and scrap from deep within its body, held together with a sticky slime. Treat these as ranged natural attacks with a range increment of 30 feet and a maximum range of 300 feet.

Scrapyard Shell (Ex): A rolling scrapyard builds a massive shell of scrap metal and other refuse around itself, which it uses as both a defense mechanism and a weapon. Any

creature that is engulfed by the rolling scrapyard or hit by one of its attacks is exposed to the rusty metal, garbage, and worse that comprise this shell, and is affected by one of the following, determined at random:

Entangling Rubbish: The creature gets entangled in loose garbage, gaining the entangled condition for 1 minute.

Found Treasure: A single piece of adventuring gear, or a weapon, armor, or shield, is dislodged from the rolling scrapyard and lands in the creature's square. There is a 10% chance that this item is magical in some way.

Rusty Wound: The creature gets cut by rusty metal, which inflicts an additional 1d2 points of piercing damage, and the creature is exposed to tetanus.

Tetanus: injury; *save* Fortitude DC 18; *onset* 3d8 days; *frequency* 1/day; *effect* 1d4 Dex damage and the creature suffers a 50% spell failure chance on all spells with verbal components for the next 24 hours. Additionally, whenever a creature suffering from the disease fails a saving throw by 5 or more or is the subject of a critical hit, he must succeed on a Fortitude save or be paralyzed with muscle spasms for 1d4 rounds.

Stinking Refuse: The creature is smothered in some filthy, unpleasant material, and must succeed on a DC 24 Fortitude save or be nauseated for 1 round and sickened for 1 minute thereafter.

Additionally, a rolling scrapyard's scrapyard shell provides it a variety of benefits. If all of the items comprising its shell are somehow removed, it loses its damage reduction, natural armor bonus to AC, loses its scrap shot natural attack, and has the damage dice of its slam attacks reduced by 2d8.

Strip Gear (Ex): Each round that a creature is engulfed by a rolling scrapyard, the rolling scrapyard attempts to strip away 1d3 items from it, adding them to its scrapyard shell. Items are affected in the order presented in Table: Items Affected by Magical Attacks, as found in the *Pathfinder Roleplaying Game Core Rulebook*. The rolling scrapyard makes a Disarm or Steal combat maneuver check against each item. This is a free action that does not provoke attacks of opportunity. Items disarmed or stolen in this way are subsumed into the creature's scrapyard shell, and cannot be retrieved unless the rolling scrapyard is slain (at which point it takes 1d10 minutes of sorting through the refuse to find them).

Ecology

Although not strictly intelligent, these oozes have cunningly adapted themselves to civilization, using the trash and refuse of humans and other intelligent creatures—especially scrap metal—to form protective shells that not only provide armor for their soft, mucus-like bodies, but also allow them to conceal themselves and ambush prey, crushing them in a mountain of stinking garbage. The ooze forms a sort of nucleus at the center of the shell of garbage, with thin tendrils of sticky slime spread throughout its shell to give it full control over the metallic extensions to its body.

Samjok-o

This immense bird resembles a crow, but its feathers are a brilliant golden-red and seem to glow with an inner light, and it possesses a third leg, tucked behind the other two.

SAMJOK-O

CR 23

XP 819,200

NG Colossal magical beast

Init +12; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +48

Aura solar flame (60 ft., DC 36)

DEFENSE

AC 41, touch 18, flat-footed 32 (+7 deflection, +8 Dex, +1 dodge, +23 natural, -8 size)

hp 526 (37d10+333)

Fort +30, **Ref** +30, **Will** +22

Defensive Abilities reflective feathers, sun shield; **Immune** blindness, death, fire, mind-affecting effects; **SR** 34

OFFENSE

Speed 40 ft., fly 120 ft. (good)

Melee 3 talons +39 (2d8+9/19-20 plus 2d8 fire) and bite +39 (3d6+9 plus 2d8 fire)

Space 30 ft.; **Reach** 30 ft.

Spell-Like Abilities (CL 18th, concentration +25)

Constant—*true seeing*

At will—*daylight*, *fireball* (DC 20), *flame strike* (DC 22), *wall of fire*

3/day—*fire seeds*, *fire storm* (DC 25), *sunbeam* (DC 24)

Special Attacks blinding burst, heat of the sun

STATISTICS

Str 29, **Dex** 27, **Con** 26, **Int** 25, **Wis** 26, **Cha** 24

Base Atk +37; **CMB** +54; **CMD** 80

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Great Fortitude, Greater Vital Strike, Improved Critical (talons), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (talons), Vital Strike

Skills Acrobatics +48, Diplomacy +44, Fly +44, Intimidate +44, Knowledge (nature) +44, Knowledge (nobility) +44, Knowledge (religion) +44, Perception +48, Sense Motive +45

Languages Auran, Celestial, Common, Draconic, Ignan

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Blinding Burst (Su): As a full-round action, a samjok-o can release a burst of brilliant golden light, forcing each creature within 120 feet to succeed on a DC 35 Fortitude save or be blinded permanently. The saving throw DC is Charisma-based.

Heat of the Sun (Su): The flames of a samjok-o are so hot that they can burn even things that are normally immune to fire. Half of the fire damage inflicted by a samjok-o is not subject to fire resistance or immunity.

Reflective Feathers (Su): Any spell that fails to overcome a samjok-o's spell resistance is redirected back at its source, as though with the spell *spell turning*.

Solar Flame (Su): A samjok-o's body radiates intense light and heat. Any creature that moves within 30 feet of the samjok-o, or begins its turn within this range, suffers 10d6 points of fire damage. A DC 36 Reflex save halves this damage. Creatures more than 30 feet from the samjok-o, but less than 60 feet from it, suffer 5d6 points of damage, instead, and gain a +4 bonus on their saving throw. Additionally, the area within 30 feet of the samjok-o has its light level increased to bright, and the area from 30 feet to 60 feet from the samjok-o has its light level is increased by two steps, to a maximum of bright. The saving throw DC is Constitution-based.

Sun Shield (Su): A samjok-o is surrounded by an aura of golden radiance that protects it from harm. A samjok-o adds its Charisma modifier as a deflection bonus to its AC. Additionally, any creature that hits the samjok-o with a melee attack suffers 2d8 points of fire damage, plus an additional 2d8 points of fire damage if the attack as made with a natural weapon or unarmed strike.

Ecology

Rumored to be distantly related to the better-known phoenix, samjok-o are far more powerful, and are believed to actually live within the sun itself. They are said to travel to Earth only in times of dire portents, such as to aid in the rise of a dynasty that will be crucial to the course of history, or to warn of impending disaster.

Some traditions claim that there are exactly 10 samjok-o, all of which are siblings, children of a long-forgotten sun deity. Details are scarce, and divination magic has proved curiously unhelpful in attempting to discern more about the matter, but those few fragments of these legend that exist to this day imply that this sun deity planned to destroy the world, and the ten samjok-o worked together to thwart their parent, betraying and murdering it in order to stop this destruction. For their betrayal, they were supposedly cursed with incredible ill luck, not for themselves, but for those around them. They found thereafter that wherever they went, chaos, death, and misfortune followed, and so eventually the ten siblings agreed to exile themselves from the world they loved so much, making their home in the remains of their slain parent (the sun), who now also served as their self-imposed prison.

An alternative theory is that samjok-o actually are phoenixes of some kind, which have been empowered and transformed into something greater. Those who subscribe to this theory generally claim that a phoenix transforms into a samjok-o after it has died a requisite number of times, or in a variety of different ways, with the fires of its resurrection eventually turning its body as black as ashes.

Shimmering Dragon

This immense serpentine creature has scales that ripple and shimmer, making it impossible to tell exactly what color it is. Two grasping claws reaching like glittering scythe blades as it takes to the sky, and bright wings made from shifting energy of multifaceted colors extend from its back. Its eyes gleam like jewels and its breath turns to colored mist.

SHIMMERING DRAGON

CR 19

XP 204,800

N Colossal dragon

Init +6; Senses darkvision, low-light vision; Perception +35

DEFENSE

AC 34, touch 5, flat-footed 31 (+2 Dex, +1 dodge, +29 natural, -8 size)

hp 387 (25d12+225)

Fort +22, Ref +18, Will +23

Defensive Abilities natural concealment, reflecting scales;

DR 15/magic; SR 30

OFFENSE

Speed 60 ft., fly 200 ft. (average)

Melee bite +33 (4d6+24/19-20), 2 claws +33 (3d6+16/19-20)

Space 30 ft.; Reach 30 ft.

Special Attacks breath weapon (60-ft. cone, *plane shift*, Will DC 31, usable every 1d4 rounds), dimensional shift

Spell-Like Abilities (CL 20th, concentration +26)

At Will—*astral projection*, *etherealness*, *greater teleport*, *plane shift* (self and willing targets only), *shadow walk* (DC 22)

STATISTICS

Str 42, Dex 14, Con 26, Int 21, Wis 25, Cha 23

Base Atk +25; CMB +49; CMD 62

Feats Cleave, Dodge, Flyby Attack, Greater Vital Strike, Improved Critical (bite, claws), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike

Skills Appraise +33, Bluff +34, Diplomacy +34, Fly +22, Intimidate +34, Knowledge (arcana) +33, Knowledge (planes) +33, Linguistics (+33) Perception +35, Sense Motive +35

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Ignan, Infernal, Sylvan, Terran

SQ accurate shifting

ECOLOGY

Terrain any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Accurate Shifting (Su): Whenever a shimmering dragon uses a teleportation effect to travel or to send another character to a different location, the shimmering dragon and any characters it sends arrive exactly where the shimmering dragon wishes. Additionally, the shimmering dragon is immune to any effect which hampers or tampers with teleportation, such as *dimensional anchor* or *teleport trap*.

Breath Weapon: A shimmering dragon's breath weapon is a cone of magical mist, which sends creatures to another plane as with the *plane shift* spell. While the shimmering dragon can send creatures to any location it chooses, it must send the targets to the same plane of existence.

Dimensional Shift (Su): As a swift action, a shimmering dragon can instantly transport itself anywhere within 1,000 feet. This effect functions like a *dimension door* spell, except that the shimmering dragon can act after shifting in this way.

Natural Concealment (Ex): Because a shimmering dragon's scales shimmer and shift, it is nearly impossible to locate its actual location. All attacks against a shimmering dragon have 50% miss chance.

Reflecting Scales (Su): Whenever the shimmering dragon resists a spell using its spell resistance, there is a 25% chance that the spell is turned back upon the caster, as with a *spell turning* spell.

Ecology

A shimmering dragon is an interplanar beast that hatches from an egg that was fertilized on one plane, incubated upon another, and then hatched on a third plane. The dragons mature exceedingly quickly, reaching adulthood within a few years of birth. Like their bodies, their minds rapidly grow allowing them to gain superhuman intelligence in rapid time.

Like all dragons, shimmering dragons have a great love of wealth, but rather than focusing on achieving vast sums of treasure, the shimmering dragon desires only the rarest and most exotic treasures. They prefer items of significance and beauty, keeping their collection small and well curated often displayed in places of prominence. As such, the dragons lack the overwhelming greed of their close kin and can be more easily bargained with than other dragons. This is useful as few beings possess such a great affinity for travel as the shimmering dragon, who can cross the infinite distances of the planes quickly and more accurately than even the most skilled of wizards. The great beasts are interested in visiting exotic locations and acquiring very interesting goods and stories from places that they might feel unwelcome. In this pursuit, they often hire adventurers to serve their interest, trading their travel services in exchange for finding their goods.

Because of the very specific requirements for spawning a shimmering dragon (requiring the egg to travel across planes), many shimmering dragons do not bother with mating in the traditional sense, and merely steal the eggs of other dragon species, transporting them across planar boundaries in an attempt to make them hatch as shimmering dragons, instead of whatever dragon type they would otherwise be. This works about 75% of the time, and in the case of failure, the newborn dragon is generally promptly devoured. At least one interplanar cabal has also been known to attempt to steal dragon eggs and attempt to transform them into shimmering dragons in this fashion, in order to domesticate the offspring. In the event that two shimmering dragons do mate, the egg simply will not hatch unless it is properly transported across planes.

Sol Knight

A towering suit of steel resembling a humanoid knight in shining armor, this body is visibly animated by a burning white fire that pervades the gaps in the armor plating. A yawning portal in the center of what would be the breastplate reveals a great swirling mass of this brilliant silver and gold fire.

SOL KNIGHT

CR 24

XP 1,228,800

N Colossal construct

Init +6; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +36

DEFENSE

AC 42, touch 5, flat-footed 39 (+2 Dex, +1 dodge, +37 natural, -8 size)

hp 475 (30d10+310)

Fort +10, **Ref** +12, **Will** +10

Defensive Abilities artifact body, exceptional construction;

Immune cold, construct traits, fire

DR 15/epic; **SR** 35

OFFENSE

Speed 60 ft., fly 60 ft. (good)

Melee 2 slams +43 (4d6+20/19-20 plus dispelling slam)

Ranged 2 antimagic rays +24 touch (5d10 plus antimagic rays)

Space 30 ft.; **Reach** 30 ft.

Special Attacks antimagic rays, destroy object, dispelling slam, great knight

Spell-Like Abilities (CL 20th; concentration +25)

Constant—fly, *true seeing*

At Will—make whole, secret chest, wall of iron (DC 21)

3/day—quicken wall of iron (DC 21)

STATISTICS

Str 50, **Dex** 14, **Con** —, **Int** 10, **Wis** 10, **Cha** 20

Base Atk +30; **CMB** +58 (+62 sunder); **CMD** 70 (72 vs. sunder)

Feats Combat Reflexes, Dodge, Great Cleave, Greater Sunder, Improved Critical (slam), Improved Initiative, Improved Sunder, Intimidating Prowess, Mobility, Power Attack, Quicken Spell-Like Ability, Skill Focus (Intimidate, Perception), Toughness, Weapon Focus (slam)

Skills Fly +6 Intimidate +61, Perception +36

Languages Common

SQ immense strength

ECOLOGY

Terrain any

Organization solitary

Treasure triple (usually includes 1 minor or major artifact)

SPECIAL ABILITIES

Antimagic Rays (Su) A sol knight can fire a pair of rays of brilliant antimagical energy from its core. the rays are ranged touch attacks that deal 5d10 points of damage which ignores all forms of energy resistance and damage reduction. A character struck by one of these rays is surrounded by an antimagic aura for 1 round. This functions as an antimagic field except that the field only extends to the target.

Artifact Body (Ex) A sol knight is itself an artifact of incredible power and resists basic means of destruction. The sol knight is not destroyed upon reaching 0 hit points; instead, it becomes inactive for 1 minute, after which it instantly regains all of its lost hit points. In order to truly destroy a sol knight, it must be disabled and its fiery core

must be doused in both holy and unholy water.

Destroy Item (Su) As a standard action, a sol knight can touch a magic item in order to destroy it. If the item is worn or carried, the sol knight must succeed on a touch attack against the wielder or wearer of the item. If successful, the item must succeed on a DC 25 Fortitude save or be destroyed. Even on a successful save, the item still suffers 5d6 points of damage. Artifacts affected by this ability have a 20% chance of being destroyed. The saving throw DC is Constitution-based.

Dispelling Slam (Su) A sol knight's slam attacks can dispel magical effects on those they strike. Whenever the sol knight hits with its slam attack, the target is affected as with the targeted version of a *greater dispel magic* spell, with a caster level of 20.

Exceptional Construction (Ex) A sol knight is exceptionally well put together, granting it an additional 200 hit points.

Great Knight (Ex) A sol knight can make both melee and ranged attacks when it takes a full-attack action.

Immense Strength (Ex) A sol knight's treats all Strength checks as though it had rolled a 20 on the dice, typically giving it a result of 40.

Ecology

Sol knights are powerful constructs fueled by solar energy harvested directly from a young star. Though free-willed and capable of independent thought and variable personalities, these immensely powerful creatures are incredibly and instinctually driven to protect a single specific treasure, which they will guard with their artificial lives. It seems that each of the sol knights was made to protect a particular treasure, and while the exact nature of these treasures varies, they are generally powerful and dangerous artifacts, of the sort which can cause disaster on a very large scale, should they ever fall into the wrong hands. Some, though look after treasures that seem to be far more mundane, or, in rare cases, even apparently worthless, but all of them remain equally devoted to the cause of guarding their ward, and a sol knight guarding an old and moldy tapestry will do so with the same zeal and vigor as one guarding a world-destroying relic.

Some sol knights take their positions as guardians so seriously that they do not stop merely at protecting their treasure from actual attempts at theft, but will proactively seek out and eliminate potential threats to its treasure before they even make an attempt to claim it.

No one knows the exact origin of these enigmatic protectors, but it seems clear that whoever or whatever it was, they were incredibly powerful. Because sol knights are empowered by energy harvested directly from stars, their creators must have had some means of travelling through space, and this is supported by the presence of sol knights on numerous planets. Few planets have more than two or three sol knights, and these sol knights rarely, if ever, interact with one another. While it's clear that the sol knights were made as guardians, the reasoning for scattering them across different planets, and why their creator would bother having them guard these things at all, remains a mystery.

Spirit Horse

This majestic steed embodies all the finest equine qualities and moves with an unearthly grace, revealing its otherworldly nature.

SPIRIT HORSE

CR 12

XP 19,200

NG Large outsider

Init +5; **Senses** darkvision 60 ft., spirit sight; Perception +28

DEFENSE

AC 27, touch 10, flat-footed 32 (+5 Dex, +13 natural, -1 size)
hp 152 (16d10+64)

Fort +13, **Ref** +15, **Will** +10

DR 10/evil; **Immune** curses, poison; **SR** 23

OFFENSE

Speed 120 ft., fly 40 ft., swim 60 ft.

Melee 2 hooves +22 (2d6+7/19-20) and bite +22 (1d8+7)

Special Attacks dive bomb, heavenly charge, spirit hooves

Spell Like Abilities (CL 17th, concentration +24)

Constant—overland flight

At will—dimension door, etherealness, invisibility (self and rider only), water breathing

3/day—gaseous form, haste, heroism, searing light

1/day—greater teleport

STATISTICS

Str 24, **Dex** 20, **Con** 16, **Int** 14, **Wis** 21, **Cha** 24

Base Atk +16; **CMB** +24; **CMD** 39

Feats Alertness, Combat Reflexes, Flyby Attack, Improved Critical (hooves), Improved Vital Strike, Power Attack, Toughness, Vital Strike

Skills Acrobatics +24, Diplomacy +26, Fly +30, Knowledge (planes) +21, Knowledge (religion) +21, Perception +28, Sense Motive +28, Swim +26

Languages Celestial, Common, Infernal

SQ great steed

ECOLOGY

Environment warm plains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Dive Bomb (Ex): Whenever a spirit horse makes a charge attack against a target on the ground while flying, it gains a +4 bonus to hit, rather than the usual +2, and deals double damage on a successful hit (or triple damage on a critical hit).

Great Steed (Ex): A spirit horse is a rare and exceptional mount that grants its rider extra protection and improves his combat abilities. A good-aligned rider of a spirit horse gains a +4 deflection bonus to AC and a +4 bonus on saving throws made to resist spells and effects of evil creatures. Additionally, attacks made from the back of a spirit horse deal and additional 1d6 points of damage and deal full damage against incorporeal creatures.

Heavenly Charge (Ex): A spirit horse can make a full attack as part of a charge action. Additionally, while charging, the spirit horse does not provoke attacks of opportunity for exiting a threatened square. Finally, a spirit horse does not suffer a penalty to its AC when charging.

Spirit Hooves (Ex): A creature of spirit itself, a spirit horse's hoof attacks overcome damage reduction as though they were magical and good-aligned weapons. Additionally, the spirit horse's hoof attacks deal full damage to incorporeal creatures and can confirm critical hits against incorporeal creatures.

Spirit Sight (Ex): A spirit horse's sight goes beyond the mortal realm, and it can see invisible and ethereal creatures. Additionally, the spirit horse never suffers miss change due to concealment.

Ecology

The greatest and most faithful of horses never truly die; rather, they ride off into the sunset and literally ascend to the heavens, as their spirit leaves behind their mortal bodies. These spirits are powerful entities simply known as spirit horses, which possess bodies as strong as their souls and gallop across both mortal plains and ethereal ones. Generally content with an existence of aimless wandering, spirit horses can occasionally be convinced to rejoin the affairs of mankind, lending their strong backs and fast legs to the service of worthy mortals.

Spirit horses have been known to serve as guides for the lost, guardians for the outmatched, and mounts for the truly heroic and exceptional. Capable warriors and advisors, spirit horses usually appear only in times of great turmoil or strife and remain only until the crisis is resolved. This tendency, along with their great powers, causes them to commonly be sources of legend and myth.

Spirit horses are hated enemies of nightmares, and oppose those fiendish horses wherever they come across them. The exact nature of this ancient rivalry is unknown, but the intensity of the spirit horses' hatred of their darker cousins indicates that there is more to the matter than simply having opposing moral and ethical views. Some believe that the first nightmares may actually have been spirit horses whose spirits were corrupted, or which were captured and broken by demons and devils.

While incredibly difficult, it is possible to capture and train a spirit horse, in much the same way that one would a more traditional, earthly horse. Naturally, this requires some means of counteracting the numerous spell-like abilities a spirit horse possesses that might allow it to escape. For this reason, those intent on breaking a spirit horse generally take hostages or use similar tactics to ensure the spirit horse's cooperation. Due to their incredible utility, and the extreme difficulty involved in training them, a properly domesticated and trained spirit horse can fetch princely sums on the open market: a conservative estimate would be upwards of 200,000 gp. Generally, such creatures are always auctioned off at lavish affairs that can be attended only by the most wealthy and influential, and have been known to command sums as high as one million gold pieces.

Spirit of the West

Though obviously humanoid in shape, the fine details of this rugged figure's appearance are difficult to determine, as though obscured through some unknown magic. It wears a brown duster, which whips about it, absent of wind, and it clutches a silvery revolver in one hand.

SPIRIT OF THE WEST

CR 14

XP 38,400

N Medium outsider

Init +4; **Senses** darkvision, low-light vision, *true seeing*; **Perception** +26

DEFENSE

AC 29, touch 15, flat-footed 24 (+4 Dex, +1 dodge, +14 natural)
hp 199 (19d10+95)

Fort +11, **Ref** +15, **Will** +15

Defensive Abilities dodge bullets, miraculous dive

OFFENSE

Speed 30 ft.

Melee slam +20 (1d6+1)

Ranged +1 revolver +24/19/14/9 touch (1d8+5/19-20/x4 plus 1d8 bleed damage plus lethal shot)

Special Attacks call mount, lethal shot, rain of bullets, reckless shot, western lore

STATISTICS

Str 13, **Dex** 19, **Con** 20, **Int** 12, **Wis** 18, **Cha** 18

Base Atk +19; **CMB** +20; **CMD** 35

Feats Deadly Aim, Dodge, Improved Critical (revolver), Improved Vital Strike, Mobility, Mounted Combat, Point Blank Shot, Rapid Shot, Shot on the Run, Vital Strike

Skills Acrobatics +26, Bluff +26, Handle Animal +26, Intimidate +26, Ride +26, Perception +26, Sense Motive +26

Languages Abyssal, Celestial, Common, Infernal

SQ eagle eyes

ECOLOGY

Terrain urban

Organization solitary

Treasure double, plus +1 revolver

SPECIAL ABILITIES

Call Mount (Sp): As a swift action, a spirit of the west can whistle and summon forth a mystical horse to serve as his mount. When he does, the horse appears in an adjacent unoccupied space, and he may mount the horse as a free action. The horse remains until slain, or until the spirit of the west chooses to dismiss it a free action. The horse summoned by this ability has statistics identical to a combat-trained heavy horse. A spirit of the west can use Mounted Combat any number of times each round to negate damage to a horse summoned with this ability. At any given time, the spirit of the west may summon a number of horses equal to 1 + his Charisma modifier.

Dodge Bullets (Su): A spirit of the west is supernaturally skilled in surviving gunfights. A spirit of the west gains a +15 dodge bonus to AC against attacks made with firearms. Additionally, when attempting to confirm a critical hit with a firearm against a spirit of the west, an opponent must roll twice and take the worse result.

Eagle Eyes (Ex): A spirit of the west suffers no penalty on Perception checks due to distance. Additionally, a spirit of the west suffers only half the normal penalty to attack rolls due to range.

Lethal Shot (Ex): Whenever a spirit of the west confirms a critical hit with a firearm, the target must succeed on a Fortitude save (DC 23) or suffer an additional 100 points of damage from an especially deadly shot. This is a death effect, and the saving throw DC is Dexterity-based.

Miraculous Dive (Ex): A spirit of the west has exceptional luck and reflexes and can usually dodge out of harm's way. Once per round, as an immediate action, a spirit of the west can choose to either gain a +10 bonus on Reflex saving throws or a +10 dodge bonus to AC. This bonus applies only on the next saving throw the spirit of the west makes this round, or against the next attack he is subjected to this round.

Rain of Bullets (Su): As a full-round action, a spirit of the west can make a single attack with a firearm against any number of creatures within 100 feet.

Reckless Shot (Su): As a standard action, a spirit of the west can make a single attack with a firearm at a -15 penalty. If the attack hits, it is automatically a critical threat, but rolls made to confirm are also made at a -15 penalty. The spirit of the west can use this ability at will, but must wait 1d4 rounds between uses.

Western Lore (Ex): A spirit of the west is suffused with the very essence of western lore and legend. Any firearm the spirit of the west wields deals an additional 1d8 points of bleed damage, requires no ammunition (and thus never needs reloading), and has no chance of misfire.

Ecology

Sometimes called mysterious strangers, wandering desperados, or sacred renegades, spirits of the west are wandering otherworldly entities that travel vast empty wastes, gallop over plains, and occasionally stray into town. Superficially human in appearance, spirits of the west are often mistaken for normal, if somewhat rugged, people. Their features, however, are naturally indistinct, causing their faces to appear cast in shadows at all times. To hide this fact, or to at least explain it, most wear large hats that they keep drawn low to hide their faces. All spirits of the west, male or female, have deep gravelly voices that carry an air of challenge about them. Each carries a personal firearm, usually a silver revolver, and wears a long duster that constantly stirs, even if there is no wind. Whether these items are rare treasures of the spirit or part of its body is largely unknown, as immediately upon their death, a spirit of the west transforms into blowing dust and ragged tumbleweeds, leaving behind only their weapon of choice.

Ever individualists, the motivations of spirits of the west are as varied as the people that dwell in those wild places. Some are motivated to seek justice for unrighted wrongs, sweeping into towns and massacring criminals and deviants like a particularly deadly plague. Others seem hellbent on taking whatever they can, robbing banks and stagecoaches and killing everyone in their way. Still others would rather spend their days quietly, getting involved in the affairs of mortals only when they have to.

Terasynchos

This creature is humanoid in shape, but has the head of a snarling lion, with a mouth full of row after row of jagged shark teeth, a mane composed of writhing serpents, the horns of a bull, the talons and wings of an eagle, and the tail of a scorpion. It has large compound eyes, and boasts a second set of arms that end in crab-like pincers.

TERASYNCHOS

CR 17

XP 102,400

NE Large monstrous humanoid

Init +8; **Senses** darkvision 120 ft., low-light vision; Perception +31

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size)

hp 287 (23d10+16i)

Fort +15, **Ref** +19, **Will** +20

Defensive Abilities all-around vision, natural cunning;

DR 10/adamantine; **Immune** cold, curses, fire, polymorph;

Resist acid 10, electricity 10, sonic 10; **SR** 28

OFFENSE

Speed 40 ft.; fly 80 ft. (average)

Melee mwk greataxe +28/+23/+18/+13 (3d6+7/19-20/x3), bite +27 (1d8+5/19-20), gore +27 (1d8+5), 2 talons +27 (1d6+5), sting +27 (1d6+5 plus poison), 2 pincers +22 (1d8+2), serpent mane +22 (1d4+2 plus poison)

Ranged mwk composite longbow [+4 Str] +27/+22/+17/+12 (2d6+4/x3)

Space 10 ft.; **Reach** 10 ft. (5 ft. with serpent mane)

Special Attacks breath weapon (60-ft. cone, 18d6 fire damage, Reflex DC 27 half, usable every 1d4 rounds), paralyzing gaze

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 15, **Wis** 20, **Cha** 22

Base Atk +23; **CMB** +29; **CMD** 43

Feats Combat Reflexes, Following Step, Great Fortitude, Improved Critical (bite), Improved Critical (greataxe), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Step Up, Step Up and Strike^{APC}, Toughness

Skills Fly +28, Intimidate +32, Knowledge (dungeoneering) +25, Perception +31, Stealth +26, Survival +31

SQ eclectic ancestry

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Eclectic Ancestry (Ex): Terasynchoi are an amalgamation of so many different kinds of creatures that they function simultaneously as several different creature types. A terasynchos counts as belonging to all creature types other than construct and undead for the purposes of determining how it is affected by spells and abilities (for example, it counts as an aberration or fey for rangers who have selected those creatures as favored enemies, it is subject to spells like *charm person* and *hold person*, and as long as its alignment doesn't change, it counts as an evil-aligned dragon for the purposes of a paladin's smite evil class feature).

Natural Cunning (Ex): A terasynchos possesses innate cunning and logical ability. This gives it immunity to *maze* spells and prevents it from ever becoming lost. Further, it is never caught flat-footed.

Paralyzing Gaze (Su): Paralyzed for 1 minute, 60 feet, Fortitude DC 27 negates. The save DC is Charisma-based.

Poison (Ex): Serpent mane—injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Poison (Ex): Stinger—injury; save Fort DC 27; frequency 1/round for 4 rounds; effect 1d4 Strength damage; cure 1 save. The save DC is Constitution-based.

Ecology

It is generally accepted that these horrifying creatures were the result of some terrible experiment gone wrong, as no man or deity is willing to take credit for creating these monstrosities, and surely such a strange amalgamation of animal parts could never have come about naturally. Those of a religious bent are quick to blame the hubris of wizard and others who meddle in things that man was not meant to know, while arcane scholars claim that the creature seems quite in line with many of the horrible monsters that seem to exist as a result of the imaginations of the gods. All sides of the debate generally agree that the creatures are utterly abhorrent.

Whatever their origin, terasynchoi are a race that breeds true, and they have carved out niches for themselves in the world, generally in remote locations far from civilization. Although they are quite intelligent, terasynchoi tend to live primal, almost animalistic lives, hunting and stalking prey and retiring to caves and abandoned buildings to serve as their dens. Whether this is the result of animal instincts somehow instilled from whatever process created the strange hybrids, a result of being cast out from society, or due to some other reason, is unclear. That said, a terasynchos that is given a compelling reason can act quite civilized and betrays a surprising level of sophistication in thought and speech.

A rare few terasynchoi actively nurse a grudge against the rest of the civilized world for the way that their race has been treated. Even the terasynchoi themselves do not know who to credit for their race's creation, but it is not hard to find someone to blame for their status as outcasts and pariahs. Those who dwell on this often begin gathering other misfit monsters to themselves and their cause, eventually amassing a powerful army and using it to take revenge against the civilizations that tossed them out. In some cases, these radical terasynchoi have even been known to focus their ire on the gods themselves, and though even these powerful beasts are unlikely to be able to directly challenge a god, they are more than capable of causing quite a deal of problems for the deity's faith and followers.

Turtle, Goliath

This immense sea creature more closely resembles an island than an actual animal, as its shell is overgrown with moss and coral and the ruins of several structures can be seen upon its back. Close inspection however reveals that the island is in fact a truly elephantine turtle with deep eyes speaking of an ancient wisdom.

GOLIATH TURTLE CR 22

XP 614,400

N Colossal animal

Init +6; **Senses** low-light vision; Perception +62

DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

hp 399 (42d8+210)

Fort +29, **Ref** +25, **Will** +26

Defensive Abilities DR 10/—

OFFENSE

Speed 60 ft., swim 200 ft.

Melee bite +37 (4d8+21/19-20 plus grab), slam +38 (3d6+14/19-20)

Space 30 ft.; **Reach** 30 ft.

Special Attacks capsize, ship shearer, swallow whole (special; see text), tidal wave

STATISTICS

Str 38, **Dex** 14, **Con** 18, **Int** 2, **Wis** 31, **Cha** 18

Base Atk +31; **CMB** +53; **CMD** 65

Feats Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Critical (bite, slam), Improved Initiative, Improved Iron Will, Improved Natural Attack (bite), Improved Vital Strike, Iron Will, Mobility, Power Attack, Skill Focus (Perception), Spring Attack, Toughness, Vital Strike, Weapon Focus (bite, slam)

Skills Perception +62, Swim +22; **Racial Modifiers** +8 Swim
Languages none

ECOLOGY

Terrain water

Organization solitary

Treasure triple

SPECIAL ABILITIES

Capsize (Ex): A goliath turtle never suffers a penalty on combat maneuvers made to capsize a ship due to its size.

Ship Shearer (Ex): A goliath turtle has powerful jaws, specialized for destroying ships. A goliath turtle adds 1-1/2 times its Strength modifier to its bite attacks. Additionally, a goliath turtle's natural attacks deal double damage to objects, and three times as much damage to objects made primarily of wood.

Swallow Whole (Su): A goliath turtle's belly contains a gateway to an extradimensional space. This space is characterized as a huge water-filled cave containing numerous skeletal ships, as well as crumbling towers and houses. The space has adequate air and an environment suitable for most creatures. There are many exits from this space, but each is difficult to find. Escaping requires a DC 15 Intelligence or Wisdom check made as a full-round action.

Tidal Wave (Ex): As a full-round action, a goliath turtle can create a massive wave, allowing it to make a bull rush combat maneuver and use its capsize ability against all creatures and ships within 100 feet. The goliath turtle must be underwater to use this ability.

Ecology

Sometimes called living islands, goliath turtles are curious creatures. Massive aquatic beasts, these mammoth turtles live for thousands of years, endlessly roving the oceans waves. Though a goliath turtle is not a particularly intelligent creature, they seem to possess an almost supernatural intuition. They are exceedingly difficult to observe due to the rarity of their appearance.

When they do appear, it is often a grand sight, heralded by a terrible wave and seismic events. The creatures' appearances are so rare that some scholars believe that only one such beast exists, and all manner of legends about their appearance and the structures that occasionally appear upon them. It is these structures, often water-worn towers and crumbling mansions, that some scholars indicate as the primary evidence for more than one of these creatures existing. What the structures seen on their backs might be is the subject of great debate. Some claim they are the homes of wizards or hermits, while others say they might be the ruins of more mundane buildings built upon the goliath turtles' backs during one of their long forays on the surface of the water, either being conceived of as part of an island, or as an island all to itself. In addition to buildings, the goliath turtles' backs are covered in exotic vegetation, including most forms of sea plants, corals, and similar. Sadly, attempts to explore these ancient and weathered buildings are even more rare than the turtle sightings themselves, as the beasts remain above the waves for only so long, potentially dooming anyone trapped in such a building when it descends to a watery grave.

The behavior of a goliath turtle is driven by a powerful instinct that seems to dictate its motions, and to a certain extent, its actions. According to some scholars, these movements seem to be linked with celestial events, and some theorize that the movements of the stars can be used to predict their patterns.

Some legends claim that in the infinite depths of the Elemental Plane of Water, there exist entire colonies of awakened goliath turtles, who live in harmony with the tritons that they have allowed to build beautiful structures upon their backs. Together, the colony of goliath turtles form a sort of shifting, living city, whose buildings move about and change positions. Supposedly, the turtles and their triton neighbors work together in determining city governance, acting as equal parties in an oddly symbiotic relationship. Of course, given the great size of the Elemental Plane of Water, and the fact that the city is said to wander aimlessly through it, the story is difficult, at best, to verify, and may be nothing more than the fancy of old fishermen.

Typhon

In size and strength he surpassed all the offspring of Earth. As far as the thighs he was of human shape and of such prodigious bulk that he out-topped all the mountains, and his head often brushed the stars. One of his hands reached out to the west and the other to the east, and from them projected a hundred dragons' heads. From the thighs downward he had huge coils of vipers, which when drawn out, reached to his very head and emitted a loud hissing. His body was all winged: unkempt hair streamed on the wind from his head and cheeks; and fire flashed from his eyes.

TYPHON

CR 25

XP 1,638,400

CE Colossal magical beast

Init +14; **Senses** blindsense 500 ft., darkvision 120 ft., low-light vision, tremorsense 1,000 ft.; **Perception** +55

Aura voices of all creatures (20 ft.)

DEFENSE

AC 45, touch 13, flat-footed 34 (+10 Dex, +1 dodge, +32 natural, -8 size)

hp 575 (46d10+322)

Fort +33, **Ref** +35, **Will** +16

DR 20/epic; **Immune** ability damage, ability drain, death effects, disease, fire, mind-affecting effects, paralysis, poison, sleep, staggered, stunning; **Resist** acid 20, cold 20; **SR** 36

Weaknesses thunder and lightning weakness

OFFENSE

Speed 200 ft., fly 500 ft. (clumsy)

Melee bite +60 (4d6+21/19-20), 2 bites +60 (2d6+21/19-20 plus grab and poison), 2 wings +55 (2d6+10/19-20)

Special Attacks breath weapon (300-ft. cone, 30d6 fire damage, Reflex DC 38 for half, usable every 1d4 rounds), burning gaze, constrict (3d6+21) dragon fire burst, grow heads, serpent rake

STATISTICS

Str 52, **Dex** 30, **Con** 22, **Int** 11, **Wis** 9, **Cha** 3

Base Atk +46; **CMB** +75 (+79 to grapple); **CMD** 96

Feats Alertness, Agile, Bleeding Critical, Blinding Critical, Cleave, Combat Reflexes, Critical Focus, Dodge, Improved Critical (bite), Improved Critical (wing), Improved Grapple, Improved Initiative, Improved Iron Will, Great Cleave, Great Fortitude, Greater Grapple, Iron Will, Power Attack, Skill Focus (Fly), Skill Focus (Perception), Toughness, Weapon Focus (bite), Weapon Focus (wing)

Skills Fly +61, **Perception** +55

Languages Abyssal, Celestial, Common, Infernal

ECOLOGY

Terrain any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Voices of All Creatures (Ex): Typhon constantly emanates horrible voices from every imaginable creature in a torrent of endless screeches and growls. Creatures within 20 feet of Typhon must succeed on a Will save (DC 25) or be confused for as long as they remain within 20 feet of Typhon, and for 1 minute thereafter. The saving throw DC is Charisma-based.

Burning Gaze (Ex): Typhon has a gaze attack that deals 5d6 points of fire damage to creatures within 100 feet. Creatures are not allowed a save against this ability.

Dragon Fire Burst (Ex): As a full-round action, Typhon can throw his dragon-headed hands wide and unleash a torrent of fire, which deals 40d6 points of fire damage to all creatures within 100 feet of Typhon. A successful Reflex save (DC 39) halves this damage. Typhon can use this ability at will, but must wait at least 1 minute between uses.

Grow Heads (Ex): As a full-round action, Typhon can grow an additional head, which lasts for 2d10 rounds. This additional head allows him to make an additional bite attack which deals 3d6+21 points of damage and has a critical threat range of 19-20.

Poison (Ex): Bite—injury; save Fort DC 39; frequency 1/round for 10 rounds; effect 2d4 Str drain and target is fatigued; cure 1 save.

Serpent Rake (Ex): As a full-round action, Typhon can swing his mighty arms, which end in hundreds of fire-breathing poisonous serpents, about him in an arc, causing all creatures within his reach to be attacked by 1d10 serpent heads. Each attacking head makes a bite attack at +60, which deals 1d10+21 points of damage and exposes the struck creature to his poison. Typhon can use this ability at will. Whenever Typhon uses this ability, he suffers a -10 penalty to AC for 1 round.

Thunder and Lighting Weakness (Ex): Typhon is vulnerable to thunder and lightning and suffers twice as much electricity and sonic damage, and whenever he suffers damage from one of these sources, he must succeed on a Fortitude save (DC 40) or be nauseated for 1 round.

Ecology

Born of the very mortal world and fathered by the very deepest hell, Tartarus, Typhon is a terrible, hateful, and unlawful force, which exists to defy the gods, destroy their works, and assert his dominion over their creation. Together with his mate Echidna, he fathered many terrible and triumphant beasts, including the gorgon, hydra, minotaur, sea serpent, cyclops and other giants, and numerous sorts of fierce giant animals including rocs and giant lions. Utterly evil in his defiance, his wickedness passed to his children and endlessly blights all mortal kind. Absolutely sure of his personal power, which was at one time unrivaled by any in creation, Typhon once roamed the world unchecked and spread wrath and destruction to all the children of the gods. In the end, only through divine intercession was his wrath restrained.

In his creation, Typhon was born in anger and hate from the greatest of forces, in vengeance for the ousting and destruction of the primordial titans and giants which ruled over the world, though other legends claim his origins are in retribution for another fault of the king of gods. In this purpose, he is wholly consumed with destroying and perverting everything the gods stood for, undoing their deeds and chasing them from the world with his fury. In those times, Typhon had power comparable to or greater than any god and made war upon them, easily routing the young deities at every turn, before ultimately being defeated by Zeus, at the height of that deity's power.

Waizu

Towering over you, this purple furred creature appears to be nothing more than an ordinary housecat, apart from its strange coloring and unusual size. Its lazy expression and disinterested attitude is betrayed only by its cunning and predatory eyes of stormy grey.

WAIZU CR 10

XP 9,600

CN Colossal magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 3, flat-footed 19 (+1 Dex, +17 natural, -8 size)

hp 175 (13d10+104)

Fort +16, **Ref** +9, **Will** +3

Defensive Abilities dimensional dodge

Weaknesses sonic vulnerability

OFFENSE

Speed 30 ft.

Melee 2 claws +29 (2d8+16/19-20)

Space 30 ft., **Reach** 60 ft.

Special Attacks dimensional pounce, dimensional swat

Spell-Like Abilities (CL 9th, concentration +11)

At Will—*dimension door*

1/day—*ethereal jaunt, teleport*

STATISTICS

Str 42, **Dex** 13, **Con** 26, **Int** 12, **Wis** 8, **Cha** 15

Base Atk +13; **CMB** +37; **CMD** 48

Feats Awesome Blow, Cleave, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Stealth,) Stealthy

Skills Climb +32, Perception +15, Stealth +7

Languages Common, Draconic

ECOLOGY

Terrain forests, hills, plains

Organization solitary, pair, or clowder (3-6)

Treasure standard

SPECIAL ABILITIES

Dimensional Dodge (Su): A waizu is able to use its extradimensional travel abilities to dodge out of harm's way. Whenever it would be hit with a melee attack, the waizu can use its *ethereal jaunt* or *teleport* spell-like abilities as an immediate action. If it does, and the movement takes it out of range of the attack, then the attack automatically misses.

Dimensional Pounce (Su): A waizu is able to strike suddenly when it appears from another dimension. Whenever the waizu uses its *dimension door* or *teleport* spell-like abilities, or uses or ends its *ethereal jaunt* spell-like ability, it may make a single claw attack as a free action against any creature it threatens at the end of the teleportation effect, or when it becomes or ceases to be ethereal.

Dimensional Swat (Su): Whenever a waizu successfully uses the Awesome Blow feat, instead of knocking a foe back, it can knock him into another dimension and back out again. This effectively allows the waizu to teleport the target to any point within 500 feet of his original location, unless he succeeds on a Will save (DC 17). The target must be sent to an unoccupied square that can support the target (thus, a character than

cannot fly could not be sent straight up in the air), or this effect is wasted. At the end of the movement, the target suffers an additional 1d6 points of damage and is knocked prone.

Sonic Vulnerability (Ex): The waizu is afraid of loud noises and is especially vulnerable to sonic attacks. The waizu suffers twice the normal amount of sonic damage whenever it would suffer sonic damage. Additionally, whenever it suffers sonic damage or is subject to a sonic spell or effect, it must succeed on a Will save (DC 15 or equal to the DC of the spell or effect, whichever is higher) or be panicked for 1 round. Even on a successful saving throw, the waizu is shaken for a round.

Ecology

The waizu is a strange creature, partly of the Material and partly of Ethereal Plane, which dwells within both realms, splitting its time between the two. Chiefly uninterested in the goings-on of other creatures, the waizu is most commonly encountered when it is hunting for food. As its diet consists mainly of large wild animals, such as bears, deer, and even elephants, and because it takes great pains to avoid detection, their presence largely goes unnoticed by civilized peoples.

That said, reports from those few travelers who have stumbled across a hunting waizu make it clear that there are few experiences quite so disturbing as watching a game of cat-and-mouse take place nearby, wherein the role of the mouse is played by a two-ton elephant. Certainly, waizu are just as fond of playing with their prey as are house cats. Of course, with their dimension-spanning abilities, waizu have much greater ability to stalk and unnerve their prey, as well as the intelligence to play much crueler tricks and games with them.

Waizus behave much as typical house cats do; they tend to be naturally standoffish and territorial, but scare easily, especially in the presence of loud noises. This tends to keep them far from civilized areas. Waizus are attracted to magical objects much the same way common cats are attracted to strange smells, and often investigate the presence of new magical items with a strong aura that enter their territories. They also occasionally stockpile items they find particularly interesting, though the their tastes are unpredictable at best.

Some scholars believe that waizu have some amount of fey ancestry, and may originally have come from the realm of the fey. This belief is supported by rumors of giant cats said to stalk the wilderness of such lands, which have powers that are similar to, but different from, waizu, pointing to the possibility that waizu and these giant fey cousins may share a single common ancestor, and that the waizu may be offshoots who wandered out of the fey realms and became lost on the Ethereal and Material Planes, instead.

Walking Flower

Slightly taller than a man, this humanoid plant has extremely thin vines ending in tiny roots for its arms and legs, each connecting to the thin leafless stalk that comprises its torso. In place of a head is a massive flowering bud, in this case a daisy with petals that move about independently of the wind. Despite its lack of face, its petals are incredibly expressive.

WALKING FLOWER

CR 11

XP 12,800

NG Medium plant

Init +6; **Senses** blindsense 60 ft., *detect evil*, low-light vision; Perception +22

DEFENSE

AC 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural)

hp 136 (16d8+64)

Fort +14, **Ref** +9, **Will** +10

Immune plant traits; **DR** 10/slashing

OFFENSE

Speed 30 ft.

Melee slam +17 (1d8+4), 2 tentacles +12 (1d6+2 plus grab)

Special Attacks attract, constrict (1d6+4), seed shake, weakening scent

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*detect evil*

At Will—*entangle* (DC 14), *goodberry*, *speak with plants*

1/day—*plant growth*

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +16; **CMD** 29 (33 grapple)

Feats Dodge, Iron Will, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (slam, tentacle)

Skills Diplomacy +19, Perception +22, Sense Motive +19

Languages Common, Sylvan

SQ flower walker

ECOLOGY

Environment plains

Organization solitary, pair, patch (3-10)

Treasure standard

SPECIAL ABILITIES

Attract (Ex): A walking flower issues a sweet and attractive scent that most living creatures find irresistible. Whenever a living non-plant creature begins its turn within 30 feet of a walking flower, that creature must succeed on a Will save (DC 20) or fall under its compulsion from the sweet scent. A creature so affected must move closer to the walking flower, unless it is already within 5 feet of the flower. It is otherwise free to act normally. A walking flower can suppress or resume this ability as a swift action. The saving throw DC is Constitution-based. This is a mind-affecting effect. Creatures immune to poison are immune to this effect.

Flower Walker (Ex): A walking flower's plant-like body makes it ideally suited for walking across other overgrown areas, including areas of magical overgrowth such as those created by an *entangle* spell or similar effect. The walking flower is immune to the effects of *entangle* and *plant growth*, and ignores difficult terrain due to natural or magical overgrowth.

Seed Shake (Ex): A walking flower can shake the flowering bud that is its head to produce rapidly sprouting seeds that can entangle and constrict its prey. As a standard action, the walking flower can shake its head to discharge seeds in each adjacent square. Creatures in one of these squares must make a Reflex save DC 20 or be covered in the sprouting seeds that quickly grow into thick, grasping vines. A creature that fails this save gains the entangled condition and is slowly crushed by these growing vines, suffering 2d6 points of damage each round she remains entangled. The entangled creature can make an additional Reflex save as a standard action to free herself from the seeds. A creature already affected by this ability is immune to further instances of this ability. This ability can be used at will, but the walking flower must wait at least 1d6 rounds between uses. The saving throw DC is Constitution-based.

Weakening Scent (Ex): In addition to its attractive qualities, a walking flower's sweet scent wreaks havoc on the muscular systems of living creatures, making them easy prey. Any creature that begins its turn adjacent to the walking flower must succeed on a Fortitude saving throw (DC 20) or suffer a -4 penalty to Strength and Dexterity for as long as she remains adjacent to the walking flower, and for 1d10 rounds thereafter. A walking flower can suppress or resume this ability as a swift action. This is a poison effect and the DC is Constitution-based.

Ecology

Walking flowers are magical plants that resemble humanoid creatures in both appearance and attitude. They are social beings, spending much of their time in each other's company and rarely seen far out of the company of their own kind. Capable of speech and possessing greater intellect than most plants, walking flowers have a complex culture, heavily focused on the worship of their gods of seasons as well as on the mutual prosperity of all walking flowers. Walking flowers are a nomadic people, lacking permanent settlements, though they do erect shrines and ceremonial building in common hunting grounds or places where their small bands meet up to exchange knowledge or trade goods. Often, these natural-looking structures go unnoticed by civilized people who pass them by as mere curiosities of nature.

Generally high-minded and good-natured, walking flowers rarely seek out conflicts with non-evil humanoids and do their best to avoid most living creatures, apart from the animals and savage monsters they subsist upon. However, when their sacred sites are threatened or when they are forced to compete for scarce food supplies, the walking flowers can turn their attention towards violent conflict with otherwise agreeable neighbors. Though they typically prefer to negotiate their way out of these dark circumstances, walking flowers don't trust most humanoids and are only willing to cooperate with those that have proven themselves to be friends of nature.

Wolf-Child

This odd-looking creature is about 3 feet tall and has diminutive, childlike features and pale yellow skin, save for its head, which is covered in thick white fur and extends in the fearsome visage of a rabid, full-grown wolf, complete with huge teeth and gleaming yellow-red eyes.

WOLF-CHILD

CR 5

XP 1,600

CE Small monstrous humanoid

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 Dex, +1 dodge, +4 armor, +1 size)

hp 45 (6d10+12)

Fort +4, **Ref** +8, **Will** +6

Defensive Abilities strength of the pack

OFFENSE

Speed 30 ft.

Melee bite +11 (1d4+6)

Special Attacks empower wolves, pack tactics, summon wolves

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +9; **CMD** 22

Feats Dodge, Improved Initiative, Precise Strike^{APG}

Skills Intimidate +7, Perception +10, Stealth +12

Languages Sylvan

SQ animalistic

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3-10)

Treasure standard (+1 studded leather armor)

SPECIAL ABILITIES

Animalistic (Ex): Because of its odd physiology, a wolf-child is considered to be both an animal and a monstrous humanoids for effects dependent on creature type.

Empower Wolves (Su): A wolf-child's presence emboldens and strengthens wolves and dire wolves. All wolves and dire wolves within 30 feet of a wolf-child gain a +1 morale bonus to attack and damage rolls. If the wolf is within 30 feet of 3 or more wolf-children, this bonus is increased to +3.

Pack Tactics (Ex): A wolf-child is spectacularly skilled at fighting in a team of wolves and other wolf-children. When flanking with a wolf or another wolf-child, the wolf-child gains an additional +2 bonus to attack and damage rolls.

Strength of the Pack (Su): Wolf-children are emboldened by their pack and gain a +1 resistance bonus to all saving throws for every wolf-child within 30 feet of them.

Summon Wolves (Ex): A wolf-child can summon either 1d4 wolves or 1 dire wolf as a full-round action. The summoned wolf or wolves appear at the wolf-child's side in the nearest unoccupied squares, and remain for 1 minute. This ability otherwise functions like *summon nature's ally I*.

Ecology

Wolf-children are said to be the descendants of men and evil wolves, or other evil wolf-like creatures, such as worgs and winter wolves. According to legend, after being rejected by mankind as abominations, the wolf-children found solace in various wolf packs in remote and mist-filled forests. They hunt alongside their primal brethren, mostly for the flesh of men, whom they hate with a passion. Another story about the origin of these creatures posits that they came before humanity, but lost favor with the gods for some reason or another, and were cast out into the wilds and replaced by the gods' new favorites, the humanoid races.

Whether or not either of these origin stories contain even a shred of truth, the wolf-children's hatred of man is easily confirmed, and they spend most of their time actively seeking out humans who enter their territories, in order to kill and eat them.

Not particularly clever creatures, wolf-children nonetheless are cunning hunters and boast exceptional teamwork skills, operating in small packs and attacking individuals as a group to utilize their natural advantages in numbers. They often use their ability to summon wolves to create distractions and overwhelm poorly prepared foes, or to isolate tougher enemies to be attacked by the pack at large.

While they are thoroughly evil creatures, delighting in the slaughter of intelligent creatures, wolf-children have a great fondness both for each other and for wolves, which they view as close kin. They will always go out of their way to help such creatures, and demonstrate uncommon kindness for them. In rare cases, a tribe of wolf-children may be ruled over by a barghest, winter wolf, or worg, or may ally themselves with tribes of such creatures. Wolf-children are also fond of living side-by-side with normal wolves, but due to their feral nature and their strange fascination with canines, the wolves they live with are not so much domesticated pets or trained hunters, but instead are like family to the wolf-children, who sleep and eat alongside them, and, according to rumors, continue the same dark practices that are said to have led to the creation of their strange race in the first place.

Most wolf-child tribes develop a rudimentary language of snarls, howls, and barks that allow them to communicate simple hunting commands amongst one another, and, according to some reports, this language also seems to allow them to communicate with their wolf allies. Each tribe has its own collection of noises, however, and knowing the calls and howls for one tribe does not allow one to communicate with another tribe (for which wolf-children would use Sylvan, in any case). It is rare for two tribes of wolf-children to come into conflict with one another, and generally speaking when two tribes meet, they are more likely to combine into a single, larger tribe, with the leaders of the two groups facing off in single combat to determine who will lead the new, larger tribe. Usually, the loser is allowed to remain in the tribe, taking a lower status, but sometimes these fights end in death or exile instead.

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: blotsphere, greptrix, insanitrix, moon sprite, ring spirit, samjok-o, shimmering dragon, sol knight, terasynchos, Typhon.

Forests: irafu oni, raven lady, waizu, wolf-child.

Hills: waizu.

Ocean: aquamortis, goliath turtle.

Plains: spirit horse, waizu, walking flower.

Planes (Ethereal): mirror lurker.

Planes (Hell): fanged eye.

Swamp: pollywoggle.

Underground: cinder wyrm, collective assault drone, rolling scrapyard.

Urban: raven lady, rolling scrapyard, spirit of the west.

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: blotsphere, greptrix, mirror lurker.

Animal: goliath turtle.

Construct: collective assault drone, sol knight.

Dragon: cinder wyrm, shimmering dragon.

Fey: moon sprite, raven lady.

Magical Beast: pollywoggle, samjok-o, Typhon, waizu.

Monstrous Humanoid: terasynchos, wolf-child.

Ooze: rolling scrapyard.

Outsider: fanged eye, insanitrix, irafu oni, spirit horse, spirit of the west.

Plant: walking flower.

Undead: aquamortis, ring spirit.

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.

Table 4-1: Monsters by CR

CR	Monster	Page
1	Ring spirit	128
2	Fanged eye	120
3	Pollywoggle	126
4	Greptrix	121
5	Wolf-child	140
6	Oni, irafu	125
7	Blotsphere	117
8	Collective assault drone	119
9	Moon sprite	124
10	Waizu	138
11	Walking flower	139
12	Spirit horse	133
13	Aquamortis	116
14	Spirit of the west	134
15	Cinder wyrm	118
16	Mirror lurker	123
17	Terasynchos	135
18	Rolling scrapyard	129
19	Shimmering dragon	131
20	Insanitrix	122
21	Raven lady	127
22	Turtle, goliath	136
23	Samjok-o	130
24	Sol knight	132
25	Typhon	137

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.

Table 4-2: Templates by CR

CR	Monster	Page
+0	Domestic dinosaur	142
+1	Eldritch abomination	144
+1	Ferocious predator	142
+1	Insectile creature	145
+1	Multi-headed dragon (2 heads)	146
+2	Multi-headed dragon (3 heads)	146
+2	Observed creature	147
+2	Thunder lizard	143
+3	Multi-headed dragon (4-5 heads)	146
+4	Multi-headed dragon (6-7 heads)	146

Dinosaur Templates

The following section presents three new templates for dinosaurs and similar creatures.

Domestic Dinosaur

Domestic dinosaurs are dinosaurs that live in close contact with intelligent humanoids and attend to their needs, integrated as a part of their community. Domestic dinosaurs are less fearsome and more docile than others of their kind, making them ideal for all sorts of work within the community.

Creating a Domestic Dinosaur

“Domestic dinosaur” is an inherited template that can be applied to any animal of Medium size or larger.

CR: Same as the base creature.

Type: The creature’s type remains unchanged.

Weaknesses: A domestic dinosaur has the following weaknesses.

Easily Cowed (Ex): A domestic dinosaur suffers a –2 penalty on all saving throws against fear effects. This penalty is doubled when there are no humanoid creatures within 30 feet.

Shrink Back (Ex): A domestic dinosaur suffers a –4 penalty to AC against attacks made by humanoids.

Special Attacks: A domestic dinosaur gains the following special attack.

Guardian Beast: A domestic dinosaur gains a +2 bonus to attack rolls and damage rolls when it is within 30 feet of a humanoid.

Special Qualities: A domestic dinosaur has the following special qualities.

Beast of Burden (Ex): A domestic dinosaur is accustomed to carrying heavy loads and never has its movement speed reduced due to armor or encumbrance.

Easy Rider (Ex): A domestic dinosaur is easier to handle than other animals of its kind. The DCs for Handle Animal and Ride checks made to control a domestic dinosaur or to teach it new tricks are reduced by 5.

Ecology

Domestic dinosaurs serve as beasts of burden, guards, and even pets in communities of humanoids that exist near dinosaur populations. Typically, domestic dinosaurs are reared over the generations, in time becoming an extension of the community they belong to. Domestic dinosaurs get along well with humanoids, and are usually indifferent or friendly to even unfamiliar humanoids.

Ferocious Predator

Some dinosaurs are cunning and dangerous predators, delivering particularly deadly attacks with their sharp teeth and claws. These ferocious predators usually hunt in packs, appearing unexpectedly and surrounding their foes before they even recognize the threat to them. Occasionally, a single apex predator will become a ferocious predator to augment its already impressive combat abilities.

Creating a Ferocious Predator

“Ferocious predator” is an inherited template which can be applied to any animal with a bite attack and two claw attacks, or any animal of Gargantuan size or larger that has a bite attack.

CR: Same as the base creature +1.

Type: The creature’s type remains unchanged.

Senses: A ferocious predator gains the scent special quality and has the following special ability.

Blood Scent (Ex): A ferocious predator can attempt to locate the direction of a living creature as a swift action rather than as a move action, and can automatically pinpoint the locations of creatures using scent, as long as the target is within 10 feet of it.

Special Attacks: The ferocious predator has the following special attacks.

Bleeding Attack (Ex): A ferocious predator’s natural attacks deal an additional amount of bleed damage equal to 1d6 plus 1d6 for every 2 size categories it is larger than Medium.

Rip Flesh (Ex): Whenever a ferocious beast confirms a critical hit with its bite attack, it deals an additional 1d4 points of Constitution damage as it rips a portion of the target’s flesh free from its body.

Ability Scores: Change from the base creature as follows: Dexterity +2, Wisdom –2, Charisma –2.

Ecology

Ferocious predators are carnivorous dinosaurs that are especially well adapted for brutal and short combats. Often employing pack tactics to isolate their prey, they then begin systematically rendering their victims lifeless with unrelenting brutality. Known for inflicting bleeding wounds and for ripping flesh from the bones of their foes, they often leave creatures begging for death in the brief moments they have left after encountering one of these murderous dinosaurs.



Thunder Lizard

Towering above the trees and shaking the very ground with their footfalls, these truly impressive creatures are the thunder lizards. Immense dinosaurs that live up to their namesake, each of these terrible beasts inspires awe through sheer size and unbelievable power.

Creating a Thunder Lizard

“Thunder lizard” is an inherited template that can be applied to any animal of Gargantuan size or larger.

CR: Same as the base creature +2.

Type: The creature’s type remains unchanged.

Special Defenses: A thunder lizard retains all the special defenses of the base creature and gains the following ability.

Immense Size: Due to its sheer size and bulk, it is unrealistic to inflict damage to a thunder lizard’s vitals with conventional weaponry, granting it immunity to critical hits from weapons of Large size or smaller. Siege weapons and other massive tools of war ignore this defensive ability.

DR: A thunder lizard gains DR 10/— due to its incredible bulk.

Special Attacks: The thunder lizard gains the following special attacks.

Thundering Blows: The thunder lizard deals an additional 2d6 points of damage with its slam and tail strike attacks. This damage is multiplied in the case of a critical hit. Additionally, whenever a thunder lizard successful confirms a critical hit with its slam or tail slap attack, the attack deals the maximum amount of damage, as though all dice had rolled their maximum amount.

Trample: A thunder lizard gains the trample special attack, if it did not already possess it. A thunder lizard’s trample attack deals 6d8 damage, or deals damage as normal for a creature of its size and type, whichever is higher. If the thunder lizard already possessed the trample special attack, the damage it deals with this attack is increased by an additional 2d8.

Ability Scores: Increase from the base creature as follows: Strength +4, Dexterity –2, + Constitution +8.

Ecology

Thunder lizards are the very largest and most domineering of dinosaurs. Only the biggest creatures can be called a thunder lizard, and they nearly always inspire fear and awe when encountered. With few exceptions, thunder lizards are herbivores, though this does not make them any less dangerous, as these behemoths are likely to crush humanoids without ever noticing their presence.

Eldritch Abomination

There are things that simply should not be, that are not meant to exist in this reality, and that, merely through being, are anathema to every inhabitant of the cosmos. These creatures come about in a variety of ways, and can take any number of different forms, but all of them are terrible and maddening.

Creating an Eldritch Abomination

“Eldritch abomination” is an inherited template that can be added to creatures of any type other than animal, humanoid, or vermin. Most eldritch abominations are aberrations or undead. An eldritch abomination uses the base creature’s stats and abilities, except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature’s type changes to aberration (augmented). Do not recalculate its Hit Dice, base attack bonus, or saves. If the base creature is undead, its type does not change.

Armor Class: Natural armor bonus increases by +2.

Defensive Abilities: An eldritch abomination gains spell resistance equal to 11 + its new CR.

Abilities: An eldritch abomination gains a +4 bonus to its Constitution score, and a +4 bonus to a single mental ability score (Intelligence, Wisdom, or Charisma) of its choice.

Eldritch Enhancements: An eldritch abomination gains a number of eldritch enhancements equal to 1 + 1 per 3 points of CR it possesses (after adjusting for the eldritch abomination template). The eldritch abomination chooses which abilities it gains from the following list. The saving throw DC to resist one of the eldritch abomination’s eldritch enhancements is equal to 10 + 1/2 the eldritch abomination’s Hit Dice + the highest of the eldritch abomination’s Intelligence, Wisdom, or Charisma modifiers, unless the specific ability indicates to the contrary.

Alien Anatomy (Ex): The eldritch abomination’s internal organs are strange and bizarre, and behave in ways that are completely different from life as we know it. It gains a +4 racial bonus on saving throws made to resist diseases and poisons, is immune to paralysis, and does not need to eat, sleep, or breathe. Further, it has a 25% chance to treat any critical hit or sneak attack made against it as a normal attack. If the eldritch abomination has another eldritch enhancement that provides a chance to ignore a critical hit or sneak attack, add those two chances together to determine the actual chance.

Bend Gravity (Su): The eldritch abomination can shape the forces of gravity around itself. It gains a +2 bonus to CMB and CMD, and all ranged attacks made against it have a 20% miss chance. If the eldritch abomination is CR 4 or higher, it can cast *levitate* as a spell-like ability three times per day. If it is CR 13 or higher, it can cast *reverse gravity* as a spell-like ability once per day.

Insane Mind (Ex): Any creature that attempts to interact directly with the eldritch abomination’s thoughts (such

as via *detect thoughts* or telepathy) must succeed on a Will save or suffer 1d2 points of Wisdom damage and be dazed for 1d4 rounds.

Maddening Gaze (Su): Simply looking at the eldritch abomination causes madness. Treat this as a gaze attack with a range of 60 feet. Affected creatures must succeed on a Will save or suffer 1d2 points of Wisdom damage and be confused for 1 round. The eldritch abomination may select this ability a second time. If it does, affected creatures suffer Wisdom drain, rather than Wisdom damage, and must roll twice when determining how they act while confused in this way, and use the worse result.

Many Eyes (Ex): The eldritch abomination has more than the usual number of eyes. It gains a bonus equal to 1/2 its CR on Perception checks, can see in all directions at once, and cannot be flanked.

Profane (Ex): The eldritch abomination’s very existence is an affront to the divine, a stain upon the gods. Whenever a divine spellcaster attempts to cast a spell within 120 feet of the eldritch abomination, there is a 30% chance that the spell fails, and has no effect.

Psychic Interference (Su): The eldritch abomination radiates a powerful psychic field. Any creature attempting to cast a psychic spell within 240 feet of the eldritch abomination must succeed on a concentration check (DC 10 + twice the spell’s level), or the spell has no effect. Additionally, any creature that sleeps within 5 miles of the eldritch abomination is affected as though by the spell *nightmare*.

Squamous (Ex): The eldritch abomination’s body is highly malleable and fluid. It can move through an area as small as one-quarter its space without squeezing, or one-eighth its space when squeezing. Further, it has a 25% chance to treat any critical hit or sneak attack made against it as a normal attack. If the eldritch abomination has another eldritch enhancement that provides a chance to ignore a critical hit or sneak attack, add those two chances together to determine the actual chance.

Unnatural (Su): The eldritch abomination is an affront to nature, and natural things recoil instinctively from it. Animals, fey, plants, and vermin within 240 feet of the eldritch abomination must succeed on a Will save or be shaken for as long as they remain within that distance, and for 1 minute thereafter. This ability applies even if the creature would normally be immune to mind-affecting effects, fear effects, or the shaken condition. Additionally, the eldritch abomination’s spell resistance is increased by 5 against spells cast by druids, rangers, shamans, and creatures of the fey type. At the GM’s discretion, this increase in spell resistance may apply to other sources of nature-related magic. This is a mind-affecting fear effect.

Ecology

Eldritch abominations are things that should not be, that, due to their very nature, are anathema to reality as we understand it. Each one is its own unique horror, and there is little that they generally share in common.

Insectile Creature

Often the results of horrible magical experimentation, insectile creatures are normal creatures that have been blended with insect or arachnid biology in some way, creating a monstrous hybrid between the two.

Creating an Insectile Creature

“Insectile creature” is an inherited or acquired template that can be added to any non-vermin, corporeal creature (referred to hereafter as the base creature).

CR: As the base creature +1.

Type: The creature’s type changes to vermin (augmented). Do not recalculate class Hit Dice, base attack bonus, or saves.

Senses: An insectile creature gains darkvision 60 ft.

Armor Class: The base creature’s natural armor bonus to AC increases by +4, as the creature’s body is covered in a hard, chitinous shell.

Defensive Abilities: An insectile creature gains a +4 bonus on saving throws made to resist mind-affecting effects. If the base creature has an Intelligence score of 2 or less, the insectile creature is immune to mind-affecting effects, instead.

Special Abilities: An insectile creature gains a number of special abilities. The insectile creature gains one of the following abilities of its choice, plus one additional special ability for every four CRs the creature possesses (after applying the template).

Acid Spit (Ex): The insectile creature can spit globs of acidic spittle from its mouth. Treat this as a ranged touch attack with a range increment of 10 feet. On a successful hit, it deals 1d6 points of acid damage, plus an additional 1d6 points of acid damage for every 2 CRs the insectile creature possesses.

Antennae (Ex): The insectile creature has a pair of antennae, which it uses to sense the world around it. It gains the scent universal monster ability, except that it is able to pinpoint creatures at a greater range, and can pinpoint the location of a creature within 10 feet, rather than 5 feet. Additionally, the range of this ability is unaffected by whether the target is upwind or downwind.

Climbing Legs (Ex): The insectile creature grows two additional legs. In addition to granting the normal bonus to CMD against trip attempts, these legs also grant the insectile creature a climb speed equal to its land speed.

Compound Eyes (Ex): The insectile creature has large, compound eyes, granting it a +4 bonus on sight-based Perception checks and low-light vision, as well as giving it a greater field of vision, preventing it from being flanked.

Hard Carapace (Ex): The insectile creature’s exoskeleton is particularly strong, and its natural armor bonus to AC increases by +4 (in addition to the natural armor bonus granted from having the insectile creature template).

Pincers (Ex): The insectile creature gains a pair of pincer natural attacks, growing new limbs to support them if need be. The creature gains a pair of secondary pincer natural attacks, which deal damage appropriate for its size category.

Poison (Ex): One of the insectile creature’s natural attacks delivers a potent poison. This is an injury poison with no onset period, a saving throw DC equal to 10 + 1/2 the insectile creature’s Hit Dice + the insectile creature’s Constitution modifier, a frequency of once per round for six rounds, and which requires two successful saving throws to cure. The poison inflicts 1d4 points of ability score damage to the target’s Strength, Dexterity, or Constitution. Which ability score is affected is determined when the insectile creature gains this ability, and cannot later be changed.

Spinnerets (Ex): The insectile creature is capable of producing webs and webbing. It gains the web universal monster ability.

Wings (Ex): The insectile creature possesses a pair of gossamer insect wings, which fold neatly into its back when not in use. It gains a fly speed equal to twice its base land speed, with good maneuverability.

Ability Scores: Str +2, Dex +2, Con +4. If the base creature has an Intelligence of 3 or higher, its Intelligence score is reduced by 2. If the base creature has an Intelligence of 2 or less, it becomes mindless, and has no Intelligence score. A creature made mindless in this way loses all skill ranks, except those in Acrobatics, Climb, Escape Artist, Fly, Stealth, or Swim.

Ecology

Most commonly, insectile creatures are the result of some kind of magic, whether it is the unintended consequence of an arcane accident, the result of a mad wizard playing god and meddling with forces man was not meant to understand, or the work of actual deities creating new servitor races or unholy abominations to serve their own inscrutable divine plots. Very rarely, though, insectile creatures can come about through strange interspecies couplings best left to the imagination.

Whatever their origin, insectile creatures are rarely welcome in society, and are often forced to exist on the fringes of civilization. Many inherit common traits of insects, such as an aversion to bright lights and a fondness for cool, dark places.

Multi-Headed Dragon

As though a dragon weren't a fearsome enough opponent, occasionally dragons are born with two or more heads, dramatically increasing their destructive potential.

Creating a Multi-Headed Dragon

"Multi-headed dragon" is an inherited template that can be added to any creature with the dragon type (referred to hereafter as the base creature).

CR: +1 for a two-headed dragon, +2 for a three-headed dragon, and a further +1 for every two heads beyond that (+3 for a four- or five-headed dragon, +4 for a six- or seven-headed dragon, etc.).

Defensive Abilities: A multi-headed dragon gains the following defensive abilities.

Hard to Flank (Ex): Because the multi-headed dragon is able to look in several directions at once, it is difficult, but not impossible, to flank. In order for a multi-headed dragon to be considered flanked, the number of creatures flanking it must exceed its total number of heads by at least 1. These flankers do not all need to flank along the same sides (for example, if four creatures were each threatening the multi-headed dragon, one on each face of its space, it would be flanked by all four, even though they are actually two pairs of two flankers; alternatively, if three creatures threatened it from one side and one creature threatened it from the other, it would also count as flanked).

Split Personality (Ex): Each of a multi-headed dragon's heads has its own unique mind and identity, and counts as a separate creature for the purposes of mind-affecting spells and effects. Mind-affecting effects that apply to individual heads affect only that head (and its corresponding bite attack or breath weapon). Mind-affecting effects that apply to more than half of a multi-headed dragon's heads also affect its body (for example, a *dominate monster* spell would allow the caster to direct the actions of a single head, but if she successfully used *dominate monster* on more than half of the multi-headed dragon's heads, the body would obey her commands as well (though any remaining unaffected heads would still act normally).

Weaknesses: A multi-headed dragon gains the following weakness.

Sunder Head (Ex): Each of a multi-headed dragon's heads can be severed from its body. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. Unlike most sunder attempts, this does not provoke attacks of opportunity. A head is considered a weapon with hardness 0 and hit points equal to the dragon's Hit Dice. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the multi-headed dragon's body equal to the multi-headed dragon's current Hit Dice. A multi-headed dragon can't take actions with a severed head, and that head does not count for the purposes of any abilities that

depend on how many heads it possesses. A multi-headed dragon doesn't die from losing its heads as long as it has at least one. The multi-headed dragon's final head (whichever head that may be) cannot be severed in this fashion, although it may be severed by other means (such as by using a *vorpal* weapon).

Melee: For each additional head it possesses beyond the first, the multi-headed dragon gains one additional bite attack. These bite attacks use the same attack bonus and damage as the base creature's original bite attack.

Special Attacks: A multi-headed dragon gains the following special attacks.

Breath Weapon (Ex): All of a multi-headed dragon's heads draw on the same source for their breath weapon. Rather than have its breath weapon be usable once in a certain number of rounds, the breath weapon regains a certain amount of damage dice each turn, which can be distributed amongst different heads. Each round, the multi-headed dragon's breath weapon reserves regain a number of damage dice equal to 1/4 the damage dice of the base creature's breath weapon, to a maximum amount equal to 1.5 times the number of damage dice of the base creature's breath weapon (for example, if the base creature's breath weapon deals 12d6 points of damage, it would regain 3d6 per round, and could store a total of up to 18d6). Whenever one or more of the multi-headed dragon's heads uses its breath weapon, that weapon has the same area as normal, but the damage it deals is equal to half the base creature's normal damage dice. If there are not enough damage dice remaining in the multi-headed dragon's breath weapon reserves for each head to deal the full amount of damage dice, what damage dice are available are divided evenly amongst each head (so, if the base creature's breath weapon deals 12d6 points of damage, each head would deal 6d6 points of damage. If only 8d6 were available in the multi-headed dragon's breath reserves, each head would deal 4d6 points of damage). If the base creature's breath weapon is usable a limited number of times per day, or it must wait more than 1 minute between uses, this ability does not apply.

Feeding Frenzy (Ex): The multi-headed dragon gains this ability only if its bite attacks have the grab special ability. A multi-headed dragon always chooses to conduct a grapple with just its head, not gaining the grappled condition. If two or more heads grab the same creature, they each tug and pull on the creature's body, ripping it asunder as they fight over its meat. Each time one of its heads successfully grabs a creature that is already grabbed by another head, the two heads make opposed Strength checks. The winner continues to grapple the target, while the loser ceases grappling the grabbed creature, and either way, the target suffers damage equal to three times the multi-headed dragon's Strength modifier. If either head rolls a natural 20 on its Strength check, the target suffers damage equal to five times the multi-headed dragon's Strength modifier, instead.



Multi-Headed (Ex): Each of a multi-headed dragon's heads can act independently of one another. Whenever it uses the full-attack action, each head can either make a bite attack or use its breath weapon, in any combination (a dragon with three heads could make two bites and one breath, three breaths and no bites, etc.).

Skills: A multi-headed dragon gains a racial bonus to Perception equal to twice the number of additional heads it possesses.

Ecology

Multi-headed dragons are thankfully rare, for they are truly terrifying and formidable opponents, prone to spreading panic and devastation everywhere they go. Some are believed to be the creations of dark and malevolent deities (for surely even the mightiest of wizards could not create such a terrible monster), while others are believed to be the result of cross-breeding between dragons and hydras, and still others are simply the result of a freak genetic mutation, similar to the occasional livestock born with multiple heads.

Multi-headed dragons are no less covetous and territorial than their single-headed kin, which can be something of a problem for them, as they are never able to get away from each of the other heads that share their body, each of which has its own unique identity and perspective. Multi-headed dragons frequently bicker and sometimes even fight themselves, one of the few weaknesses that can be exploited by clever adventurers.

In fact, as strange as it may seem, it is not unheard of for the heads of a multi-headed dragon to actively plot against one another, enacting their schemes through minions and proxies. Delivering orders to these minions without having them intercepted by the other heads can be a challenge, but generally this is done via spells that grant some form of mental communication, such as *dream* or *telepathic bond*, or simply by holding such meetings while the other heads are asleep.

No matter how much a multi-headed dragon's heads may hate one another, though, they always possess a deep and empathic bond, such that no multi-headed dragon ever truly wants to see any of its other heads die. An adventurer who slays one head without killing the rest of the dragon will have earned a dire and implacable enemy, who will stop at nothing to bring doom and ruin to the one who killed a part of it. If the slain head was not severed, it is often left by the surviving heads, dangling and lifeless, a grim reminder of their fallen comrade.

Although incredibly rare, a few reports do tell of multi-headed dragons whose heads are each a different type of dragon, the most famous of which is a five-headed dragon with one head matching each type of chromatic dragon. Such beings are even more powerful, generally being gifted with the abilities of each type of dragon whose head they possess.

Observed Creature

An observed creature is an entity that is possessed by the consciousness of a life form from the distant future. These life forms are themselves mysterious and closemouthed about their origins and intentions, though their primary purpose seems to be to observe the world and report back to their place of origin. While these watchers possess living creatures (usually humanoids), they generally choose not to exert direct physical control over their contemporary hosts, instead merely watching through their eyes and offering council, advice, and the occasional warning. Usually, watchers work with the creature they are possessing, guiding him and encouraging him to take up certain causes and follow certain paths, often touting some kind of grand destiny. During times of great need, or when threatened, the watcher can choose to exert a more pronounced control over its host, overriding him fully.

Observed creatures generally resemble other creatures of their kind, though they often boast some unusual physical characteristics that make them identifiable as something unique. These traits most often include hair loss, eye color changes, and facial tics that are slightly off-putting. Observed creatures also benefit from enhanced minds, which make them smarter and more aloof.

Creating an Observed Creature

“Observed” is an acquired template, which can be applied to any living corporeal intelligent creature that is not immune to mind-affecting effects. Because the observed template is the direct result of psychic possession from a mysterious entity known as a watcher, spells that suppress or end mental possession or control, such as *protection from evil* or similar effects, remove this template while they affect the target. A creature might be selected at any time by a watcher to become observed, and the process of mentally possessing the creature to be observed allows a Will save (DC 15) to resist the effect. Generally, this results in watchers selecting targets with poor Will saving throws.

Challenge Rating: Same as the base creature +2.

Type: The creature’s type remains unchanged.

Alignment: An observed creature has 2 alignments: one for the base creature, which remains unchanged, and one for the watcher, which can be any alignment, but is usually lawful neutral. Spells and effects that detect alignment reveal both the watcher’s alignment and the base creature’s alignment. When the watcher assumes full control of an observed creature, the creature only reflects the alignment of the watcher during that time.

AC: The observed creature gains a +2 insight bonus to AC due to the watcher’s ability to separately observe and react to attacks.

Defensive Abilities: An observed creature gains the following defensive ability.

Observed: An observed creature is usually passively possessed by the psychic energy of a creature called a watcher, which shares the senses and memories of

the possessed creature. The passive observing force can see hear and react to all sensory stimulus of the observed creature, and may communicate telepathically with the observed creature, allowing the watcher to offer advice and insight into situations the observed creature encounters. The watcher is limited to sensory information obtained by the observed creature, and cannot react to things the observed creature did not see. For the purposes of obtaining insight and making observations, the watcher is considered to make Knowledge skill checks at a +20 bonus and makes Sense Motive skill checks at a +10 bonus. The watcher can choose not to share this information, and unless the watcher is exercising direct control over the observed creature, he is free to ignore advice given by the watcher.

Special Abilities: An observed creature gains the following special abilities.

Crucial Moment (Su): An observed creature is possessed by an entity from the future, which retains knowledge of certain important events and their effects on the future. By recalling these moments, the observed creature can use its psychic force to influence the outcome. Three times per day, as an immediate action, an observed creature can determine the exact result of a single attack roll, saving throw, skill check, or ability check made within 100 feet of him.

Direct Control (Ex): A watcher can take direct control over the host creature at any time as a swift action. The watcher can safely exercise this control for 1 minute each day, with each additional minute of control inflicting 1 point of Intelligence and Wisdom damage to the observed creature. While in this state, the observed creature’s will is entirely overridden by the watcher. Because the watcher ignores the normal physical limits on the observed creature’s body, while in this state the observed creature gains a +4 racial bonus to Strength and Dexterity. The watcher also imparts greater mental abilities, and so long as watcher has direct control, the observed creature gains 20 ranks in all Knowledge skills and a +5 bonus on all Intelligence-, Wisdom-, and Charisma-based skill checks.

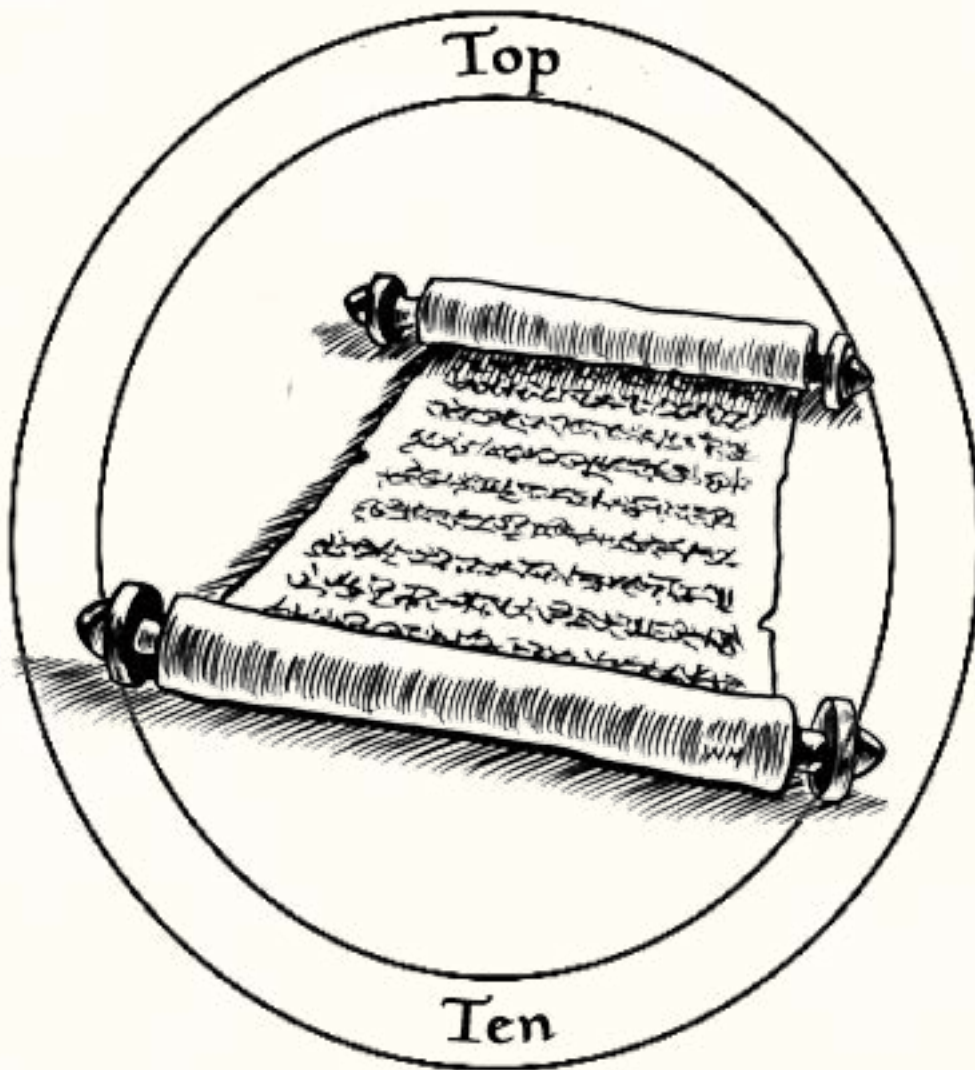
Language: An observed creature gains the ability to speak and understand Common and Aklo, even if it could not normally understand or speak those languages, as the watcher provides information in languages it is fluent in. A creature that normally cannot speak gains the ability to do so, though generally does not unless the watcher has taken direct control over the observed character.

Abilities: An observed creature gains a +4 bonus to Intelligence and Wisdom and suffers a –2 penalty to Charisma.

Ecology

An observed creature is created when an entity from the future, known as a watcher, transfers its consciousness to the observed creature. While the two entities share the same body, the watcher is clearly the dominant element, able to completely take over and override its host.

Chapter 5: Top Ten



Top Ten was originally a 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.

In 2017, rather than giving Top Ten its own weekly slot, we switched to sprinkling a few Top Ten articles here and there throughout our other article line-ups, on topics relating

to the content normally handled by those articles. Best in Class had Top Tens related to class features and characters, Magic Market had Top Tens about treasures and items, and Exotic Encounters had Top Tens involving monstrous NPCs and ways to describe or enhance monsters. 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.

Adventurous Origins

Every adventurer has to start off somewhere, and one of the first things to consider when rolling up a new character is what exactly it is that drives them to regularly risk life and limb. After all, even in the most high-magic settings, an adventurer's life isn't for everyone, and most folks have to be fairly desperate to decide that busting into the homes of incredibly dangerous monsters and taking their stuff is a good way to make a living. Below, you'll find ten different circumstances and motivations that might cause someone to decide to take up adventuring as a profession.

1. Seeking New Horizons. It's a classic tale, tried and true. The character grew up in a small, sheltered environment, such as a rural farm, a monastery, or some similar locale that is both peaceful and cut off from the rest of the world. You got sick of living your life without ever going more than a few miles from where you were born, and decided to set out to see what else the world has to offer. You might have a particular place that you really want to see, or even a complex "to do list" of people, places, and things that you are hoping to experience, or you might simply be in search of anything new or different.

2. Out for Glory. There aren't many better ways to make a name for yourself than by becoming a successful adventurer. The wealth is a plus, certainly, but it's the fame and accolades, the parades in your honor whenever you defeat a rampaging beast that threatened to destroy the town, and the sounds of minstrels and actors retelling your glorious triumphs that you really hunger for. You are looking for greater and greater challenges to prove yourself and to shock and amaze your fans. The respect and admiration of others may be the goal in and of itself, or it may simply be a stepping stone on the way to some other dream.

3. Displaced by Disaster. Sometimes, it's not so much a matter of why you left your home for adventure, and more a matter of why your home left you. Whether it was a natural disaster like a flood or an earthquake, or something more malicious, like a rampaging orc horde or a tyrannical dragon, you were driven from your home and have little choice but to adventure, at least until you can reclaim a place for yourself in the world. You may be actively adventuring to try to restore your lost home, or may be looking for a new place to settle, instead.

4. Searching for an Object. You are drawn to adventure because you are searching for something, namely a particular relic or artifact of some significance to you. You might be an eccentric scholar who wants to learn more about an ancient civilization, or you might be power-hungry, and looking for an extremely potent artifact. Whatever it is, you know that your only chance of finding it is to plumb the depths of local dungeons, so that's exactly where you're looking.

5. Righting Wrongs. At the end of the day, you just want to help people. You look out into the world and you see suffering and chaos and destruction, and you know that somebody has to do something about it. Once you realized that it didn't seem that anyone else intended to do it (or, at least, that those who were trying to weren't going to be able to do it alone), you decided to step up and take care of things yourself, and you haven't looked back since.

6. Out for Revenge. Someone has grievously wronged you, and you won't rest until you settle the score. While you might be adventuring as a means of trying to find that person, or trying to find the key to defeating them, on some level, at least, you are adventuring because you know that by facing horror after horror, defeating deadly monsters and overcoming devious traps, that you are honing the skills you will eventually use to deliver the coup de grace to your long-time foe.

7. A Direct Plea for Help. It wasn't so much that adventure called out to you, as that some specific person did. You may have been hand-picked by local authorities as a capable person who might be able to solve a difficult problem, or you might have received a desperate letter from an old friend in dire need, or you may even have gotten a telepathic plea from a damsel in distress. Whatever the case, this first call for your aid stirred you to action, and you've been adventuring ever since. It's possible that after that first initial adventure, you simply found you had a taste for it, and kept going, or you may still be slowly working your way towards completing that very first quest, especially if the way forward is unclear. Alternatively, you might just be cursed with your own success, so that as soon as you save one person, two more come to you for aid.

8. Searching for Someone. You are on a quest to find a particular person. This person may be a long-lost childhood friend, a family member, a romantic interest, a mentor, or possibly even an enemy or rival. You may know where they are, but be unable to reach them without something that only adventuring can provide, or you may have no idea where they are, but have some reason to suspect that a clue to their whereabouts might be found in the sorts of places that adventurers frequent. Whatever the case, you'd gladly trade your piles of loot for just a few minutes with the person you've spent so long trying to find.

9. In it for the Money. As far as you're concerned, adventuring is just another way for you to pay the bills. As get rich quick schemes go, it has its ups and its downs: it's very dangerous, yes, and it's hard work, but the chance for incredible pay-off is far more real than most of the other ways you've tried to get ahead. Once you have enough (if there's even such a thing as "enough" when it comes to treasure), you have elaborate plans for just how you're going to spend all that gold, but for now, you're always looking for the next payday.

10. Following a Friend. It wasn't you who heeded the call to adventure, it was someone close to you, and you simply got dragged along for the ride. Whether you felt the need to protect your adventurous loved one, and ensure that no harm came to them on their dangerous journey, or you couldn't bear to be apart, or you're just accustomed to doing as they ask, when they set off for wild and dangerous parts unknown, there was no question that you would be coming along as well. That friend may or may not still be with you, but either way, you would never have started down this path without them.

Eidolons and Phantoms

Sometimes, characters come as package deals. For players of spiritualists and summoners, it's possible that they may not even consider those their "main" characters, and instead be more invested in the eidolon or phantom that came as part of their character's class features. The fact of the matter is, that just because eidolons and phantoms are class features, that hardly means that they can't be characters with a unique identity all their own. The nature of phantoms naturally begs for an interesting backstory and history, while a good personality can help ensure that an eidolon is more than just a set of stat-blocks. Below, you'll find five flavorful ideas for backgrounds and personalities of summoner eidolons, and five more for spiritualist phantoms.

1. Ashaya, Tragic Twin. This phantom is the departed spirit of her spiritualist's twin sister, Ashaya, who died in a tragic accident, but had such a close bond with her sibling that she continued to persist at his side after death, acting as his guardian, protector, and constant companion. In some ways, it is as though she never died, and their relationship continues much as always, though occasionally circumstances force them to confront the truth of the matter, which can occasionally lead to dramatic and emotional outbursts from one or the other as they attempt to deal with their unresolved grief.

2. Katryc, Severed Psyche. This phantom is unusual in that it belongs to a creature that is currently alive. He is actually a fragment of his own spiritualist's soul, which became separated from the rest of him after he died and then was returned to life. Exactly what metaphysical quirk caused only part of his spirit to return to his body is unclear, but the experience is certainly what awakened his abilities as a spiritualist. The longer that Katryc remains separate from the rest of his spiritualist's soul, however, the more he begins to grow and develop his own identity, and the two are slowly beginning to drift apart.

3. Tamar, Phantom Hound. This phantom is not the spirit of a humanoid creature, but that of a massive dog. Loyal to its mistress even beyond death, Tamar died protecting the spiritualist, and then its spirit remained behind to continue to protect and aid her. It is unfailingly affectionate and loyal, but continues to display canine tendencies, such as playing fetch and digging up bones. While it is not uncommon for living dogs to respond to sounds and smells that their human masters can't detect, Tamar's spectral nature makes this even more unsettling (but sometimes highly useful), as he often seems to respond to unseen spectral forces.

4. Sen Yun, Departed Mentor. This phantom is the spirit of the aged teacher who taught the spiritualist how to channel spirits and contact the other side. When she passed on, however, her work was not done, and there was still more left that she needed to teach. She remained with her pupil, instructing her from beyond the grave while also serving as her bodyguard and protector. In truth, by now her ward has already learned everything that she has to teach, but Sen Yun remains anyway, knowing that while her protegee may no longer need her as a teacher, she is not yet emotionally ready to let her old teacher go.

5. Blackmourne, Wrathful Composite. This phantom is not a single entity, but rather a composite being that contains all the souls (or at least fragments of them) of each creature that the spiritualist has slain. The phantom is bound to obey the spiritualist, and does her bidding, but makes no secret of the seething rage it holds towards her, and threatens to one day grow so powerful that she can no longer control it, at which point it will consume her utterly and mercilessly.

6. Elysriel, Guardian Angel. Taking the form of a giant wheel of flame with six white-feathered wings ringing the outside of its circumference, this angel is covered with dozens of unblinking eyes of various sizes and colors, which stare in all directions at once. In the center of the wheel, where all the spokes align, is the eyeless head of a beautiful blonde woman, which remains stationary even as the wheel-like body spins around her. Her solemn heavenly duty is to protect the summoner, and so she serves as his eidolon.

7. Xivilzon, Alien Hive. This eidolon is not a single creature, but instead, an entire hive of a strange and alien insect-like race found only in a single nightmarish demiplane. Each time the eidolon is summoned, it is a different drone from the hive that answers the call, although it largely makes no difference, as they all share a single hive mind. The drones obey the summoner, but there are subtle and insidious signs that they may have agreed to this service only as a means of scouting and learning about the Material Plane in preparation for an invasion.

8. Galifrax, Bound Demon. A muscle-bound brute with charcoal-grey skin, curling black ram's horns on its forehead, jutting tusks that emerge from a smashed and snarling face, and a pair of massive batlike wings, Galifrax is the archetypal image of a fiend. He has agreed to serve as an eidolon in exchange for his summoner's soul. He takes great pleasure in inflicting pain and suffering, and goes out of his way to be as vicious as possible when pursuing his duties as an eidolon.

9. Ilgachi, Nature Spirit. Appearing as a woman whose body is made of tangled vines and ivy, with blooming flowers speckling her form, and a face made of pure, crystal-clear water, which swirls with violent currents and eddies when she is angry, Ilgachi is a manifestation of nature's purity, drawn from a primal realm of unspoiled wilderness. Her reasons for agreeing to become an eidolon are unclear, and she remains inscrutable on the subject. Although she never openly defies her summoner, she has an unsettling air of smugness about her that smacks of the fey, and sometimes leaves onlookers unclear as to which of the two is truly in charge.

10. Nasharlodon, Planar Dragon. This eidolon is a rare species of dragon that is only found on the outer planes. With opalescent, shimmering scales and a long, sinewy body and neck, it is quite remarkable in appearance, and its particular species matures at an incredible rate, at least by dragon standards. It answered its summoner's call more out of curiosity than any other reason, and agreed to serve as an eidolon on a lark.

Implements and Firearms

Giving your character a couple of trinkets with particular significance can be a great way to add a little extra flavor to a character, and provide a tangible, physical manifestation of certain things that are important to the character. While any character can carry an odd knick-knack or memento, there are two classes in particular that ensure that a character will have an item of significance via class features: the occultist, and the gunslinger. These class feature items make an excellent opportunity to add a little flare to your character. Below, you'll find a selection of eight specific implements with backgrounds and descriptions, and two firearms.

1. Heartstop Pendant (Abjuration Implement). This unusual pendant is made of amber, and it holds a pair of items of exceptional curiosity. At its core is a mithril locket in the shape of a heart, which was once an amulet all its own. Half-buried in the locket is the tip of a crossbow bolt, which would have pierced the heart of the one wearing the locket, had the accessory not miraculously stopped the assassination attempt. To commemorate his good luck, the previous owner had the pair, still interlocked as they were after the bolt was stopped, preserved in amber and made into a new necklace.

2. Storyteller's Lantern (Conjuration Implement). This ornate brass lantern is hexagonal in shape, and the panels on each side can be easily removed and replaced with only a minute or two of work. It comes with a set of 17 panels, each cut in such a way that the lantern casts shadows of animals, knights, wizards, and other figures from popular tales and legends. Additionally, it comes with several different removable glass panes in different colors, allowing the hue of the lantern's light to be changed on a whim to better suit the mood of the story.

3. Fate-Touched Tarot Deck (Divination Implement). This deck of tarot cards is beautifully illustrated, with the images on each card resembling stained-glass windows, bright and colorful. The most interesting feature of the deck is the backs of the cards, however, as a handful of the cards have sweeping lines painted on the back. These lines are meaningless when each card is examined individually, but when all the cards with these designs are arranged in the right pattern, it forms a sigil. Curiously, each time the deck is shuffled, the designs change, resulting in a different spread of cards each time.

4. Fool's Tiara (Enchantment Implement). This tiara is said to be a relic of a cruel tradition found in rural towns in a few out-of-the-way provinces, which dates back for hundreds of years. Every five years, on a certain date, a single girl from the village would be made queen for the day, and all the village would treat her as royalty, catering to her every whim. At the end of the day, however, she would be ritually stoned to death, serving as a sort of effigy for the real monarch. Whether this tiara was actually used in any such rituals is unknown, but it does have a few odd dents and an unusual tarnished spot that may well have been bloodied.

5. Winter Wolf Fur Gloves (Evocation Implement). These fluffy white gloves are indeed made from winter wolf hide. While they are very warm and snug on the inside, and seem to protect the wearer's hands from just about any cold, the fur on the outside is always cool to the touch, even in warm environments. This particular pair of gloves is said to have been made from the hide of a legendary shapeshifting winter wolf who fell in love with a hunter and could not bear to tell him her true nature, so they were lovers by day and foes by night. However, the truthfulness of this legend is impossible to determine.

6. Inquisitor's Mask (Illusion Implement). These ritual masks are worn by inquisitors in a particular religious order. The masks are perfectly smooth, with mirrored, reflective surfaces, causing those who gaze upon them to see only their own reflection. According to the teachings of the order that uses them, these masks are designed to hide the faces of the inquisitors from their deity's sight, and remind everyone that any dark deeds or tortures the inquisitors must perform are sins made necessary not by the inquisitors themselves, but by their victims, shifting the blame entirely onto those sinners who make such things necessary.

7. Styx Ferry Coin (Necromancy Implement). This grim and foreboding coin is made of lead, and features the image of a skeletal, hooded ferryman on one side, while the other features a large, grinning skull. The coin is not actual currency, although it has value to certain collectors: instead, there was a period in history where these coins would be regularly commissioned by the grieving families of deceased knights and nobility, and typically buried with the deceased, in order to secure safe passage for the person's soul into the afterlife. Whether or not these coins had any such effect is unknown, but they remained popular for a few hundred years before the custom died off.

8. Scrimshaw Athame (Transmutation Implement). This ornate dagger has a handle made of carved whalebone, and a blade made of lead. Both are carved with intricate designs, showing a number of fantastical creatures in various poses, all of which are amalgamations of different creatures, such as minotaurs, sphinxes, manticores, pegasi, hippocampuses, and so on.

9. Ornate Dueling Pistol (Firearm). This beautiful firearm was as much an art piece as a functional firearm when it was created, and though it is still beautiful to behold, it has also clearly seen better days. The mother of pearl handle, engraved with the image of a snarling dragon, is faded and chipped in a few places, while the oak paneling is slightly warped with age and use. The gun fires crooked—slightly high and to the left—and only those familiar with its peculiarities are able to compensate effectively.

10. Trick Shooter's Musket (Firearm). This fine musket was once owned and used by a famous trick shooter, "Bullseye" Jane Grey. The butt of the gun is engraved with her signature, surrounded by a bull's eye design which has been burned into the wood. The musket itself is not particularly accurate or powerful—in fact, part of the reason "Bullseye" Jane favored it is because it is a notoriously inaccurate model of gun, the better to show off her skill in her traveling sharpshooting show.

Mounts

A warrior's steed can be as important as the warrior himself, in some legends. Below you'll find ten unique mounts that are likely to be nearly as colorful as their riders.

1. Gervuxeria, dragon steed. Gervuxeria is a mighty and somewhat unruly young adult brass dragon, who spent much of her youth playing tricks upon her father, visiting all manner of ruin on his cave and abode. Growing tired of his daughter's behavior, Gervuxeria's father used his vast power to transform her into a horse and brought her to a stable, explaining that she is to serve as a mount for a struggling hero and that she is only to be returned to her true form when she can show she has learned discipline by serving as a worthy and honest horse. For her part, Gervuxeria is excited to see the world, and, even as a horse, constantly finds ways to make mischief and pull pranks, leaving a great deal of doubt as to whether she can ever learn discipline.

2. Dawn, the forgotten and jaded warhorse. Though the finely bred and groomed steed of a mighty and heroic paladin, Dawn never sees much action. Instead, with his master galivanting about the world via teleportation magic that lacks the strength to carry him along, Dawn is often left behind, either in the stables of rough characters, at whatever inn room qualifies as home that week, or just by the side of the road (sometimes surrounded by monsters). With his master having been gone a long time, Dawn now finds himself being conscripted by the adventuring company to whose care he was left for use as a mount for one of their junior knights. Dawn doesn't have a lot of hope for the situation, however, and has become a rather lazy and rebellious beast, and it will take a firm hand and a lot of love to bring out his full potential.

3. Old Pauline, the last horse in the stable. While Pauline might not have been anyone's first choice to take on a quest, at the time there really wasn't any other choice: the old battered mare was the only viable horse at the whole of the ironically named Abundant Fields Stable. Even so, despite her advanced age and tendency to nap and overeat, Pauline has proven time and time again to be a worthy steed, easily the equal of most warhorses in both valor and ability, though she rarely shows her quality except in those moments when it matters most.

4. Bivox, the mighty. This huge black riding dog has been long considered the jewel of the nomadic Clayfoot halfling tribe, reserved only for their greatest champions. Legends persist that the dog has been in use for generations, though only the very young and the very old believe such tales, with everyone else confident that there is actually a whole family of Bivoxs, and only the youngest and most intimidating is in the stable at any given time. Whatever the case, Bivox is incredibly fierce, suicidally loyal, and tough as nails. In need of a new rider, Bivox is eager to bond with any stout warrior who proves his merit to him.

5. Indirbrir, fake magical horse. The property of a sly and silver-tongued "hero," Indirbrir (which, despite claims to the contrary, has no meaning in Elven, and whose original name was Daisy) is a beautiful pearl-white mare whose coat has such luster and slightly varied whites that it seems to shimmer in the right light. She is truly a rather ordinary horse, but her bright coat and easy temperament have

allowed her to play the parts of unicorn, or rare flightless pegasus, or albino nightmare at one time or another, to the great benefit of her owner.

6. Sky Ferry, the roc in love. A particularly large roc once descended upon some unsuspecting humanoids looking for some easy lunch, little suspecting that his life would change forever that day. As fate would have it, the group contained a wondrous green-clad man who spoke sweet words and made strange gestures, and all at once, Sky Ferry (as his love now calls him) suddenly felt the hunger and desire for violence fade as he was struck by awe and wonder. Now, Sky Ferry happily spends his days schlepping his true love and his close friends around the world.

7. Xeres, giant scorpion. Once utilized as a cavalry mount by a tribe of particularly dangerous desert-dwelling goblins, this fiendish Medium giant scorpion was captured, and now serves as a mount for a Small-sized good-aligned hero. While she claims to be on the path to redemption, the massive war-trained mount is really just waiting for everyone's backs to be turned before betraying those in her new group, possibly selling them out to the forces of the underworld for short-term gain.

8. Leaper, the skittish. While having the appearance of a mighty warhorse, jet black and with flashing eyes and rippling muscles, Leaper is a terribly frightened horse who leaps high into the air and flees from the most peculiar things. While it is not uncommon for horses to be afraid of a river, Leaper won't come within 30 feet of a river, leaping about and galloping as fast as he can in the opposite direction. Leaper also flees from most temples, spears and weapons of any kind, coin changers, bright lights (though not natural sunlight), fire (including even small flames like those of a torch or lantern), and occasionally for no apparent reason at all. The cause of this skittishness is unknown, and everything from a natural personality quirk to vampirism has been suggested, with no diagnoses seeming appropriate.

9. Notch, the clingy. Barely larger than a pony, this light horse is adorable but utterly useless, and in fact has a bad habit of getting people into trouble. The horse is exceedingly clingy, and once having met the PCs, she simply won't leave them alone; with her big eyes and feeble whinny, it really seems like she wants to spend time with them. In fact, Notch, though seemingly adorable, is a malicious imp that delights in the long-term suffering and affection of the PCs, and isn't planning on going anywhere until she is forced to leave, or her secret is found out.

10. Big Wana, the ocean horse. A creature out of legend, Big Wana is a humongous 600-foot long shark spirit, complete with razor teeth and a powerful body. To those that prove themselves worthy and learn his call, however, the Big Wana will come to aid those that need to be born across or even under the sea. Often appearing in a guise that more suits the common idea of a mount, such as a giant turtle or smaller shark, Big Wana possesses the power of speech and is best described as jovial and full of impatient energy. The Big Wana possesses a great number of magical powers, including the ability to grant *water breathing* to those on his back and to deter ocean beasts. Though loyal and merciful, he is happy to show the true extent of his nearly god-like power to those who abuse his hospitality.

Shaman Spirits

You certainly can play a shaman by simply declaring what type of spirit you commune with for the day, and never giving any thought to the name or personality of that spirit. This is a perfectly reasonable way to play the class, but it does mean abandoning some great roleplaying opportunities. In the types of traditions that the shaman class is based on, spirits are numerous, and just as varied and interesting as humans, with their own quirks, goals, and personalities. It stands to reason, then, that some might want to treat these spirits the same way that they treat more traditional NPCs. Below, you'll find ten unique shaman spirits, each with a name and background. The type of spirit is listed in parentheses after its name.

1. Shahar, the Righteous Blade (Battle). This spirit of battle appears in the form of a longsword made of golden light, with a single massive eye in place of a jewel on its crossguard. It sees the world in a very simplistic fashion: whenever there is conflict, one side must be in the right, the other in the wrong. It insists that for any conflict, one must find the side that is just and true, and then join that side wholeheartedly in support, giving no quarter or mercy to any who fail to take the righteous path. Though it is far from evil (and would be shocked to be accused of such), it abhors mediation and compromise in any form, insisting that the righteous must not only succeed, but triumph utterly, completely destroying its foes as though they never were.

2. Somayeh, Mother of Death (Bones). Legends tell of a woman named Somayeh, who desperately wanted a child, but whose womb was barren, and could not conceive. She made a dark pact with malevolent forces, and allowed the spirits of the dead to inhabit her body, then gave birth to them, creating undead monstrosities. Whether or not this legend is true, Somayeh, who appears as a beautiful young woman with a swollen belly, her body half pristine and half rotten, is a spirit who serves as a protector and nurturer of necromancers and the undead.

3. Johano the Purifier (Flame). This flame spirit appears in the guise of a stooped and kindly old gentleman, bearing a broom or mop, the end of which is made of pure flames. He represents fire's cleansing aspects, burning away the old and the impure, and making room for new things. In some tales, his role is to caution about the dangers of uncontrolled flames, while in others, he proves a wild and chaotic element, bringing change necessary to break stagnation. In all cases, though, he has an impish, mischievous sense of humor, and loves to play pranks and tricks on the unsuspecting.

4. Vaska, the Infinite (Heavens). This unusual spirit, said to embody the space between all things, has no real form. Its presence can be felt, but never seen. It is said that Vaska is everywhere at all times, though its attention can be turned to only so many places at once. It counsels the pursuit of harmony and balance between living things, and to pay close attention to the way that things interconnect, and the far-reaching and hidden consequences of each and every action.

5. Tendai, the Seamstress (Life). Taking the form of a plump, middle-aged woman who wears a long, flowing gown of many colors, and wields a golden needle and thread, Tendai is a caring spirit that concerns itself with the mending of wounds. As cuts and gashes heal and fade away, she is said to be stitching them up with her magic needle, which, according to legend, can save even those on the brink of death.

6. Theofanis, the Archiver (Lore). According to legend, Theofanis was once a man obsessed with knowledge, who set out to collect and capture it wherever he could, locking the information away in his archive like an insect collector pinning butterflies for display. The details of the legends vary, but they all agree that his obsession led to his ruin, and the moral of the story is usually about accepting life as it is, rather than trying to trap things inside of definitions and classifications. Theofanis has not changed since becoming a spirit, however, and continues to seek rare knowledge to add to his collection, at any cost.

7. Nejem, the Hunt (Nature). A spirit of nature, Nejem appears in the form of an animal made of leaves, vines, and other plant matter. The exact animal varies, seeming to change each time it is encountered, as does the nature of the plants its body is made of. In some cultures, Nejem is known as the hunter, and stories of it tell of its prowess in stalking and taking down difficult game. In other cultures, Nejem is known as the hunted, and it is praised for its cleverness and ability to elude capture. As a result, many now believe that Nejem represents both sides of the hunt, and, in fact, may ultimately be hunting itself.

8. Natasza, the Foundation (Stone). Appearing as a tall and muscular woman made entirely of stone, Natasza is said to have the unenviable task of holding up the surface of the earth, preventing it from collapsing into the great caverns below the surface, where monsters dwell. She is said to embody the stability and reliability of stone, and any structure that receives her blessing is said to be all but indestructible.

9. Xun Jie, the Fisherman (Waves). Taking the form of a swarthy sailor, Xun Jie is always seen carrying a large fishing net over his shoulder, which is filled completely to the brim with flapping, writhing fish. According to legend, it is Xun Jie who first taught man how to fish, and it is also he who directs the annual migrations of fish through oceans and streams, directing the sea's bounty towards those who need it to survive.

10. Guiomar, the Trade Wind (Wind). This spirit's presence can be felt only as a gentle, reassuring breeze that seems just a tiny bit too solid—or, when angered, as a blustering gale that seems to follow the object of its wrath. Its voice is whispers on the wind, almost impossible to separate from the sound of rushing air. It is said to embody the intersection of wind and travel, patron to all who sail or fly to reach their destinations.

Healers

Some of the most important people to the average adventuring group, especially early on, are the healers, the noble individuals who bring the PCs back from the dead, restore their bodies from poison, restore their minds from insanity, and the like. Since players are likely to wind up visiting their favorite healer pretty frequently, it makes sense to put a little extra effort into giving those healers some personality and background. Below are ten flavorful examples of these NPC healers so that you can spice up your PCs' own encounters with these all-important characters.

1. Karlog Skydaughter, orc shaman. As a healer in a seedy town known for attracting monsters and murderers, this orcish woman is not so out of the ordinary as she might be in another town. She is, however, renowned for being by far the most powerful spellcaster for miles around. Able to cure the incurable and bring the dead back to life, in their own body or in another, Karlog is a formidable woman whose other powers and mystical bearing frighten off all but the most desperate. Karlog does not accept gold for the magic of the sky mother, her shamanic patron, but often demands difficult or dangerous favors in exchange for her services.

2. Gordon Hadric, frontline priest. Gordon is a skilled and capable priest who has devoted his life to the fight against evil. Roaming the world hunting vampires and other terrors, Gordon is on the frontlines of many of the same battles as the PCs. Though he is a jaded man, Gordon nonetheless is the savior of most of the helpless humans who fall prey to the monsters and fiends that plague the human societies he travels to. Though Gordon will freely part with minor healing spells, he requires gold and a good reason to bring people back from the dead or perform other services.

3. Emelia Chartan, discount resurrections. A priestess of an obscure goddess of commerce, Emelia is an entrepreneur favored by her goddess. Well known for her discount revivals, she undercuts the cost of raising the dead in order to spread the word of her god. Though her spells are just as effective as the other healers, they sometimes have unintended consequences, such as attracting the ire of outsiders or bringing back the individual slightly wrong. In any case, she is quick to tell folks that there are no refunds, and, as a result of her business strategy, is often on the move, rarely staying in one community for very long.

4. Nolandus Earthbreaker, dwarven priest. A dwarven priest of dwarven gods with a very dwarven outlook on things, Nolandus is more sympathetic to dwarves and those who have proven themselves to be friends of his people. To others, Nolandus is professional, but cold, and difficult to deal with. Often, he demands steeper donations from non-dwarves, and his pro-dwarf viewpoints are viewed as racist and dangerous by some of the local humans, leading to conflicts between him and others. Still, no other local healer can match his talent.

5. Harmony Islorina, half-elf wizard. Even though she lacks divine magic of any kind, Harmony posits that she is as good, or better, a healer than most. Some of her methods are unusual, but between her arcane skills and penchant for

weird science, she can patch up even the most severe wounds, and even return some semblance of life to the dead by resurrecting them as intelligent zombies, skeletal champions, or ghosts, with an it's-just-better sales pitch. Considered a heretic and dangerous witch by many, she is rarely able to operate in a single area for long before the locals decide to run her out of town.

6. Theon Argus, warrior's friend. A towering, battle-scared man, Theon resembles the great arena champion rather than the humble hero. Still, this skilled fighter has devoted his life to keeping those that fight for a living in good health. Attached to a deadly arena, Theon spends most of his talent on keeping fighters in good shape, free of charge. Though he is willing to accept payment for his services from outsiders, he will happily provide free healing to those who do well in the arena, or whose friends are willing to fight on his behalf.

7. Greatest Nymiska, serpent god. Nymiska is a powerful couatl who has supplemented her natural abilities with divine power from the worship of her own obscure gods. Posing as the god to a formerly barbaric jungle tribe, Nymiska has guided the savage warlike peoples to decades of peace and prosperity. When someone falls gravely ill within the village or suffers dire wounds, they turn to her and she restores them. Though she does not charge gold for her services, they are never free, and her favors and demands on the recipients of her healing mean they often worry they might be in a worse position than they were already.

8. Cal Iship, kindly druid. A waspish and wiry man, Cal has been a priest of nature for most of his life and is a master of the druidic arts. He often seeks out those who do good for nature to provide them help, and he keeps tabs on those that do their part for his lands. He is known to appear unbidden to provide assistance and healing for just the cost of material components for those that champion nature's cause; for others, he demands that they perform a service for the wild before he will see them. Exactly how Cal finds those that he reaches out to is unknown, but it is rumored that he has a network of animal spies, which help him to find individuals who could both use his services and potentially be a boon to his cause.

9. Ursina, sea witch. A lovely mermaid who dwells on the edges of a dark sea, Ursina has a foul temper and a violent aspect which has earned her the name Sea Witch. Selfish and hateful, though Ursina possesses great gifts in the healing arts, she is unwilling to share them with the common folk. She requires great tributes, sometimes in the form of rare items and sometimes in the form of vile services, to grant her aid. Her healing is supremely effective, however, and for some even her steep prices are worth the cost.

10. The Warlock of the West. More of a legend than a man, the Warlock of the West is said to be able to cure any ill, including restoring the souls of the lost and bringing back the long dead. His tears are said to possess the power to bring immortality to those that drink them. He is said to dwell in a vast mere cloaked in silvery mists, and that to meet him you must first catch his grey hawk, which is swift as the wind, and subdue his hound, which is said to be a terrible and mighty beast in its own right.

Mad Characters

They say that everyone is a little bit crazy. It's a turn of phrase that reminds us that our oddities are often the things that make us who we are and give us our personality. What better way to make a flavorful character than to make them just a little mad, then? Below, you'll find 10 mad NPCs with backgrounds and personalities, ready for your game.

1. Gabrielle Webster, agoraphobic mastermind. Not quite middle-aged, Gabrielle is the mayor of a small town, despite the fact that a traumatic event in her youth left her with agoraphobia, making her cripplingly uncomfortable any time she is outside of her own home. Not allowing this to stop her, however, she remains quite involved and well-informed regarding the goings-on in her little town, inviting different townsfolk over to dine with her each and every night, and operating through numerous hired agents, potentially including the PCs, who act as her eyes and hands beyond her doors.

2. Linwood Abbott and Graddick Targ, multiple personalities. Linwood Abbott is a wizard of some small skill, who adventured for a time in his youth before retiring in despair after his travelling companion, a half-orc barbarian, was slain before his eyes. He now runs a small shop, selling scrolls and potions and performing magical consultation. However, since the trauma, he has developed a second personality, with the same name and outlook as his slain friend. Clerics and shamans who've examined him insist he is not actually possessed, though that is what Linwood himself claims, if pressed on the subject. PCs who befriend Linwood may drop by one day to pick up their wares, only to be surprised to find the small, mild-mannered man give them a bear-hug and insist on joining them in their adventures.

3. Amaliya Hughes, false vampire. A young woman of pale complexion, aristocratic pedigree, and dark hair, Amaliya is quite insistent that she is a vampire, much to the dismay of her scandal-fearing parents. Though Amaliya does not make this claim openly, she responds violently to sunlight, screeching and clawing at any part of her skin that is exposed to it. She refuses to come anywhere near a mirror, flees from garlic, and will not approach holy symbols. Several doctors have examined her and confirmed that she is still alive, but so far there has been no explanation of how she has managed to survive as long as she has, for she began to refuse food over a month ago.

4. Chet Royston, merchant of questionable values. Proud owner of a well-positioned stall in a busy market, Chet Royston is known for his unusual prices, as he seems to have a very different concept of value than what is traditionally accepted, causing him to dramatically undercharge or overpay for certain valuable items, while wildly inflating the price of other things. While this makes him very popular, it remains a constant wonder that his business continues to operate, leading some to wonder if his "crazy prices" aren't far more cunning than they seem.

5. Gretchen Yates, compulsive tavern owner. Owner of the Fortune's Favorite tavern, Gretchen is a friendly and personable woman and successful business owner, who owes

at least some of her business's success to her compulsive obsession with cleanliness. While polished tables, spotless floors, and glasses that get more cleaning than a quick rub with a greasy rag are all positives in the hospitality business, her constant need to clean is not all upside for Gretchen, who can sometimes be found cleaning well into the early hours of the morning, quietly crying.

6. Dominick Harlow, the watched one. A middle-aged man with tan skin and short brown hair, Dominick has never wanted to be anything more than a farmer, or so he keeps insisting. Rising before dawn, he works the fields each and every day, attempting to live the simple life, although he insists that his life is constantly plagued by invisible angels and devils, each of which attempt to persuade him to abandon his simple farming lifestyle and join some cosmic war, claiming that his participation is vital. He also claims that they will play tricks on him and make his life more difficult in order to achieve these aims, and while no one has ever seen any sign of these cosmic tormentors, his farmstead does seem unusually prone to accidents.

7. Amber Finley, perpetual amnesiac. An investigator by trade, Amber Finley suffers from a rare form of amnesia that causes her to lose her memories every time she goes to sleep. To combat this, she keeps an elaborate and detailed journal, and her office and home are webs of notes and clues left for herself. While this leaves her sometimes overlooking minor details, and rarely recognizing anyone until they introduce themselves, she is more-or-less able to function normally, unless her notes and journal are tampered with.

8. Brady McLain, hearer of whispers. Although his candle shop is fairly popular, the reason that most visitors go there has little to do with Brady's candles, which are only slightly above average in quality, and somewhat overpriced. In truth, they come because of his "gift:" Brady claims to hear spectral whispers that tell him about the people he interacts with, sometimes predicting their future, and sometimes telling him things about them, or even passing on messages from dead loved ones. In truth, Brady's messages tend to be accurate or meaningful only a little more often than they aren't, but he is nonetheless a firm believer in his own abilities, as are many townsfolk.

9. Meredith Walmsley, the reincarnated. An adventuring cleric of quickly-growing renown, Meredith claims to be her own deity, in a sort of roundabout way. She is convinced that she is the reincarnation of her deity prior to his ascension to godhood, and that although the deity in question remains active, that she is also somehow the same individual. Many in her own faith find this claim to be both ridiculous and borderline heretical, but she is staunchly convinced all the same, and a swell of popular opinion amongst the common folk, who tell tales of her heroism, has made some wonder.

10. Allan Rearden, geliomaniac guard. This young town guard has a peculiar compulsion to laugh, and he often has fits of uncontrollable giggling, sometimes at the most unfortunate times. While he does not allow it to prevent him from performing his duties, it certainly leads to some awkward moments when questioning a suspect, in the middle of a chase down a busy street, and even when viewing the scene of a grisly murder.

Merchants

What does every class have in common? A love of buying stuff, of course! What's the point of all that treasure collecting if you can't get the awesome gear that you want? Below are a number of unusual characters for heroes buy their goods from, many of which are pretty heroic themselves.

1. Gwuthur Heavy Blood, half-orc barbarian. Though a half orc, Gwuthur has more orc in him than most and cuts an imposing figure. Towering nearly 8 1/2 feet tall, Gwuthur for many years was a force on the rocky plains that he called his home. Forsaking tribe and clan, Gwuthur led a life of his own accord, hunting the most powerful monsters and protecting travelers through the realm. Now, nearly a decade retired, Gwuthur makes the rounds through the various nomadic tribes, offering to trade the trophies of his journeys and even his ancient weapons. Gwuthur also collects rumors and stories to share with those who prove to be valiant. Currently he is looking for a warrior or company of warriors capable of finding his ancestral helm in a clan tomb haunted by a black dragon.

2. Irnwen Quire, alchemist extraordinaire. Irnwen is a trained alchemist more famed for her extravagant six-storey shop than for her achievements in the field; nevertheless, Irnwen is among the finest alchemists operating in the city. In addition to carrying the normal line of exotic reagents, poultices, and potions that most alchemist shops carry, she holds a fine stock of exotic transformative agents that are both powerful and highly unstable. While these agents are dangerous, they are often worth the risk to those looking for an edge in a challenging battle. Recently, she has begun experimenting with unusual formulae and is looking for skilled alchemists to test these formulae in the field, and is willing to part with them at a discounted rate if the user takes careful notes on how they work.

3. Ilyiri Kendili, aasimar cleric of merchandos. A very unusual character, Ilyiri appeared out of nowhere nearly 30 years ago, claiming to be the prophet of Merchandos, the benevolent god of material and goods. While the dogma of Ilyiri's faith seems complex and obscure, she has gained widespread acclaim as a purveyor of holy incense, sacred oils and gems, and powdered derivatives suitable for powerful cleric spells. Her business has been spreading rapidly, with kiosks popping up seemingly everywhere. While the service is greatly appreciated, some are concerned about the source of all this great wealth, and wonder just what Ilyiri might be accomplishing with the fortune accumulated from her many shops.

4. Gomnip Burybodi, gnome druid jeweler. Gomnip is one of the most famed and sought-after jewelers for those looking for something unique and special. A druid trained in the lore of the natural world and familiar with the mineral rich caves and caverns that lie beneath the meadows and soft hills in his charge, Gomnip is uniquely qualified to seek out the most extraordinary gems and jewels. He claims the stones speak to him, and that this sacred connection inspires his designs. While his pieces lack ornate settings, his exotic gem-cutting methods highlight the natural beauty of each piece in a way that no other mortal jeweler can match.

5. Oki Oku, fiendish purveyor. A unique fiend of indeterminate origin, Oki Oku appears as a two-faced human with one serene female face and one tormented male face. A mysterious figure, Oki Oku appears in all sorts of unusual places, purveying items of historical or occult significance. Oki Oku will never sell more than one item to an individual, but his pieces are exceptionally unique and have rich and storied backgrounds. Often, his goods are morbid or cursed with foul magic. Even so, the unique pieces he offers are interesting curiosities and often powerful tools to those willing to risk their use.

6. Sulikar Sudarson, dwarf medium merchant. An unfortunate soul, Sulikar was once an accomplished channeler of spirits and a famed adventurer, especially well known for quelling hauntings and undead incursions. Eventually, however, Sulikar was called upon to perform a séance with the soul of a great merchant to find out where he had hidden his treasure. While the task seemed simple enough, the merchant's spirit proved too much for Sulikar, who became possessed. Now, unable to control the spirits that run free in his body, Sulikar has set up shop in a ruined city, selling all manner of magical and mundane goods scrounged up from the merchant's stores.

7. Palvos Palidar, warrior smith. A wandering swordsman, in his youth Palvos was merely one of countless fighters to pick up the warrior's trade in search of fame and glory. Through trial and experience, he became the greatest swordsman in the land. So great was his prowess, in fact, that the swords he could purchase were no match for his skill at arms. To remedy his problem, Palvos began to forge his own weapons. As his legend grew, so did his skill in making blades, until such a time when his skill at weaponsmithing surpassed by far any other to be found within his kingdom. Eventually, Palvos retired from adventuring and began to sell his blades instead.

8. Catrine Belle, fence. A charming and intelligent rogue, Catrine is a master thief, active in several major cities and capitals at different times throughout the year. For those that know how to find her, she can be a very impressive merchant offering stolen art, gems, and magic items for about 50% of their market price. However, Catrine only reveals herself to those that prove they share her skill and can assure her that they won't turn her in. Thus, in order to contact Catrine, one must perform a high-profile theft.

9. Nostbleeder, goblin hedge-wizard. Though it is clear that Nostbleeder will never be much of a mage, he is an excellent choice for the frugal wizard looking to purchase spell components on the cheap. While Nostbleeder is not the most cunning of goblins or wizards, he has an encyclopedic knowledge of spell components, from the simple to the complex, and has made it his mission in life to become a great wizard by amassing all the spell components he can and creating a powerful spell capable of the effects of every known spell.

10. Lady Falconet, beast seller. A ranger of no small skill, the noble Lady Esmerelda Falconet has always had a great fascination with trained animals and exotic beasts. While she long ago hung up her bow and spear to focus on her duties as a noblewoman, Lady Falconet maintains both an exotic menagerie as well as a wide variety of eggs and very young animals she is willing to sell to those who do her people service or prove themselves to be heroes of the realm.

Nobles

Kings, queens, princesses, and even a local baron or two often figure pretty prominently into any fantasy game worth mentioning. After all, who are you going to get your most important quests from, and who is going to handsomely reward you for your efforts? (Hint: it's not the local innkeeper.) While nobles can make valuable allies and friends for the PCs, they can also make useful enemies and villains. Below, you'll find ten nobles you can use in your games.

1. Lady Irabella Fleetheart, adventurous landholder.

The daughter of a wealthy and influential prince, Lady Irabella was gifted by her father a vast tract of dangerous and unpleasant lands, infested with monsters but rich in treasure, both natural minerals and the various goods amassed by marauding monsters. An adventurous spirit, Lady Irabella has taken to her new post with enthusiasm, and through the funding of dangerous expeditions, has largely managed to keep the monster population in check. Now, however, her neighbors are eying her lands, and she has once again set to recruiting mercenaries and bands of adventures to defend her borders

2. Duke Windgrave, paranoid shut-in. The ruler of the town of Windgrave, as well as the surrounding holdings, the duke is something of shut-in. Though, through aides and messengers, he has proven to be a more than capable statesman, the duke has not shown his face in public since his brother's death last year. During the intervening time, the duke spends nearly all of his days locked within the palace walls, relying on aides and lesser nobles to bring him news and tidings. Lately, however, he has grown increasingly paranoid that his normally reliable aides are plotting against him, and he requires help from outside adventurers to get to the bottom of things and let him know who he can trust.

3. Baroness Ducal, champion of the people. A relatively minor noble, nevertheless Baroness Ducal plays an oversized role in local politics as an outspoken advocate of the people. So stirring are her calls for expanded rights and privileges to the common folk, that more than once she has had to fend off an attempt on her life. Now her stirrings have caused her to run afoul of the local clergy, who have levied charges that she has had an affair, and have launched an inquisition into the matter, the conclusion of which might find her stripped of her title, and possibly executed, if nothing is done to stop an inquisition with a reputation for finding exactly what they are looking for, whether it is there or not.

4. Lord Nobber, goblin aristocrat. No one is sure exactly how Nobber came to power, except that it was quite by accident. The exact stories vary depending on the tale's teller, with the most common version being that he was accidentally knighted instead of beheaded by a passing knight, and that he simply took up residence in the governor's mansion, and that no one noticed for so long, they just made him their ruler. Nobber doesn't do much as a lord, apart from a strict edict banning horses, and things in his district are relatively quiet, though occasionally the local garrison has to be raised to ward off bands of heroes who come to kill the goblin they errantly believe is enslaving the people.

5. Lady Quendilan Greymist, suspicious castle dweller. Lady Quendilan is a hauntingly beautiful young woman who

dwells in an ancient castle above her landholdings. Strange lights can be seen within the castle walls at all hours of the night, along with the sounds of the shrieking and howling of tortured humanoids. Visitors to the castle never find anything out of place, and the lady herself is quite polite, even pleasant, to converse with. Still, whenever a local goes missing, invariably someone is contracted to go visit the castle and see if the person is trapped within its walls.

6. Oliver Standir, spiteful son. The son of a just and noble king, Oliver Standir hates his father and has done everything in his power to spite him and ruin his legacy. As the autocratic ruler of a large swath of land taken in recent conquests, Oliver has been almost unbelievably cruel and harsh, imposing arbitrary and humiliating laws punishable by death, randomly torturing his subjects, and constantly war mongering, all simply to undermine his father. The reason for this animosity is a secret kept well by both parties.

7. Lord Humphrey, wannabe hero. A thin-framed, fragile man, Lord Humphrey is anything but a vision of heroism. Still, his admiration for heroes in general, and knights in particular, has caused him to want nothing more than to be a hero. This is a great burden on his own retainers, who have a difficult time performing their duties and keeping Lord Humphrey alive. As such, they are constantly on the lookout for passing heroes and adventurers to babysit the fragile nobleman. For his part, Lord Humphrey loves to travel, but is more likely to be a burden than a boon on the battlefield.

8. Lady Miran, animal lover. This lady is considered by her peers to be somewhat odd. After falling in love with a local druid, Lady Miran has taken all manner of unusual steps to provide her kingdom's animals with additional protections. The new laws, seen more as silly than harmful by her people, are generally well obeyed, due in large part to the local druids having stamped out hunting in the wildlands long ago. Still, it is strange place, where one must greet local animals, converse with them, and feed them at restaurants. As such, many believe quite correctly that Lady Miran values the life and well-being of the average wild hog over that of her own people.

9. Tessa Guerve, extravagant princess. Tessa is the crown princess to the small and remote island kingdom of Aluvea, a beautiful land blessed with a great bounty of natural resources. Living in this paradise, the princess has had no small measure of wealth at her disposal and has decided to enrich the already incredible beauty of her land as much as possible. She has largely accomplished this with buildings made from crystals and a vast abundance of fountains. Her greatest claim to fame, however, are the gambling halls and drinking establishments which fill her land, and in which the princess can often be found hosting parties for people who catch her eye.

10. King Dragonslayer, conqueror of wyrms. The king is a stout man with a long grey beard and beady eyes; still, he came by his name honestly, and in his youth used his magic and knowledge of battlefield tactics to nearly reduce the local dragon population to 0. Now the great lizards are set on menacing his family, kidnapping his children, murdering his animals, and stealing his treasures. The king is now too weak to deal with the problem by violence, and is seeking help from anyone willing to help negotiate a peaceful settlement.

Sanctuary Seekers

Adventurers often get the opportunity to spend time with a lot of different types of people, because everyone has problems, and adventurers are professional problem solvers. One particular type of problem that a lot of people might have, but rarely seem to feature in published adventures, is those who need protecting from some threat specifically targeting them. Below, you'll find ten characters in need of sanctuary, including what they need protection from, and potential complications.

1. Giordano Segretti, repentant thief. A simple pickpocket who stole something far more valuable—and dangerous—than he ever intended, Giordano aroused the wrath of the wrong people, and now there is a price on his head. As soon as he realized the importance of the item he had stolen he got rid of it by stashing it someplace safe, but this hasn't kept its previous owners from coming after him, as much for revenge as to recover the item. Giordano says that he has learned from the experience and has sworn off ever stealing again, though whether he can live up to that promise (or may wind up stealing from his protectors, instead) is unclear.

2. Krakilik, kobold pariah. More intelligent and less bloodthirsty than the average kobold, Krakilik abandoned the traditional kobold lifestyle and became a travelling tinkerer, building and repairing simple contraptions. Unfortunately for her, when she stopped in at the town the PCs are currently located in, the locals didn't take kindly to a kobold in their midst and a mob formed to chase the poor creature down.

3. Markus Sieger, heretical preacher. The leader of a growing splinter group within a large and influential religion, Markus Sieger preaches an alternative interpretation of the faith that reads the teachings and tenets in new ways that the larger faith has deemed overzealous and heretical. He travels in secret from town to town, holding private masses in abandoned buildings for those inclined to his position. His most recent sermon was crashed by members of the larger church, and now he is on the run and in need of protection, though his hard-line religious views may make housing him a trial.

4. Yana Kuznetsov, careless diabolist. A conjurer with more ambition than talent, Yana summoned a powerful devil and wound up signing a contract that brought her a small fortune, in exchange for allowing the infernal creature "access to everything she owns for one hour each day." Unfortunately for Yana, in Hell's legal system, this includes her body, and the fiend has been possessing her for one hour each day, and forcing her to commit horrible crimes, with no attempt to hide her identity. Knowing that the authorities will not accept her explanation, she is now on the run and seeking anyone who can end the possession and clear her name.

5. Shaw MacNiel, runaway groom. Despite being engaged to marry well above his station, and to a beautiful woman, Shaw fled rather than going through with the arranged marriage his parents had set up for him with a young

noblewoman, because he could not bear to give up on the girl he loved. The noblewoman's father was incensed at what he views as a grave insult, and pulled strings with the local government to make Shaw an outlaw.

6. Nikephoros, sentient golem. Used for labor by a powerful mage for the better part of a century, over time, Nikephoros developed true sentience and a sense of self, even giving itself a name. At first, its master was pleased by this development, as it made the golem more useful as a minion, but when Nikephoros began to ask for time off and basic pay for its services, the wizard grew incensed and decided to erase Nikephoros's memory and start over with the golem. It narrowly escaped, but the wizard (along with the authorities, who recognize it as the wizard's legal property) are on its trail.

7. Odette Dubois, unfortunate witness. In the wrong place at the wrong time, Odette witnessed an unsavory exchange taking place between a prominent government official and the leader of the local thieves' guild. When she reported the matter, the corrupt official got wind of the situation and she was nearly killed. Now on the run from both the authorities and underworld assassins, she is quite possibly the key to stopping a nefarious backdoor deal that could jeopardize the entire city.

8. Adnan Kartal, accused murderer. Accused of perpetrating a spree of grisly murders, Adnan has always maintained his innocence, insisting that he was framed, and that the real killer is still at large. Although Adnan certainly fits the bill for a spree-killer, and has an unsettling, disheveled appearance and gruff, intimidating demeanor, those who pay close attention to the facts of his case find themselves forced to admit that something doesn't quite add up. He managed a daring escape during his trial, and has been on the run ever since, determined to elude capture long enough to clear his name.

9. Gothelsharthe, scheming dragon. An old and powerful black dragon, Gothelsharthe is certainly the last creature one would expect to be needing protection. It arrives in the middle of town with a dramatic landing, and demands to speak to the local heroes. When they are brought before it, Gothelsharthe explains that one of its enemies—an even more powerful dragon—has sworn to kill the black dragon, and that it comes seeking sanctuary. Despite its position, the dragon remains as smug and condescending as any of its species, and there is an unshakable feeling that somehow this must all be a ploy.

10. Katerina Pasternak, canny blackmailer. A well-connected woman, Katerina has damaging information on just about everyone worth having it on, and makes use of it. Like many blackmailers, she eventually pushed a victim too far, and now is on the run for her life. True to form, she decides to get what she needs—in this case, protection—through blackmail, and when she arrives on the PCs' doorstep, she quickly makes it clear that if anything happens to her, their deepest, darkest secrets will become public knowledge.

Big Rewards

Everyone knows that bigger is always better, and that goes double when we're talking about treasure. Of course, when it comes to truly massive treasures, the larger the payoff, the larger the amount of work it takes to get it. It's all well and good to kill all the monsters guarding the 20-foot-tall treasure, but until you have a way to drag it back to town and find someone willing to buy it, you're not going to make much profit off of it. Below, you'll find ten massive treasures that are big enough to be a fortune unto themselves, but also large enough to present serious obstacles just in getting use out of them.

1. Polished Dragon Skeleton. This massive skeleton once belonged to a mighty and powerful blue dragon, though the creature's name has been lost to the mists of time. Its skeleton has been carefully preserved, the bones polished and glossed, and it is bound together with wires, posed standing on its hind legs, its wings outspread, its face turned downward with mouth open in a vicious snarl. Closer inspection reveals that each bone has been meticulously labeled, as well, alloying for the skeleton to be more easily disassembled and reassembled. Of course, unless careful archaeological tests are done, there will always be the possibility that these bones are replicas, rather than the real thing.

2. Massive bronze statue. This solid bronze statue stands nearly twenty feet tall, and depicts a mighty warrior in breastplate, holding a double-bladed axe defiantly in both hands. A small plaque at the base of the statue denotes her as Xylia, a warrior queen known for her bravery and courage. Among other feats, the warrior queen is said to have slain a six-headed dragon that had long been believed to be immortal, defeating and then laying with two dozen men in a single day, and drinking eight barrels of wine in a single sitting. While the statue would prove valuable even if hacked up and sold for scrap metal, to the right collector it could be worth a fortune.

3. Vat of fine spirits. This large brass vat is fairly valuable in and of itself as a piece of distilling equipment, but the true value is what is inside: it is filled with a fine and very expensive dwarven whiskey, known for its subtle flavors and rich texture. Though the spirits still need some time to mature, they will one day be worth a small fortune. Moving the vat with the spirits still inside will prove virtually impossible, but if the spirits are drained into barrels or another container, then the whole thing could be disassembled and transported via wagon or similar vehicle. If an enthusiast in dwarven spirits can be found, they might even be able to be sold at full price without waiting for them to fully mature.

4. Jewel encrusted mosaic. This mosaic, set into the side of a wall, is made not with ceramic or stone tiles, but instead from hundreds, or perhaps even thousands of gems. Together, they form a sparkling picture of a young shepherd tending his flock in an idyllic meadow. If removed, the gems prove to be of relatively low quality and little value, though if kept in one piece, the mosaic makes a truly unique and one of a kind art object.

5. One-ton gold trade bar. Nearly the size of a large dog, this bar of gold is truly massive. Its edges are slightly rounded, and the top bears a stamp with the life-sized image of a monarch's head, as well as the seal of both the royal family and the specific bank that minted the titanic brick of currency. One of only three ever made, the bar was created specifically to pay a massive military debt that the monarch amassed during a particularly costly war. Although it's unlikely that any individual collector would be willing to pay more for the trade bar than its raw cost in gold, a museum or similar institution might just be willing to provide a premium in order to ensure that the historical artifact is not destroyed.

6. Man-sized illustrated tome. This book is nearly eight feet tall and twelve feet wide when fully opened. It sits on a copper stand, which, itself, is worth a fair amount, although nothing by comparison to the book itself. A religious text, the book is carefully illustrated on each page, featuring hand-drawn color depictions of each scene and parable in the book. Of particular note are some exquisite two-page spreads depicting a heavenly paradise, rendered in exquisite detail. Quite old, the book must be handled with extreme care to avoid damage.

7. Silver stage coach. Made entirely of gleaming, polished silver, this magnificent stagecoach is fully functional, nearly every surface covered with detailed engravings and embellishments, making it appear to be wrapped and entangled in silvery rose vines. Even the wheels are made of pure silver, though the interior is paneled with elm and has luxurious and comfortable seats with plush cushions and velvet curtains, providing a smooth and enjoyable ride.

8. Sprawling clockwork machine. This complex mechanical marvel is large enough to fill a small room, and is comprised of all kinds of gleaming steel and brass cogs, bars, and other pieces of complex and delicate machinery. The thing's purpose is difficult to discern. It serves as a clock, but at the same time also seems to be an orrery of sorts, tracking the movements of various celestial bodies and the alignments of certain planes.

9. One one-thousandth scale atlas. This rather impractical map covers the entire globe in painstaking detail, but at one one-thousandth scale, it is somewhat unwieldy to use. Thankfully, the atlas is mildly magical, allowing it to be folded down to the relatively portable size of two feet by two feet and three feet thick. The same magic also allows it to be relatively easily opened to the relevant area, though unfolding it to cover even a single square mile requires unfolding it to fill a full five-foot square.

10. Adamantine door. This thick double door is made from pure adamantine, and polished and gleaming. It is nearly a foot thick, eight feet tall, and six feet wide. It is fitted so that it can easily be barred, the bar also made of adamantine, and features a superb lock. Although the door itself is nearly impenetrable, it can potentially be removed from the frame to which it is attached and installed elsewhere.

Foreign Treasures

If there's one thing you can count on when you return from abroad, it's all your friends and family pestering you for souvenirs. There's no denying that visiting exotic and foreign lands is an excellent opportunity to do some shopping, and there's a big temptation to pick up some goods that you simply don't have the opportunity to buy back home. Below, you'll find ten different treasures with a certain exotic mystique that decidedly marks them as 'foreign' from the perspective of your average pseudo-medieval fantasy setting.

1. Golden harp. Resting in an abandoned temple to an obscure snake goddess on a remote island, this harp is made entirely from pure gold, including the very strings, and makes thundering sounds when played. The location of the archipelago it is from is so remote that normal sea travel from any civilized port is impossible, but recently a mysterious emissary by the name of Hamlet has begun appearing in major cities throughout the world, spreading word of the harp and proclaiming its role in a dread prophesy. He explains that the wondrous harp cannot be allowed to remain on the island, and he is looking for adventurers capable of extradimensional travel to retrieve the golden harp.

2. A glass cone. Hailing from the vast desert, this simple piece of glass was discovered beneath a stone obelisk far older than the other local architecture. The cone is about 5 inches long and made from crystal-clear glass, which is never soiled by dirt or sand. At various times of day, the glass fills with pale lights in various colors. While it is presumed that these lights have some significance in shape or color, neither pattern nor meaning is readily discerned.

3. An obsidian idol of Joku. The greatest treasure of the Jokori people, found in the jungle citadel of Jekki Jokun, this 4-foot tall pure obsidian idol of the warrior priest Joku is considered both a cultural treasure and an object of pure artistic beauty. The idol is a wonder of the steamy jungles, drawing travelers from around the world to see the statuette. The Jokori, for their part, are more than happy to let visitors into the citadel to see the idol, provided they are accompanied by a local, and that the visitor doesn't seem too interested in the idol.

4. A silk banner of the house of Neshi. This huge white banner of gleaming silk is painted with the symbols of the fallen noble house of Neshi. The Neshi were among the greatest nobles of a league of city-states. About 300 years ago, the Neshi tried to conquer their neighbors with what they believed to be an invincible army of samurai; however, their army was defeated with the aid of foreign mercenaries. Today, few artifacts survive of the Neshi, but they are popular pieces of art in the city-states and are often sold to wealthy foreigners as a sign of prestige.

5. A porcelain elephant with ruby eyes. While these elephants aren't unique pieces, they are very exclusive gifts given to the guests of the Raja of Undihati. Made from white porcelain, the elephants are each designed after one of those exotic war beasts in the Raja's personal guard. Though trading one of these elephants is a capital offense within Undihati, a black market has sprung up in surrounding kingdoms among the elite who wish to own such a status symbol.

6. A ruby fire drop. This lustrous gem is found only on the Plane of Fire. Mined by salamanders, these gleaming rubies dance with inner fire. While the gems are exceedingly precious outside the Plane of Fire, having one in your possession while on that plane is considered to be incredibly dangerous, as it can be seen as a sign of sympathy for one of the rebellious "slave races" of that plane.

7. A granite spider with amethyst eyes. Though a dread symbol on the surface world, the spider is a revered creature in many subterranean cultures. The origin of these idols is as much a mystery to the underground peoples as they are above ground, though many believe them to be creations of the dark elves, though most dark elves vehemently deny this claim. Ill fortune seems to follow those who bring such items to the surface, but a few collectors find them such valuable artifacts as to desire them in spite of the danger.

8. A coral ring. This ring was once the wedding gift of a triton queen to a merfolk prince, designed to cement a lasting alliance. With the alliance long over and the lovers long since dead, the ring still remains a potent diplomatic device and is highly sought after as a symbol of peace by both the merfolk and the tritons. Tragically, the ring was lost in an attack by sahuagin against a diplomatic meeting between these two groups, and while the ring is believed to still be with the sahuagin, it is ultimately anyone's guess where it wound up. Occasionally, one group will even go so far as to accuse the other of using the sahuagin raid as an excuse to steal the ring for themselves. Naturally, either group would be willing to pay a small fortune for the safe return of the ring.

9. The Witch Mask of Lost Souls. A revered artifact of the Harmbu witches, this beautiful mask was handmade and is sized for a giant. Once the property of a famous giantess, this wooden mask was used in her greatest works of black magic. Now the mask is given to those who prove themselves friends of the tribe. Given its size, it can be used by Medium creatures as a tower shield, and in fact has been used that way in the past on more than one occasion, the latent magic in the mask rendering the wood nearly as strong as steel. Whispers tell of a time when the mask will again be needed to work great spells on behalf of the tribespeople, and it always seems to find its way back into their hands eventually.

10. A pearl-handled scepter. This unusual rod is known as the traveler's staff, and according to legend was the walking staff of a long-dead god king, who was famous for insisting upon travelling through his lands himself, on foot, in order to see them from the viewpoint of his subjects. He roamed the breadth and length of his massive empire for over a century before being overthrown by a conspiracy amongst his councilors, who grew weary of him popping in from his journeys every few months to make new demands and edicts, and then disappearing again. Now the rod always seems to find itself in the hands of the most well-traveled individuals. Though rumored to have vast powers, the rod seems mundane, if beautiful and valuable.

Glittering Treasures

All that glitters may not be gold, but a little gleam is certainly a great way to get people more excited about treasure. As much as a pile of dull steel bricks or reams of I.O.U.'s may get looters salivating from the raw value alone, there's a certain aesthetic appeal to the way that light reflects off of a shiny, glittering treasure that is sure to bring out the greed in even the most pious of holy warriors. Below, you'll find ten exciting treasures that aren't just worth a whole lot, but look the part as well, with beautiful shine, lustre, and clarity.

1. Gold dragon bracelet. This exquisite bracelet is made of gold, and has been expertly sculpted in the shape of a gold dragon, although certain artistic liberties have been made to give the dragon a somewhat more serpentine body, to allow it to take the appropriate shape. The dragon's body forms a loop around the wearer's wrist, but then turns ninety degrees to face forward, wings outspread, head reaching down towards the wearer's hand. The dragon's mouth is posed open, mid-roar. Secretly, the bracelet is hollow, and can be filled with oil or a similar substance, with a secret button on the bottom of the bracelet causing the jewelry to release a short but potent burst of flame for self-defense.

2. Bloodstone ring. Rumored to be cursed, this obsidian ring features a single massive ruby, nearly two inches across. It is cut in a hexagon, with the mounting carved to resemble a demonic face, mouth stretched open wide to hold the stone, pointed fangs protruding around its corners to hold the massive rock in place. The inside of the ring's band features several small, needle-like protrusions which do not break the wearer's skin if the ring is handled carefully, but if the hand wearing the ring is jostled, often result in pinprick wounds.

3. Black pearl necklace. This necklace, as its name implies, is a string of pearls, each of which is a rare and beautiful black pearl, which gleams with an inky black luster. In addition to forming a band about the neck, several strings of pearls dangle down from the neck over the chest, fanning out like rays of the sun.

4. Moon earrings. These earrings dangle down from the ear, and have been carved in the shape of crescent moons, each one bearing a face: one smiling, the other frowning. What is truly remarkable about the earrings, however, is that they are made from metal that was mined upon the moon itself, and when they are struck by moonlight, they seem to glow with a wispy bluish light.

5. Ghost tiara. This tiara is beyond simply being delicate; it is actually ethereal. The band of the tiara is solid and physical, made of white gold, but the rest of it is wispy and immaterial, as part of the tiara has actually been shifted to the Ethereal Plane, while still being anchored to the band. Nonetheless, it can still be seen in exquisite detail, with beautiful pearls and sapphires decorating the delicate whorls of white gold. Further, the entire thing glows with a shimmering inner light. The tiara's owner rents it for exorbitant prices to be worn for special occasions.

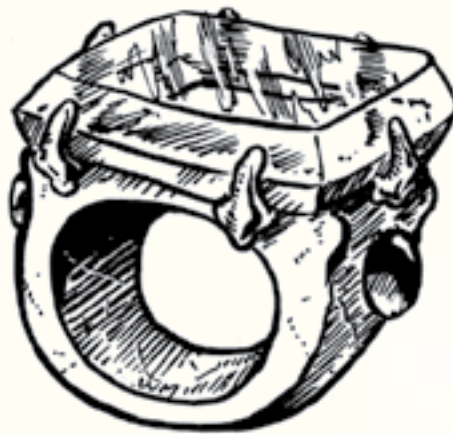
6. Jade serpent choker. This choker is made of several segments of pure jade, which has had lines of gold inlaid along its length. The serpent's eyes are emeralds, and a long, forked tongue extends from the serpent's mouth to form the latch. Legend has it that the choker is inhabited by a powerful spirit, and that if it is stolen, then when the thief puts on the choker it begins to constrict around their throat, choking them to death to punish them for their crime.

7. Amber prison earrings. These dangling earrings consist of a pair of amber orbs, each about an inch tall and half as wide. Inside of each, one can barely make out the silhouettes of tiny figures that, other than their size, very much appear to be human. Crafted specially for an ambitious and powerful noblewoman, some rumors persist that the figures in the earrings are actually her two former husbands, each of whom disappeared under mysterious circumstances.

8. Dragon's eye ring. This ring features a large, dome-shaped topaz, roughly an inch across. Perfectly rounded and circular, the stone has a particularly striking irregularity: a long, thin dark streak down the center of the gem, embedded deep within, which gives it the appearance of being a bright yellow, reptilian eye rather than a mere stone. Although tales are told that the ring is magic and is used by some dark force to spy on the wearer's surroundings, all examinations of the ring have failed to find any evidence of this.

9. Finger bone necklace. This intricate and delicate necklace is crafted entirely from the finger bones of humanoid creatures, primarily humans and elves, but with a few larger dwarf and orc bones mixed in as well, and some of the very small pieces coming from halflings and gnomes. Held together with thin copper wires, the bones splay out over the wearer's upper torso, forming a grim web.

10. Rainbow bracelet. This platinum bracelet features seven gemstones, each cut in a different shape and of a different type. Included are a shield-shaped ruby, a heart-shaped citrine, a square topaz, a hexagonal emerald, a star-shaped sapphire, a round amethyst, and a triangular iolite.



Incidental Treasures

Usually, the treasures that adventurers find when raiding dungeon lairs were placed where they were deliberately. Whether they're ransacking the equipment of a vanquished foe (or fallen friend), or whether they are looting a vault or treasure hoard, those treasures are generally where they are for a very deliberate reason. But not all treasures are like that. There is a specific entry in monster stat-blocks for "incidental" treasure, which is used for creatures that have a tendency to collect treasures in their lair, not deliberately, but simply as a side-effect of their other activities. Below, you'll find ten treasures that lend themselves particularly well to monsters bearing "incidental" treasure, as well as the sorts of situations they might be found in.

1. Fancy dress and strand of pearls. Clearly animated in a hurry by a careless or unperceptive necromancer, this walking corpse sported a fine silk gown in what appears to be latest fashion, worth 60 gp. It also wears a string of ancient pearls holding a locket bearing a family crest. Only worth 40 gp, the necklace might be more valuable to someone belonging to the family, if they could be tracked down. Of course, adventurers looting the corpse may discover to their horror that the corpse was not in fact dressed carelessly or hurriedly at all, but instead was animated by a necromancer who wanted to ensure that his undead minions were as pretty as could be, and taking the baubles may well earn even greater ire from the creature's animator.

2. A blood soaked +1 halberd. The PCs were not the first to fight this ferocious giant armor-plated lizard—only the first to succeed. In fact, the last challenger was apparently fairly recent, and in fact the creature may still have been injured from its last fight: the remains of a former hero still lie in a broken pile near the creature's body. Though most of this brave and fearless warrior's gear is ruined, a magic halberd caked in the lizard's dried blood is still serviceable.

3. A cast-aside cloak of resistance +3. Though it is hard to say for certain exactly what the creature actually was, close examination of its nest reveals that in addition to the soiled curtains, old wools, and rancid coats, there is a magical *cloak of resistance* of deep burgundy color. Who the cloak belonged to and how the creature came to have it in its nest are both questions without ready answers, although the cloak's clasp does provide some clue on the matter: the pin is shaped like a raven's claw, in bronze, and bears an engraving featuring three letters: JDM.

4. A slightly battered golden statue. Though the monster seemed to think it had greater value as an improvised club, this full size golden statue of the late king would fetch a fine price, and perhaps a bit finer price if fixed up, once it can be wrested from the death grip of the hulking ape that was swinging it at the PCs' heads. A little polish and elbow grease will get rid of the blood stains and splattered brain matter, but it will take a bit more work to remove the various dents and dings pockmarking its surface.

5. A handful of +2 arrows. Though likely unrelated to the PCs' last encounter, now that the dust has settled somewhat, one of the PCs might notice an arrow lodged into a nearby tree. Further examination reveals a number of the magical

arrows, which have missed their mark, lay haphazardly in bushes, snapped on the ground or stuck in trees and logs. In all, 24 arrows can be uncovered, but what might be of greater consequence is the nature of a conflict that caused so many powerful magic arrows to miss their mark.

6. A huge sapphire that glows with an uncanny light. While examining the body of this white-furred beast, the PCs should notice an azure glint coming from the creature's underbelly. Close examination reveals a jeweled dagger lodged into the creature's belly, perhaps a last desperate jab before the creature claimed the life of some knife-wielding attacker. Though the dagger itself appears to be ruined, the gem is large and easily pried free. Though no obvious ability presents itself, the fact that it glows might lead the PCs to believe that it is more than a mere sapphire.

7. Glittering dung. Though perhaps not the most pleasant experience for the PCs, the especially greedy among them by be intrigued with the shining dung of the absent or slain behemoth. The sparkling effect is in fact caused by the indigestible gems and coins carried by the adventurers who make up the bulk of the creature's meals. Separating them from the waste is certainly possible, but a messy process.

8. A brass key. While the cathedral had long been picked clean of valuables before the shadows ever arrived, PCs making a thorough investigation of the ruins discovers an old brass key lingering in a dusty corner. PCs asking around town about the odd-looking key learn that it unlocks the basement door to the abandoned Mathers estate. Venturing there and opening it, they discover a treasure trove of religious art and artifacts that Mathers had been restoring for the church, before he died discovering the shadows.

9. A scroll of planar ally. Though it's unclear how it got there, and it seems quite impossible that such a thing could exist, as the PCs are skinning the hide from a slain cave bear, they discover that on one side of the creature's skin the ritual words of a prayer for assistance from beyond the mortal realm are painted in an elegant hand. Reciting the words calls forth a powerful hound archon paladin, who thanks the PCs for avenging the hunting hounds and noble rangers slain by the rabid bear, and offers to treat with them in exchange for his service.

10. A silver raven figurine of wondrous power. For some reason, it is a beloved trope of dungeon crawls that adventurers will find themselves compelled to cut open all kinds of giant monsters, and then root through the contents of their bellies in search of treasure. It's easy to see why adventurers do this: because sometimes, one can actually find some pretty great treasures there. In the case of this *silver raven figurine of wondrous power*, it was mistaken for a real bird by a fiendish giant spider while the magic item was on the way to deliver a message on behalf of its previous owner. Undigestible, the figurine has languished in the spider's belly ever since. While the figurine itself carries a certain amount of value, depending on the nature of the message it contains, it could simply be the first step towards a much greater prize.

Savage Treasures

One man's trash is another man's treasure, or so the saying goes. When different cultures meet, they don't always have the same ideas when it comes to what has intrinsic value and what doesn't. The great treasure that the goblin tribe all died to protect might be nothing more than a few worthless baubles, while another civilization may find gold so commonplace that they literally pave their streets with it, and can't imagine why anyone would be surprised at such a thing. For cultures with less technological advancement, even broken and discarded items from civilizations with more refined manufacturing techniques can be held with reverence and awe, whereas, at the same time, the workmanship and artisan care of something hand-crafted in a more "primitive" culture may command a very high price in a society where everything is mass-produced. Below, you'll find ten examples of things that might be considered treasures by more 'savage' cultures, which may or may not hold much value in other places.

1. A cracked stained glass window. This window was forcibly removed from the north face of a chapel devoted to a god of winter and frost. The window itself features a mountain scene, painted in beautiful blues and greens, with a wintry gale overtaking a small valley, including beautiful individual snowflakes in stained glass, each of which is unique in its shape. Only slightly damaged, it could fetch a few hundred gold pieces at any market, but the church it belongs to would no doubt offer a very special reward for its repair and return.

2. A necklace of birds. This handsome necklace belongs to an ogre shaman who captured and subsequently killed a number of colorful tropical birds. Having loved the colors of the birds, he decided to preserve their bodies with a *gentle repose* spell and string them together to be worn as a necklace. Though macabre, the necklace is undeniably attractive and would fetch between 50 and 200 gp for the right buyer. Alternatively, the birds might be able to fetch an even higher price if they were removed from the necklace and sold to a naturalist, as the preserved birds would make lovely specimens for a display.

3. A dreamcatcher made from spider silk and tiger teeth. Created by the high priest for the chieftain of an orc tribe who was troubled by nightmares, this large dreamcatcher has a frame comprised of two massive sabretooth tiger teeth, and is filled with silvery spider webs in a complex pattern. A number of smaller teeth, several of them disturbingly humanoid in appearance, hang by silken strands below the dreamcatcher. Though it is doubtful the device works as intended, it could have considerable value as an art object.

4. A large dress made from deer pelt and decorated with polished bones. This floor length dress is worn by the queen of a tribe of gnolls and has a savage beauty about it. Through methods likely known only to the gnolls, the deer hide that the dress is made of has been rendered nearly as soft as silk, and the small bone ornaments that adorn it have been polished smooth and clean. Though currently covered in blood and other fluids, once cleaned, this garment would make an ideal gift for any woman of nature, but particularly one that felt a primal call to the harsh realities of life and death, away from the trappings of civilization.

5. A brass platter locked in an iron chest. The goblins hoarding this platter assumed it was a giant gold coin (and thus of greater value than all other gold coins). They stored it in the safest spot they knew and even guarded it with traps. The brass is tarnished and worth very little, but the goblins overlooked the value of the silverware that accompanied the platter, which was haphazardly thrown in with it. This silverware features intricate engravings and is even monogrammed, and would easily fetch a fine price at any market.

6. An animal skin drum. This beautiful drum is made from local hardwood and covered with the dried skin of a horse. Owing to a unique quality of the hardwood, the drum produces an inspiring acoustic effect, and is, through no fault of its creator, one of the finest instruments within the kingdom, and the perfect remedy to cure the melancholy of the court bard.

7. A human skull set with fine gemstones for teeth. Apparently revered as some kind of idol by the savage folks who guard this treasure, it is unclear who the individual is, and none of the tribe seem to know or care about the original identity of the skull. Where its teeth once were, polished gems of tourmaline and lapis lazuli give it a colorful grin. Though the gems have a value on their own, the piece as a whole is considerably more valuable, though it may be difficult to convince the savage tribe to part with their "god head," as they call it, much less find a buyer willing to admit to wanting such a treasure.

8. A barrel full of cured meat. This massive 80 lb. barrel contains dried and spiced beef, elk, and pork meat, once meant for sale. Attracted to the smell, it was seized by a group of troglodytes; however, they found that they preferred fresher meat and have barely touched the stock. In addition to being delicious and satisfying, the high-quality meat could feed a tavern full of people and should fetch at least 100 gold if hauled out of its keeping place.

9. A cracked mirror. This silver framed mirror holds a place of reverence among a tribe of hobgoblins. The reason for this seems obvious: though the mirror is badly damaged and severely cracked, within its shattered planes one can catch glimpses of a beautiful woman of indeterminate humanoid race, pacing about a golden palace. She audibly whispers through the mirror in an unknown language, appearing to be begging for help. Curiously, the different pieces appear to show the woman from different angles, and sometimes she moves from one piece to another, never reflected in more than a handful of the shards at a time.

10. A crude wooden statue of a massive mountain orc. This full-sized orc statue at first seems unremarkable, but anyone trained in woodcraft knows that this towering statue is made from a special sort of wood, which comes from trees that only grow on ground where diamonds can be found. Though convincing the orcs to reveal where they got the wood might be difficult, the rewards would be generous.

Draconic Characters

When giving a dragon personality, many of us tend to stick to the classics: the dragon is either a bestial brute of a monster, or it's a greedy, prideful, Machiavellian schemer with some rage issues. But not all dragons have to be (or are even supposed to be) identical in terms of personality. Each different type of true dragon has inclinations towards certain personality traits and types, as defined by its bestiary entry, and, like all intelligent creatures, there is always room for a dragon to be more than just its race. Below, we take a look at ten dragons (primal and imperial dragons, from *Pathfinder Bestiary 2* and *Pathfinder Bestiary 3*) that sit a little bit outside the common draconic stereotypes, and may help remind your players that dragons are people, too.

1. Yuanhuo, questing forest dragon. This adult forest dragon makes its lair on the northern end of a sprawling forest known, in particular, for being infested with huge nests of giant spiders. Yuanhuo is rarely found anywhere near his lair, however, for he has been on the hunt for a particular dragonslayer for some time. The dragonslayer in question killed Yuanhuo's mate while the forest dragon was away. Even in his absence, his lair is filled with cunning traps, and has been taken over by a colony of ettercaps.

2. Chang-Shen, sea dragon protector. This ancient sea dragon has devoted itself not to protecting a particular swath of ocean, as many sea dragons do, but rather to protecting a particular pod of dolphins, which it follows in their migrations wherever they go. Because of her migratory lifestyle, the dragon makes her lair in a demiplane of her own creation, which is accessible only via a special amulet that is worn by one of the lead dolphins in the pod. Speaking a command word within a short range of the amulet opens a portal to the plane, and those returning from the plane exit from a similar portal.

3. Haolong, sagacious sky dragon. A famous philosopher and poet, this great wyrm sky dragon lives in a magnificent marble and gold palace that floats exactly 500 feet above the top of the tallest mountain in the land. He spends most of his time writing, but is happy to entertain anyone who makes the pilgrimage up to his home, engaging them in philosophical debates and offering sage advice. Despite the opulent palace, Haolong has little in the way of material treasures, but does hoard a vast collection of rare poems, philosophical treatises, and similar literature.

4. Tianlian, bureaucratic sovereign dragon. This great wyrm sovereign dragon has been given the august and important role of protector of the North Wind. She is responsible for directing the various air elementals and other creatures that maintain those winds, as well as for stepping in to put a stop to any attempts to interfere with the wind through magic or other means. Her lair is the inside of a massive cloud, which has been magically solidified, and floats about as she requires.

5. Huangyan, thieving underworld dragon. This young adult underworld dragon is at the age where dragons begin to attempt to make a name for themselves by putting serious effort into building up their hoard. He has chosen to do so by robbing gold and silver mines, as well as the occasional vault or two, burrowing through the earth, bursting in with an explosion of magma, and then taking all that he can and returning to his own lair, a hidden complex that has no entrance to those that cannot burrow, and which features several magma flows within its confines.

6. Azyriot, brine dragon empress. This old brine dragon is the empress of an island nation of the same name (or at least, it has had that name ever since she took over, 50 years previously). In addition to the island's human inhabitants, she also rules over a tribe of adaro (*Pathfinder Bestiary 3*) that live in the nearby oceans. Azyriot directs her minions to stop any vessels making their way through the nearby ocean, demanding tribute from those that would sail those waters. Some of this treasure goes to aid the people of the island (and the adaro around it), but most of it makes its way to her hoard in the center of a massive coral palace currently under construction in the middle of the island.

7. Mydras, cloud dragon cartographer. This juvenile cloud dragon has no interest in material wealth, and lives only to explore, flying from place to place and creating maps, which he keeps for himself and produces copies of in exchange for odd or unusual trinkets that capture his fancy (many of which are largely valueless, although this is not always the case). Seeing no need to chain himself to a lair, he carries all his worldly possessions with him in an enormous backpack.

8. Dorrodat, crystal dragon banker. This ancient crystal dragon's lair is a vast and sprawling underground complex located nearly half a mile beneath the surface of a major city, accessible via a single elevator shaft. Far from a traditional dragon cave, the posh, marble-tiled stronghold is operated as a bank, owned and managed by Dorrodat herself, which attracts clients from miles around due to its incredible security.

9. Pagharth, slumbering magma dragon. This wyrm magma dragon lives inside an active volcano, though he has been asleep for the last several decades. He spends most of his time sleeping, in fact, and tends to awaken only to demand food and tribute from the villagers that live near his volcanic lair, or to wreak horrible destruction against those who disturbed his slumber.

10. Nurlade, umbral dragon gourmet. This very old umbral dragon has recently devoted more of her time to a quest for delicacies, specifically in the form of undead flesh. Having stripped the areas around her home of most undead, she has begun wandering the world in search of new and exotic types of undead creatures to kill and consume. Some rumors indicate that she is particularly interested in tasting lich-flesh, and will pay a handsome reward to anyone that can bring her a lich to consume.

Giant Characters

In many ways, giants are among the most human of all monsters. After all, a lot of them really are just human, but bigger. Despite this, though, giants are rarely portrayed with the same depth and breadth of character as normal-sized NPCs. They tend to fall into stereotypes of being slow and stupid and clumsy, and of course murderous, because naturally if someone was two or three times as tall as you, they'd want to eat you. Except that humans don't spend all their time chasing after halflings and gnomes to munch on. Below, you'll find ten giants with names, personalities, backgrounds, hopes, and dreams, which can help to break out of the mold of assuming that all giants must be big, dumb brutes.

1. Huelwen Manyhorns, hill giant oxherd. Named in part for the size of her herd of massive oxen, Huelwen can often be found roaming the hills and countryside as she tends to her livestock. A wanderer, she leads her oxen with her wherever she goes, keeping them in line with a massive cudgel that she uses as a sort of impromptu shepherd's crook. Her herd requires rather substantial amounts of food, and quickly strips the surrounding area wherever she goes. She can be convinced to move on sooner than planned and not let her animals tax an area too much, but doing so often requires gifts and bribes.

2. Duey the Cudgel, hill giant bridge troll. Although not bright in the traditional sense, even by hill giant standards, Duey has enough natural cunning to identify a good deal when he sees one, and when he encountered a bridge troll demanding sacrifices from passersby, he knew that this was the life for him. He sent the troll packing and claimed its bridge as his own, and has been making increasingly outrageous demands of travelers ever since, as he is emboldened with each victim who agrees to his demands—or refuses, and is eaten for supper.

3. Igna Ragnfriedr, fire giant maiden. Engaged to be married to a mighty fire giant warrior by the name of Haraldr Tryggvi, Igna's dreams of matrimonial bliss have been temporarily put on hold. Her husband-to-be is somewhat outside her social station, and while she has managed to win his heart, his family will never allow them to be wed until she can provide a suitable dowry. While there are several different forms of acceptable dowry, Igna quickly determined that the easiest way for her to pay her marriage dues would be in slaves, and so she is currently travelling the countryside collecting suitable victims to give as a gift to her betrothed.

4. Hakon Asbjorn, fire giant blacksmith. A skilled smith even by the very high standards of the fire giants, there is one thing standing between Hakon's work and the recognition it deserves: while incredibly durable and well-forged, almost every piece he makes is utilitarian and ugly, failing to make much of an impression on those who see and use them, despite their great quality. He currently travels from place to place, peddling his wares and making use of local forges to practice his craft.

5. Olga Adalbjorg, frost giant mercenary. Banished from her clan when she showed mercy to a pregnant woman during a raid, frost giant tradition dictated that Olga would need to wander the steppes alone for the rest of her days. Instead, she decided to move to human lands, and make her living selling her warrior skills to those willing to pay for them. While she is not what most would call scrupulous or kind-hearted, she does have certain limits she will not cross, no matter the price in coin.

6. Emil Endridi, frost giant hunter. Hailed by his tribe as the greatest hunter in generations, Emil is nearly as skilled as he is prideful. No longer interested in hunting normal game, Emil now reserves his efforts for hunting exceptional and exotic game to hang on his mantle. His most recent kill was an adult white dragon. Occasionally, for sport and practice, he'll collect a number of humanoid creatures and release them into the steppes, then hunt them all down before they make it a mile from his lodge.

7. Erma Hailwic, stone giant youth. One of the smaller giants in her clan, Erma has always been picked on by other stone giant children. Tired of being treated like the runt of the litter, she has run away from home to prove herself in battle. So far, she hasn't had much success, and has decided to start off small by attacking things a little smaller than her size: namely, humanoid travelers. Of course, she's more interested in testing and proving herself than anything else, so she's more likely to leave survivors to flee and tell tales of her, shouting her name after them to ensure that they get it right.

8. Brando Alfhald, stone giant farmer. About as "salt of the earth" as they come, Brando lives a peaceful life on his farmstead, a massive affair that takes up most of a secluded valley high up in the mountains. He grows a variety of crops, all of which are nearly twice as large as humanoid crops of the same kind, but he mostly specializes in beans. He refuses to tell the secret of how he grows his vegetables so big, even when bribed or cajoled, leading some to wonder just what sort of secret it might be. Other than that, though, he is a friendly man, if a bit on the quiet side, and is happy to offer hospitality to travellers in the region.

9. Feidlimid, cloud giant artist. Bearing no last name, Feidlimid is something of a celebrity amongst cloud giants for the masterful pieces of art that she sculpts from marble, ivory, brass, and bronze. Breezy, abstract designs that are as much defined by their negative space as their actual space, these sculptures are all the rage amongst the cloud giants, and even more popular amongst humanoid creatures, on the rare chance they are able to get hold of them. She is currently touring a variety of cloud giant strongholds, demonstrating her crafting process.

10. Aedan Cathasach, cloud giant falconer. While Aedan trains birds of prey, his job title of "falconer" is something of a misnomer, as the animals that he trains are actually rocs and giant eagles. While he is happy to discuss his trade with "lesser races" and may even sell some of his trained birds, Aedan requires a constant supply of targets for his animals to train on, and often captures humanoid creatures to be used for just such a purpose.

Gothic Monsters

A staple of the gothic genre is exploring the line between man and monster, humanizing many monstrous figures and turning them into tragic villains or even antiheroes, while at the same time showing their human characters performing monstrous acts, raising the question of who the true monsters really are. This can certainly be a fun area to explore, and a gothic game can give players the chance to play as types of characters they normally wouldn't be able to. But, sometimes you just want a character that belongs in a gothic setting, and is just a bit more than a retread of the same tired old tropes. Below, you'll find ten monsters that would fit right in in just about any gothic setting.

1. Isabelle Tyson, alchemical perfectionist. Once an accomplished and celebrated alchemist, Isabelle's career has fallen into ruin due to her obsession with discovering the formula for what she refers to as the "perfect mutagen." Supposedly having concocted a batch once on accident, the woman claims that it had all the normal benefits of a mutagen, heightened to new levels, while also enhancing her mental faculties, and even unleashing some small amount of her inhibitions. She has not yet been able to recreate the concoction, but has spent a small fortune and all of her time attempting to do so, producing mutagens that are each more flawed and dangerous than the last.

2. Adam Thorburn, werewolf outcast. A natural lycanthrope, Adam was born with the curse of lycanthropy, and so can control his shape better than most. In fact, he was raised in a pack of werewolves, and was quite comfortable with both sides of himself... until the day when he was exiled from his pack for reasons he refuses to speak of to this day, even to those who know his secret. Overcome with shame, he despises his human side, while his own self-loathing causes him to avoid his lycanthrope side.

3. Grafaldasharn, covetous dragon. This ancient dragon has a truly massive hoard of treasure, but it does little to console her constant pining over a single particular piece of treasure, an enchanted hand mirror, which was stolen from her years ago, the only piece of treasure she has ever lost. She has expended great amounts of effort, and even resources in excess of what the mirror itself is really worth, in an attempt to track it down, but so far all her efforts have been in vain, and its absence is slowly driving her mad.

4. Desmond Lorenz, tormented zombie. Desmond died of violence some time ago, and was raised as an intelligent zombie by his killer. The necromancer himself was later slain, and Desmond was left to his own devices. Relatively well-preserved, he remained recognizable, and soon his old friends and colleagues took notice of his apparent return. Unfortunately, he was changed by the experience, with no memories of his life, and no desire to reconnect with anyone from it. Further, his friends picked up on the changes, both physical and mental, and began to suspect something was amiss with Desmond, attempting to bring in a priest to cure him of possession. To avoid persecution, Desmond now attempts to fake his old life, while desperately trying to keep his appearance from literally rotting away.

5. Gabrielle Simon, ghoulish gourmet. Formerly a gourmet chef and restaurateur, Gabrielle died of ghoulish fever and rose as a ghoul herself. Cooking and food were her passions in life, but in death her undead nature prevents her from eating anything but human flesh, with anything else tasting like ash in her mouth. Even attempts to prepare her cannibalistic meals in a more refined fashion end in failure... mostly because she can't bring herself to wait long enough to do so.

6. Adrian Matthews, smitten deep one. Adrian was raised as a human, but learned in adulthood that he was actually a deep one hybrid. That was quite some time ago, and he has fully transformed into a deep one now, and lives out his life in the shallows, still more man, at heart, than deep one. Recently, he has fallen in love with a young girl who collects seashells, but he is afraid to approach her, due to his shape, and also loathes the idea of fathering children who will one day suffer the same transformation he himself faced.

7. Sasha Bancroft, vampire socialite. A beautiful and elegant vampiress, Sasha has her pick of men in the town, and can charm, manipulate, and generally wrap them all around her little finger with ease... and that is the problem. Bored with meaningless and shallow relationships in which she controls her partner almost like a puppet, she yearns to find someone who is capable of challenging her, a peer who she can truly see as an equal.

8. Noemi Kahler, forlorn hag. This reclusive hag pines for a love that she lost long ago, a young knight that she had an unlikely whirlwind romance with. She spent the time disguised as a human, but while she intended at first to betray the knight, she instead fell in love, and when she finally revealed her true nature, he fled. Now bitter and obsessed, she makes a point to gruesomely torture all those who remind her of the man who got away. Perhaps if she were reunited with the knight, or if she were otherwise shown love and kindness, her need to lash out at others would fade away.

9. Nathaniel Elliston, lively ghost. Nathaniel is a carpenter who met his end in a tragic accident, and returned from the grave as a ghost. Surprisingly lucid for a ghost, Nathaniel nonetheless refuses to accept that he has died. He has moved back into his house (very much upsetting his poor widow), and putters around it, going through the motions of living out a normal life, even though he can no longer accomplish most of those things, in his ghostly state.

10. Isaiah Franklyn, antisocial wererat. When Isaiah was bitten by a wererat and afflicted with the curse of lycanthropy, it was a blessing in disguise. Already a self-imposed outcast, Isaiah had little use for other people, and when he began to change, he would spend as much time as he could in rat form, living among the rats in the sewers beneath the town. He considers the rats there his friends, and he is slowly growing insane, developing plots to overthrow the town's human population and hand it over to his rodent brethren.

Improved Familiars

Familiars, especially improved familiars, can be a lot of fun, and serve as great mascots for the party. They also can make for memorable encounters in their own right, often with a great deal of personality. Below, you'll find ten improved familiars that are currently between masters, so put on your job interviewing hat and take a look to see if any of them might be right for your party.

1. Axeopa, exiled cassisian. This cassisian angel (*Pathfinder Bestiary 2*) once served as a messenger for a well-known deity of righteousness and good. One day, however, it was late delivering a very important message, having paused to help someone in need. The delay of the message, which contained tactical information about the movements of demonic armies, led to the deaths of hundreds, and Axeopa was determined unfit for messenger duty, and wound up wandering the Material Plane in search of purpose. Axeopa is thrilled to offer its services as a familiar, but only to those who demonstrate their compassion for others.

2. Alsilio, lazy imp. Though he does his best to hide it, this imp is actually quite desperate to become a familiar. Having escaped from Hell by following a group of adventurers through a *gate*, he is eager to remain on the Material Plane, where things are much more comfortable and there's a lot less for him to be afraid of. That said, he knows he'll wind up back in Hell eventually, and when that happens, he'll be forced to account for his time away, so he's hoping he can secure a contract to serve as a familiar, and that no one will look too closely at exactly when he went missing and when the contract was signed. Incredibly lazy, he is prone to wander off if his master demands too much work from him.

3. Zhutsain, tourist shikigami. This shikigami (*Pathfinder Bestiary 3*) is the guardian of a stone roadmarker, roughly four feet tall and two feet in diameter, which has sat by the side of a major road for hundreds of years. Seeing all the travelers passing by, she has always yearned to travel, but, as a shikigami, must remain close to her ward. Recently, she finally could bear it no more and began dragging her stone down the roadway, a mile or so a day. Although content to continue this way if she must, Zhutsain will gladly serve as a familiar to anyone who is willing to act as a steward for her road marker, and carry it with them to allow her to expedite her journey.

4. Seggoth Nor, tripurasura crusader. This tripurasura asura (*Pathfinder Bestiary 3*) despises all religion, as all asuras do, but is a particular opponent of one deity in specific, which he reviles with white hot intensity. He is quite knowledgeable in the teachings and scriptures of that deity, and delights in expounding inconsistencies and flaws in them to all who will listen. He will gladly serve as a familiar to anyone who is willing to pursue his crusade against that particular deity and its followers, even if that person isn't necessarily evil, and doesn't defy the other gods.

5. Shammo Bosh, earth elemental gourmet. This small earth elemental travelled to the Material Plane in search of exotic and foreign minerals to consume. Although content to

simply wander through the ground in search of rich veins of various delicacies like graphite and lapis lazuli, she is happy to offer her services as a familiar in exchange for a steady diet of such materials, typically costing around 5 gp per caster level of its master per week.

6. Nemplorth, hungry cacodaemon. This cacodaemon (*Pathfinder Bestiary 2*) was once the familiar of a powerful conjurer, who, in his old age, severed the bond between them in order to cheat Nemplorth from claiming his soul when he died, and then kicked the cacodaemon out into the world. Nemplorth is a simple creature, and it desires only one thing: to consume souls. It will gladly offer its services as a familiar to anyone that will allow it to feed on souls, and may even follow a particularly violent group entirely on its own volition, like a lost (if incredibly disturbing) puppy.

7. Thattomar, murderous homunculus. Thattomar makes little effort to hide the fact that he murdered his creator and former master, an elderly wizard who he claims was horribly cruel and "brought it on himself." Although currently free to do as he pleases, Thattomar is willing to serve as a familiar to aspiring wizards. It's unusual for a homunculus to ever serve someone besides its creator, which may give potential new masters pause, but worse still, the little thing plans only to bide its time and then murder its new master, claiming his spellbook as it attempts to learn wizardry itself.

8. Drolth, quasit with a nest egg. Drolth is surprisingly far-sighted for a demon, and prefers a larger, delayed gratification rather than an immediate, lesser payoff. When her first master died, she kept his soul larvae but did not return to the Abyss, instead deciding to remain on the Material Plane to collect more souls, and not return home until she had amassed several more souls, so she could do so in style and power. She has currently collected five soul larvae, and is looking for a sixth. She keeps the soul larvae in a *bag of holding* that she is very protective of, and never allows anyone, even her master, to handle it or look inside.

9. Polydocles, conflicted paracletus. This paracletus aeon (*Pathfinder Bestiary 2*) has spent so long among humanity, testing the effects of logic and emotion on mortal beings, that it has begun to be affected by its work, and has become prone to violent and unpredictable mood swings. It seeks a particularly wise creature that can help it to regain its mental balance, and is willing to serve as a familiar in exchange for regular sessions with someone qualified to give it psychological help.

10. Shakuntala, vain raktavarna. Typically taking the form of a bejeweled and ostentatious dagger, this raktavarna (*Pathfinder Bestiary 3*) rakshasa lives more for its past than its future. In a previous life, it was a far more powerful rakshasa who ruled an entire empire from behind the scenes for over a hundred years, but ultimately was slain and reborn in this state. Its memories of those days are dim, however, and so the accomplishment it is most proud of is when it was used, in its dagger form, to assassinate a wise and benevolent ruler so that her younger sister could claim the throne. It is willing to serve as a familiar to anyone it believes will lead it to greater glory.

Unicorn Characters

Generally, when a unicorn appears in a fantasy setting, there isn't a whole lot of depth of character. There's a bit of wiggle room, but generally speaking they're more mount or plot device than anything else, and they rarely fall far from a couple of very specific molds. Below, you'll find ten unicorn NPCs, which push the boundaries of those unicorn tropes and have a bit more depth and breadth than other horned horses tend to.

1. Caratacos, the courier. With a short mane and a mother-of-pearl coat, this young unicorn is exceptionally lithe of build, with strong yet slender legs. His horn is short, straight, and narrow, coming to a sharp point at the end. He is known for his speed and his endurance both, and he is most often found on some quest or another on behalf of nymphs, treants, druids, and other sylvan creatures, delivering objects that must travel swiftly and safely, and are too large or too important to entrust to birds for delivery.

2. Feidlmid, the gregarious. Her mane is long and luxurious, and seems to be made of threads of pure gold. Her horn, which is usually seen adorned with various hanging pieces of jewelry and gem-studded baubles, is smooth and polished, white and gleaming like a pearl, and forms a spiral shape, coming to a delicate rounded end. More than simply friendly, she is exceptionally amorous with beautiful young women that she meets, although her interest vanishes if she determines that the woman in question is not "sufficiently pure of heart and body."

3. Galchobhar, the transmuted. Born a gnome, Galchobar was transmuted into a unicorn by an enchantress whom he angered, as punishment for a prank that he played which was not well-received. For a time, he was forced to serve as the enchantress's steed, but she eventually grew bored of him. Although he tells himself (and those he meets) that he is travelling in search of a way to return to his original form, the truth is that Galchobar has become rather accustomed to life as a unicorn, and is conflicted about the possibility of transforming back.

4. Cunobelinus, the wise. This wizened, grey mare of a unicorn has a long, shaggy mane and deep, soulful eyes. Her horn was broken long ago, and only about half of it remains on her head, ending in an uneven surface that was once sharp and jagged, but has been worn smooth by time. She lives in retirement deep in a secluded forest glade, protected by numerous lesser fey, but is willing to grant counsel and knowledge to those who can pass her three trials.

5. Cynwrig, the hunted. Cynwrig belongs to an extremely rare breed of unicorn, with a bright yellow coat that seems almost golden when the sun hits him just right, and a bright red mane and tail. His horn forms a spiral shape, with three bands: red, yellow, and white, all intertwining with one another. No unicorn with his unique features has been seen in centuries, and for the last two decades he has been constantly on the run from a dark wizard who is intent on taking Cynwrig's horn, which he believes is even more potent a reagent than other unicorn horns.

6. Dazzlebud, the glamorous. Vanity incarnate, this unicorn's narcissism is made at least somewhat understandable by the fact that she truly is radiantly, blindingly beautiful to behold. Her mane and tail are shimmering and opalescent, each hair seeming to act as a prism and catch the light in a rainbow of vibrant colors. Her horn is a gleaming, white marble, veined with pink, delicate and exquisite on the eyes. She takes great offense at having to look at anything that doesn't live up to her standards for beauty, and has little patience or attention span for anything not involving her own looks.

7. Nabrir, the ancient. This mighty charger is said to be hundreds, perhaps thousands of years old, although he does not seem to have aged a day past his prime. His coat is black, his mane and tail shimmering like obsidian. His horn is a striking yellow shade, and has an unusual jagged shape, reminiscent of a lightning bolt. When he speaks, it is like thunder. He is said to appear once every century or so to marshal an army of sylvan crusaders and strike out against evil and corruption (although his definition of evil has, on more than one occasion, included encroaching civilization).

8. Clovertoes, the wanderer. This chestnut-coated unicorn has a long, stringy mane of a striking green shade, which hangs down the side of her neck like strands of moss. She often wears flowers woven into her hair, making it appear like a floral curtain in some wondrous garden. Her horn is not straight at all, but twisted and bent, arcing this way and that, like a tree branch, although it has only a single point. She is rarely found in any one place long, and never returns to places she's been, wandering in an endless trek across the wild places of the world.

9. Drafrisas, the reveler. Flighty and fickle, Drafrisas cares for nothing other than revelry and merriment, and is always quick to attempt to bring others into his games, quickly tiring of those who can't get into the spirit. Although the young unicorn stallion means well, he has a tendency to party hard, and is completely irresponsible, often leading his companions into one troublesome situation after another (and the rate at which he consumes alcohol and narcotics does nothing to help these tendencies). Most frustrating of all, the problems Drafrisas creates only seem to be problems for others, and he himself never suffers the consequences.

10. Triotrex, the pure. Completely white and spotless from head to toe, Triotrex actually seems to glow with some kind of inner light, that only serves to accentuate her immaculate coat and pristine mane and horn. Dirt and debris seem unwilling to cling to her, no matter where she treks, leaving her always unsullied. She has rather extreme views regarding the purity of unicorns as a race, and believes that they must refrain from associating with lesser creatures like humanoids. Afraid that those who break this taboo may corrupt the rest, she strongly counsels for the exile or even death of "impure" unicorns.

Construct Features

Usually, it's a given that no two creatures of the same race are exactly alike. It's just a matter of how biology works that there are minor differences, and each one is a unique individual. In the average fantasy setting, most constructs are crafted by hand, and so there will usually probably be some minor differences between constructs even when they are being made by the same person, but it's entirely possible to have constructs that truly are identical. In the case of those with the robot subtype, it's even likely that they all came off some kind of assembly line process, and uniformity may even be the norm. But whether constructs are identical to one another or different, they're still more fun and interesting for players when they have features that set them apart. Below, you'll find ten cosmetic features that can be added to the description of any construct, to give it a little extra flair and make it stand out.

1. Smokestacks. The construct has one or more smokestacks built into its design. This might take the form of a single large smokestack that rises from its back and dominates its frame, or it could be several smaller smokestacks that rise up across its body, giving its silhouette the appearance of a city skyline. Whenever the construct spurs to action, smoke spews from the stack with a loud, shrill whistle.

2. Maker's mark. Each of the construct's parts is emblazoned with the distinctive hallmark of its maker: a thick, jagged lightning bolt design set in front of a shield, with the words "Made at Silja's Smithy" printed below it. In all, the design appears on the biceps, forearms, palms, head, chest, back, thighs, calves, and feet of the construct, leaving very little doubt who made each and every piece. Other examples of maker's marks might include initials and a date, or a particular symbol that the maker chose as their signifier. Some might even bear a full signature, engraved in the steel or wood as perfectly as if it were signed with a pen, or even an advertisement for the crafter, complete with address.

3. Music player. The construct is equipped with a simplistic magic device somewhere within its body that can produce the sound of a particular tune on command. For some constructs, this is a soothing, lilting melody, like one might expect to find in a music box. For others, it is a roaring battle song that intimidates opponents and emboldens allies. Advanced constructs might support the ability to play more than one song, each tied to a different command word, and used in different situations.

4. Painted designs. The construct is painted with one or more designs. This could be anything from garish, such as bright red or green racing stripes or flames adorning its body, to elegant, with reproductions of famous paintings across its chest. The painted design could even be practical, such as if the construct was intended to guard a specific spot, and was painted to blend in with its surroundings in that location, or a construct designed to act as a guide might have a map painted on it, or a series of spoken commands, allowing visitors unfamiliar with the construct to be able to make use of it.

5. Flashing lights. The construct has been fitted with several bright, colorful lights, which blink on and off. These lights might simply serve to indicate when the construct is functioning, or may have far more expressive purposes, with different colors lighting up when the construct engages in different forms of activity, or perhaps even conveying very simple messages. In other cases, more elaborate sets of lights might serve to provide an entertaining light show, or one designed to frighten off intruders.

6. Made from scrap. The construct has been put together from a variety of discarded scrap and household objects, and it shows. It wears a frying pan as a pauldron, with a discarded wagon wheel making up the joint on its left elbow. Its head is a tea kettle, with one foot being a discarded snow shoe, and the other an ironing board. Despite the odd mismatch of different spare parts, the construct functions just as well as one made of the proper pieces.

7. Pre-programmed voice. The construct is equipped with a rudimentary speaker or a simple magic device which can play back several short, pre-recorded messages, and does so when very specific criteria are met. Depending on the construct's purpose, this might mean that it plays the sounds of its creator's cackling gloats as it pummels would-be intruders, or it might serve as an alarm clock, or simply speak a simple greeting to house guests and respond with a "yes, sir" when receiving commands.

8. Hollow filigree. The construct's body is sculpted with painstaking and artistic care, completely hollow, with only a very delicate filigree pattern forming a lattice on the exterior shell, and the rest of it empty space. In addition to being lightweight and requiring fewer materials to create, the effect is highly artistic, although it takes an incredible amount of work to achieve, making it far more expensive in the long run.

9. Covered in runes. The construct is completely covered in tiny runes that have been etched all over its surface. The runes might tell a story in some ancient or arcane language, with the words forming a continuous path all the way across the creature's body, looping and doubling back. Or the runes might simply be the same phrase over and over, some mystic words of power or mantra that empowers the construct, or sanctifies it.

10. Decorative cogs. The construct's exterior is littered with decorative cogs and other pieces of clockwork machinery, made of gleaming brass. These pieces are either completely non-functional, and are simply glued or bolted on, or else they spin and operate, but serve no real purpose in the construct's design, except perhaps to confuse and frustrate those that would dismantle it.

Draconic Features

In the *Pathfinder Roleplaying Game*, as well as the game that it's based on, dragons tend to be defined primarily by the color of their scales. This doesn't mean that all dragons are the same when rendered in black and white, though. Green dragons have particular physical features beyond their color, as do blue, red, copper, silver, and even those new-fangled dragons from other bestiaries like occult dragons and moon dragons. Still, though, the classification of dragons always has a decidedly fantasy feel to it, when compared with other approaches found in various media where dragons have names that sound a bit more naturalistic and species-oriented, like a "red-bellied flametongue" or a "widewinged creeper."

1. Large horns. The dragon has one or more large, prominent horns on its head. This may take the form of a single, massive horn at the end of its snout, or a pair of horns growing from the forehead, a combination of these, or even more elaborate arrangements. The dragon may use the horns to impress potential mates, or even battle against other dragons with them for territory and status. If the dragon is of humanoid intelligence, it may decorate its horns, adorning them with jewelry or even tattooing them or painting them in particular patterns.

2. Extra claws. Rather than having entire extra limbs, the dragon simply has one or more extra digits on each of its existing limbs. The dragon might have five or six claws per limb, or it might actually have fewer than normal. Alternatively, instead of having the draconic equivalent of extra fingers, the extra claws might be located elsewhere, such as extending from the top of the foot, similar to a velociraptor's talon. The dragon might also have claws on its knees or elbows, or in other places.

3. Spiny ridge. The dragon's back is adorned with a row of long, jagged spines, which can be found along the length of its spine. These spines may be talon-like protrusions, or they may be somewhat softer, waving gently back and forth as the dragon moves. In some cases, there might even be thin flaps of skin between them, forming a sort of sail down the dragon's back. The spines may serve as a means of defending itself against the attacks of other dragons, or they may be used in mating rituals, or perhaps they serve to help the dragon maintain balance and steer while flying.

4. Oversized wings. The dragon's wings are particularly long, giving it a truly impressive wingspan, nearly twice the length of its body. Although very long, the wings are also fairly thin, and, as a result, cast a narrower shadow as the dragon flies overhead, which it uses to better sneak up on its prey. Alternatively, the dragon's wings may be broad as well as long, giving it a particularly intimidating shadow, and making it seem bigger than it truly is, to ward off competition.

5. Tusks. The dragon has two or more tusks jutting from its mouth, or otherwise has fangs that protrude beyond its jaws. These tusks and fangs are often blackened by the dragon's own breath weapon, leaving them permanently stained with acid, soot, or similar. Such tusks may also be a great way to identify one particular dragon within a species, if the dragon's tusk has been broken, chipped, or otherwise damaged in a distinctive fashion.

6. Scale pattern. The dragon's scales form an unusual, distinctive pattern. It might involve streaks or splotches of bright colors, designed to intimidate competition and attract mates, or it might be more subtle, such as a blending of shades. The coloration might even be on the dragon's wings, instead, perhaps including a pair of massive "eyes" on the wing membranes, similar to some moths.

7. Club tail. The dragon's tail ends in a large, bony ball or club, ideal for bludgeoning foes. This club might be covered in skin and scales like the rest of the creature, or it might be exposed, hardened bone, of the same hardness and consistency as horns or claws. The dragon might drag the tail along the ground when it walks, and it might hang low beneath it as it flies, or the weight of it may not impact the dragon's movements at all.

8. Camouflage coloration. The dragon's scales are colored in a very specific way that helps it blend in to its environment. This might mean that the dragon's underside is a mix of light blues and whites, to disguise it from below as it flies through the air, or it could mean that its scales are a mottled mix of different shades of green, to better fit in in a forest environment. Swamp-dwelling dragons might have the upper portions of their heads resemble logs, allowing them to lurk unseen in murky waters, while cave-dwelling dragons might have scales the color of stone.

9. Colorful frill. The dragon has a large, colorful flap of skin that encircles its neck. These frills are generally collapsible, and only really visible when the dragon is angry or frightened, causing it to suddenly seem larger and more intimidating, or perhaps being used as a display to impress a mate. In the case of dragons with specific colors, these frills are often a different, bright color that contrasts nicely with the main color of their scales (such as red for a blue dragon, or yellow for a green dragon), although sometimes it is simply another shade of the same color.

10. Spike tail. The dragon's tail ends in one or more large, bony spikes, which it uses to brutalize its victims and foes. This may take the form of a single, blade-like claw at the tip of the tail, possibly curved in a hook shape, with a sharp point and a blade-like edge, or numerous spikes jutting out at different angles. In extreme cases, the dragon's tail may even end in a stinger, similar to a wyvern, and capable of delivering a potent toxin of some kind or another. Alternatively, intelligent dragons may take the time to poison the spikes on the end of their tails with poisons taken from other sources.

Hybrid Features

There is a long history of creatures that are, essentially, a composite of two (or more) things. Ancient mythology is full of such creatures: the gryphon, the cockatrice, the mantichore, the sphinx, the pegasus, the hippocampus, and so many more. Tabletop roleplaying games have added to this rich pantheon with classics of its own, such as the owlbear and the drider. Whether it's mad science or just bizarre biology, there's something fun (and, if we're honest with ourselves, perhaps just a bit easy) about sticking two different creatures together to make a third.

Below are ten different animal parts you might use to make a hybrid creature of your own. While these sorts of collections are often all fluff and no crunch, this time, we've decided to include some suggestions for what kinds of mechanical effects adding these to a monster might have. As a general rule, assume that any one of the entries below is worth a +0 CR adjustment, but for every two of them, the creature's CR should increase by +1.

- 1. Armadillo plating.** The hybrid creature's back is covered with a thick, leathery shell, designed to protect it against harm. Its spine is curved, allowing it to curl up into a ball similar to an armadillo, but giving it a misshapen, humpbacked appearance under most circumstances. The hybrid creature's natural armor bonus to AC increases by +2, and it gains the protective ball racial ability of an armadillo.
- 2. Crocodile snout.** The hybrid creature's mouth is that of a crocodile, alligator, or cayman: a lengthy, extended snout with powerful biting jaws and rows of razor sharp teeth. With this particular hybridization, since crocodiles have noses on the ends of their snouts, it is not uncommon for the hybrid creature to wind up with two separate sets of nostrils. In these cases, one is often non-functional, but this is not always the case. The hybrid creature gains a bite primary natural attack, as well as the grab and death roll abilities of the crocodile.
- 3. Elephant tusks.** The hybrid creature has a pair of large, curved tusks jutting from the front of its face. Because these tusks would be too heavy for most hybrid creatures to be able to function effectively, this hybridization nearly always carries some of the elephant's sheer bulk and size with it, making the hybrid creature larger, as well. The hybrid creature's size category increases by one step, and it gains a gore natural attack.
- 4. Octopus tentacles.** The hybrid creature has a suite of octopus-like tendrils that extend from various parts of its body. Although few hybrids possess the full set of eight tentacles, most have at least four. The tentacles are rubbery and secrete a clear mucus that keeps them damp at all times. Commonly, they are a different color than the rest of the creature's skin, but this is not always the case. The tentacles grant the hybrid creature a single tentacles secondary natural attack, which deals no damage but does have the grab universal monster ability. They also grant a +4 racial bonus to CMB for the purposes of grappling, and a +4 racial bonus on Escape Artist checks.

5. Owl wings. A pair of brown and white feathery wings extend from the back of the hybrid creature. While it varies depending on the creature's frame, most of the time these wings wrap around and cling to its sides when not in use, and can almost pass for a cloak or blanket, if not scrutinized too closely. Even if the wings are much larger than those of an actual owl, they function just as well, allowing swift and silent flight. The hybrid creature gains a fly speed equal to twice its base land speed, with good maneuverability, and a +4 racial bonus on Stealth checks made while flying.

6. Porcupine quills. The hybrid creature's back is covered in a forest of long, bristling spines of varying lengths, each of which ends in a sharp point. In some cases, other parts of the creature's body may have spines as well, including legs and forearms, or, in some cases where the hybridization went wrong, the spines may extend even from softer tissue, such as the face. The hybrid creature gains the quills ability of a porcupine, and a +4 racial bonus on Stealth checks made in tall grass.

7. Scorpion stinger. An oversized, chitinous stinger extends from somewhere on the hybrid creature's body, ending in a gleaming and deadly-looking point. If the hybrid creature normally has a tail, this typically replaces it, although in some cases it simply grows beside the tail, instead. The transition from chitinous shell to the rest of the creature's skin, be it fur, scales, or naked flesh, is a gradual one, giving the creature a patch of dark, glossy shell at the base of the tail. The hybrid creature gains a sting natural attack that delivers giant scorpion poison on each successful hit.

8. Shark snout. The entire front portion of the hybrid creature's face has been altered to resemble that of a shark, with a giant, gaping maw of teeth, a highly powerful and specialized nose, and even gills. Most creatures with this hybridization are bald, and have the sleek-yet-rough sandpaper skin of a shark over the entirety of their head, and sometimes over even more of their body. The hybrid creature gains the aquatic subtype, the keen scent ability of a shark, and a primary bite natural attack.

9. Tiger claws. The hybrid creature's arms and legs end in cat-like paws, which boast sets of razor-sharp, retractable claws, just like those found on a tiger. Even more, the creature's musculature contains the sleek, fibrous muscles of a tiger, packing a great deal of strength and speed into a relatively small package. The hybrid creature gains two primary claw natural attacks, as well as the pounce and rake universal monster abilities.

10. Tyrannosaurus body. The creature's entire body has been shifted to better fit the mold of the ancient apex predator, the tyrannosaurus rex. In addition to gaining additional bulk, the creature's head (and especially its mouth and jaws) swell and become proportionally larger, while its arms become smaller and weaker. The hybrid creature's size category increases one step. It gains a bite primary natural attack with the grab and swallow whole universal monster abilities. If it had claw attacks, they become secondary and deal damage as though it were two size categories smaller than it actually is. If it had arms that could wield weapons, it gains the undersized weapons special ability.

Oozes and Objects

When an adventure says that spiders or giant frogs have treasure in their bellies that can be found should the players cut them open, GMs may find themselves wondering why anyone ever would. But that's not the case with oozes, which have a pretty good built-in reason to keep their treasures on the inside, and which can reasonably assume to release such rewards upon dying (when most of them sort of melt into little more than a puddle, which should make any objects within easy to find). Perhaps for this reason, perhaps because many oozes are at least partially transparent, there's just something exciting about the idea of an ooze with objects trapped within. Below, you'll find ten unusual things that you might find within an ooze, and, in some cases, some information on the ooze that is housing them, too.

1. A green gelatinous cube containing a square metal box.

On first examination, this box isn't especially interesting, but to those in the know, it is incredibly important. The box is, in fact, the phylactery of the lich Necrois. Terrified that the cube will eat some adventurer who could threaten his very soul, Necrois spends nearly all of his time aiding the cube in its endeavors, and ensuring that anything it eats is already dead.

2. A yellow ochre jelly containing a swirling black vortex.

The vortex is highly intriguing, almost inviting in its steady whirling, though it seems to have no effect on the quivering form of the ooze that carries it. Any character in control of a grapple with the ooze can enter the portal with a successful grapple check in lieu of doing damage. A character that does so is transported to another like portal in a different ooze somewhere in the multiverse. An individual portal always goes to the same destination, though no two portals lead to the same place. Who constructed these portals, and for what purpose, remains a mystery, as does why they are exclusively found in the bellies of various slimes.

3. Two bickering imps. Trapped forever within a weakly acidic slime, these two imps constantly bicker and argue with one another. While the ooze might not lack the digestive power to harm the imps, it is far too strong for them to escape, and thus they ride along, suspended in its gelatin mass. While it doesn't seem like the imps should be able to speak, trapped as they are, they are clearly able to, and in truth never quiet down. The duo constantly argue with one another, and mock the ooze's challengers who fail to secure their freedom. While most creatures would be annoyed by the imps' constant arguing, their slime steed (as they affectionately refer to it) simply does not care.

4. The throne of Etherinia. Contained in the belly of a truly mammoth spherical ooze, this throne was devoured 13 years ago with the king still on it. Though the mighty ooze has long since destroyed the bones of the king, the throne itself is magical and has resisted digestion. According to legend, any character that sits upon it becomes the ruler of Etherinia. Despite the great bounty offered by Etherinian royalty for the recovery of the throne, the ooze remains at large. Some Ethernians have taken to worshiping the creature, and it blindly enjoys a vast following of fanatical humanoids who regularly leave it sacrifices of food and treasure.

5. A small piece of rope. A quickened *rope trick* spell was all that saved the hapless wizard who wandered into the path of this terrifying jelly. While the adventuring wizard was sure that his companions would save him, instead they all ran away, leaving him trapped and most assuredly doomed, as he only has 4 hours before his spell expires. Still, the wizard would happily reward anyone that could kill the ooze.

6. A surprisingly expressive skull within a black pudding.

This skull seems to have survived within the black pudding, long after whatever body it was attached to was destroyed by its acidic host. The skull is human in shape and form, but is oddly expressive despite its lack of musculature and skin, able to give the appearance of conveying emotions as it shifts within the slime. Curiously, when the slime is divided, a second skull appears in the new slime body.

7. An acid-resistant fighter. This Gargantuan slime seems to have at some point grown out of proportion. Its great size and rainbow of colors should be enough to distinguish itself from other creatures; however, its most unique feature is a humanoid clad in armor, which swims back and forth throughout the monster. The fully-armored figure seems quite unharmed, and if asked, is insistent that he is just practicing his swimming and that the ooze offers better resistance than the water.

8. A wide collection of cursed items. Whatever unlucky fellow was devoured by this gelatinous cube, he left behind a fair amount of treasure. Sadly, these items might have been responsible for the young person's untimely demise, as each item bears a terrible curse. While inside of the ooze, these items each wear heavily upon it, cursing it as it goes about its daily life and causing it to randomly shift form and lurch about in uncontrolled bursts of speed.

9. A bunch of smaller oozes. When this creature ate these oozes, and why they haven't escaped, remains something of a mystery. Still, the colorful forms of over a dozen distinct oozes move about within the quaking body of this massive pudding. Terrifyingly, slaying the beast will likely result in freeing these slimes from their living prison, resulting in a more dangerous fight.

10. An intelligent item in an intelligent ooze. Priamvoor, an ooze which has through accident gained a potent intellect, has a problem. It devoured a paladin holding an exceedingly preachy holy sword. Though the paladin has long since expired, the sword remains, much to Priamvoor's displeasure. The sword constantly lectures it about morality, and frankly, the ooze is sick of it. It would have long since thrown it away, but the sword is magically enchanted to remain at the spot where its master died – in this case, inside the ooze – until it is claimed by a true hero. Priamvoor apparently doesn't qualify, despite the performance of several heroic deeds in the hopes of ridding himself of the nagging blade.

Zombie Wounds

At the end of the day, there is not a lot about a zombie to make it very scary. While there are certainly exceptions, most zombies are painfully slow and laughably dumb. They don't have much in the way of special powers or attacks. The only thing that they really have going for them is tenacity and numbers. And in Pathfinder, and most other fantasy media, they tend to go down fairly easily. But they're still a staple of horror, and the reason is because they are particularly gruesome reminders of our own mortality. What better reminder of how ill-equipped we are to face our own inevitable demise than a monster that is nothing more than our own friends and family, twisted and gruesome, turned against you, attempting to make you join them? And there is no better way to capitalize on this aspect of zombies than to give them horrific and grisly death wounds. Below, you'll find ten horrific wounds that a shambling corpse might bear.

1. Lower jaw torn off. The undead creature's lower jaw was horribly ripped off, and the ripped and tattered flesh still hangs from its face like an ancient and battered banner of flesh. Its tongue lolls mindlessly, visibly writhing like a worm, with nothing to obscure it. A terrible gurgling sound constantly issues forth from its partially-exposed throat.

2. Horribly broken arm. The creature's arm suffered a horrible injury, and is visibly and gruesomely broken, with the bone of its elbow jutting out, leaving its forearm dangling at a twisted and unnatural angle, visibly swaying with each movement the creature makes, in a way that would obviously be crippling agonizing if the creature were still alive.

3. Stuck with multiple swords. The creature has been impaled upon not one, not two, not even three, but four swords stuck into its chest, the blades emerging out the other side, making the creature's chest resemble a rotted pincushion. The wounds are hideously gangrenous, and the creature's continued movement has caused them to slowly open up, making the weapons slightly loose in their undead sheath.

4. Disemboweled. The creature has had its belly sliced open, whether cleanly, with a blade, or more savagely, with claws or teeth, leaving a jagged rend in the flesh. Its intestines and other innards have spilled out, or were perhaps ripped away, leaving it with a gaping, bloody cavity in the middle of its abdomen.

5. Chewed shoulder. A large chunk of flesh is missing from the creature's shoulder, and it is terrifyingly obvious to tell that the flesh was bitten off, as the wound is undeniably formed in the jagged shape of the teeth that tore away the missing flesh. Whether the bite occurred before or after the creature's death is difficult to determine, but it's clear that whatever monstrous creature took a piece of it, its teeth reached the bone.

6. Melted skin. Something, most likely acid of some sort, has terribly disfigured the skin of this creature's body. It is wrinkled and warped, as though it no longer fits on the body it is stretched over, and its coloration is splotchy, lighter in some places and darker in others. In some places, the skin seems to have completely melted at one point and then cooled, like candle wax, into a new shape as it dribbled down

the body.

7. Near-decapitation. The creature has been nearly decapitated, with a grievous wound from an axe or other chopping weapon severing about three quarters of the way through its neck. A large chunk of flesh is missing from one side of the throat, wedge-shaped, as though it had been hacked away. The creature's head flops about uselessly as it walks, unable to stay upright, its spine severed completely, its tongue and lips working wordlessly, eyes rolling and unfocused, though its body seems uninhibited by the lack of mental direction.

8. Total body burns. The creature's entire body is covered in horrific burns. Its flesh is scorched and charred, its skin blackened and twisted, like the terrain of a blasted and blighted wasteland, or as though the creature had been molded from charcoal. The creature stinks with an overpowering odor of burnt hair and flesh, a nauseating scent that catches in the throat.

9. One leg severed at knee. One of the creature's legs has been severed at the knee. It hops awkwardly along, somehow managing to maintain its balance and move just as quickly as if it were on two legs, its other leg waving uselessly in the air as though it were still able to reach the ground, bare yellowed bone exposed from the stump of the wound, jutting out several inches from the decayed flesh.

10. Cracked skull. This creature's head has been busted open, with jagged skull fragments embedded in its brain, which visibly pulses and throbs, exposed through the wound to the open air. It looks like there may be some teeth marks or perhaps a bit of matter missing from within the creature's head.



Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC. Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5. © 2015, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben MacFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

A Necromancer's Almanac: 2017 Copyright 2016 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

END OF LICENSE

Animate Your Game Today!

A Necromancer's Almanac: 2017 is a compilation of all the material produced in 2017 for Necromancers of the Northwest's popular article lines *Best in Class*, *Magic Market*, *Obscure Arcana*, and *Exotic Encounters*. With over 170 pages of gaming content, it's not hard to believe that this book was a full year in the making.

Somehow, we've managed to pack nearly 30 combined archetypes, bloodlines, spirits, and other class features, as well as two new base classes, over 100 brand new magic items, 125 new spells (with support for every spell list), plus 25 monsters from CR 1 to 25, seven new templates, plus 25 articles with flavorful content on a variety of topics, all in one single, massive tome of exciting new content for your *Pathfinder* game. With *A Necromancer's Almanac: 2017*, you'll have all the options to make exactly the character you want.

And what's more, you don't have to search through dozens of articles to find it. Everything has been collected, archived, and gathered in an organized fashion. Even better, the digital version boasts not only extensive bookmarking, but also hyperlinked tables and spell lists, allowing you to jump straight to an item, monster, or spell with a single click.



*Necromancers
of the Northwest*