Weekly Wonders

The Deluxe Guide to Reincarnation





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.

Credits

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is 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. Fire giant art by Jacob E. Blackmon. Storm giant art by Joe J. Calkins and Cerebusart.com.

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.

Introduction

Reincarnate is a potent and highly useful spell, mostly because it offers one of the cheapest and simplest ways for a character to be returned from the dead. In a way, you can look at it as a sort of bargain-bin version of *raise dead*, in that you pay only 1/5 the cost in material components, and in exchange, you come back in an entirely new and different body, which you may not really like quite as much. Of course, many players enjoy the thrill of rolling on the reincarnation table, seeing what they'll come back as, and hoping that they'll get something cool—or at least something with some good stat adjustments—but all too often, that excitement quickly turns to despair as they wind up stuck as a kobold or a troglodyte (because most players don't really want to play the lizardfolk's smelly cousin).

In fact, the *reincarnate* table is starting to look quite a bit out of date. With the *Advanced Race Guide* having been around for 3 years, there are plenty of much more playeroriented races than orcs and kobolds floating around, which might actually leave players surprised and intrigued with what they rolled, rather than surprised and disappointed.

But perhaps the most glaring problem with reincarnate, as a spell, is the following line: "for a humanoid creature, the new incarnation is determined using the table below. For non-humanoid creatures, a similar table of the same type should be created." This is a reasonable position to take: as this book will show, providing tables for all types of creatures that can be reincarnated is a time- and spaceconsuming project, and it doesn't have any place in the core rules. At the same time, however, while it's all well and good to pass the task on to the GM, the truth of the matter is that creating such a table on the fly in the middle of your gaming session (because what GM could ever possibly foresee a need for a *reincarnate* table for vermin?) is not an ideal solution, as it takes time and care, and would grind the game to a halt for an extended time. This book provides a comprehensive update for *reincarnate*, providing a new series of tables to replace the table for humanoids included in the original spell. It also provides tables for *reincarnating* animal companions and familiars, and tables for every type of creature that can be brought back to life with *reincarnate*. There are also several sidebars that provide some suggested alternate rules and rules interpretations for handling some of the trickier aspects of *reincarnate*, as well. All of the tables have been designed with an eye to making a casting of *reincarnate* as fun, exciting, and momentous as possible, and we're confident that it will provide a superior *reincarnation* experience.

Using This Book

The first section of this book provides a new series of tables for use in determining the new race of a non-giant humanoid creature affected with *reincarnate*. These tables are intended to replace the one included in the description of *reincarnate*, but otherwise works with the rules in the spell as they are written.

The second section of this book includes a collection of tables for use in determining the new race of an animal companion that is affected with *reincarnate*. Because the rules for applying the effects of *reincarnate* to a character were intended for player characters, and not for animal companions, this section also provides new rules for how to apply *reincarnate* to animal companions.

In a similar fashion, the third section of this book provides a table and rules for reincarnating familiars, and several tables for reincarnating improved familiars.

Following this, there is a section that provides tables for creatures of each type that can be affected by *reincarnate*, including aberrations, animals, dragons, fey, giants, magical beasts, monstrous humanoids, oozes, plants, and vermin. As before, there are suggested rules for applying the *reincarnation* to these creatures.

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.

AA1: Advanced Arcana Volume 1	ARG: Pathfinder Roleplaying Game: Advanced Race Guide	NA14: Necromancer's Almanac 2014
AA2: Advanced Arcana Volume 2		NNW: www.necromancers-online.com
AA3: Advanced Arcana Volume 3	B2: Pathfinder Roleplaying Game: Bestiary 2	UC: Pathfinder Roleplaying Game: Ultimate Combat
AA4: Advanced Arcana Volume 4	B3: Pathfinder Roleplaying Game: Bestiary 3	UM: Pathfinder Roleplaying Game: Ultimate Magic
· AA5: Advanced Arcana Volume 5	B4: Pathfinder Roleplaying Game: Bestiary 4	
	LV: Liber Vampyr	S.
ACG: Pathfinder Roleplaying Game: Advanced Class Guide	NA12: Necromancer's Almanac 2012	
APG: Pathfinder Roleplaying Game: Advanced	NA13: Necromancer's Almanac 2013	

<u>Humanoids</u>

Humanoid characters make up the vast majority of PCs and NPCs in most campaigns, and are by far the most likely to benefit from a *reincarnation* spell. The table in the *Pathfinder Roleplaying Game Core Rulebook* is designed with humanoid creatures in mind, and it does an OK job,but there's plenty of room for improvement. First, the *Advanced Race Guide* (among other sources) contains numerous new races that are worthy of inclusion, and second, the previous table makes it far too likely that players will wind up with a race that they actively dislike (such as kobold or troglodyte), imposing on their enjoyment of their character in a major way.

Regardless of what race the character is, he should initially roll on Table 1-1: Standard Races (if the character is a monster, rather than a player character race, he should roll on the appropriate table in the Other Monsters section, instead). Some results may direct you to roll on another table, such as Table 1-2: Unusual Races, or to roll on one of the tables for monsters in the Other Monsters section. Otherwise, these tables work identically to the one for *reincarnation* in the *Pathfinder Roleplaying Game Core Rulebook*.

A result of "Previous Form" indicates that the creature is *reincarnated* as the same type of creature that it was before it died. At the GM's discretion, the creature may have cosmetic differences (different hair, eye, or skin colors,

Table 1-1: Standard Races

d%	Race	Str	Dex	Con	Source
01 - 03	Aasimar	+0	+0	+0	ARG
04 - 06	Catfolk	+0	+2	+0	ARG
07 - 09	Dhampir	+0	+2	-2	ARG
10 - 12	Drow	+0	+2	-2	ARG
13 - 19	Dwarf	+0	+0	+2	CRB
20 - 26	Elf	+0	+2	-2	CRB
27 - 29	Fetchling	+0	+2	+0	ARG
30 - 36	Gnome	-2	+0	+2	CRB
37 - 41	Half-elf	+0	+2	+0	CRB
42 - 48	Halfling	-2	+2	+0	CRB
49 - 53	Half-orc	+2	+0	+0	CRB
54 - 63	Human	+0	+0	+2	CRB
64 - 66	Ifrit	+0	+2	+0	ARG
67 - 69	Oread	+2	+0	+0	ARG
70 - 72	Ratfolk	-2	+2	+0	ARG
73 - 75	Sylph	+0	+2	-2	ARG
76 - 78	Tengu	+0	+2	-2	ARG
79 - 81	Tiefling	+0	+2	+0	ARG
82 - 84	Undine	-2	+2	+0	ARG
85 - 89		ous for			
90 - 94	Roll on Unusual Races				
95 - 96	Roll on Exotic Races				
97	Roll on Giants				
98	Roll on Monstrous Humanoids CR 6 or less				
99	Target's choice				
100	GM's	choice	2		

different height and weight, different gender, and so on), or it may look identical to its previous self. Note that several of the races in Table 1-3: Exotic Races can be found for free on the Necromancers of the Northwest website at:

www.necromancers-online.com/articles/exoticencounters.html

Table 1-2: Unusual Races

d%	Race	Str	Dex	Con	Source
01 - 05	Bugbear	+4	+2	+2	Bı
06 - 09	Changeling	+0	+0	-2	ARG
10 - 14	Duergar	+0	+0	+2	ARG
15 - 16	Gillman	+0	+0	+2	ARG
17 - 21	Gnoll	+4	+0	+2	Bı
22 - 26	Goblin	-2	+4	+0	ARG
27 - 30	Grippli	-2	+2	+0	ARG
31 - 35	Hobgoblin	+0	+2	+2	ARG
36 - 39	Kitsune	-2	+2	+0	ARG
40 - 44	Kobold	-4	+2	-2	ARG
45 - 49	Lizardfolk	+2	+0	+2	B1
50 - 53	Merfolk	+0	+2	+2	ARG
54 - 57	Nagaji	+2	+0	+0	ARG
58 - 62	Orc	+4	+0	+0	ARG
63 - 66	Samsaran	+0	+0	-2	ARG
67 - 70	Strix	+0	+2	+0	ARG
71 - 74	Suli	+2	+0	+0	ARG
75 - 7 <mark>8</mark>	Svirfneblin	-2	+2	+0	ARG
79 - 82	Troglodyte	+0	-2	+4	Bı
83 - 86	Vanara	+0	+2	+0	ARG
87 - 90	Vishkanya	+0	+2	+0	ARG
91 - 94	Wayang	+0	+2	+0	ARG
95 - 96	Roll on Exotic Races				
97	Roll on Giants				
98	Roll on Monstrous Humanoids CR 6 or less				
99	Target's choice				
100	GM'	s choice	e		

Table 1-3: Exotic Races

d%	Race	Str	Dex	Con	Source
01 - 06	Akori	+0	-2	+2	NNW
07 - 12	Arthubel	+0	+0	+2	NNW
13 - 18	Cerebreon	-2	-2	-2	NNW
19 - 27	Gathlain	+0	+2	-2	ARG
28 - 32	Gelfid	S	ee rac	e	NNW
33 - 41	Kasatha	+0	+2	+0	ARG
42 - 47	Nakani	+4	-2	+0	NNW
48 - 53	Sha'vani	+0	+0	-2	NNW
54 - 59	Sossivi	-2	+2	+2	NNW
60 - 65	Spellborn	+0	+0	+0	NNW
66 - 71	Sunborn	+0	+2	+2	NNW
72 - 80	Wyrwood	+0	+2	+0	ARG
81 - 89	Wyvaran	+0	+2	+0	ARG
90 - 95	Xilth	+0	+2	-2	NNW
96 - 98	Roll on Monstrous Humanoids CR 7 - 10				
99	Target's choice				
100	GM	's choice	2		

Animal Companions

While animal companions are fairly easy to replace (requiring only 24 hours of uninterrupted prayer, and no expenditure of gold to do so), there are reasons why a character might want his animal companion returned to life, rather than replacing it with an identical one. For one, the character may not be able to spare 24 hours without his allydifferent campaigns move at different paces, and sometimes an entire day of downtime is simply not in the cards, or at least several sessions away. For another, the player (or at least the character) may have a strong enough emotional attachment to his animal companion that he would rather go to greater expense to have his furry friend back than replace him with a free clone. In other cases, GMs may limit what animals are available in the local area, and so prevent the character from getting the type of animal companion he wants.

Finding a Form

Whatever the reason for it, reincarnating an animal companion is fairly simple and straightforward. First, determine what table you will roll on to determine the new type of animal companion. If your animal companion is aquatic in nature, you should use Table 2-2: Aquatic Animal Companions. Otherwise roll on Table 2-1: Animal Companion Types, and then roll on the indicated table to determine the specific species of animal companion (for example, a roll of 45 on Table 2-1: Animal Companions directs you to roll on Table 2-5: Small Mammals. Whatever result you got on that table would be the animal companion's new species). Alternatively, at the GM's discretion, you can simply choose the appropriate table for your animal companion's previous form, and roll on that directly.

Making the Change

Once your animal companion's new species has been determined, simply change its statistics to match those of the new species, as though that had been the animal companion's species all along. Its feats and skills remain unchanged, as do the tricks that it knows, and any ability score increases it gained based on its Hit Dice (it is recommended that GMs allow the animal companion to retrain any feats, skills, or tricks that no longer make sense for its new form).

Unlike when *reincarnate* is used on humanoid creatures, an animal companion affected by *reincarnate* should not suffer any negative levels or Constitution damage.

Table 2-1: Animal Companion Types

d%	Animal Companion Type
01 - 10	Dinosaur
11 - 30	Mammal, large
31 - 50	Mammal, small
51 - 60	Prehistoric
61 - 75	Reptile
76 - 90	Vermin
91 - 99	Player's choice
100	GM's choice

Sidebar: What's So Special About Aquatic Animal Companions?

We specifically set aquatic animal companions aside, and had them rolled separately, because we wanted to avoid some of the unfortunate situations that can arise if they are included with the others. Most players will not be happy when their loyal wolf animal companion is reborn as a dolphin in the middle of the woods, and they are forced to watch as it slowly dies in an environment that it is helpless and unable to survive in. Similarly, a character that has an aquatic animal companion presumably has it for a reason, and watching your pet dolphin turn into a wolf and suffocate is hardly any better. If you prefer to incorporate the aquatic animal companions, despite these possibilities (or perhaps because of them), you could use the alternate table below.

Table 2-S: Alt. Animal Companion Types

d%	Animal Companion Type
01 - 05	Aquatic
06 - 12	Dinosaur
13 - 32	Mammal, large
33 - 52	Mammal, small
53 - 60	Prehistoric
61 - 75	Reptile
76 - 90	Vermin
91 - 99	Player's choice 🧷
100	GM's choice

Table 2-2: Aquatic Animal Companions

d%	Animal Companion	Source
01 - 05	Basilosaurus	B3
06 - 1 <u>5</u>	Dolphin	B1
16 - 25	Eel, electric	B1
26 - 35	Gar	B2
36 - 45	Manta ray	B2
46 - 55	Moray eel, giant	Bı
56 - 65	Octopus	Bı
66 - 70	Orca	Bı
71 - 75	Seahorse	B4
76 - 85	Shark	CRB
86 - 90	Squid	B1
91 - 100	Stingray	B2

Sidebar: Affecting Animal Companions Differently

The rules presented here are very different from the rules presented in the spell *reincarnate*, as far as how to handle adjusting the creature's statistics to reflect its new race. This is mostly due to the fact that so much more of an animal companion's statistics are based on its race, and because its mental abilities won't change as wildly as a player character's would. GMs who want to handle the changes differently are free to do so, of course, but we think that this is the simplest and easiest solution.

The lack of negative levels or Constitution damage was chosen because, as stated at the beginning of the section, the animal companion is a class feature, and can be replaced for free with 24 hours of prayer, with identical statistics to what it had before. While there are reasons to use reincarnate despite this, it seems too punishing to both make the player pay for the reincarnate and then have to deal with negative levels, when he could have instead just replaced the animal easily, and for free. In fact, we urge GMs to consider removing the material component for *reincarnate* entirely when it is used on an animal companionthis makes *reincarnate* a much more competitive option for returning an animal companion to life, as it becomes a trade-off of time (10 minutes for *reincarnate* versus 24 hours for the ritual) versus being able to pick the type of animal you receive.

Table 2-3: Dinosaur Animal Companions

d%	Animal Companion	Source
01 - 05	Allosaurus	B2
06 - 13	Ankylosaurus	B1
14 - 18	Brachiosaurus	B1
19 - 23	Deinonychus	CRB
24 - 28	Dimetrodon	B3
29 - 33	Dimporphodon	B4
34 - 38	Diplodocus	B4
39 - 43	Elasmosaurus	Bı
44 - 48	Iguanodon	B3
49 - 53	Pachycephalosaurus	B3
54 - 58	Parasaurolophus	B2
59 - 63	Pteranodon	B1
64 - 68	Spinosaurus	B3
69 - 75	Stegosaurus	B1
76 - 80	Styracosaurus	B4
81 - 87	Triceratops	B1
88 - 92	Tylosaurus	B2
93 - 100	Tyrannosaurus	B1

Table 2-4: Large Mammal Animal Companions

d%	Animal Companion	Source
01 - 02	Antelope	B3
03 - 07	Ape	CRB
08 - 12	Aurochs	Bı
13 - 17	Bear	CRB
18 - 22	Boar	CRB
23 - 25	Camel	CRB
26 - 30	Cat, big	CRB
3 ¹ - 35	Dog	CRB
36 - 40	Elephant	Bı
41 - 45	Elk	B3
46 - 48	Giraffe	B4
49 - 50	Goblin dog	Bı
51 - 55	Hippopotamus	B2
<u>5</u> 6 - 60	Horse	CRB
61 - 65	Hyena	B1
66 - 70	Kangaroo	B3
71 - 75	Pony	CRB
76 - 80	Ram	B2
81 - 85	Rhinoceros	Bı
86 - 90	Roc	Bı
91 - 95	Stag	B4
96 - 100	Wolf	CRB

Table 2-5: Small Mammal Animal Companions

d%	Animal Companion	Source
01 - 10	Baboon	B2
11 - 25	Badger	CRB
26 - 35	Bat, dire	Bı
36 - 50	Bird	CRB
51 - 60	Cat, small	CRB
61 - 70	Rat, dire	B1
7 <mark>1 - 8</mark> 0	Trumpeter swan	B4
81 - 90	Vulture, giant	B3
91 - 100	Weasel, giant	B4

Table 2-6: Prehistoric Animal Companions

Animal Companion	Source
Archelon	B3
Arsiniotherium	B2
Axe Beak	B3
Baluchitherium	B ₃
Gylptodon	B2
Megalania	B3
Megaloceros	B2
Megatherium	B2
Thylacine	B3
	Archelon Arsiniotherium Axe Beak Baluchitherium Gylptodon Megalania Megaloceros Megatherium

Table 2-7: Reptile Animal Companions

d%	Animal Companion	Source
01 - 10	Chameleon, giant	B3
11 - 20	Crocodile	CRB
21 <mark>-</mark> 30	Frog, giant	B1
31 - 40	Gecko, giant	B ₃
41 - 50	Monitor lizard	B1
<u>51 - 60</u>	Snake, constrictor	CRB
61 - 70	Snake, viper	CRB
71 - 80	Snapping turtle	B2
81 - 90	Toad, giant	B2
91 - 100	Tortoise	B4

Table 2-8:	Vermin A	Animal (Companions
------------	----------	----------	------------

d%	Animal Companion	Source
01 - 10	Ant, giant	UM
11 - 20	Beetle, giant	UM
21 - 30	Centipede, giant	UM
31 - 40	Crab, giant	UM
41 - 50	Leech, giant	UM
51 - 60	Mantis, giant	UM
61 - 70	Scorpion, giant	UM
71 - 8 0	Slug, giant	UM
81 - 90	Spider, giant	UM
91 - 100	Wasp, giant	UM

Sidebar: Summoning Familiars

In some older roleplaying games, characters would summon a familiar, rather than simply beginning play with one, and they wouldn't necessarily have complete control over the familiar that answered the call. For players and GMs who want to simulate this sort of experience, these tables also double as a convenient way to randomly pick a familiar or improved familiar. Note that, because the player doesn't get to choose their familiar with this method, we recommend giving the player something in exchange—perhaps the familiar can gain the advanced template, for example.

Familiars

After humanoids and animal companions, familiars are probably the next most likely type of creature to be affected by a *reincarnate* spell, for much the same reasons. In addition to sentimentality and time concerns, one might also want to *reincarnate* a familiar rather than replace it with a ritual for purely monetary reasons—the cost to replace a wizard's familiar is 200 gp per class level (which surpasses the cost of *reincarnate* by 6th level), and the cost to replace a witch's familiar is 500 gp per class level (which surpasses the cost of *reincarnate* by 3rd level).

Finding a Form

In order to determine what type of creature your familiar comes back as, first determine what table you will need to roll on. If you have a regular familiar (one not granted by the Improved Familiar feat), roll on Table 3-1: Standard Familiars. For improved familiars, because the types of familiars that are available are restricted by the caster's alignment, there are nine different tables, which correspond to the alignment of the caster (note that this may be different from the alignment of the familiar). Roll on the appropriate table to determine what type of creature the improved familiar is *reincarnated* as.

For Table 3-1: Standard Familiars, several of the results are new familiars that were included in *Advanced Arcana Volume I* and *Advanced Arcana Volume II*. These familiars are included in an appendix at the end of this book. This table also lists a result of "Improved Familiar." If this result is rolled, the familiar comes back as an improved familiar, instead. Roll on the appropriate table (based on the caster's alignment) to determine what form it takes. Note that the caster does not gain the Improved Familiar feat, and if the familiar dies, it will be replaced by a standard familiar.

Several of the tables in this section have an entry "Previous Form." This indicates that the creature is *reincarnated* as the same type of creature that it was before it died. At the GM's discretion, the creature may have cosmetic differences (different hair, eye, or skin colors, different height and weight, different gender, and so on), or it may look identical to its previous self.

Several of the improved familiar tables have results marked with a single asterisk (*). These indicate that the result is a template, and that the player should roll on the standard familiars table to determine the base creature, and then apply this template.

Several tables also have a result of "small elemental," which is marked with two asterisks. This indicates that the player can choose which type of elemental the creature is (from amongst the four basic types: air, earth, fire, or water). Similarly, several tables have a result of "mephit," marked with three asterisks. In these cases, the player can choose the type of mephit (any mephit can be chosen, provided its CR is not greater than 3). At the GM's discretion, the type of elemental or mephit might be chosen randomly, instead.

When rolling on the improved familiar tables, if the resulting form would normally require a minimum

Table 3-1: Standard Familiars

d%	Familiar	Source
01 - 02	Archaeopteryx	B4
03 - 05	Bat	CRB
06 - 07	Biteme swarm	AA2*
08 - 09	Bookworm	AA2*
10 - 11	Bonsai tree	AA1*
12 -14	Cat	CRB
15 - 16	Centipede, house	UM
17 - 18	Crab, king	UM
19 - 20	Decidragon	AA2*
21 - 22	Dodo	B4
23 - 24	Dog	AA2*
25 - 26	Donkey rat	UM
27 - 28	Fox	UM
29 - 30	Frog, poison	AA1*
<u>29 30</u> 31 - 32	Goat	UM
<u>31 - 32</u> 33 - 34	Goldfish	AA2*
<u>33 - 34</u> 35 - 37	Hawk	CRB
<u> </u>	Hedgehog	UM
40 - 42	Lizard	CRB
40 - 42	Monkey	CRB
45 45 45 46 - 47	Newt	AA1*
48 - 49	Octopus, blue-ringed	UM
<u>40 49</u> 50 - 51	Ooze	AA2*
52 - 53	Otter	B3
<u>54 - 56</u>	Owl	CRB
<u>57 - 58</u>	Pig	UM
59 - 60	Rabbit	AA1*
61 - 62	Raccoon	B3
63 - 65	Rat	CRB
66 - 68	Raven	CRB
69 - 70	Scorpion, greensting	UM
71 - 72	Skeleton	AA1*
73 - 74	Sloth	B4
75 - 76	Spider, scarlet	UM
77 - 78	Sprite	AA2*
79 - 80	Thrush	UM
81 - 83	Toad	CRB
84 - 85	Tuatara	B4
86 - 87	Turtle	UM
88 - 89	Turtle, snapping	UM
90 - 92	Viper	CRB
90 92 93 - 95	Weasel	CRB
95 93 96 - 97	Previous form	Citt
<u>98 - 99</u>	Improved familiar	
100	GM's choice	
100	GIVES CHOICE	

Sidebar: Reincarnating Outsiders

It may strike players and GMs as odd to have tables for reincarnating improved familiars, because most improved familiars are outsiders, and not subject to *reincarnate*. Similarly, while the *reincarnate* spell doesn't expressly forbid a nonoutsider from being *reincarnated* as an outsider, it seems odd on the surface for it to be possible to be *reincarnated* into something that can't be *reincarnated*.

Because familiars have a wide variety of types, it is difficult to draw effective dividing lines between them as far as what can and can't be *reincarnated*. Removing all of the outsiders from the options for *reincarnated* familiars would leave us with some very sparse tables, and take a lot of fun out of the process. At the same time, there are enough non-outsider improved familiars that simply declaring that improved familiars can't be *reincarnated* wouldn't be fair to the remaining ones that should be able to be.

Perhaps most important of all, improved familiars are a class feature (and a feat) that a player has invested in, and are more of an extension of the character than they are their own unique creature. As a result, we strongly recommend that GMs allow familiars of any type, including outsiders, be *reincarnated*, and that the mystical bond between master and familiar is what allows this to occur.

caster level that is higher than the caster's current caster level, the familiar suffers 2 negative levels (or 2 point of Constitution drain, if the caster has 2 or fewer Hit Dice). These negative levels can't be removed by any means, but are lost automatically when the caster reaches the appropriate caster level. Otherwise, as with animal companions, a familiar affected by this spell suffers no negative levels or Constitution loss.

Making the Change

Once you determine the new type of creature that the familiar will be, all of its stats are adjusted accordingly. The familiar still gains all of the benefits of being a familiar, which means that its Hit Dice, hit points, attack bonus, base saving throws, skills, Intelligence score, and familiar-related special abilities should not change. It also retains its feats, and any ability score increases it gained from increased Hit Dice. Everything else about the creature should change to reflect its new form.

Table 3-2: Lawful Good Improved Familiars

,	L	
d%	Familiar	Source
01 - 10	Agathion, silvanshee	B2
11 - 30	Angel, cassisian	B2
31 - 50	Archon, harbinger	B3
51 - 60	Celestial creature*	Bı
61 - 70	Inevitable, arbiter	B2
71 - 8 0	Kami, shikigami	B3
81 - 85	Psuedodragon	Bı
86 - 95	Resolute creature*	B2
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	

Table 3-3: Neutral Good Improved Familiars

d%	Familiar	Source
01 - 02	Aeon, paracletus	B2
03 - 22	Agathion, silvanshee	B2
23 - 27	Angel, cassisian	B2
28 - 32	Archon, harbinger	B3
33 - 37	Azata, lyrakien	B2
38 - 39	Brownie	B2
40 - 41	Carbuncle	B3
42 - 61	Celestial creature*	Bı
62 - 66	Dragon, faerie	B3
67 - 68	Elemental, small**	Bı
69 - 70	Homunculus	Bı
71 - 73	Pipefox	B4
74 - 93	Psuedodragon	Bı
94 - 95	Psychopomp, nosoi	B4
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	

d%	Familiar	Source
01 - 05	Agathion, silvanshee	B2
06 - 25	Azata, lyrakien	B2
26 - 35	Celestial creature*	B1
36 - 55	Dragon, faerie	B3
56 - 65	Entropic creature*	B2
66 - 70	Nycar	B4
71 - 75	Pooka	B4
76 - 80	Protean, voidworm	B2
81 - 85	Psuedodragon	Bı
86 - 90	Sprite	B3
91 - 95	Zoog	B3
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	

Table 3-5: Lawful Neutral Improved Familiars

d% Familiar Source		
d%		Source
01 - 05	Aeon, paracletus	B2
06 - 07	Almiraj	B4
08 - 12	Angel, cassisian	B2
13 - 17	Archon, harbinger	B3
18 - 22	Asura, tripurasura	B3
23 - 24	Carbuncle	B3
25 - 29	Devil, imp	Bı
30 - 31	Elemental, small**	Bı
32 - 33	Homunculus	Bı
34 - 48	Inevitable, arbiter	B2
49 - 63	Kami, shikigami	B3
64 - 6 <mark>8</mark>	Kyton, augur	B3
69 - 70	Pipefox	B4
71 - 75	Psychopomp, nosoi	B4
76 - 80	Rakshasa, raktavarna	B3
81 - 95	Resolute creature*	B2
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	



Table 3-6: Neutral Improved Familiars

d%	Familiar	Source
01 - 10	Aeon, paracletus	B2
11 - 14	Almiraj	B4
15 - 18	Brownie	B2
19 - 23	Carbuncle	B ₃
24 - 38	Elemental, small**	B1
39 - 48	Homunculus	B1
49 - 63	Mephit***	B1
64 - 65	Nycar	B4
66 - 69	Pipefox	B4
70 - 71	Pooka	B4
72 - 73	Psuedodragon	Bı
74 - 83	Psychopomp, nosoi	B4
84 - 87	Rat, dire	B1
88 - 89	Sprite	B3
90 - 93	Stirge	B1
94 - 95	Zoog	B3
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	

Table 3-7: Chaotic Neutral Improved Familiars

d%	Familiar	Source
01 - 02	Almiraj	B4
03 - 04	Azata, lyrakien	B2
05 - 06	Brownie	B2
07 - 08	Carbuncle	B3
09 - 10	Demon, quasit	Bı
11 - 15	Dragon, faerie	B3
16 - 20	Drake, shadow	B4
21 - 22	Elemental, small**	Bı
23 - 37	Entropic creature*	B2
38 - 42	Gremlin, nuglub	B2
43 - 44	Homunculus	Bı
45 - 46	Mephit***	Bı
47 ⁻ 52	Nycar	B4
53 - 58	Pooka	B4
59 - 68	Protean, voidworm	B2
69 - 70	Qlippoth, cythnigot	B2
71 - 72	Rat, dire	Bı
73 - 77	Ratling	B4
78 - 87	Sprite	B3
88 - 89	Stirge	Bı
90 - 95	Zoog	B3
<u>96 - 97</u>	Previous form	
98 - 99	Player's choice	
100	GM's choice	

Sidebar: Improving Familiars

Some GMs may be concerned that the rules here allow players to get better familiars than they started with, and there is some justification for this concern. Each roll on Table 3-1: Standard Familiars has a 2% chance of resulting in an improved familiar, instead, and none of the improved familiar tables include a chance to get "bumped down" to a standard familiar. This is because a character with an improved familiar will have spent a feat on it, and it would be unfair to take that away, but having a chance to go up to an improved familiar makes the *reincarnation* more fun and exciting.

Similarly, some GMs may have concerns that this system allows players to have improved familiars earlier than they would normally be able to. While this is true, we urge GMs to bear in mind that using *reincarnate* in this way also takes away the player's control over what type of familiar they have, which should more than balance for the slim possibility of a slightly more powerful than average familiar.



Table 3-8: Lawful Evil Improved Familiars

d%	Familiar	Source
01 - 10	Asura, tripurasura	B3
11 - 16	Daemon, cacodaemon	B2
17 <mark>- 3</mark> 1	Devil, imp	B1
32 - 37	Div, doru	B3
38 - 47	Fiendish creature*	B1
<u>48 - 53</u>	Inevitable, arbiter	B2
54 - 59	Kami, shikigami	B3
60 - 69	Kyton, augur	B3
70 - 75	Oni, spirit oni	B3
76 - 85	Rakshasa, raktavarna	B3
86 - 95	Resolute creature*	B2
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	

Table 3-9: Neutral Evil Improved Familiars

d%	Familiar	Source
01 - 02	Almiraj	B4
03 - 06	Asura, tripurasura	B3
07 - 16	Daemon, cacodaemon	B2
17 - 20	Demon, quasit	B1
21 - 25	Devil, imp	B1
26 - 35	Div, doru	B3
36 - 39	Drake, shadow	B4
40 - 54	Fiendish creature*	Bı
55 - 59	Gremlin, nuglub	B2
60 - 61	Homunculus	B1
62 - 65	Kyton, augur	B3
66 - 67	Mephit***	B1
68 - 77	Oni, spirit oni	B3
78 - 81	Qlippoth, cythnigot	B2
82 - 86	Rakshasa, raktavarna	B3
87 - 88	Rat, dire	Bı
89 - 93	Ratling	B4
94 - 95	Stirge	Bı
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	

Table 3-10: Chaotic Evil Improved Familiars

d%	Familiar	Source
01 - 05	Daemon, cacodaemon	B2
06 - 15	Demon, quasit	B1
16 - 20	Div, doru	B3
21 - 30	Drake, shadow	B4
31 - 40	Entropic creature*	B2
41 - 50	Fiendish creature*	Bı
51 - 60	Gremlin, nuglub	B2
61 - 62	Nycar	B4
63 - 67	Oni, spirit oni	B3
68 - 69	Pooka	B4
70 - 71	Protean, voidworm	B2
72 - 81	Qlippoth, cythnigot	B2
82 - <u>9</u> 1	Ratling	B4
92 - 93	Sprite	B3
94 - 95	Zoog	B3
96 - 97	Previous form	
98 - 99	Player's choice	
100	GM's choice	



Sidebar: Karmic Reincarnation

Reincarnation is not a concept that is entirely restricted to fantasy media. There are several reallife belief systems that refer to individuals returning from death in new bodies. For most of these belief systems, the type of body that one comes back as is not completely random, as it is with the *reincarnate* spell in *Pathfinder*, but rather is closely related to the type of life that the person lived prior to dying. While these interpretations of reincarnation envision it more as a natural process that happens on its own, and less as a magical spell used to cheat death, there's no reason why a reincarnate whose result was influenced by a character's karma could not be used, and there are certainly plenty of flavorful reasons why a GM (or even a player) might want to use such a system.

The first problem presented by introducing a karma system to the *reincarnate* spell is that karmic reincarnation s designed to reward those with good behavior, and to punish those with bad behavior, but who gets to determine what constitutes good and bad? If an evil witch with an evil witch patron casts reincarnate on her fallen (and equally evil) antipaladin companion, would we expect him to be treated as having bad karma, because of all of the evil deeds he did, or would we expect him to be treated as having good karma, because in the eyes of the witch and her patron, all of those evil deeds were desirable and deserving of a reward? GMs who take the former viewpoint will likely find that evil characters rarely have much reason to cast reincarnate, and those who take the latter viewpoint will find that just about everyone affected by *reincarnate* will have good karma, because anyone who cares enough to spend 1,000 gold to bring you back from the dead probably approves of what you've been up to.

For this reason, we recommend reserving karmic reincarnation for particularly extreme cases. Rather than assume that the character's karma has a direct influence on the form that they take when they are reincarnated, instead assume that only those whose reincarnation attracts and warrants the direct attention of a deity or a similarly powerful force have their new form altered in this way. That way, rather than punishing characters with evil alignments, or ensuring that everyone is treated as having good karma, karmic reincarnation simply becomes a question of whether or not any deities are actively interested in the character, and either benevolent enough to bring them back in a "higher" form, or antagonistic enough to ensure that they take a "lower" form, instead.

The GM has final say over what deities take an interest, but if the GM is having trouble deciding whether or not a deity's active intervention is appropriate, we recommend the following: roll a d20 and add the reincarnated character's class level. If the character has directly interacted with the deity or the deity's agents, or has greatly furthered or hindered the deity's goals and plans, or otherwise has some kind of direct connection to the deity, the GM can add an additional bonus ranging from +1 to +4 (for the deity's greatest agents or worst mortal nemeses) to the roll. Additionally, if the deity would intervene to aid the character, and has the same alignment as the character does, a +2 bonus is applied to the roll Similarly, if the deity would intervene to harm the character, and the deity and character are opposed on at least one alignment axis (a good character and evil deity, a chaotic character and lawful deity, etc.), a +1 bonus is applied to the roll. If they are opposed on both alignment axes (a lawful good character and chaotic evil deity, etc.), the bonus increases to +2. Note that this roll should only be made if the GM feels that there is a reasonable chance that a deity would take an active interest in the character in the first place.

If the result of the check is 20, the character gains one benevolence or one malevolence, depending on the attitude the deity has towards him. For every 5 points by which the result of the check exceeds 20, the character gains an additional benevolence or malevolence. Benevolences and malevolences cancel each other out, so a character that would have 3 benevolences and 1 malevolence has 2 benevolences, instead.

For each benevolence a character has when he is reincarnated, he can roll an additional time, and choose whichever result he likes the most. Alternatively, he can exchange two benevolences in order to choose his result (including a result that would have him roll on another table). He does not have to use all of his benevolences, and can save some for the future, but he must declare how he is using them before the roll is made.

Malevolences work similarly, but are used by the GM, who makes the relevant choices. Additionally, the GM can exchange three malevolences to force the character to roll on the catastrophic reincarnations table instead of the normal table, which represents reincarnations that have gone truly wrong.

Table S-1: Catastrophic Reincarnations

d%	Result	Source
01 - 08	Adherer	B3
09 - 18	Devil, lemure	Bı
19 - 28	Ectoplasmic creature	B4
29 - 33	Festrog	B3
34 - 43	Ghoul	Bı
44 - 53	Mongrelman	B2
54 - 58	Skeletal champion	Bı
59 - 68	Skum	Bı
69 - 76	Vargouille	Bı
77 - 86	Zombie	Bı
87 - 91	Zombie, juju	B2
92 - 93	Roll on Aberrations CR 5 or L	ess
94 - 95	Roll on Monstrous Humanoids CR	6 or Less
96 -97	Roll on Oozes CR 7 or Less	3
98 - 99	Roll on Vermin CR 5 or Les	S
100	GM's choice	



Other Monsters

It's not every day that you need to *reincarnate* an owlbear, an otyugh, or a great wyrm gold dragon, but it's perfectly possible to do so, and it never hurts to be prepared. The following section presents rules and tables for applying *reincarnate* to creatures of every creature type that is eligible to receive its effects.

Finding a Form

First, determine which table to roll on. The tables on the following pages are organized by creature type, in alphabetical order, plus tables for giants (which should be used by humanoids with the giant subtype). Each creature type has two or three tables devoted to it, which are separated by CR (for example, the tables for aberrations include Table 4-1: Aberrations CR 5 or Less, Table 4-2: Aberrations CR 6 -10, and Table 4-3: Aberrations CR 11+). Each table contains creatures of the specified type within the specified CR range, from the Pathfinder Bestiaries 1 through 4. Unless there is a particular reason to do otherwise, you should use whichever table corresponds with the type and CR of the creature's original form (for example, if the original creature were a CR 4 animal, you would roll on the table for animals CR 3- 6, and if the original creature were a CR 10 fey, you would roll on the table for fey CR 10+).

Additionally, there is a table for true dragons, which is used regardless of the dragon's age category or CR. The tables for the other types of dragons also have results which mention a true dragon of a certain age category. In these cases, roll on the true dragons table to determine the type of true dragon (reroll any results that direct you to a different table) and the creature's new form is that of a true dragon of the type that you roll, and of the age indicated on the original result.

Once you have determined the table to roll on, roll a d% and consult the table. Most of the results will simply list a type of creature, and a reference to what bestiary that creature can be found in, but there are some other results that warrant special attention.

Several of the tables in this section have an entry "Previous Form." This indicates that the creature is *reincarnated* as the same type of creature that it was before it died. At the GM's discretion, the creature may have cosmetic differences (different hair, eye, or skin colors, different height and weight, different gender, and so on), or it may look identical to its previous self.

Most of the tables have one or more entries that direct you to roll on another table. In this case, refer to the indicated table and roll a d%, using the result from that table, instead. Most tables have an entry for rolling on the nexthighest CR table of the same creature type, or the next-lowest (as appropriate), and some allow creatures to move from one creature type to another.

A result of 100 is always "GM choice." If a GM has a monster from another source besides the Bestiaries that he would like to use, he should feel free to go "off-list," although, generally speaking, the choice should still be a creature of the appropriate type and in the appropriate CR range for the table in question. The GM can also choose to have the player roll on one of the tables listed as a result on the table.

Making the Change

Because non-humanoid races are defined primarily by their race, and not by their class, we strongly recommend a much more drastic change from the *reincarnate* effect than the one listed in the spell. The suggested rules for reflecting the change in the creature's form are as follows.

First, determine the creature's new ability scores. In order to do this, for each ability score, take the average of the original form's score and the new form's score (for example, if a lion [Strength 21] was reincarnated as a dire ape [Strength 19], the creature's new form would have a Strength score of 20). In cases where the result is not a whole number, round to whichever whole number is closer to the creature's new form.

The creature's total number of Hit Dice do not change, regardless of how many Hit Dice a creature of the new form would typically have. If the new form is a different creature type than the old form, the type of Hit Dice that the creature possesses changes (for example, if a lion [animal, 5 Hit Dice], became a shocker lizard [magical beast; 3 Hit Dice], the resulting creature would have 5 magical beast Hit Dice, giving it a +5 base attack bonus, 5d10 hit points, and so on).

The creature loses all speeds, movement modes, racial bonuses on skills, extraordinary abilities, supernatural abilities, spell-like abilities, and spellcasting ability that it gained from its previous race, and gains any of those things that are possessed by members of its new race.

The creature retains all feats that it possessed previously. If it has feats that no longer benefit it, or which it no longer qualifies for (such as Multiattack, if it no longer has multiple natural attacks, or Ability Focus, if it no longer has the ability it selected), the GM should select a new feat that is more appropriate to replace it. Its skill ranks are not recalculated as a result of changing Hit Dice and creature type, but if its Intelligence score increases or decreases, it must either add or remove, respectively, enough skill ranks so that its total skill ranks are appropriate for the number of Hit Dice it has, its Intelligence score, and its original creature type. Any skills that were class skills for its old creature type remain class skills, and it gains all the class skills of its new creature type. If the creature's Intelligence score decreased, and its new Intelligence modifier is less than the number of additional languages it knows (besides those granted by Linguistics ranks), it must lose any languages in excess of its Intelligence modifier (to a minimum of 1 language). If a creature's Intelligence score is reduced to less than 3, it loses the ability to speak or understand language.

Note that, depending on the creature's original form and its new form, the appropriate CR may not match either the new form or the old form. GMs should compare the creature's final statistics with the guidelines presented in the *Pathfinder Bestiary* to determine an appropriate CR for the creature.

<u>Aberrations</u>

Use the following tables to determine the new form of aberrations affected by *reincarnate*.

Table 4-1: Aberrations CR 5 or Less

d%	Aberration	Source
01 - 05	Choker	Bı
06 - 10	Cloaker	Bı
11 - 15	Decapus	B2
16 - 20	Dossensus	B4
21 - 25	Elder thing	B4
26 - 30	Ettercap	Bı
31 - 35	Faceless stalker	B2
36 - 40	Fungal crawler	B2
41 - 45	Gibbering mouther	Bı
46 - 50	Goblin snake	B3
51 - 55	Grick	B2
56 - 60	Mimic	Bı
61 - 65	Otyugh	Bı
66 - 70	Reefclaw	B2
71 - 75	Rust monster	Bı
76 - 80	Shriezyx	B4
81 - 85	Snallygaster	B4
86 - 90	Tentamort	B2
91 - 95	Previous form	
96 - 99	Roll on Aberrations CR 6 - 10	
100	GM's choice	

Table 4-2: Aberrations CR 6 - 10

d%	Aberration	Source
01 - 05	Aboleth	B1
06 - 10	Chuul	Bı
11 - 15	Destrachan	B2
16 - 20	Drider	B1
21 - 25	Ghonhatine	B4
26 - 30	Gug	B2
31 - 35	Halsora	B4
36 - 40	Intellect devourer	Bı
41 - 45	Lunarma	B4
46 - 50	Naga, dark	Bı
51 - 55	Naga, lunar	B3
56 - 60	Naga, spirit	Bı
61 - 65	Naga, water	B3
66 - 70	Neh-thalggu	B2
71 - 75	Seugathi	B2
76 - 80	Spawn of Yog-Sothoth	B4
81 - 85	Yithian	B3
86 - 90	Previous form	
91 - 95	Roll on Aberrations CR 5 or Les	s
96 - 99	Roll on Aberrations CR 11+	
100	GM's choice	

d%	Aberration	Source
01 - 07	Azruverda	B3
08 - 14	Charybdis	B2
15 - 21	Flying polyp	B4
22 - 28	Froghemoth	B1
29 - 34	Ghorazagh	B3
35 - 41	Hyakume	B4
42 - 47	Lorelei	B4
48 - 54	Moon-beast	B3
55 - 60	Naga, royal	B3
61 - 67	Neothelid	B1
68 - 74	Roper	Bı
75 - 81	Scylla	B2
82 - 87	Vemerak	B2
88 - 94	Previous form	
95 - 99	Roll on Aberrations CR 6 - 10)
100	GM's choice	



Table 4-3: Aberrations CR 11+

<u>Animals</u>

Use the following tables to determine the new form of animals affected by *reincarnate*. For animals that are animal companions or familiars, see the appropriate sections, earlier in this book.

-	nimals CR 2 or Less	
d%	Animal	Source
01 - 02	Antelope	B ₃
03 - 04	Axe beak	B3
05 - 06	Badger	B2
07 - 08	Bat	Bı
09 - 10	Bat, dire	Bı
11 - 12	Boar	Bı
13 - 14	Cat	Bı
15 - 16	Cat, cheetah	Bı
17 - 18	Crocodile	B1
19 - 20	Dinosaur, compsognathus	B2
21 - 22	Dog	Bı
23 - 24	Eagle	B1
25 - 26	Elk	B3
27 - 28	Fox	B3
29 - 30	Frog, giant	Bı
31 - 32	Frog, poison	B1
33 - 34	Giant tortoise	B4
35 - 36	Goat	B3
37 - 38	Goblin dog	Bı
39 - 40	Gorilla	Bı
41 - 42	Hawk	Bı
43 - 44	Herd animal, aurochs	Bı
45 - 46	Herd animal, camel	B2
47 - 48	Horse	Bı
49 - 50	Kangaroo	B3
51 - 52	Lizard	Bı
53 ⁻ 54	Lizard, monitor	Bı
55 - 56	Monkey	Bı
57 - 58	Otter	B ₃
59 - 60	Owl	<u>B3</u>
61 - 62	Pig	B3
63 - 64	Platypus	B4
65 - 66	Pony	B1
67 - 68	Porcupine	B3
<u>69 - 70</u>	Primate, baboon	B2
71 - 72	Rat	B1
73 - 74	Rat, dire	Bi
<u>73 - 74</u> 75 - 76	Raven	Bi
77 - 78	Skunk	B1 B3
79 - 80	Sloth	B4
<u>79 - 80</u> 81 - 82	Snake, constrictor	B1
83 - 84	Snake, venomous	B1
85 - 86	Toad	BI
87 - 88	Velociraptor	B1 B4
	Vulture	<u>В</u> 4 Вз
89 - 90	Weasel	<u>В</u> 1
91 - 92	Wolf	
93 - 94	Wolverine	B1 B1
05 06		
95 - 96 97 - 99	Roll on Animals CR 3 - 0	

d%	Animal	Source
01 - 05	Cat, lion	Bı
06 - 10	Dinosaur, pteranodon	Bı
11 - 15	Dire ape	Bı
16 - 21	Wolf, dire	Bı
22 - 27	Bear, brown/grizzly	B1
28 - 33	Boar, dire	Bı
34 - 39	Cat, tiger	B1
40 - 44	Rhinoceros	Bı
45 ⁻ 49	Cat, dire lion	Bı
50 - 54	Dinosaur, ankylosaurus	B1
55 - 60	Emperor cobra	B2
61 - 65	Hippopotamus	B2
66 - 70	Dinosaur, dimetrodon	B3
71 - 75	Giant chameleon	B3
76 - 80	Dinosaur, pachycephalasaurus	B3
81 - 85	Giraffe	B4
86 - 90	Walrus	B4
91 - 95	Roll on Animals CR 2 or Less	
96 - 99	Roll on Animals CR 3 - 6	
100	GM's choice	

Table 5-3: Animals CR 7+

	minuts Cit /1	
d%	Animal	Source
01 - 07	Bear, dire	Bı
08 - 14	Cat, dire tiger	B1
15 - 21	Crocodile, dire	Bı
22 - 25	Dinosaur, allosaurus	B2
26 - 29	Dinosaur, brachiosaurus	Bı
30 - 33	Dinosaur, spinosaurus	B3
34 - 37	Dinosaur, stegosaurus	B1
38 - 41	Dinosaur, triceratops	Bı
42 - 45	Dinosaur, tyrannosaurus	Bı
46 - 52	Elephant	Bı
53 - 57	Elephant, mastodon	Bı
58 - 62	Emperor walrus	B4
63 - 69	Giant anaconda	B2
70 - 74	Giant snapping turtle	B2
75 - 81	Hippopotamus, behemoth	B2
82 - 85	Megafauna, arsinoitherium	B2
86 - 90	Roc	Bı
91 - 95	Roll on Animals CR 3 - 6	
96 - 99	Roll on Magical Beasts CR 6 or	Less
100	GM's choice	

Table 5-2: Animals CR 3 - 6

<u>Dragons</u>

Use the following tables to determine the new form of dragons affected by *reincarnate*.

d%DragonSouro1 - 04Chromatic, blackBro5 - 08Chromatic, blueBro9 - 12Chromatic, greenBr13 - 16Chromatic, redBr17 - 20Chromatic, whiteBr21 - 23Imperial, forestBr24 - 26Imperial, seaBr30 - 32Imperial, sovereignBr33 - 35Imperial, underworldBr36 - 39Metallic, bronzeBr44 - 47Metallic, copperBr48 - 51Metallic, silverBr56 - 58Outer, lunarBr59 - 61Outer, solarBr62 - 64Outer, voidBr65 - 67Outer, voidBr71 - 73Primal, brineBr74 - 76Primal, cloudBr74 - 76Primal, cloudBr74 - 76Primal, cloudBr77 - 79Primal, cloudBr80 - 82Primal, umbralBr83 - 85Previous form			Table 6-1: T
o5 - o8Chromatic, blueBi $o9 - 12$ Chromatic, greenBi $13 - 16$ Chromatic, redBi $17 - 20$ Chromatic, whiteBi $21 - 23$ Imperial, forestBg $24 - 26$ Imperial, seaBg $27 - 29$ Imperial, sovereignBg $30 - 32$ Imperial, sovereignBg $36 - 39$ Metallic, brassBi $40 - 43$ Metallic, bronzeBi $44 - 47$ Metallic, copperBi $48 - 51$ Metallic, goldBi $52 - 55$ Metallic, silverBi $56 - 58$ Outer, lunarB4 $59 - 61$ Outer, solarB4 $62 - 64$ Outer, timeB4 $65 - 67$ Outer, voidB4 $67 - 79$ Primal, cloudB2 $74 - 76$ Primal, cloudB2 $77 - 79$ Primal, cloudB2 $80 - 82$ Primal, umbralB2 $83 - 85$ Primal, umbralB2	ce	Sou	d%
09 - 12Chromatic, greenBi $13 - 16$ Chromatic, redBi $17 - 20$ Chromatic, whiteBi $21 - 23$ Imperial, forestBg $24 - 26$ Imperial, seaBg $27 - 29$ Imperial, sovereignBg $30 - 32$ Imperial, sovereignBg $36 - 39$ Metallic, brassBi $40 - 43$ Metallic, bronzeBi $44 - 47$ Metallic, copperBi $48 - 51$ Metallic, goldBi $52 - 55$ Metallic, silverBi $56 - 58$ Outer, lunarBd $59 - 61$ Outer, solarBd $62 - 64$ Outer, timeBd $65 - 67$ Outer, voidBd $71 - 73$ Primal, brineBg $74 - 76$ Primal, cloudBg $77 - 79$ Primal, crystalBg $83 - 85$ Primal, umbralBg		E	01 - 04
13 - 16Chromatic, redBi17 - 20Chromatic, whiteBi21 - 23Imperial, forestB324 - 26Imperial, seaB327 - 29Imperial, sovereignB330 - 32Imperial, sovereignB336 - 39Metallic, brassB140 - 43Metallic, bronzeB144 - 47Metallic, copperB148 - 51Metallic, silverB156 -58Outer, lunarB459 - 61Outer, solarB462 - 64Outer, timeB465 - 67Outer, voidB471 - 73Primal, brineB274 - 76Primal, cloudB277 - 79Primal, cloudB280 - 82Primal, magmaB283 - 85Primal, umbralB2		E	-
17 - 20 Chromatic, white Bi 21 - 23 Imperial, forest Ba 24 - 26 Imperial, sea Ba 27 - 29 Imperial, sky Ba 30 - 32 Imperial, sovereign Ba 33 - 35 Imperial, underworld Ba 36 - 39 Metallic, brass Bi 40 - 43 Metallic, bronze Bi 44 - 47 Metallic, copper Bi 48 - 51 Metallic, silver Bi 52 - 55 Metallic, silver Bi 56 -58 Outer, lunar Ba 59 - 61 Outer, solar Ba 62 - 64 Outer, void Ba 68 - 70 Outer, vortex Ba 71 - 73 Primal, brine Ba 74 - 76 Primal, cloud Ba 77 - 79 Primal, crystal Ba 80 - 82 Primal, magma Ba 83 - 85 Primal, umbral Ba		E	09 - 12
21 - 23 Imperial, forest B3 24 - 26 Imperial, sea B3 27 - 29 Imperial, sky B3 30 - 32 Imperial, sovereign B3 33 - 35 Imperial, underworld B3 36 - 39 Metallic, brass B1 40 - 43 Metallic, bronze B1 44 - 47 Metallic, copper B1 48 - 51 Metallic, solver B1 52 - 55 Metallic, silver B1 56 -58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, vortex B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	13 - 16
24 - 26 Imperial, sea B3 27 - 29 Imperial, sky B3 30 - 32 Imperial, sovereign B3 33 - 35 Imperial, underworld B3 36 - 39 Metallic, brass B1 40 - 43 Metallic, bronze B1 44 - 47 Metallic, copper B1 48 - 51 Metallic, sold B1 52 - 55 Metallic, silver B1 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, void B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	17 - 20
24 - 26 Imperial, sea B3 27 - 29 Imperial, sky B3 30 - 32 Imperial, sovereign B3 33 - 35 Imperial, underworld B3 36 - 39 Metallic, brass B1 40 - 43 Metallic, bronze B1 44 - 47 Metallic, copper B1 48 - 51 Metallic, sold B1 52 - 55 Metallic, silver B1 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
30 - 32 Imperial, sovereign B3 33 - 35 Imperial, underworld B3 36 - 39 Metallic, brass B1 40 - 43 Metallic, bronze B1 44 - 47 Metallic, copper B1 48 - 51 Metallic, gold B1 52 - 55 Metallic, silver B1 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	24 - 26
30 - 32 Imperial, sovereign B3 33 - 35 Imperial, underworld B3 36 - 39 Metallic, brass B1 40 - 43 Metallic, bronze B1 44 - 47 Metallic, copper B1 48 - 51 Metallic, gold B1 52 - 55 Metallic, silver B1 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 67 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	27 - 29
33 - 35 Imperial, underworld B3 36 - 39 Metallic, brass B1 40 - 43 Metallic, bronze B1 44 - 47 Metallic, copper B1 48 - 51 Metallic, gold B1 52 - 55 Metallic, silver B1 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, void B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
36 - 39 Metallic, brass Bi 40 - 43 Metallic, bronze Bi 44 - 47 Metallic, copper Bi 48 - 51 Metallic, gold Bi 52 - 55 Metallic, silver Bi 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
40 - 43 Metallic, bronze B1 44 - 47 Metallic, copper B1 48 - 51 Metallic, gold B1 52 - 55 Metallic, silver B1 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	36 - 39
44 - 47 Metallic, copper B1 48 - 51 Metallic, gold B1 52 - 55 Metallic, silver B1 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
48 - 51 Metallic, gold Br 52 - 55 Metallic, silver Br 56 - 58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
52 - 55 Metallic, silver Bi 56 -58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
56 -58 Outer, lunar B4 59 - 61 Outer, solar B4 62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
62 - 64 Outer, time B4 65 - 67 Outer, void B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		В	
65 - 67 Outer, void B4 68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		В	59 - 61
68 - 70 Outer, vortex B4 71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2	,	В	62 - 64
71 - 73 Primal, brine B2 74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		В	65 - 67
74 - 76 Primal, cloud B2 77 - 79 Primal, crystal B2 80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		В	68 - 70
77 - 79Primal, crystalB280 - 82Primal, magmaB283 - 85Primal, umbralB2		E	71 - 73
80 - 82Primal, magmaB283 - 85Primal, umbralB2		E	74 - 76
80 - 82 Primal, magma B2 83 - 85 Primal, umbral B2		E	
		E	80 - 82
Provious form		E	83 - 85
oo - 95 Frevious torill			86 - 95
96 Roll on Dragons CR 7 or Less		s	96
97 - 98 Roll on Dragons CR 8 - 14			97 - 98
99 Roll on Dragons CR 15+			
100 GM's choice			100

d%	Dragon	Source
01 - 06	Faerie dragon	B3
07 - 13	Flame drake	B2
14 - 20	Forest drake	B2
21 - 27	Frost drake	B2
2 8 - 34	Mist drake	B4
35 - 40	Nycar	B4
41 - 46	Psuedodragon	B1
47 - 53	River drake	B3
<u>5</u> 4 - 60	Sea drake	B2
61 - 67	Spire drake	B4
68 - 73	Tatzlwyrm	B3
74 - 80	Wyvern	Bı
81 - 90	Previous form	
91 - 95	Roll on Dragons CR 8 -14	
96 - 99	Wyrmling true dragon	
100	GM's choice	

Table 6-2: Dragons CR 7 or Less

Table 6-3: Dragons CR 8 - 14

d%	Dragon	Source
01 - 15	Crag linnorm	Bı
16 - 30	Desert drake	B3
31 - 45	Lava drake	B4
46 - 60	Peluda	B4
61 - 75	Rift drake	B3
76 - 87	Previous form	
88 - 93	Roll on Dragons CR 7 or Less	
94 - 95	Roll on Dragons CR 15+	
96 - 97	Young true dragon	
98 - 99	Adult true dragon	
100	GM's choice	

Table 6-4: Dragons CR 15+

Dragon	Source
Cairn linnorm	B3
Fjord linnorm	B3
Gorynych	B3
Ice linnorm	Bı
Jabberwock	B2
Kongamoto	B3
Taiga linnorm	B3
Taniniver	B4
Tarn linnorm	B1
Tor linnorm	B3
Previous form	
Roll on Dragons CR 8 -14	
Ancient true dragon	
GM's choice	
	Cairn linnorm Fjord linnorm Gorynych Ice linnorm Jabberwock Kongamoto Taiga linnorm Taniniver Tarn linnorm Tor linnorm Previous form Roll on Dragons CR 8 -14 Ancient true dragon

Sidebar: True Dragons and Age

According to *reincarnate*, the spell "creates an entirely new young adult body for the soul to inhabit." For most non-humanoid creatures, their age is never really considered in their game statistics, and so this passage doesn't really apply to them. True dragons, however, have their game stats defined by their age, meaning that a great wyrm dragon affected by a *reincarnate* spell stands to potentially lose quite a bit of their power, regardless of the result of their roll.

There are several ways that GMs could potentially handle this situation. The first is to treat this quirk of the spell as a feature, rather than a bug, and to leave it as-is. As long as the dragon being *reincarnated* isn't a player character, it's unlikely that players will balk too much at a dragon being severely de-powered (after death), and it may even serve as an interesting plot hook. Alternatively, the GM could rule that the dragon returns at its previous age category, but this removes *reincarnate's* ability to restore creatures slain by old age, and also isn't particularly fun or exciting. We recommend the following:

True dragons of young adult or younger age categories are returned at the same age category that they were when they died. True dragons of adult or older age categories are returned as a young adult. Instead of using the rules at the beginning of the Other Monsters section for determining how this change affects their game statistics, do the following.

The dragon retains its Hit Dice, and all benefits of its Hit Dice. Its Intelligence, Wisdom, and Charisma scores are unaltered, but its Strength, Dexterity, and Constitution scores change to match those of its new form (if any of the creature's ability score increases from achieving a certain number of Hit Dice had been applied to its Strength, Dexterity, or Constitution, those ability score increases are added to the ability scores of the new form). The creature's size, natural armor bonus increase due to age category, breath weapon, fly speed and maneuverability, natural attacks, spells, spell-like abilities, and damage reduction are all based on its new age category (and new true dragon type, if appropriate).



<u>Fey</u>

Use the following tables to determine the new form of fey affected by *reincarnate*.

Table 7-1:	Fey CR 4 or Less	
d%	Fey	Source
01 - 02	Alpluachra	B4
03 - 04	Atomie	B3
05 - 07	Brownie	B2
08 - 10	Dryad	Bı
11 - 13	Faun	B3
14 - 15	Forlarren	B2
16 - 17	Fossegrim	B4
18 - 20	Fuath	B3
21 - 22	Gathlain	B4
23 - 24	Gremlin, jinkin	B2
25 - 26	Gremlin, nuglub	B2
27 - 28	Gremlin, pugwampi	B2
29 - 30	Gremlin, vexgit	B2
31 - 33	Grig	B2
34 - 36	Grimple	B4
37 - 38	Haniver	B4
39 - 40	Huldra	B4
41 - 42	Kelpie	B2
43 - 44	Korred	B2
45 - 47	Leprechaun	B2
48 - 50	Mite	Bı
51 - 52	Monaciello	B4
53 - 54	Nixie	B3
55 - 56	Pech	B2
57 - 59	Pixie	Bı
60 - 61	Pooka	B4
62 - 63	Quickling	B2
64 - 66	Satyr	B1
67 - 68	Spring-heeled jack	B4
69 - 70	Sprite	B3
71 - 72	Tooth fairy	B4
73 - 75	Twigjack	B2
76 - 81	Previous form	
82 - 86	Roll on Animals CR 3 - 6	
87 - 91	Roll on Humanoids	
92 - 95	Roll on Monstrous Humanoids CR	6 or Less
96 - 99	Roll on Fey CR 5 - 9	
100	GM's choice	

Table 7-2: Fey	CR 5 - 9
d%	Fey
01 - 07	Lampad

d%	Fey	Source
01 - 07	Lampad	B4
0 <mark>8 -</mark> 14	Lurker in light	B2
15 - 21	Redcap	B2
22 - 28	Swan maiden	B4
29 - 35	Nymph	Bı
36 - 42	Oceanid	B4
43 - 49	Cold rider	B3
50 - 56	Svartalfar	B4
57 - 63	Ijiraq	B4
64 - 70	Nuckelavee	B3
71 - 76	Previous form	
77 - 81	Roll on Fey CR Less than 4	
82 - 86	 Roll on Animals CR 7+ 	
87 - 91	Roll on Humanoids	
92 - 95	Roll on Monstrous Humanoids Cl	R 7 - 10
96 - 99	Roll on Fey CR 10+	
100	GM's choice	

Table 7-3: Fey CR 10+

d%	Fey	Source
01 - 10	Bogeyman	B3
11 - 20	Nereid	B2
21 - 30	Rusalka	B3
3 <mark>1 -</mark> 40	Ankou	B4
41 - 50	Hamadryad	B4
51 - 60	Tunche	B4
61 - 70	Erlking	B4
71 - 80	Norn	B3
81 - 90	Previous form	
91 - 95	Roll on Fey CR 5 - 9	
96 - 99	Roll on Monstrous Humanoids	CR 11+
100	GM's choice	

<u>Giants</u>

Use the following tables to determine the new form of humanoids with the giant subtype affected by *reincarnate*.

Table 8-1: Giants CR 7 or Less	Table	8-1: Giants	CR 7 or Less
--------------------------------	-------	-------------	--------------

d%	Giant	Source
01 - 05	Cyclops	B1
06 - 11	Ettin	B1
12 - 19	Giant, cave	B3
20 - 28	Giant, hill	Bı
29 - 35	Giant, river	B4
36 - 41	Giant, slag	B4
42 - 48	Giant, wood	B2
49 - 56	Ogre	B1
57 - 64	Troll	Bı
65 - 70	Troll, ice	B2
71 - 77	Troll, moss	B3
78 - 84	Troll, rock	B2
85 - 90	Previous form	
91 - 92	Roll on Standard Races	
93 - 94	Roll on Monstrous Humanoids CR	6 or Less
95 - 99	Roll on Giants CR 8 - 15	
100	GM's choice	

Table 8-1: Giants CR 8+

d%	Giant	Source
01 - 05	Athach	B2
06 - 09	Cyclops, great	B3
10 - 15	Giant, ash	B3
16 - 21	Giant, cliff	B4
22 - 28	Giant, cloud	Bı
29 - 33	Giant, desert	B3
34 ⁻ 41	Giant, fire	Bı
42 - 48	Giant, frost	Bı
49 - 53	Giant, jungle	B3
54 - 59	Giant, marsh	B2
60 - 64	Giant, ocean	B4
65 - 72	Giant, stone	B1
73 - 79	Giant, storm	Bı
80 - 85	Giant, taiga	B2
85 - 90	Previous form	
91	Roll on Standard Races	
92 - 95	Roll on Giants CR 7 or Less	
96 - 99	Roll on Monstrous Humanoids C	R 7 - 10
100	GM's choice	

Magical Beasts

Use the following tables to determine the new form of magical beasts affected by *reincarnate*.

d%	Iagical Beasts CR 6 or less Magical Beast	Source
01	Ahuizotl	B3
02 - 03	Amphisbaena	B2
04 - 05	Ankheg	Bı
06 - 07	Aranea	B2
08-09	Basilisk	B1
10 - 11	Bat, mobat	B1 B2
12 - 13	Blindheim	B2
14 - 15	Blink dog	B2
16 - 17	Carbuncle	B3
18 - 19	Chupacabra	B2
20 - 21	Cockatrice	B1
22 - 23	Darkmantle	Bı
24 - 25	Death dog	B4
26 - 27	Death worm	B2
28 - 29	Disenchanter	B3
30 - 31	Flail snail	B3
<u>32 - 33</u>	Girallon	B1
	Glacier toad	B1 B2
<u>34 - 35</u> 36 - 37	Griffon	B1
<u>38 - 39</u>	Gryph	B1 B2
<u>30 39</u> 40 - 41	Hieracosphinx	B2 B3
42 - 43	Hippogriff	B2
	Hodag	B2 B3
<u>44 - 45</u> 46 - 47	Hydra	B1
48	Jackalwere	B1 B3
	Kamadan	B3
<u>49 - 50</u>	Krenshar	B2
<u>51 - 52</u>	Leucrotta	B2 B2
<u>53 - 54</u> 55 - 56	Manticore	B1
<u>55 - 58</u> 57 - 58	Owlbear	B1
<u>57 - 50</u> 59 - 60	Pegasus	B1
61 - 62	Peryton	B1 B2
63 - 64	Phase spider	B1
65 65	Rat king	B1 B4
66 - 67	Ratling	<u>В4</u>
<u>68 - 69</u>	Shocker lizard	B1
~	Siren	B1 B2
70 - 71	Slurk	B2 B2
72 - 73	Spider eater	B2 B3
74		<i>.</i>
75	Stirge Trollhound	B1 Po
76 - 77		B3
78 - 79	Unicorn	B1
80	Voonith Winter welf	B3
81 - 82	Winter wolf	B1
83 - 84	Worg	B1 Ba
85	Zoog Provious form	B3
86 - 90	Previous form	(
91 - 95	Roll on Animals CR 3 - 0	
96 - 99	Roll on Magical Beasts CR 7	7 - 10
100	GM's choice	

d%	Magical Beast	Source
01 - 05	Baku	B3
06 - 10	Behir	B1
11 - 15	Bulette	Bı
16 - 20	Chimera	Bı
21 - 25	Criosphinx	B3
26 - 30	Dragonne	B3
31 - 35	Gorgon	B1
36 - 40	Gray render	B2
4 ¹ - 45	Kirin	B3
46 - 50	Lammasu	B3
51 - 55	Nue	B3
56 - 60	Remorhaz	B1
61 - 65	Rukh	B4
66 - 70	Shedu	B3
71 - 75	Sphinx	B1
76 - 80	Yrthak	B2
81 - 85	Previous form	
86 - 90	Roll on Magical Beasts CR 6	or Less
91 - 95	Roll on Animals CR 7+	
96 - 99	Roll on Magical Beasts CF	R 11+
100	GM's choice	

Table 9-2: Magical Beasts CR 7 - 10

Table 9-3: Magical Beasts CR 11+ **Magical Beast** d% Source Akhlut Bz 01 - 05 06 - 11 Bandersnatch Bz Bhole **B**4 12 - 16 Catoblepas B2 17 - 22 23 - 28 Frost worm B2 Grootslang Bz 29 - 33 Jubjub bird B3 34 - 39 40 - 44 Leng spider B2 Oma B4 45 - 49 Phoenix Bı 50 - 54 Purple worm Bı 55 - 60 61 - 65 Seps B4 66-70 Sleipnir B3 Thrasfyr B2 71 - 75 76 - 80 Thunderbird B2 81 - 85 Xanthos B4

81 - 85XanthosB486 - 90YpotryllB491 - 95Previous form96 - 99Roll on Magical Beasts CR 7 - 10100GM's choice



Monstrous Humanoids

Use the following tables to determine the new form of monstrous humanoids affected by *reincarnate*.

Table 10-1:	Monstrous Humanoids CR 6	or Less
d%	Monstrous Humanoid	Source
01 - 02	Adaro	B3
03 - 04	Adherer	B3
05 - 06	Buggane	B4
07 - 08	Cecaelia	B3
09 - 11	Centaur	B1
12 - 13	Ceratioidi	B3
14 - 15	Contemplative	B4
16 - 17	Derhi	B3
18 - 19	Dire corby	B3 🛑
20 - 22	Doppelganger	Bı
23 - 24	Formian warrior	B4
25 - 26	Formian worker	B4
27 - 29	Gargoyle	B1
30 - 31	Graeae	B4
32 - 33	Hag, an <mark>n</mark> is	B3
34 - 36	Hag, green	Bı
37 - 38	Hag, sea	B1
39 - 41	Harpy	B1
42 - 43	Карра	B3
44 - 45	Karkinoi	B4
46 - 47	Kech	B ₃
48 - 50	Lamia	B1
51 - 52	Maftet	B3
53 - 55	Minotaur	B1
56 - 57	Mongrelman	B2
58 - 59	Morlock	Bı
60 - 61	Mothman	B2
62 - 63	Nightgaunt	B4
64 - 65	Ningyo	B4
66 - 67	Selkie	B4
68 - 69	Serpentfolk	B2
70 - 71	Shobhad	B4
72 - 73	Skum	Bı
74 - 75	Tanuki	B3
76 - 77	Thriae soldier	B3
78 - 79	Trox	B4
80 - 81	Vodyanoi	B3
82 - 83	Witchwyrd	B2
84 - 85	Yeti	B1
86 - 90	Previous form	
91 - 92	Roll on Humanoids	
93 - 95	Roll on Giants	
96 - 99	Roll on Monstrous Humanoids C	CR 7 - 10
100	GM's choice	

Table 10-2: Monstrous Humanoids CR 7 - 10

d%	Monstrous Humanoids	Source
01 - 06	Charda	B2
07 - 12	Formian myrmarch	B4
13 - 18	Formian taskmaster	B4
19 - 23	Girbatilu	B3
24 - 29	Hag, blood	B4
30 - 35	Hag, winter	B4
36 - 41	Lamia matriarch	B2
42 - 47	Maenad	B4
48 - 53	Medusa	Bı
54 - 5 <mark>8</mark>	Nependis	B4
59 - 6 <mark>4</mark>	Pukwudgie	B3
65 - 70	Qallupilluk	B4
71 - 75	Tikbalang	B4
76 - 85	Previous form	
86 - 90	Roll on Monstrous Humanoids CR	6 or Less
91 - 95	Roll on Giants	
96 - 99	Roll on Monstrous Humanoids	CR 11+
100	GM's choice	

Table 10-3: Monstrous Humanoids CR 11+

d%	Monstrous Humanoids	Source
01 - 10	Formian queen	B4
11 - 20	Humbaba	B3
21 - 30	Jorogumo	B3
31 - 40	Popobala	B3
41 - 50	Rokurokubi	B4
51 - 60	Thriae queen	B3
61 - 70	Thriae seer	B3
71 - 80	Vouive	B4
81 - 90	Previous form	
91 - 95	Roll on Monstrous Humanoids C	CR 7 - 10
96 - 99	Roll on Giants	
100	GM's choice	

<u>Oozes</u>

Use the following tables to determine the new form of oozes affected by *reincarnate*.

Table 11-1: Oozes CR 7 or Less

d%	Ooze S	ource
01 - 07	Black pudding	Bı
08 - 12	Boilborn	B4
13 - 17	Brain ooze	B3
18 - 22	Freezing flow	B4
23 - 27	Garden ooze	B3
28 - 34	Gelatinous cube	Bı
35 - 41	Giant amoeba	B2
42 - 46	Globster	B3
47 - 53	Gray ooze	Bı
54 - 58	Hungry flesh	B4
59 - 63	Hungry fog	B3
64 - 70	Magma ooze	B2
71 - 77	Ochre jelly	Bı
78 - 84	Slime mold	B2
85 - 90	Slithering tracker	B2
91 - 95	Roll on Aberrations CR 5 or Less	
96 - 99	Roll on Oozes CR 8+	
100	GM's choice	Pro-

Table 11-2: Oozes CR 8+

Ooze	Source
Carnivorous blob	B2
Carnivorous crystal	B3
Colour out of space	B4
Deathtrap ooze	B3
Immortal ichor	B4
Plasma ooze	B3
Shard slag	B4
Shoggoth	Bı
Roll on Oozes CR 7 or Less	
Roll on Aberrations CR 8 - 10)
Roll on Aberrations CR 11+	
GM's choice	
	Carnivorous blob Carnivorous crystal Colour out of space Deathtrap ooze Immortal ichor Plasma ooze Shard slag Shoggoth Roll on Oozes CR 7 or Less Roll on Aberrations CR 8 - 10 Roll on Aberrations CR 11+

<u>Plants</u>

Use the following tables to determine the new form of plants affected by *reincarnate*.

Table 12-1: Plants CR 8 or Less

d%	Plant	Source
01 - 03	Ascomoid	B3
04 - 07	Assassin vine	Bı
08 - 10	Basidirond	B1
11 - 13	Cerebric fungus	B3
14 - 16	Fungal nymph	B4
17 - 19	Hangman's tree	B2
20 - 22	Jack-O'-Lantern	B4
23 - 25	Leaf ray	B4
26 - 28	Leshy, fungus	B3
29 - 31	Leshy, gourd	B3
32 - 34	Leshy, leaf	B3
35 - 37	Leshy, seaweed	B3
<u> 38 - 40</u>	Living topiary	B4
41 - 43	Mandragora	B2
44 - 46	Mi-go	B4
47 - 49	Mindslaver mold	B4
50 - 52	Moonflower	B2
53 ⁻ 55	Myceloid	B ₃
56 - 58	Phantom fungus	B3
59 - <u>61</u>	Phycomid	B2
62 - <mark>64</mark>	Quickwood	B2
65 - 67	Saguaroi	B4
68 - 71	Shambling mound	Bı
72 - 74	Tendriculos	B2
75 - 78	Treant	B1
79 - 82	Vegepygmy	Bı
83 - 86	Violet fungus	B1
87 - 89	Weedwhip	B4
90 - 92	Xatabay	B2
93 - 95	Yellow musk creeper	B1
96 - 99	Roll on Plants CR 9+	
100	GM's choice	

Table 12-2: Plants CR 9+

d%	Plant	Source
01 - 08	Alraune	B3
09 - 16	Barometz	B4
17 - 24	Bodythief	B4
25 - 32	Giant fly trap	B1
33 - 40	Irminsul	B4
41 - 48	Jinmenju	B4
49 - 55	Kapre	B4
56 - 63	Mu spore	B2
64 - 71	Sard	B2
72 - 79	Sargassum fiend	B3
80 - 87	Viper vine	B2
88 - 94	Zomok	B4
95 - 99	Roll on Plants CR 8 or Less	
100	GM's choice	

<u>Vermin</u>

Use the following tables to determine the new form of vermin affected by *reincarnate*.

d%	Vermin CK 5 of Less Vermin S	ource
01 - 02	Ant lion, giant	B3
03 - 05	Ant, giant	Bı
06 - 08	Bee, giant	B2
09 - 10	Bee, giant queen	B2
11 - 13	Beetle, fire	Bı
14 - 16	Beetle, giant stag	Bı
17 - 18	Beetle, slicer	B2
19 - 21	Cave fisher	Bı
22 - 24	Centipede, giant	Bı
25 - 26	Centipede, giant whiptail	B2
27 - 28	Cockroach, giant	B2
29 - 31	Crab, giant	Bı
32 - 34	Dragonfly, giant	B2
35 - 36	Dragonfly, giant nymph	B2
37 - 38	Flea, giant	B4
39 - 40	Flea, mammoth	B4
41 - 42	Fly, giant	B2
43 - 45	Leech, giant	Bı
46 - 47	Locust, giant	B4
48 - 49	Maggot, giant	B2
50 - 52	Mantis, giant	Bı
53 - 54	Rot grub, giant	B3
55 - 57	Scorpion, cave	B2
5 8 - 60	Scorpion, ghost	B3
61 - 63	Scorpion, giant	Bı
64 - 65	Scorpion, greensting	B4
66 - 67	Solifugid, albino cave	B2
68 - 69	Solifugid, giant	B2
70 - 72	Spider, giant	Bı
73 - 74	Spider, giant black widow	B2
75 - 76	Spider, giant crab	B3
	Spider, ogre	B3
77 - 79 80 - 82	Spider, scarlet	B4
83 - 84	Tick, giant	B2
85 - 87	Wasp, giant	Bı
88 - 89	Water strider, giant	B4
90 - 91	Water strider, nymph	B4
92 - 93	Roll on Aberrations CR 5 or Less	
94 - 95	Roll on Animals CR 2 or Less	
96 - 99	Roll on Vermin CR 6+	
100	GM's choice	

Table 13-1: Vermin CR 5 or Less

Table 13-2: Vermin CR 6+

d%	Vermin	Source
01 - 08	Ant lion, giant adult	B3
09 - 16	Beetle, goliath stag	B2
17 - 24	Centipede, titan	B2
25 - 32	Crab, shark-eating	B3
33 - 40	Mosquito, giant	B2
41 - 48	Scorpion, deadfall	B3
49 - 56	Scorpion, giant emperor	B4
57 - 63	Slug, giant	Bı
64 - 71	Spider, goliath	B4
72 - 79	Tarantula, giant	B2
80 - 86	Xenopterid	B4
87 - 91	Roll on Vermin CR 5 or Less	
92 - 9 <mark>5</mark>	Roll on Aberrations CR 6 - 10	
96 - 99	Roll on Animals CR 7+	
100	GM's choice	



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 (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, proceedures, 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

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

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, Partick 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 GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, 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

Pathinder Koleplaying Game Advanced Kace Guide. © 2012, Parco 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, Nei 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 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, Jess Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin

Berner, Benjamin Bruck, Boshmann, Smartick Renie, Sean K Reynolds, and Russ Taylor.
Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paico 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

Brood of the Spider Queen: Spider Bloodlines Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Lords of the Leaves: Elven Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Wells of Wonder: Arcane Fonts Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua

Zaback Magic of the Mire: Lizardfolk Spells Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Kings of the Mountain: Dwarven Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Weekly Wonders: Vengeful Curses Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Weekly Wonders: From the Bags of Giants Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback Weekly Wonders: Magical Instruments Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback Weekly Wonders: Giant Slaying Spells Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback Princes of the Plains: Halfling Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback Weekly Wonders: Giant-Blooded Feats Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback Weekly Wonders: Legacy Character Creation Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Weekly Wonders: Giant Bloodlines Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Regents of the Road: Gnome Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Weekly Wonders: Fog and Garden Giants Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Weekly Wonders: Troll Magic Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua

Zaback Scions of Sin: Tiefling Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback

Weekly Wonders: Secret Spirits Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Weekly Wonders: Giant Treasures Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback

Descended from Dragons: Kobold Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Weekly Wonders: Forgotten Oni Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback

Weekly Wonders: Cavalier Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Weekly Wonders: Cinematic Dinosaurs Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Masters of Midnight: Drow Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback Weekly Wonders: Giant Bloodrager Bloodlines Copyright 2015, Necromancers of the Northwest, LLC; Authors:

Alex Riggs, Joshua Zaback Weekly Wonders: The Deluxe Guide to Reincarnation Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

A Modern Take on an Ancient Classic

Reincarnate is more than just a cheaper, lower=level version of raise dead that you can use even if you don't have a 5,000 gp diamond lying around, or don't have a 9th=level eleric in the party. Reincarnate is a chance to roll the dice on your character's destiny, and the spell provides a real and tangible possibility of creating dramatic change for the creature brought back. Many players enjoy the high risk and high reward experience of reincarnate, and others appreciate the interesting roleplaying opportunities it provides. But the spell's a bit outdated, and it shows. For one, there are tons of exciting humanoid races in products released after the Pathfinder Roleplaying Game Core Rulebook that you can't become, because they were created after the table was made. Further, there's one little phrase that turns a reincarnate spell cast on anything besides a humanoid into a real pain:

> For non-humanoid ereatures, a similar table of creatures of the same type should be created.

If you've ever had your game come to a grinding halt because your druid wanted to cast reincarmate on his animal companion, or you wish that there was a more convenient way to include all the fun new player character races in a single place, or you wish there was a teensy=weensy chance that a reincarmate could turn you into a medusa, this is the book for you. In addition to an updated set of tables for humanoid creatures, this book contains detailed nested tables for determining the new form of an animal companion, or a familiar, or a creature of any creature type. With no less than 50 tables containing creatures from Pathfinder Roleplaying Game: Advanced Race Guide and the Pathfinder Roleplaying Game Bestiaries 1 = 4, plus other sources, you have everything you need to make reincarmating any creature a fun and exciting experience. Plus, the book includes a set of optional rules for karmic reincarmation, which allows a character's actions in life to influence how they return. Never look at reincarmate the same way again!

Weekly Wonders is a series devoted to injecting a regular dose of fun and excitement into your game, with a new bite=size installment each and every week, which expands the rules of the Pathfinder Roleplaying Game. Each Weekly Wonders product focuses on a different aspect of the game, and may provide new feats, spells, archetypes, magic items, or monsters, or may provide entirely new rule systems, or expand upon or reinvent existing rules in ways that make them more fun and useful at the table.

