

A Collection of d20 OGC by Patric L. Rogers

Introduction

As can be seen on my site – www.patric.net – I am an avid and long-time writer of material for traditional pencil-and-paper role-playing games like *Dungeons & Dragons*. I was first published by Steve Jackson Games in 1986, and have been commercially published a few times since (my best commercial work is *White Robes, Black Hearts: Secret of the Arcanexus* from Dark Portal Games). Mostly, due to time constraints that prevent me from polishing up my projects for commercial publication, I simply post to my website.

When Wizards of the Coast, under the advice of Ryan Dancy and others, first created the Open Game Licenses and released the core d20 rules, I was unimaginably excited because it meant for the first time I could use and re-use the rules and ideas created by others without fear of accidental or intentional infringement upon their intellectual property rights (I am a huge advocate of intellectual property rights, especially for small artists, in the digital age). I love giving credit to others for their great ideas, especially when it inspires me, and the OGL provided a clear mechanism for that, as well.

This book before you is a collection of d20 material that I use in my own gaming and development. A lot of it can be recognized from other sources, but huge chunks are also original and created by me, and even those items repeated from other works have likely been tweaked by myself. Because this doc is mostly for my own personal use, I have never really dedicated the time to reworking the formatting. So, please ignore the formatting and enjoy the new, the familiar, and the tweaked!

I always enjoy feedback, and I love knowing that other people find my ideas and my work useful and enjoyable. I whole-heartedly invite you to send me an email – morpheus@patric.net – and tell me what you like, dislike, or just how you used the material in your own games or development!

Please become a micro-sponsor for my writing and make a PayPal donation of any amount to patricrogers@hotmail.com. The more you give, the more I know you care and the more time I can dedicate to writing and editing (and less to having to work elsewhere to pay my bills), so please give any amount, whether it be \$1, or \$5, or \$500. Thanks!

Thanks,
Patric

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CHAPER 1 - RACES

1.1 - Human - Aethellion¹

Variant human sub-race native to the elemental plane of Air. (Because every other race has sub-races, humans should to.)

- Medium Humanoid (Air, Human)

¹ Morpheus Unbound Notebook "October 2007 to January 2008"

- Base move 30 ft
- Racial +2 save against electrical effects
- Proficient with scimitar and falchion
- Favored class: Sorcerer. They can also choose spells from the clerical domains of Air and Weather as arcane spells, as if they had been added to the character's spell list. They do not gain the domain granted powers.
- Survival is always a class skill.
- Elemental Affinity (Air) (see "Planar Races" below)
- Spell-like Abilities (Sp), as sorcerer of total hit dice
 - At 5 or more hit dice, 1/day – *lightning bolt*, *fly*
 - At 15 or more hit dice, 3/day – *lightning bolt*, *fly*
- Level Adjustment +1

1.2 - Half-Elf - Coeur des Djinn²

Ages ago a court of djinni began a breeding program involving half-elves and djinn. Many centuries later this resulted in the desired true-breeding race that became known as "coeur des Djinn" or "heart of the Djinn". The coeur des Djinn are rarely, but sometimes still inter-fertile with their parent species (humans, elves, djinni).

Coeur des djinn clerics must choose a deity that has the Air domain in its portfolio and must choose that domain. They are typically Chaotic Good and have the Chaotic subtype. They prefer fighter, ranger and sorcerer, sticking with light or no armor in all cases.

- Type is Outsider [Chaotic]
- Coeur des djinn are 4 HD Outsiders with unlimited racial HD advancement or by class level.
- They are always Medium size, regardless of racial HD.
- They have +1 natural armor
- Spells: They cast spells as a druid of level equal to (one-half racial HD, round down, +1). For example, a 4 HD coeur des djinn cast spells as a 3rd level druid.
- +2 Str, +6 Dex, +4 Con, +2 Int, +2 Wis, +4 Cha
- Racial +2 Diplomacy, +2 Gather Information checks
- Racial +2 save against charm and enchantment effects
- Spell-like abilities (Sp): 3/day – *purify food and drink*, 2/day – *levitate*, 1/day – *gust of wind*. Caster level equal to racial hit dice.
- Elemental Affinity (Air) (see "Planar Races" below)
- Dodge is a bonus feat
- Racial class skills: Craft, Profession, Knowledge (the planes), Knowledge (arcana), Knowledge (religion), Spellcraft, Diplomacy, Sense Motive, Gather Information, Spot, Listen, Search, Knowledge (nature)
- Favored Class: any
- Level Adjustment: +4

1.3 - Planar Races³

Elemental Affinity (Air) (Su): You summon the air that swirls about you, directing it in a blast towards an opponent. Once per encounter, you can use the Aid Another combat action as a ranged attack with a maximum range of 30 feet. Alternatively, you can attempt to move an object as if you had a Strength of 5, up to a range of 30 feet.

² Morpheus Unbound Notebook "October 2007 to January 2008"

³ Source: *Portals & Planes* Copyright 2003, Fantasy Flight Publishing, Inc.

1.4 - Bloodlines⁴

Every so often, an individual is born who stands out a little from the rest of his people. This individual displays characteristics associated with a different kind of creature, such as a dragon, giant, celestial, or demon. Such a character is said to have a bloodline.

Bloodlines can exist for any of a number of reasons. Perhaps the character has an unusual ancestor, such as a dragon who took alternate form to live among humans or elves. The character might be a throwback to an earlier age, when all species were more closely related. The bloodline might be the result of unusual supernatural energies present during conception, pregnancy, or birth. It could also be an omen sent by the gods, part of an ancient prophecy or dire legend.

Bloodline Strength And Source

Every bloodline has both a source (the kind of creature from which its characteristics are drawn) and a strength (minor, intermediate, or major). The stronger the bloodline, the more potent the traits and benefits granted by it.

Every source has a minor bloodline associated with it. A minor bloodline doesn't alter a character much, and thus don't represent a very significant power increase over an ordinary character. In some cases, the only bloodline associated with a source is minor. This is most often true of sources derived from relatively weak creatures such as minotaurs or hags.

Many sources also have intermediate bloodlines. These affect the character's power level more drastically, and come from more potent races, such as elementals, and many dragons and giants.

Major bloodlines only come from the most powerful and primal of sources, including celestials, demons, devils, and the mightiest of dragons. A character with a major bloodline is a potent scion of his ancestor, displaying significant powers and abilities.

Bloodline Levels

Over the course of his career, a character with a bloodline becomes more powerful than one without a bloodline. Because the power gain is gradual over a span of twenty levels, a static level adjustment doesn't truly reflect this difference. Instead, a bloodline character must take one or more levels of "bloodline" at various points in his career, as noted on Table: Bloodline Levels. Before a character with a bloodline reaches the indicated character level, he must take one class level of "bloodline." Class levels of "bloodline" do not increase a character's character level the way a normal class level does, but they do provide certain benefits (see below).

Table: Bloodline Levels

Bloodline Level	Bloodline Strength		
	Minor	Intermediate	Major
1st	12th	6th	3rd
2nd	n/a	12th	6th
3rd	n/a	n/a	12th

If the character does not take a class level of bloodline before reaching the character level indicated on the table, he gains no further bloodline traits and must take a 20% penalty on all future XP gains. As soon as he meets the minimum bloodline level, he gains all bloodline abilities due him according to his character level, and the XP penalty no longer applies.

⁴ Source: *Unearthed Arcana* (3e) (Wizards of the Coast)

For example, a 1st-level character with a major bloodline (silver dragon) receives a +2 bonus on Sense Motive checks as a bloodline trait. When he reaches 2nd character level, he gains the Alertness feat as a bloodline trait. Before he reaches 3rd character level, he must take a level of bloodline in order to continue gaining bloodline traits. If he reaches 3rd character level and has no bloodline levels, he does not gain the bloodline trait due him at 3rd character level (Strength +1) and must take a 20% reduction on all future XP gains. If he later meets the minimum required bloodline levels, he gains his 3rd-level trait at that time (as well as any other traits he may have failed to receive for not taking his bloodline level right away), and the XP reduction no longer applies to future gains. Before reaching his 6th character level, he must have taken two levels of bloodline in order to keep gaining bloodline traits. If he takes his third bloodline level before reaching 12th character level, he becomes eligible to gain all the traits of his bloodline (as they become available when he reaches new character levels).

A bloodline level grants no increase in base attack bonus or base save bonuses, no hit points or skill points, and no class features. It counts as a normal class level (with no class skills) for the purpose of determining maximum skill ranks. Levels of bloodline never result in XP penalties for multiclass characters.

Include the character's bloodline level when calculating any character ability based on his class levels (such as caster level for spellcasting characters, or save DCs for characters with special abilities whose DCs are based on class level). The character doesn't gain any abilities, spells known, or spells per day from the addition of his bloodline levels, though—only the calculations of his level-based abilities are affected.

If a character has levels in two or more classes in addition to his bloodline levels, each class gains the benefit of adding the bloodline levels when calculating abilities.

For example, a 2nd-level sorcerer with a major bloodline takes a bloodline level when earns enough XP to advance in level. He is treated as a 3rd-level spellcaster for the purpose of spell durations, caster level checks, and so forth. But he doesn't gain a 3rd-level sorcerer's spells per day or spells known.

Similarly, the stunning attacks of a 3rd-level monk with one bloodline level have a save DC equal to 12 (10 + one-half class level) plus her Wisdom modifier, since the bloodline level is treated as if it were a monk class level when calculating the save DC. A 3rd-level monk/3rd-level sorcerer with two bloodline levels would be treated as a 5th-level spellcaster and a 5th-level monk for determining level-based abilities.

Bloodline Traits

Depending on the strength of a character's bloodline, he gains a new bloodline trait every one, two, or four character levels (or effective character levels, for characters with a level adjustment greater than +0). The traits gained are given in each bloodline description.

Bloodline Trait Descriptions

Bloodline traits fall into four categories.

Ability Boost

You gain a permanent +1 increase to the given ability score. This is similar to the ability increase gained by characters at every fourth level.

Bloodline Affinity

You gain a bonus (either +2, +4, or +6) on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with creatures of your bloodline.

Skill Boost

You receive a +2 bonus on checks made with the given skill.

Special

You gain a special ability. Common bloodline special abilities include bonus feats, natural armor, special attacks (such as the ability to smite evil or smite good), special qualities (such as resistance to energy, spell resistance, or scent), or spell-like abilities.

If you already have a feat that a bloodline provides as a bonus feat, you may choose a different feat. For example, the minor celestial bloodline grants Alertness as a bonus feat at 8th level. If a character with this bloodline already has Alertness by the time he reaches 8th level, he can choose any other feat instead (subject to normal prerequisites, of course).

Bloodline Descriptions

Each description below includes some basic information to help the player and game master incorporate the bloodline into the campaign, including potential origins and minor characteristics to help flesh out the character. The description also provides the bloodline traits gained at particular character levels.

Bloodlines are best included as part of a character with both the game master and player working together to select an appropriate bloodline for the PC. However, if you want to generate a PC's bloodline randomly, use the following tables as a guide.

Random Bloodline Determination

First, roll d% and consult Table: Bloodline Strength to determine the bloodline's strength. Then roll d% on Table: Minor Bloodlines, Table: Intermediate Bloodlines, or Table: Major Bloodlines to determine the source.

Table: Bloodline Strength

d%	Bloodline Strength
01-55	Minor
56-85	Intermediate
86-100	Major

Table: Minor Bloodlines

d%	Bloodline Source
01-05	Celestial
06-10	Demon
11-15	Devil
16-19	Doppelganger
20	Dragon, black
21	Dragon, blue
22-23	Dragon, brass
24-25	Dragon, bronze
26-27	Dragon, copper
28-29	Dragon, gold
30	Dragon, green

d%	Bloodline Source
31-32	Dragon, red
33-35	Dragon, silver
36	Dragon, white
37-40	Elemental, air
41-44	Elemental, earth
45-48	Elemental, fire
49-52	Elemental, water
53-57	Fey
58-60	Genie, djinni
61-62	Genie, efreeti
63-65	Genie, jann
66-67	Giant, cloud
68-69	Giant, fire
70-71	Giant, frost
72-74	Giant, hill
75-76	Giant, stone
77-79	Giant, storm
80-82	Hag
83-88	Lycanthrope
89	Minotaur
90-94	Ogre
95	Titan
96	Troll
97-100	Vampire

Table: Intermediate Bloodlines

d%	Bloodline Source
01-05	Celestial
06-10	Demon
11-15	Devil
16-17	Dragon, black
18-19	Dragon, blue
20-21	Dragon, brass
22-23	Dragon, bronze
24-25	Dragon, copper

d%	Bloodline Source
26-28	Dragon, gold
29-30	Dragon, green
31-33	Dragon, red
34-37	Dragon, silver
38-39	Dragon, white
40-44	Elemental, air
45-49	Elemental, earth
50-54	Elemental, fire
55-59	Elemental, water
60-65	Fey
66-69	Genie, djinn
70-72	Genie, efreeti
73-75	Giant, cloud
76-78	Giant, fire
79-81	Giant, frost
82-84	Giant, stone
85-87	Giant, storm
88-90	Ogre
91-93	Titan
94-96	Troll
97-100	Vampire

Table: Major Bloodlines

d%	Bloodline Source
01-11	Celestial
12-22	Demon
23-33	Devil
34-40	Dragon, gold
41-47	Dragon, red
48-57	Dragon, silver
58-67	Fey
68-76	Genie, djinni
77-83	Genie, efreeti
84-90	Giant, storm
91-95	Titan

d%	Bloodline Source
96-100	Vampire

Creating Other Bloodlines

Table: Bloodline Trait Distribution Character

Level	Trait Gained		
	Minor	Intermediate	Major
1st	—	—	Skill boost 1
2nd	—	Skill boost 1	Special 1
3rd	—	—	Ability boost 1
4th	Skill boost 1	Special 1	Special 2
5th	—	—	Affinity +2
6th	—	Ability boost 1	Special 3
7th	—	—	Skill boost 2
8th	Special 1	Special 2	Special 4
9th	—	—	Ability boost 2
10th	—	Affinity +2	Special 5
11th	—	—	Affinity +4
12th	Ability boost 1	Special 3	Special 6
13th	—	—	Skill boost 3
14th	—	Skill boost 2	Special 7
15th	—	—	Ability boost 3
16th	Special 2	Special 4	Special 8
17th	—	—	Affinity +6
18th	—	Ability boost 2	Special 9
19th	—	—	Skill boost 4
20th	Affinity +2	Special 5	Special 10

The bloodlines described here are by no means a comprehensive list of all possible permutations. You might choose to create bloodlines of creatures not included here, to create more specialized celestial, demon, or devil bloodlines, or even to create more potent versions of the bloodlines here for use in your game.

Table: Bloodline Trait Distribution gives you the basic framework for bloodline traits. Over the course of twenty levels, a major bloodline boosts four skills (giving each a +2 bonus) and three ability scores (increasing each by 1). It grants a bloodline affinity at three stages (+2, +4, and +6) and provides ten special abilities. Intermediate bloodlines grant the first ten traits, spread out over twenty levels. Minor bloodlines grant the first five traits.

When creating a new bloodline, use those described as guidelines for appropriate special abilities.

Celestial

A character with a celestial bloodline can trace her heritage to beings of the Upper Planes, much like an aasimar or celestial creature. Most angels, archons, guardinals, and eladrins have the ability to interbreed with humanoids, and examples of celestial creatures descending from the heavens to live with mortals often appear in myth and legend. Descendants of such relationships often have silver or golden hair, a proud bearing, or a piercing stare.

Celestial Bloodline Traits

Character Level	Minor	Intermediate	Major
1st	—	—	+2 on Sense Motive checks
2nd	—	+2 on Sense Motive checks	Alertness
3rd	—	—	Wisdom +1
4th	+2 on Sense Motive checks	Alertness	<i>Protection from evil</i> 1/day (Sp)
5th	—	—	Celestial affinity +2 ¹
6th	—	Wisdom +1	<i>Smite evil</i> 1/day (Su) ²
7th	—	—	+2 on Concentration checks
8th	Alertness	<i>Protection from evil</i> 1/day (Sp)	Resistance to electricity 5 (Ex)
9th	—	—	Charisma +1
10th	—	Celestial affinity +2 ¹	+2 on saves against poison (Ex)
11th	—	—	Celestial affinity +4 ¹
12th	Wisdom +1	<i>Smite evil</i> 1/day (Su) ²	Resistance to cold 5 (Ex)
13th	—	—	+2 on Listen checks
14th	—	+2 on Concentration checks	Improved Initiative
15th	—	—	Constitution +1
16th	<i>Protection from evil</i> 1/day (Sp)	Resistance to electricity 5 (Ex)	Resistance to acid 5 (Ex)
17th	—	—	Celestial affinity +6 ¹
18th	—	Charisma +1	+1 to natural armor
19th	—	—	+2 on Spot checks
20th	Celestial affinity +2 ¹	+2 on saves against poison (Ex)	Damage reduction 5/evil
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with celestials. 2. You can smite an evil creature with a melee attack as a paladin of your character level once per day.			

Demon

A character with a demon bloodline has one or more ancestors of demonic origin. The most common source of such a bloodline is a succubus, but any demon capable of taking humanoid form might be responsible for the character's unusual traits. Characters with a demon bloodline may bear some minor characteristic reminiscent of such an ancestor: sinister glowing eyes, a faint smell of brimstone, or a love of brutality.

Demon Bloodline Traits

Character Level	Minor	Intermediate	Major
1st	—	—	+2 on Move Silently checks
2nd	—	+2 on Move Silently checks	Power Attack
3rd	—	—	Strength +1
4th	+2 on Move Silently checks	Power Attack	Resistance to electricity 5 (Ex)
5th	—	—	Demon affinity +2 ¹
6th	—	Strength +1	<i>Smite good</i> 1/day (Su) ²
7th	—	—	+2 on Hide checks
8th	Power Attack	Resistance to electricity 5 (Ex)	Resistance to acid 5 (Ex)
9th	—	—	Constitution +1
10th	—	Demon affinity +21	+2 on saves against poison
11th	—	—	Demon affinity +4 ¹
12th	Strength +1	<i>Smite good</i> 1/day (Su) ²	Resistance to fire 5 (Ex)
13th	—	—	+2 on Intimidate checks
14th	—	+2 on Hide checks	Cleave
15th	—	—	Charisma +1
16th	Resistance to electricity 5 (Ex)	Resistance to acid 5 (Ex)	Resistance to cold 5 (Ex)
17th	—	—	Demon affinity +6 ¹
18th	—	Constitution +1	+1 to natural armor
19th	—	—	+2 on Spot checks
20th	Demon affinity +2 ¹	+2 on saves against poison (Ex)	Damage reduction 5/good

1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with demons.

2. You can smite a good creature with a melee attack as a blackguard of your character level once per day.

Devil

For a character with a devil bloodline, an erinyes is often the source. However, other devils with the ability to use a polymorph effect, such as gelugons or pit fiends, have been known to consort with mortals. A character with this bloodline may also possess tiny horns or unusually sharp teeth.

Devil Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Bluff checks
2nd	—	+2 on Bluff checks	Dodge
3rd	—	—	Charisma +1
4th	+2 on Bluff checks	Dodge	Darkness 1/day (Sp)
5th	—	—	Devil affinity +2 ¹
6th	—	Charisma +1	Smite good 1/day (Su) ²
7th	—	—	+2 on Diplomacy checks
8th	Dodge	Darkness 1/day (Sp)	Resistance to fire 5 (Ex)
9th	—	—	Constitution +1
10th	—	Devil affinity +2 ¹	+2 on saves against poison (Ex)
11th	—	—	Devil affinity +4 ¹
12th	Charisma +1	Smite good 1/day (Su) ²	Resistance to acid 5 (Ex)
13th	—	—	+2 on Search checks
14th	—	+2 on Diplomacy checks	Alertness
15th	—	—	Intelligence +1
16th	Darkness 1/day (Sp)	Resistance to fire 5 (Ex)	Resistance to cold 5 (Ex)
17th	—	—	Devil affinity +6 ¹
18th	—	Constitution +1	+1 to natural armor
19th	—	—	+2 on Listen checks
20th	Devil affinity +2 ¹	+2 on saves against poison (Ex)	Damage reduction 5/good
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with devils. 2. You can smite a good creature with a melee attack as a blackguard of your character level once per day.			

Doppelganger

The ultimate humanoid shapechanger, a doppelganger can be anyone, anywhere, at any time. It's easy to imagine even a single doppelganger being responsible for a plethora of offspring tainted with shapechanging powers.

Doppelganger Bloodline Traits

Character Level	Minor
4th	+2 on Disguise checks
8th	<i>Alter self</i> 1/day (Sp)
12th	Charisma +1
16th	<i>Detect thoughts</i> 1/day (Sp)

Character Level	Minor
20th	Doppelganger affinity +2 ¹
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with doppelgangers.	

Dragon, Black

The sinister black dragon occasionally makes a close "alliance" with a like-minded humanoid, and that can lead to a black dragon bloodline. A character with this bloodline shares his ancestor's cunning and malevolence, and may have a sunken, almost skeletal appearance to his face.

Black Dragon Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Swim checks
4th	+2 on Swim checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to acid 5 (Ex)
10th	—	Black dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Hide checks
16th	Acid resistance 5 (Ex)	Resistance to acid 10 (Ex)
18th	—	Constitution +1
20th	Black dragon affinity +2 ¹	Water breathing (Ex) ²
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with black dragons.		
2. You can breathe underwater indefinitely and can freely use special abilities while submerged.		

Dragon, Blue

In times long past, blue dragons often interacted with the kings and queens of great desert empires. The bloodlines created by such intermingling were treated as a mark of royalty, though such empires have long since vanished. An individual bearing a blue dragon bloodline tends to be territorial and may smell faintly of ozone.

Blue Dragon Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Bluff checks
4th	+2 on Bluff checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to electricity 5 (Ex)
10th	—	Blue dragon affinity +2 ¹

Level	Minor	Intermediate
12th	Strength +1	+1 to natural armor
14th	—	+2 on Sense Motive checks
16th	Resistance to electricity 5 (Ex)	Resistance to electricity 10 (Ex)
18th	—	Constitution +1
20th	Blue dragon affinity +2 ¹	<i>Create/destroy water</i> 1/day (Sp)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with blue dragons.		

Dragon, Brass

Bards tell a popular tale of a lost desert traveler encountering a friendly woman who nurses him back to health before putting him on the path home. In the tale, this helpful individual turns out to be a powerful brass dragon who merely wants someone to talk to, and who, many months later, gives birth to a half-dragon child. The descendants of this chance encounter are often talkative and friendly.

Brass Dragon Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Gather Information checks
4th	+2 on Gather Information checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to fire 5 (Ex)
10th	—	Brass dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Bluff checks
16th	Fire resistance 5 (Ex)	Resistance to fire 10 (Ex)
18th	—	Constitution +1
20th	Brass dragon affinity +2 ¹	<i>Speak with animals</i> 1/day (Sp)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with bronze dragons.		

Dragon, Bronze

With its innate ability to take on humanoid form, coupled with a natural inquisitiveness, it is common for the bronze dragon to give rise to lines of creatures carrying its bloodline. These descendants tend to share the bronze dragon's curiosity as well as its love for the water.

Bronze Dragon Bloodline Traits

Character Level	Minor	Intermediate
2nd	—	+2 on Swim checks
4th	+2 on Swim checks	Alertness
6th	—	Strength +1

Character Level	Minor	Intermediate
8th	Alertness	Resistance to electricity 5 (Ex)
10th	—	Bronze dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Sense Motive checks
16th	Resistance to electricity 5 (Ex)	Resistance to electricity 10 (Ex)
18th	—	Constitution +1
20th	Bronze dragon affinity +2 ¹	Water breathing (Ex) ²
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with bronze dragons. 2. You can breathe underwater indefinitely and can freely use special abilities while submerged.		

Dragon, Copper

When the playful copper dragon meets a like-minded creature, a long-term friendship is often struck. The result of such a relationship can give rise to a long line of dragon-blooded individuals. Such characters often share the copper dragon's incorrigible nature, but may also be a bit miserly.

Copper Dragon Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Perform checks
4th	+2 on Perform checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to acid 5 (Ex)
10th	—	Copper dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Bluff checks
16th	Resistance to acid 5 (Ex)	Resistance to acid 10 (Ex)
18th	—	Constitution +1
20th	Copper dragon affinity +2 ¹	<i>Spider climb</i> 1/day (Sp)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with copper dragons.		

Dragon, Gold

Gold dragons occasionally take more than a passing interest in mortals. Thanks to their ability to polymorph, some leave a lasting reminder of their presence in the form of a half-dragon child. Even many generations later, this draconic blood can manifest in the form of bloodline traits. Descendants of a gold dragon tend to get along well with other good-aligned creatures, displaying uncommon grace and courtesy.

Gold Dragon Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Sense Motive checks
2nd	—	+2 on Sense Motive checks	Alertness
3rd	—	—	Strength +1
4th	+2 on Sense Motive checks	Alertness	Resistance to fire 5 (Ex)
5th	—	—	Gold dragon affinity +2 ¹
6th	—	Strength +1	+1 to natural armor
7th	—	—	+2 on Heal checks
8th	Alertness	Resistance to fire 5 (Ex)	Resistance to fire 10 (Ex)
9th	—	—	Constitution +1
10th	—	Gold dragon affinity +2 ¹	Water breathing (Ex) ²
11th	—	—	Gold dragon affinity +4 ¹
12th	Strength +1	+1 to natural armor	+1 to natural armor
13th	—	—	+2 on Swim checks
14th	—	+2 on Heal checks	Power Attack
15th	—	—	Intelligence +1
16th	Resistance to fire 5 (Ex)	Resistance to fire 10 (Ex)	<i>Breath weapon (Su)</i> ³
17th	—	—	Gold dragon affinity +6 ¹
18th	—	Constitution +1	+1 to natural armor
19th	—	—	+2 on jump checks
20th	Gold dragon affinity +2 ¹	Water breathing (Ex) ²	Immunity to fire (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with gold dragons. 2. You can breathe underwater indefinitely and can freely use special abilities while submerged. 3. 30-ft. cone of fire; 6d8 damage; Reflex half (DC 10 + one half HD + Con modifier).			

Dragon, Green

In certain rare instances, green dragons have been known to take control of (rather than simply devour) small enclaves of forest-dwelling humanoids. Some of those humanoids later give birth to half-dragon offspring, creating bloodlines that last centuries. Descendants of a green dragon are often voracious and belligerent, picking fights with little or no provocation.

Green Dragon Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Move Silently checks
4th	+2 on Move Silently checks	Alertness
6th	—	Strength +1

Level	Minor	Intermediate
8th	Alertness	Resistance to acid 5 (Ex)
10th	—	Green dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Bluff checks
16th	Resistance to acid 5 (Ex)	Resistance to acid 10 (Ex)
18th	—	Constitution +1
20th	Green dragon affinity +2 ¹	Water breathing (Ex) ²
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with green dragons. 2. You can breathe underwater indefinitely and can freely use special abilities while submerged.		

Dragon, Red

Though most evil dragons don't enjoy friendly relationships with humanoids, red dragons do occasionally spawn bloodlines among humanoids. Such descendants exhibit extraordinary powers beyond those of their people. A character with a red dragon bloodline is usually covetous and vain, and may smell faintly of smoke.

Red Dragon Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Bluff checks
2nd	—	+2 on Bluff checks	Alertness
3rd	—	—	Strength +1
4th	+2 on Bluff checks	Alertness	Resistance to fire 5 (Ex)
5th	—	—	Red dragon affinity +2 ¹
6th	—	Strength +1	+1 to natural armor
7th	—	—	+2 on Intimidate checks
8th	Alertness	Resistance to fire 5 (Ex)	Resistance to fire 10 (Ex)
9th	—	—	Constitution +1
10th	—	Red dragon affinity +2 ¹	<i>Locate object</i> 1/day (Sp)
11th	—	—	Red dragon affinity +41
12th	Strength +1	+1 to natural armor	+1 to natural armor
13th	—	—	+2 on Appraise checks
14th	—	+2 on Intimidate checks	Power Attack
15th	—	—	Charisma +1
16th	Resistance to fire 5 (Ex)	Resistance to fire 10 (Ex)	<i>Breath weapon (Su)</i> ²
17th	—	—	Red dragon affinity +6 ¹
18th	—	Constitution +1	+1 to natural armor
19th	—	—	+2 on jump checks

Level	Minor	Intermediate	Major
20th	Red dragon affinity +21	Locate object 1/day (Sp)	Immunity to fire (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with red dragons. 2. 30-ft. cone of fire; 6d8 damage; Reflex half (DC 10 + one-half HD + Con modifier).			

Dragon, Silver

Silver dragons are perhaps most likely of all dragons to have taken humanoid companions, and thus this is the most common dragon bloodline. Characters of the silver dragon bloodline tend to be regal and statuesque.

Silver Dragon Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Sense Motive checks
2nd	—	+2 on Sense Motive checks	Alertness
3rd	—	—	Strength +1
4th	+2 on Sense Motive checks	Alertness	Resistance to cold 5 (Ex)
5th	—	—	Silver dragon affinity +2 ¹
6th	—	Strength +1	+1 to natural armor
7th	—	—	+2 on Perform checks
8th	Alertness	Resistance to cold 5 (Ex)	Resistance to cold 10 (Ex)
9th	—	—	Constitution +1
10th	—	Silver dragon affinity +2 ¹	<i>Alter self</i> 1/day (Sp)
11th	—	—	Silver dragon affinity +4 ¹
12th	Strength +1	+1 to natural armor	+1 to natural armor
13th	—	—	+2 on Bluff checks
14th	—	+2 on Perform checks	Power Attack
15th	—	—	Charisma +1
16th	Resistance to cold 5 (Ex)	Resistance to cold 10 (Ex)	<i>Breath weapon</i> (Su) ²
17th	—	—	Silver dragon affinity +6 ¹
18th	—	Constitution +1	+1 to natural armor
19th	—	—	+2 on jump checks
20th	Silver dragon affinity +2 ¹	<i>Alter self</i> 1/day (Sp)	Immunity to cold (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with silver dragons. 2. 30-ft. cone of cold; 6d8 damage; Reflex half (DC 10 + one-half HD + Con modifier).			

Dragon, White

Some arctic tribes have managed to bargain with nearby white dragons, trading food and occasional sacrifices for protection from their enemies. These alliances can result in dragon-blooded descendants, who tend to mimic the single-minded ferocity of their forebears.

White Dragon Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Hide checks
4th	+2 on Hide checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to cold 5 (Ex)
10th	—	White dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Swim checks
16th	Resistance to cold 5 (Ex)	Resistance to cold 10 (Ex)
18th	—	Constitution +1
20th	White dragon affinity +2 ¹	<i>Icewalking</i> 1/day (Sp) ²
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with white dragons. 2. As <i>spider climb</i> , but the surface must be icy.		

Elemental, Air

Similar to but less specific than a djinni bloodline (see below), the air elemental bloodline derives its power from a connection to the Elemental Plane of Air. Characters with air elemental bloodlines tend to shift between emotions with surprising quickness, and may have hair or skin tinged with light blue.

Air Elemental Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Balance checks
4th	+2 on Balance checks	Improved Initiative
6th	—	Dexterity +1
8th	Improved Initiative	<i>Gust of wind</i> 1/day (Sp)
10th	—	Air elemental affinity +2 ¹
12th	Dexterity +1	Weapon Finesse
14th	—	+2 on Spot checks
16th	<i>Gust of wind</i> 1/day (Sp)	Air mastery (Ex) ²
18th	—	Constitution +1
20th	Air elemental affinity +2 ¹	Flyby Attack

Level	Minor	Intermediate
¹ . You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with air elementals. ² . As the air elemental special ability.		

Elemental, Earth

Creatures that bear a bloodline of elemental earth feel a sense of gravity and stability that ties them to the stones of the world. They have a palpable sense of inertia about them, which sometimes manifests as a slowness to take action.

Earth Elemental Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	<i>Meld into stone</i> 1/day (Sp)
10th	—	Earth elemental affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Listen checks
16th	<i>Meld into stone</i> 1/day (Sp)	Earth mastery (Ex)2
18th	—	Constitution +1
20th	Earth elemental affinity +2 ¹	Improved Sunder
¹ . You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with earth elementals. ² . As the earth elemental special ability.		

Elemental, Fire

Those who bear elemental fire within their veins are often high-strung and quick-tempered. Their eyes often seem to glow like embers, and their skin may take on a reddish hue.

Fire Elemental Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Tumble checks
4th	+2 on Tumble checks	Dodge
6th	—	Dexterity +1
8th	Dodge	<i>Pyrotechnics</i> 1/day (Sp)
10th	—	Fire elemental affinity +2 ¹
12th	Dexterity +1	Mobility

Level	Minor	Intermediate
14th	—	+2 on Listen checks
16th	<i>Pyrotechnics</i> 1/day (Sp)	Resistance to fire 10 (Ex)
18th	—	Constitution +1
20th	Fire elemental affinity +2 ¹	Spring Attack
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with fire elementals.		

Elemental, Water

The bloodline of elemental water is most common among the water-breathing races, but it also manifests among sailors and fishermen, and even the occasional character with no link whatsoever to oceans, seas, or large lakes. Such characters are often independent minded, and generally don't live in any one place for very long.

Water Elemental Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Swim checks
4th	+2 on Swim checks	Power Attack
6th	—	Strength +1
8th	Power Attack	<i>Fog cloud</i> 1/day (Sp)
10th	—	Water elemental affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Spot checks
16th	<i>Fog cloud</i> 1/day (Sp)	Swim 30 ft. ²
18th	—	Constitution +1
20th	Water elemental affinity +2 ¹	Improved Bull Rush
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with water elementals.		
2. Or +30 ft. to existing swim speed.		

Fey

Every culture tells stories of fey creatures taking mortal lovers, so it's no surprise that individuals display fey bloodlines from time to time. Regardless of whether it descended from a dryad, nymph, satyr, or other kind of fey, a creature with a fey bloodline often has a personality that is both aloof and carefree.

Fey Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Hide checks
2nd	—	+2 on Hide checks	Iron Will
3rd	—	—	Charisma +1

Level	Minor	Intermediate	Major
4th	+2 on Hide checks	Iron Will	<i>Charm person</i> 1/day (Sp)
5th	—	—	Fey affinity +2 ¹
6th	—	Charisma +1	Low-light vision
7th	—	—	+2 on Move Silently checks
8th	Iron Will	<i>Charm person</i> 1/day (Sp)	Alertness
9th	—	—	Dexterity +1
10th	—	Fey affinity +2 ¹	<i>Speak with animals</i> 1/day (Sp)
11th	—	—	Fey affinity +4 ¹
12th	Charisma +1	Low-light vision	<i>Invisibility</i> 1/day (Sp)
13th	—	—	+2 on Perform checks
14th	—	+2 on Move Silently checks	Damage reduction 1/cold iron
15th	—	—	Wisdom +1
16th	<i>Charm person</i> 1/day (Sp)	Alertness	<i>Deep slumber</i> 1/day (Sp)
17th	—	—	Fey affinity +6 ¹
18th	—	Dexterity +1	<i>Speak with plants</i> 1/day (Sp)
19th	—	—	+2 on Bluff checks
20th	Fey affinity +2 ¹	<i>Speak with animals</i> 1/day (Sp)	Damage reduction 5/cold iron

1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with fey.

Genie, Djinni

Though few sages put much stock in myths that humanoids and genies share a common ancestor, there is no denying that the races are very similar in form. Characters with a djinni bloodline are often haughty but display great guile.

Djinni Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Concentration checks
2nd	—	+2 on Concentration checks	Improved Initiative
3rd	—	—	Dexterity +1
4th	+2 on Concentration checks	Improved Initiative	Resistance to acid 5 (Ex)
5th	—	—	Djinni affinity +2 ¹
6th	—	Dexterity +1	+1 to natural armor

Level	Minor	Intermediate	Major
7th	—	—	+2 on Knowledge (the planes) checks
8th	Improved Initiative	Resistance to acid 5 (Ex)	Dodge
9th	—	—	Wisdom +1
10th	—	Djinni affinity +2 ¹	<i>Invisibility</i> 1/day (Sp)
11th	—	—	Djinni affinity +4 ¹
12th	Dexterity +1	+1 to natural armor	Resistance to acid 10 (Ex)
13th	—	—	+2 on Appraise checks
14th	—	+2 on Knowledge (the planes) checks	<i>Create food and water</i> 1/day (Sp)
15th	—	—	Strength +1
16th	Resistance to acid 5 (Ex)	Dodge	<i>Gaseous form</i> 1/week (Sp)
17th	—	—	Djinni affinity +6 ¹
18th	—	Wisdom +1	+1 to natural armor
19th	—	—	+2 on Sense Motive checks
20th	Djinni affinity +2 ¹	<i>Invisibility</i> 1/day (Sp)	Immunity to acid (Ex)

1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with djinn.

Genie, Efreeti

Characters with the bloodline of the efreet are most likely descended from slaves of that terrible and powerful race. They typically have reddish skin and a cruel disposition, and may display tiny horns or bronze-colored eyes.

Efreeti Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Bluff checks
2nd	—	+2 on Bluff checks	Improved Initiative
3rd	—	—	Strength +1
4th	+2 on Bluff checks	Improved Initiative	Resistance to fire 5 (Ex)
5th	—	—	Efreeti affinity +2 ¹
6th	—	Strength +1	+1 to natural armor
7th	—	—	+2 on Knowledge (the planes) checks
8th	Improved Initiative	Resistance to fire 5 (Ex)	Dodge
9th	—	—	Charisma +1
10th	—	Efreeti affinity +2 ¹	<i>Produce flame</i> 1/day (Sp)
11th	—	—	Efreeti affinity +4 ¹
12th	Strength +1	+1 to natural armor	Resistance to fire 10 (Ex)

Level	Minor	Intermediate	Major
13th	—	—	+2 on Concentration checks
14th	—	+2 on Knowledge (the planes) checks	<i>Scorching ray</i> 1/day (Sp)
15th	—	—	Dexterity +1
16th	Resistance to fire 5 (Ex)	Dodge	<i>Wall of fire</i> 1/week (Sp)
17th	—	—	Efreeti affinity +6 ¹
18th	—	Charisma +1	+1 to natural armor
19th	—	—	+2 on Intimidate checks
20th	Efreeti affinity +2 ¹	<i>Produce flame</i> 1/day (Sp)	Immunity to fire (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with efreet.			

Genie, Janni

As natural wanderers of the Material Plane, the only thing surprising about janni bloodlines may be that there aren't more of them. A creature who bears the janni bloodline tends to be a couple inches taller than normal for his race, standing with a proud and regal posture. He may also share the janni's nomadic behavior.

Janni Bloodline Traits Character

Level	Minor
4th	+2 on Appraise checks
8th	Improved Initiative
12th	Wisdom +1
16th	<i>Invisibility</i> 1/day (Sp)
20th	Janni affinity +2 ¹
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with jann.	

Giant

In ages past, giants mingled more freely with smaller humanoids. Today, the evidence of such relationships is rare at best. Characters with bloodlines of the lesser evil giants (hill, frost, and fire) may be the result of voluntary or involuntary breeding with the greatfolk. Bloodlines of stone, cloud, or storm giants, on the other hand, are more likely the results of long-ago alliances between those races and the ancient nobility of the world. In any event, characters bearing giant bloodlines tend to be massive for their race, and often share characteristics (skin and hair color, attitudes, and such) with their ancestor.

An intermediate bloodline can only be taken for cloud giants, fire giants, frost giants, stone giants, and storm giants. A major bloodline can only be taken for storm giants.

Giant, Fire

Those with fire giant blood tend to be compact, with thick muscles and rich body hair. Swarthy complexions, high body temperatures and a dislike of all things cold are also traits.

Fire Giant Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Fire giant affinity +2 ¹
12th	Strength +1	Resistance to fire 5 (Ex)
14th	—	+2 on jump checks
16th	+1 to natural armor	Cleave
18th	—	Constitution +1
20th	Fire giant affinity +2 ¹	Resistance to fire 10 (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with fire giants.		

Giant, Cloud

Those with cloud giant bloodlines tend to be tall and lean.

Cloud Giant Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Cloud giant affinity +2 ¹
12th	Strength +1	<i>Obscuring mist</i> 1/day (Sp)
14th	—	+2 on jump checks
16th	+1 to natural armor	Improved Bull Rush
18th	—	Constitution +1
20th	Cloud giant affinity +2 ¹	Scent (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with cloud giants.		

Giant, Frost

Frost giants are savage, rude, have pale complexions and so are their offspring.

Frost Giant Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Frost giant affinity +2 ¹
12th	Strength +1	Resistance to cold 5 (Ex)
14th	—	+2 on Jump checks
16th	+1 to natural armor	Improved Sunder
18th	—	Constitution +1
20th	Frost giant affinity +2 ¹	Resistance to cold 10 (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with frost giants.		

Giant, Hill

Those with hill giant traits are slow-acting, muscular and tend to carry a lot of their weight in their mid-sections, making them appear even heavier than they might really be.

Hill Giant Bloodline Traits Character

Level	Minor
4th	+2 on Climb checks
8th	Power Attack
12th	Strength +1
16th	+1 to natural armor
20th	Hill giant affinity +2 ¹
1. You gain the indicated bonus on all Bluff Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with hill giants.	

Giant, Stone

Stone giant-blooded characters have a lot earth tones in their hair and skin. Their skin tends to develop calcium depositions, almost like stony plates, particularly at the larger joints like shoulders and knees. These do not impede movement, nor provide any protection, but are very distinctive, particularly in those with Intermediate bloodlines.

Stone Giant Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Point Blank Shot
6th	—	Strength +1
8th	Point Blank Shot	+1 to natural armor
10th	—	Stone giant affinity +2 ¹
12th	Strength +1	<i>Stone shape</i> 1/week (Sp)
14th	—	+2 on Jump checks
16th	+1 to natural armor	Combat Reflexes
18th	—	Constitution +1
20th	Stone giant affinity +2 ¹	+1 to natural armor
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with stone giants.		

Giant, Storm

Blue or lavender hair is common in those with storm giant bloodlines, and the Major bloodlines carry the scent of ozone about them.

Storm Giant Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Climb checks
2nd	—	+2 on Climb checks	Power Attack
3rd	—	—	Strength +1
4th	+2 on Climb checks	Power Attack	+1 to natural armor
5th	—	—	Storm giant affinity +2 ¹
6th	—	Strength +1	Resistance to electricity 5 (Ex)
7th	—	—	+2 on jump checks
8th	Power Attack	+1 to natural armor	Cleave
9th	—	—	Constitution +1
10th	—	Storm giant affinity +2 ¹	Water breathing (Ex) ²
11th	—	—	Storm giant affinity +4 ¹
12th	Strength +1	Resistance to electricity 5 (Ex)	Resistance to electricity 10 (Ex)
13th	—	—	+2 on Swim checks
14th	—	+2 on jump checks	<i>Call lightning</i> 1/day (Sp)
15th	—	—	Wisdom +1

Level	Minor	Intermediate	Major
16th	+1 to natural armor	Cleave	<i>Freedom of movement</i> 1/day (Sp)
17th	—	—	Storm giant affinity +6 ¹
18th	—	Constitution +1	+1 to natural armor
19th	—	—	+2 on Concentration checks
20th	Storm giant affinity +2 ¹	Water breathing (Ex) ²	Immunity to electricity (Ex)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with storm giants. 2. You can breathe underwater indefinitely and can freely use special abilities while submerged.			

Hag

Many hags have the ability to change their appearance, making it possible for them to interact with creatures of other races. Though horrible to contemplate, some use this ability to lure in mates, in the hopes that the offspring can help them further their evil plots. The descendants of a hag tend to be strong but ugly, and often share their ancestor's love of schemes.

Hag Bloodline Traits Character

Level	Minor
4th	+2 on Hide checks
8th	Alertness
12th	Strength +1
16th	+1 to natural armor
20th	Hag affinity +2 ¹
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with hags.	

Lycanthrope

When he isn't murdering innocent townsfolk, the typical lycanthropic character may enjoy an almost entirely normal social life—even having a family. While the offspring of an afflicted lycanthrope might not share the curse itself, the bloodline might still pass its characteristics down the generations, allowing later descendants to display some of the lycanthrope's attributes. Regardless of the original animal stock, the carriers of lycanthropic bloodlines tend to share similar characteristics, including a feral stare and an overabundance of body hair.

Lycanthrope Bloodline Traits Character

Level	Minor
4th	+2 on Search checks
8th	Power Attack or Dodge ¹
12th	Constitution +1
16th	Scent (Ex)

20th	Lycanthrope affinity +2 ²
1. If the base animal's Strength is higher than its Dexterity, it gains Power Attack. Otherwise, it gains Dodge. 2. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with lycanthropes.	

Minotaur

Horrid tales describe the fate of innocents carried away from their homes by marauding minotaurs – and the rare individual displaying a minotaur bloodline proves the truth of such stories. These characters have a savage look, with thick hair and sometimes even tiny stubs of horns.

Minotaur Bloodline Traits Character

Level	Minor
4th	+2 on Search checks
8th	Alertness
12th	Strength +1
16th	+1 to natural armor
20th	Minotaur affinity +2 ¹
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with minotaurs.	

Ogre

A character with ogre blood is most likely the result of raids on humanoid settlements, but may also derive from the more intelligent and magically gifted race of ogre mages (in fact, intermediate ogre bloodlines are ogre mage bloodlines). These characters may appear clumsy and brutish, but they can possess a high degree of cunning.

Ogre Bloodline Traits Character

Level	Minor (Ogre or Ogre Mage)	Intermediate (Ogre Mage)
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Ogre affinity +2 ¹
12th	Strength +1	<i>Darkness</i> 1/day (Sp)
14th	—	+2 on Concentration checks
16th	+1 to natural armor	<i>Invisibility</i> 1/day (Sp)
18th	—	Charisma +1
20th	Ogre affinity +2 ¹	<i>Fly</i> 1/day (Sp)
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with ogres.		

Titan

Whether as allies, tyrants, or objects of reverence, titans have on occasion interacted actively with lesser beings. In rare cases, these interactions have given rise to scions of great power — power that hides within rare mortals to this very day. Creatures with a titans bloodline tend to have wild emotional swings, and are generally large and powerful.

Titan Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on jump checks
2nd	—	+2 on Jump checks	Power Attack
3rd	—	—	Strength +1
4th	+2 on Jump checks	Power Attack	<i>Levitate</i> 1/day (Sp)
5th	—	—	Titan affinity +2 ¹
6th	—	Strength +1	+1 to natural armor
7th	—	—	+2 on Concentration checks
8th	Power Attack	<i>Levitate</i> 1/day (Sp)	Improved Sunder
9th	—	—	Constitution +1
10th	—	Titan affinity +2 ¹	Spell resistance (2 + HD)
11th	—	—	Titan affinity +4 ¹
12th	Strength +1	+1 to natural armor	Use oversized weapon (Ex) ²
13th	—	—	+2 on Knowledge (choose any one) checks
14th	—	+2 on Concentration checks	<i>Daylight</i> or <i>deeper darkness</i> 1/day (Sp) ³
15th	—	—	Intelligence +1
16th	<i>Levitate</i> 1/day (Sp)	Improved Sunder	<i>Remove curse</i> or <i>bestow curse</i> 1/day (Sp) ³
17th	—	—	Titan affinity +6 ¹
18th	—	Constitution +1	+1 to natural armor
19th	—	—	+2 on Sense Motive checks
20th	Titan affinity +2 ¹	Spell resistance (2 + HD)	Damage reduction 5/lawful
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with titans. 2. As the titan special ability. 3. If you are good, you gain daylight at 14th level and remove curse at 16th; if evil, deeper darkness and bestow curse; if neutral, 50% chance of either.			

Troll

Though the origin of such a bloodline is almost too hideous to contemplate, there are nonetheless a few creatures who display a certain trollish fortitude. Such characters tend to bear many scars from old wounds, and are often ferocious in attitude.

Troll Bloodline Traits Character

Level	Minor	Intermediate
2nd	—	+2 on Spot checks
4th	+2 on Spot checks	Great Fortitude
6th	—	Constitution +1
8th	Great Fortitude	Double heal rate (Ex) ²
10th	—	Troll affinity +2 ¹
12th	Constitution +1	+1 to natural armor
14th	—	+2 on Listen checks
16th	Double heal rate (Ex) ²	Power Attack
18th	—	Strength +1
20th	Troll affinity +2 ¹	Scent (Ex)

1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with trolls.
2. You heal naturally at double normal rates.

Vampire

The vampire's powers of persuasion have led more than one weak-willed humanoid into its deadly clutch of intimacy. Though it seems impossible that any child could result from such a union, tales of humanoids possessing some of the vampire's physical and mental prowess abound. These pale, haunted creatures are inevitably cloaked in mystery and deception, for even good aligned descendants of vampires fear retribution from those mistaking them for the undead.

Vampire Bloodline Traits Character

Level	Minor	Intermediate	Major
1st	—	—	+2 on Climb checks
2nd	—	+2 on Climb checks	Stealthy
3rd	—	—	Strength +1
4th	+2 on Climb checks	Stealthy	Resistance to cold 5 (Ex)
5th	—	—	Vampire affinity +2 ¹
6th	—	Strength +1	+1 to natural armor
7th	—	—	+2 on Search checks
8th	Stealthy	Resistance to cold 5 (Ex)	Resistance to electricity 5 (Ex)
9th	—	—	Charisma +1

Level	Minor	Intermediate	Major
10th	—	Vampire affinity +2 ¹	Lightning Reflexes
11th	—	—	Vampire affinity +4 ¹
12th	Strength +1	+1 to natural armor	Alertness
13th	—	—	+2 on Sense Motive checks
14th	—	+2 on Search checks	Improved Initiative
15th	—	—	Dexterity +1
16th	Resistance to cold 5 (Ex)	Resistance to electricity 5 (Ex)	<i>Suggestion</i> 1/day (Sp)
17th	—	—	Vampire affinity +6 ¹
18th	—	Charisma +1	+1 to natural armor
19th	—	—	+2 on Bluff checks
20th	Vampire affinity +2 ¹	Lightning Reflexes	Damage reduction 5/silver
1. You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with vampires.			

CHAPTER 2 - CHARACTER CLASSES

A note on class features

Lore

A variety of classes such as the Bard, Cleric (cloistered cleric) (see below), and Lore Master offer a class feature that represents a lot of stray knowledge picked up from various sources. The rules do not say these abilities stack, but it makes sense that they should. Therefore levels from classes that provide “lore” as a class ability stack. The character applies her Intelligence modifier only once, regardless of how many classes she has that provide “lore”.

2.1 - Core Class Variants⁵

Variant core classes are presented as expansions to the regular core classes. The notes here contain only the changes to the core classes.

This section presents sixteen variant versions of the standard character classes, along with several additional variants created by swapping one or more class features for features of other classes.

Each fully detailed variant has entries for one or more of the following topics. If an entry does not appear, use the material for the standard class.

Alignment Changes to the class's alignment restrictions.

Hit Die Changes to the class's Hit Die.

Base Attack Bonus If the class uses a different base attack bonus, this entry gives the column to use (good, average, or poor).

⁵ Many (but not all) of these variants are from *Unearthed Arcana* (3e) (Wizards of the Coast)

Base Save Bonuses If the class has a different mix of good and poor saves, this entry gives the appropriate column for each save.

Class Skills Additions or subtractions from the class skill list, and/or changes in the number of skill points gained per level.

Class Features Changes, additions, or subtractions to the class's special features, including spellcasting.

Multiclassing And Variant Classes Multiclassing between variants of the same class is a tricky subject. In cases where a single class offers a variety of paths (such as the totem barbarian or the monk fighting styles), the easiest solution is simply to bar multiclassing between different versions of the same class (just as a character can't multiclass between different versions of specialist wizards). For variants that are wholly separate from the character class—such as the bardic sage or the urban ranger—multiclassing, even into multiple variants of the same class, is probably okay. Identical class features should stack if gained from multiple versions of the same class (except for spellcasting, which is always separate).

In any case, only the first version of a favored class is treated as favored; a halfling rogue/wizard who later begins gaining levels in the wilderness rogue variant class can't treat both the rogue and wilderness rogue classes as favored, only the class gained first (in this case, rogue). Under no circumstances does spellcasting ability from multiple classes (even variants of the same class) stack. A character with levels of bard and levels of bardic sage has two separate caster levels and two separate sets of spells per day, even though the classes are very similar.

2.11 - Barbarians

Barbarian (Whirling Frenzy)⁶

Rage Variant: Whirling Frenzy

A barbarian with this variant form of rage does not gain the normal bonuses when he enters a rage. Instead, when a barbarian with whirling frenzy enters a rage, he temporarily gains a +4 bonus to Strength and a +2 dodge bonus to Armor Class and on Reflex saves. While in a whirling frenzy, the barbarian may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the barbarian might make before his next action.

Whirling frenzy is otherwise identical to the standard barbarian rage in all other ways. At 11th level (when a standard barbarian gains greater rage), the Strength bonus increases to +6, and the dodge bonus to Armor Class and on Reflex saves increases to +3. At 20th level (when a standard barbarian gains mighty rage), the Strength bonus increases to +8, and the dodge bonus to Armor Class and on Reflex saves increases to +4.

A barbarian using this variant doesn't gain indomitable will at 14th level. Instead, he gains evasion, but only while in a whirling frenzy.

A character cannot use whirling frenzy at the same time that he uses any other form of rage (or similar ability).

Barbarian Variant: Totem Barbarian

In a barbarian-heavy campaign, you can increase the variation between barbarian characters if each barbarian tribe dedicates itself to a different totem creature, such as the bear or the jaguar. The choice of a totem must be taken at 1st level, and cannot be changed later except under extreme circumstances (such as the barbarian being adopted by another tribe).

If you use this variant, the barbarian loses one or more of the following standard class features: fast movement, uncanny dodge, trap sense, and improved uncanny dodge. In place of these abilities, the barbarian gains class features as determined by his totem. All totems do not necessarily grant abilities at the same levels, nor do they all grant the same number of abilities. These class features are extraordinary abilities unless otherwise indicated.

⁶ The whirling frenzy variant core class feature is copied verbatim from *Unearthed Arcana* (Wizards of the Coast).

The list of totems discussed here is by no means exhaustive. If you prefer to use other totems, you can either substitute the totem name for that of a similar creature (such as changing the Lion Totem to the Tiger Totem) or create a new set of totem abilities, using the information here as a guide.

Ape Totem Class Features

A barbarian dedicated to the ape totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, an ape-totem barbarian gains a climb speed equal to one-half his base land speed (round down to the nearest 5-foot interval). For instance, a human, elf, half-elf, or half-orc ape-totem barbarian has a climb speed of 15 feet, while a dwarf, gnome, or halfling ape-totem barbarian has a climb speed of 10 feet.
- At 2nd level, an ape-totem barbarian gains a +2 bonus on Intimidate checks.
- A 3rd level ape-totem barbarian gains Power Attack as a bonus feat.
- At 5th level, an ape-totem barbarian's climb speed equals his base land speed.

Bear Totem Class Features

A barbarian dedicated to the bear totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level bear-totem barbarian gains Hit Die Boost as a bonus feat.
- At 2nd level, a bear-totem barbarian gains Improved Grapple as a bonus feat, even if he does not meet the normal prerequisites.
- A 3rd-level bear-totem barbarian gains Great Fortitude as a bonus feat.
- Beginning at 5th level, a bear-totem barbarian gains a +4 bonus on grapple checks when raging.

Boar Totem Class Features

A barbarian dedicated to the boar totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- When raging, a 1st-level boar-totem barbarian is treated as having the Diehard feat, even if he does not meet the normal prerequisites.
- At 3rd level and higher, a boar-totem barbarian's rage lasts for 2 rounds longer than normal.
- Beginning at 7th level, a boar-totem barbarian's damage reduction is 1 point higher than the normal value. Thus, at 7th level, a boar-totem barbarian's damage reduction is 2/-, and it rises by 1 point every three levels thereafter.

Dragon Totem Class Features

A barbarian dedicated to the dragon totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level dragon-totem barbarian gains Blind-Fight as a bonus feat.
- At 2nd level, a dragon-totem barbarian gains a +2 bonus on saves against paralysis and sleep effects.
- At 5th level, a dragon-totem barbarian gains the frightful presence ability. The save DC is equal to 10 + 1/2 barbarian level + barbarian's Cha modifier.

Eagle Totem Class Features

A barbarian dedicated to the eagle totem does not gain the standard fast movement and trap sense barbarian class features, and instead gains the following abilities.

- At 1st level, an eagle-totem barbarian's keen vision grants him a +2 bonus on Spot checks.
- An eagle-totem barbarian gains Lightning Reflexes as a bonus feat at 3rd level.

Horse Totem Class Features

A barbarian dedicated to the horse totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 2nd level, a horse-totem barbarian gains Run as a bonus feat.
- A 3rd-level horse-totem barbarian gains a +2 bonus on Handle Animal checks made with regard to horses and a +2 bonus on Ride checks made to ride a horse.
- At 5th level, a horse-totem barbarian gains Endurance as a bonus feat.

Jaguar Totem Class Features

A barbarian dedicated to the jaguar totem represents the "standard" barbarian and gains the standard barbarian class features.

Lion Totem Class Features

A barbarian dedicated to the lion totem does not gain the standard fast movement, uncanny dodge, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a lion-totem barbarian gains Run as a bonus feat.
- A 2nd-level lion-totem barbarian gains a +2 bonus on Hide checks.
- A 5th-level lion-totem barbarian gains a +2 bonus on damage rolls whenever he charges.

Serpent Totem Class Features

A barbarian dedicated to the serpent totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a serpent-totem barbarian gains a +2 bonus on Fortitude saves against poison.
- A 2nd-level serpent-totem barbarian gains a +2 bonus on Move Silently checks.
- At 3rd level, a serpent-totem barbarian gains Improved Grapple as a bonus feat, even if he doesn't meet the normal prerequisites.
- A serpent-totem barbarian gains Improved Initiative as a bonus feat at 5th level.

Wolf Totem Class Features

A barbarian dedicated to the wolf totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 2nd-level wolf-totem barbarian gains Improved Trip as a bonus feat, even if he doesn't meet the normal prerequisites.
- A 5th-level wolf-totem barbarian gains Track as a bonus feat.

Barbarian (Savage Hunter)

A barbarian who prefers crafty hunting over pure ferocity might choose to exchange his rage ability for certain ranger class features.

Gain

Favored enemy (as ranger); archery combat style, improved archery combat style, and archery combat style mastery (as ranger).

Lose

Rage, greater rage, indomitable will, tireless rage, mighty rage.

2.12 – Bard

Bard Variant: Bardic Sage

The bardic sage focuses his efforts on learning, research, and the power of knowledge.

Alignment: The bardic sage must be neutral good, neutral, or neutral evil. The true pursuit of knowledge cares little for ethical extremes. A bardic sage who becomes chaotic or lawful cannot progress in levels as a bardic sage, though he retains all his bardic sage abilities.

Base Save Bonuses: The bardic sage has good will saves, but has poor Fortitude and Reflex saves.

Class Features: The bardic sage has all the standard bard class features, except as noted below.

Spellcasting: A bardic sage learns and casts spells as a normal bard, with a few exceptions. In addition to the normal number of spells known, a bardic sage knows one divination spell of each spell level he is capable of casting. For example, a 1st-level bardic sage knows four 0-level bard spells plus one 0-level bard spell of the divination school (such as detect magic, know direction, or read magic. The bardic sage's number of spells per day does not change.

To learn or cast a spell, a bardic sage must have an Intelligence score (not Charisma score) equal to at least 10 + the spell level. All other spellcasting factors, including bonus spells and save DCs, are still determined using the bardic sage's Charisma score. Add the following spells to the bardic sage's class spell list: 1st—detect chaos/evil/good/law; 2nd—zone of truth; 3rd—arcane sight; 4th—analyze dweomer (lowered from 6th), sending; 5th—contact other plane, greater scrying (lowered from 6th); 6th—true seeing, vision.

Bardic Knowledge: A bardic sage gains a +2 bonus on all bardic knowledge checks.

Bardic Music: A bardic sage's powers of inspiration are not as persistent as those of a traditional bard. His ability to inspire courage, inspire greatness, or inspire heroics lasts only 3 rounds after the ally can no longer hear the bardic sage sing, rather than the normal 5 rounds.

Bard (Feywyld)

A rare bard might display a special link to nature and the mysterious world of the fey. Such characters tend to be more aloof and less inspiring than standard bards.

Gain

Animal companion (as druid), nature sense (as druid), resist nature's lure (as druid), wild empathy (as druid).

Lose

Bardic knowledge, inspire courage, inspire competence, inspire greatness, inspire heroics.

Bard (Divine Bard)

Not all bards are arcanists; some derive their special powers from a divine tradition. In many primitive cultures, the divine bard takes the place of the cleric or the adept as the guide of the people's religious beliefs.

Class Features: The divine bard has all the standard bard class features, except as noted below.

Spellcasting: A divine bard learns and casts spells as a normal bard, with some minor exceptions. A divine bard's spells are divine spells, not arcane spells.

To learn or cast a spell, a divine bard must have a Wisdom score (not Charisma score) equal to at least 10 + the spell level. All other Spellcasting factors, including bonus spells and save DCs, are still determined using the divine bard's Charisma score.

Like druids, paladins, and rangers, divine bards need not designate a specific deity as the source of their spells. However, a divine bard can't cast spells of an alignment that doesn't match his. Thus, divine bards cannot cast lawful spells (since bards can't be lawful). Neutral divine bards can't cast any spells associated with an alignment (and are thus relatively rare).

Add the following spells to the divine bard's class spell list: 0—*create water, cure minor wounds*; 1st—*detect evil/good/law, protection from evil/good/law*; 2nd—*consecrate, desecrate, gentle repose*; 3rd—*magic circle against evil/good/law, prayer*; 4th—*remove disease, speak with dead, sending*; 5th—*divination, restoration*; 6th—*commune, hallow, unhallow, raise dead*.

Bard (Savage Bard)

The savage bard is a warrior at heart, though his arcane powers strike fear into the enemies of his tribe. Savage bards often multi-class as barbarians to improve their combat prowess.

Alignment: A savage bard must be chaotic in alignment. A savage bard who becomes nonchaotic cannot progress in levels as a bard, though he retains all his bard abilities.

Base Save Bonuses: A savage bard has good Fortitude and Will saves, but has poor Reflex saves.

Class Skills: A savage bard loses Decipher Script and Speak Language as class skills. He adds Survival to his list of class skills.

Class Features: The savage bard has all the standard bard class features, except as noted below.

Illiteracy: A savage bard is illiterate, just as a barbarian is. An illiterate savage bard cannot use or scribe scrolls.

Spellcasting: Remove the following spells from the savage bard's class spell list: *calm emotions, comprehend languages, detect secret doors, erase, prestidigitation, read magic, sepia snake sigil, summon monster (I through VI)*.

Add the following spells to the savage bard's class spell list: 1st—*calm animals, detect snares and pits, endure elements, summon nature's ally I*; 2nd—*bull's strength, pass without trace, summon nature's ally II*; 3rd—*snare, summon nature's ally III*; 4th—*insect plague, summon nature's ally IV*; 5th—*commune with nature, summon nature's ally V*; 6th—*creeping doom, reincarnate, summon nature's ally VI*.

2.13 - Cleric

Cleric (cloistered cleric)⁷

The cloistered cleric spends more time than other clerics in study and prayer and less in martial training. He gives up some of the cleric's combat prowess in exchange for greater skill access and a wider range of spells devoted to knowledge (and the protection of knowledge).

Most cloistered clerics are non-chaotic, since they believe that a disciplined lifestyle lends itself better to learning.

Hit Die: The cloistered cleric uses a d6 for his Hit Die (and has hit points at 1st level equal to 6 + Con modifier).

⁷ The cleric (cloistered cleric) variant core class is copied verbatim from *Unearthed Arcana* (Wizards of the Coast). The formatting of the text was also copied, and might be used as a template for the other classes appearing in this book.

Base Attack Bonus: The cloistered cleric's lack of martial training means that he uses the poor base attack bonus (same as Wizard).

Class Skills: The cloistered cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually), Profession (Wis), and Speak Language, Spellcraft (Int).

Class Features

The cloistered cleric has all the standard cleric class features, except as noted below.

Weapon and Armor Proficiency: Cloistered clerics are proficient with simple weapons and with light armor.

Lore (Ex): Thanks to long hours of study, a cloistered cleric has a wide range of stray knowledge. This ability is identical to the bard's bardic knowledge class feature, using the cloistered cleric's class level in place of the bard level.

Deity, Domains and Domain Spells: Most cloistered clerics worship deities associated with knowledge and learning, although other deities might have more academic sects that include cloistered clerics.

In addition to any domains selected from his deity's list, a cloistered cleric automatically gains Knowledge as a bonus domain (even if Knowledge is not normally available to clerics of that deity). He gains the Knowledge domain granted power and may select his bonus domain spell from the Knowledge domain or from one of his two regular domains.

Spellcasting: Add the following spells to the cloistered cleric's class spell list:

- Orisons—*message*;
- 1st—*erase, unseen servant*;
- 2nd—*fox's cunning*;
- 3rd—*illusionary script, secret page, tongues* (reduced from 4th level);
- 4th—*detect scrying*;
- 5th—none;
- 6th—*analyze dweomer*;
- 7th—*sequester*;
- 8th—none;
- 9th—*vision*

Cleric (fighting monk)⁸

A cleric variant class. The fighting monks of Forseti wander the lands investigating crime and dispensing justice. They act as investigator, judge, jury and executioner. In lands where Forseti has a strong presence, these fighting monks are well known and recognized and operate openly with public support. In other lands, the monks must operate clandestinely.

This variant class receives no armor or shield proficiency, but is otherwise identical to the cleric class. To compensate for this lack of protective training, the fighting monk of Forseti receives the bonus feats Improved Unarmed Combat and Improved Grapple at 1st level. The fighting monk also receives an additional bonus feat at levels 6, 12, and 18 drawn from the list of fighter bonus feats. Typical feats include Dodge, Mobility, Power Attack and Weapon Focus.

⁸ The Fighting Monk of Forseti was originally published on http://www.patric.net/morpheus/cast/add/fighting_monks_of_forseti.html) and came from AD&D 2nd edition's *Complete Book of Clerics*, which helped inspire ideas for clerical variants.

As interpreted here, Forseti draws upon the lore of an ancient Norse god in Earth's history. Forseti is Lawful Neutral and his clerics must be Lawful Neutral or True Neutral in alignment.

Like other gods, Forseti also has his share of classic adventuring clerics and cloistered clerics. The fighting monks serve a special role as traveling judges.

Other religions can have a fighting monk tradition and the prestige class would bear an appropriate name..

Although they are called fighting monks, they do not have the monk class unarmed combat damage class feature. They must take levels in the monk class, or an appropriate prestige class to gain that class feature.

Fighting monks of Forseti often select additional levels as fighter, monk or rogue to improve their efficacy in a specific area of specialty, depending on their personal preferences. Fighting monks of Forseti can freely multiclass between cleric and monk, as long as their cleric class level exceeds their monk class level.

Cleric (Divine Champion)

Some clerics prefer to be champions of good (or evil), standing at the forefront of the battle against the enemy.

Gain

Smite evil, if the cleric would normally channel positive energy, or smite good, if the cleric would normally channel negative energy (as paladin); aura of courage (as paladin).

Lose

Turn undead.

2.14 – Druid

Druid (Swift Hunter)

The druid might choose to give up her wild shape ability in exchange for becoming a swift and deadly hunter.

Gain

Bonus to Armor Class when unarmored (as monk, including Wisdom bonus to AC), fast movement (as monk), favored enemy (as ranger), swift tracker (as ranger), Track feat (as ranger).

Lose

Armor and shield proficiency, wild shape (all versions).

Druid (Druidic Avenger)

The druidic avenger channels her inner fury to wreak vengeance upon those who injure the natural world. This comes at a price, however, since the avenger must give up some of her own sensitivity to nature.

Class Skills: Add Intimidate to the avenger's list of class skills. Eliminate Diplomacy from the avenger's list of class skills.

Class Features

The druidic avenger has all the standard druid class features, except as noted below.

Animal Companion: An avenger does not gain the service of an animal companion.

Fast Movement (Ex): A druidic avenger's base land speed is faster than the norm for her race by 10 feet. This ability is identical to the barbarian ability of the same name.

Rage (Ex): An avenger can enter a furious rage, identical to that of a barbarian. An avenger can use this ability once per day at 1st level, and one additional time per day for every five levels above 1st.

An avenger does not gain the greater rage, indomitable will, or mighty rage abilities.

Spontaneous Casting: An avenger cannot channel stored spell energy into summoning spells.

Tireless Rage (Ex): At 17th level and higher, an avenger no longer becomes fatigued at the end of her rage.

Wild Empathy: A druidic avenger takes a -4 penalty on wild empathy checks.

2.15 - Fighter

Fighter (thug)⁹

The thug is a street fighter, a survivor who learns to mix brute force with a bit of craftiness. He has most of the fighter's strengths, along with some additional skills to help keep him alive on the mean streets. Despite the name, not all thugs are mere hooligans—many are crafty veterans who use their knowledge of the streets to gain an advantage against their opponents.

Most thugs are non-lawful, though sometimes gangs of thugs with a lawful streak band together.

Class Skills: The thug's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Open Lock (Dex), Ride (Dex), Sleight of Hand (Dex), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) ×4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The thug has all the standard fighter class features, except as noted below.

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

Bonus Feats: Add Urban Tracking to the list of fighter bonus feats available to the thug.

Fighter (Street Soldier)

Some fighters prefer stealth and cunning over martial skill. This variant can also be combined with the thug variant.

Gain

Sneak attack (as rogue).

Lose

Bonus feats.

2.16 – Monk

Monk (Stalwart Brawler)

A monk might choose to give up some of her mobility in exchange for the ability to withstand attacks.

Gain

Damage reduction (as barbarian).

Lose

Enhancement bonus to unarmored speed, bonus to Armor Class when unarmored (retain Wisdom bonus to AC when unarmored).

⁹ The fighter (thug) variant core class is modified from *Unearthed Arcana* (WOTC), because I felt their version was underpowered (q.v. *Class Construction Engine* from Shadowcraft Studios).

Monk Variant: Fighting Styles

In literature and lore, the combat styles and aptitudes of a monk depend greatly on where (or by whom) she was trained. The standard monk, however, presents only a relatively limited variety of options to personalize your monk.

A 1st-level monk (regardless of character level) may select one of the fighting styles described below. By selecting one of these fighting styles, she dictates which bonus feats she gains at 1st, 2nd, and 6th level (when a standard monk normally gains one of two bonus feats). In addition, at 1st level she gets a +2 bonus on checks involving a skill of her selection (in exchange for the freedom of choice she gives up by preselecting her bonus feats). Finally, she gains a bonus ability at 6th level if she has met the listed prerequisites by that time. If the character hasn't yet met the prerequisites, she doesn't gain the bonus ability, even if she meets the prerequisites at some later time.

These fighting styles serve a variety of purposes in a campaign. Each one might symbolize a different monastery, creating a rivalry (friendly or unfriendly) between their students. Perhaps a specific master teaches each style only to a few select students, meaning that a monk must prove herself worthy before pursuing the training. Or maybe each monk simply chooses her own way in life, styling herself after great martial artists of the past.

A monk can abandon her fighting style by selecting a different bonus feat at 2nd or 6th level; however, if she does so, she loses the bonus on skill checks gained at 1st level and never gains the bonus ability of the fighting style (even if she meets the prerequisites).

Cobra Strike

Monks of the Cobra Strike School specialize in agility and defense. By making herself hard to pin down, the Cobra Strike monk forces the enemy to fight on her terms.

1st-Level Skill Bonus	Escape Artist.
1st-Level Feat	Dodge
2nd-Level Feat	Mobility.
6th-Level Feat	Spring Attack.
6th-Level Bonus Ability	The dodge bonus to Armor Class granted by your Dodge feat increases to +2.
Prerequisites	Balance 4 ranks, Escape Artist 9 ranks.

Denying Stance

The Denying Stance monk seeks to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error.

1st-Level Skill Bonus	Tumble.
1st-Level Feat	Improved Grapple.
2nd-Level Feat	Combat Reflexes.
6th-Level Feat	Improved Disarm.
6th-Level Bonus Ability	When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus on grapple checks and disarm attempts.
Prerequisites	Tumble 9 ranks, Combat Expertise.

Hand and Foot

Students of the Hand and Foot style learn to use their appendages for both offense and defense.

1st-Level Skill Bonus	Balance.
1st-Level Feat	Stunning Fist.
2nd-Level Feat	Deflect Arrows.
6th-Level Feat	Improved Trip.
6th-Level Bonus Ability	You gain a +2 bonus on attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped or bull rushed.
Prerequisites	Balance 9 ranks, Tumble 4 ranks.

Invisible Eye

Monks of the Invisible Eye rely on their senses, particularly hearing, to aid them in combat.

1st-Level Skill Bonus	Listen.
1st-Level Feat	Combat Reflexes.
2nd-Level Feat	Lightning Reflexes.
6th-Level Feat	Blind-Fight.
6th-Level Bonus Ability	When unarmed and fighting defensively, using Combat Expertise, or using the total defense action, increase the dodge bonus to Armor Class that you gain from using that tactic by 1.
Prerequisites	Listen 9 ranks, Agile.

Overwhelming Attack

A monk trained in the Overwhelming Attack style always presses the advantage, preferring a showy display of all-out offense to any form of defense.

1st-Level skill Bonus	Intimidate.
1st-Level Feat	Power Attack.
2nd-Level Feat	Improved Bull Rush.
6th-Level Feat	Improved Overrun.
6th-Level Bonus Ability	If you have used Intimidate to demoralize your opponent at any time within the previous 10 rounds, you gain a +4 bonus on Strength checks made to bull rush or overrun that opponent.
Prerequisites	Intimidate 4 ranks, Perform (dance) 4 ranks.

Passive Way

The Passive Way focuses on making your opponent overreach himself or underestimate your skill.

1st-Level Skill Bonus	Bluff.
1st-Level Feat	Combat Expertise.
2nd-Level Feat	Improved Trip.
6th-Level Feat	Improved Feint.
6th-Level Bonus Ability	You gain a +4 bonus on Strength checks made to trip an opponent who is denied his Dexterity bonus to Armor Class.

1st-Level Skill Bonus Bluff.
Prerequisites Bluff 4 ranks, Sense Motive 4 ranks, Skill Focus (Bluff).

Sleeping Tiger

The Sleeping Tiger style mixes smooth motions with powerful strikes. It favors a quick, first strike approach, preferably from a position of ambush.

1st-Level Skill Bonus: Hide.
1st-Level Feat: Weapon Finesse.
2nd-Level Feat: Improved Initiative.
6th-Level Feat: Improved Sunder.
6th-Level Bonus Ability: Once per round, when an opponent would be denied his Dexterity bonus to Armor Class, the monk deals an extra 1d6 points of damage with a melee attack made with a light weapon. Any creature immune to sneak attacks is immune to this ability.
Prerequisites: Hide 9 ranks, Power Attack.

Undying Way

Monks of the Undying Way believe in patience above all else. They work to outlast their opponents by means of superior endurance.

1st-Level Skill Bonus: Concentration.
1st-Level Feat: Toughness.
2nd-Level Feat: Endurance.
6th-Level Feat: Diehard.
6th-Level Bonus Ability: When fighting defensively, using Combat Expertise, or using the total defense action, the monk gains damage reduction 2/-.
Prerequisites: Concentration 9 ranks.

2.17 – Paladin

Paladin (Righteous Hunter)

The paladin who takes an active role in hunting her foul enemies must give up her defensive powers.

Gain

Favored enemy (as ranger; may only select aberrations, dragons, giants, monstrous humanoids, evil outsiders, or undead).

Lose

Lay on hands, turn undead, remove disease.

Paladin (merciful hand)^{10, 11}

The Merciful Hands are a sub-sect of paladins that emphasizes flair, fencing and mercy over the heavy armor and hammering force of the more traditional paladins. The Merciful Hands are more prominent in a swash-buckling environment than their classic counterparts.

Alignment: Lawful good.

Hit Die: d10.

Merciful Hand Class Skills

Class Skills: The Merciful Hand's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Weapon and Armor Proficiency: Merciful hands are proficient with all simple and martial weapons, with light armor, and with shields (but not tower shields).

The Order of the Merciful Hand was created as an offshoot of the goddess of mercy. They are still martial warriors, but tend to be even more patient and compassionate than traditional lawful good paladins. They are more likely to rally citizens to defend themselves than to charge in at the forefront of a fight.

TABLE: The Merciful Hand

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	<i>Detect evil</i> , divine grace, <i>lay on hands</i> , Combat Expertise, peacemaker +1
2	+2	+3	+0	+0	<i>Aura of courage</i> , <i>smite evil</i>
3	+3	+3	+1	+1	<i>Remove disease</i> 1/week, turn undead
4	+4	+4	+1	+1	Divine health
5	+5	+4	+1	+1	Subduing strike, peacemaker +2
6	+6/+1	+5	+2	+2	<i>Remove disease</i> 2/week
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	<i>Remove disease</i> 3/week
10	+10/+5	+7	+3	+3	Enhanced disarm +2, peacemaker +3
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	<i>Remove disease</i> 4/week
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	<i>Remove disease</i> 5/week, peacemaker +4
16	+16/+11/+6/+1	+10	+5	+5	Enhanced disarm +4
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	<i>Remove disease</i> 6/week
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Peacemaker +5

¹⁰ The text for the paladin (merciful hand) and soulknife variants should be tightened up a lot by reducing to only those changes, q.v. class variants in *Unearthed Arcana*.

¹¹ See Morpheus Unbound notebook January 2009 to March 2009 book 2 of 2, page 99 for update notes to the paladin (merciful hand)

TABLE: Merciful Hand Spells Per Day

---Spells per Day---				
Level	1	2	3	4
----	-	-	-	-
1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	0	—	—	—
5	0	—	—	—
6	1	—	—	—
7	1	—	-	—
8	1	0	—	—
9	2	0	—	—
10	2	1	—	—
11	2	1	0	—
12	3	1	1	—
13	3	2	1	—
14	3	2	1	0
15	4	2	2	1
16	4	3	2	1
17	4	3	3	2
18	5	4	3	3
19	5	4	4	4
20	5	5	5	5

*Class Features (Merciful Hand)***Detect Evil:** Same as classic paladin.**Divine Grace:** Same as classic paladin.**Lay on Hands:** Same as classic paladin.**Divine Health:** Same as classic paladin.**Aura of Courage:** Same as classic paladin.**Smite Evil:** Same as classic paladin.**Remove Disease:** Same as classic paladin.**Turn Undead:** Same as classic paladin.**Spells:** Same as classic paladin.**Combat Expertise:** Because of the fencing training received, the paladin gains the Combat Expertise feat as a bonus feat, regardless of his Intelligence score. This feat can be used to meet the prerequisites for other feats.**Peacemaker:** The Merciful hand gains an unnamed +1 class bonus to all Diplomacy and Heal skill checks at 1st level. The bonus increases by +1 per five levels.**Subduing Strike:** At 5th level, the merciful hand gains the Subduing Strike feat (see *Sovereign Stone Campaign Book*) which reduces the attack penalty to cause subdual damage with a normal weapon to -2 instead of -4. The merciful hand paladin can also take the Subduing Strike feat a second time to reduce the penalty to zero.**Enhanced Disarm:** At 10th level the merciful hand gains a +2 competence bonus to attack rolls and Strength-based checks when attempting a disarm maneuver. At 16th level this bonus is +4. The disarm attempt still provokes an attack of opportunity unless the situation prevents this, e.g. the paladin has the Improved Disarm feat.**Code of Conduct:** Same as classic paladin.**Associates:** Same as classic paladin.**Ex-Paladins:** Same as classic paladin. The merciful hand must remain faithful to the church and tenants of the Order of the Merciful Hand at all times or risk losing her paladin status.

Paladin Variants: Freedom, Slaughter, And Tyranny¹²

The three paladin variants presented here demonstrate examples of alternative-alignment paladins. Each one follows a specific code of conduct tailored to its specific alignment. The paladin of freedom is chaotic good, dedicated to liberty and free thought. The paladin of tyranny is the opposite, a lawful evil villain bent on dominating those weaker than she. The paladin of slaughter is a brutal champion of chaos and evil who leaves only destruction trailing in his wake. (If you use these versions of the paladin class, you might consider designating the standard paladin as the "paladin of honor" to differentiate it from the variants.)

These paladin variants aren't meant to be unique classes in and of themselves, but rather alignment-based variations of the paladin. They have the same Hit Die, skill points per level, weapon and armor proficiencies, and spells per day as the standard paladin. Their class skill lists are nearly identical, with exceptions noted below. Their spellcasting functions identically to that of the standard paladin (though their spell lists are somewhat different). When a class feature has the same name as a paladin class feature, it functions the same as the one described for the standard paladin.

Table: Variant Paladin Class Features Level

	Freedom	Tyranny	Slaughter
1st	Aura of good, <i>detect evil</i> , <i>smite evil</i> 1/day	Aura of evil, <i>detect good</i> , <i>smite good</i> 1/day	Aura of evil, <i>detect good</i> , <i>smite good</i> 1/day
2nd	Divine grace, lay on hands	Divine grace, deadly touch	Divine grace, deadly touch
3rd	Aura of resolve, divine health	Aura of despair, divine health	Debilitating aura, divine health
4th	Turn undead	Rebuke undead	Rebuke undead
5th	<i>Smite evil</i> 2/day, special mount	<i>Smite good</i> 2/day, special mount	<i>Smite good</i> 2/day, special mount
6th	<i>Remove disease</i> 1/week	<i>Cause disease</i> 1/week	<i>Cause disease</i> 1/week
7th	—	—	—
8th	—	—	—
9th	<i>Remove disease</i> 2/week	<i>Cause disease</i> 2/week	<i>Cause disease</i> 2/week
10th	<i>Smite evil</i> 3/day	<i>Smite good</i> 3/day	<i>Smite good</i> 3/day
11th	—	—	—
12th	<i>Remove disease</i> 3/week	<i>Cause disease</i> 3/week	<i>Cause disease</i> 3/week
13th	—	—	—
14th	—	—	—
15th	<i>Remove disease</i> 4/week, <i>smite evil</i> 4/day	<i>Cause disease</i> 4/week, <i>smite good</i> 4/day	<i>Cause disease</i> 4/week, <i>smite good</i> 4/day
16th	—	—	—
17th	—	—	—
18th	<i>Remove disease</i> 5/week	<i>Cause disease</i> 5/week	<i>Cause disease</i> 5/week

¹² Source: *Unearthed Arcana* (WOTC) via www.d20srd.org

	Freedom	Tyranny	Slaughter
19th	—	—	—
20th	<i>Smite evil</i> 5/day	<i>Smite good</i> 5/day	<i>Smite good</i> 5/day

Paladin of Freedom Class Features

The paladin of freedom has all the standard paladin class features, except as noted below.

Class Skills

Replace Diplomacy with Bluff on the class skill list.

Aura of Resolve (Su): Beginning at 3rd level, a paladin of freedom is immune to compulsion effects. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects. This ability otherwise functions identically to the paladin's aura of courage class feature.

Spellcasting: Remove the following spells from the paladin's spell list: *death ward*, *discern lies*, *dispel chaos*, *magic circle against chaos*, *protection from chaos*.

Add the following spells to the paladin's spell list: 1st—*protection from law*; 3rd—*magic circle against law*, *remove curse*; 4th—*dispel law*, *freedom of movement*.

Code of Conduct: A paladin of freedom must be of chaotic good alignment and loses all class abilities if he ever willingly commits an evil act. Additionally, a paladin of freedom's code requires that he respect individual liberty, help those in need (provided they do not use the help for lawful or evil ends), and punish those who threaten or curtail personal liberty.

Associates: While he may adventure with characters of any good or neutral alignment, a paladin of freedom will never knowingly associate with evil characters (except on some sort of undercover mission), nor will he continue an association with someone who consistently offends his moral code. A paladin of freedom may accept only henchmen, followers, or cohorts who are chaotic good.

Paladin of Slaughter Class Features

The paladin of slaughter has all the standard paladin class features, except as noted below.

Class Skills: Replace Diplomacy with Intimidate on the class skill list.

Aura of Evil (Ex): The power of a paladin of slaughter's aura of evil (see the *detect evil* spell) is equal to her paladin of slaughter level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of slaughter can use *detect good*, as the spell.

Smite Good (Su): Once per day, a paladin of slaughter may attempt to smite good with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil, including increased daily uses as the paladin of slaughter gains class levels.

Deadly Touch (Su): Beginning at 2nd level, a paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively, a paladin of slaughter can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

Debilitating Aura (Su): Beginning at 3rd level, a paladin of slaughter radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of slaughter rebukes undead rather than turning undead.

Cause Disease (Sp): A paladin of slaughter can inflict disease with her touch (as the contagion spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting: Replace the standard paladin's spell list with the following spell list: 1st—*bane, cause fear, corrupt weapon, create water, curse water, detect poison, detect undead, divine favor, endure elements, inflict light wounds, magic weapon, protection from good, protection from law, read magic, resistance, virtue*; 2nd—*bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment*; 3rd—*blindness/deafness, cure moderate wounds, deeper darkness, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against good/law*; 4th—*break enchantment, cure serious wounds, dispel good, dispel law, inflict critical wounds, poison, unholy sword*.

Code of Conduct: A paladin of slaughter must be of chaotic evil alignment and loses all class abilities if she ever willingly commits a good act. Additionally, a paladin of slaughter's code requires that she disrespect all authority figures who have not proven their physical superiority to her, refuse help to those in need, and sow destruction and death at all opportunities.

Associates: While she may adventure with characters of any evil or neutral alignment, a paladin of slaughter will never knowingly associate with good characters, nor will she continue an association with someone who consistently offends her moral code. A paladin of tyranny may accept only henchmen, followers, and cohorts who are chaotic evil.

Paladin of Tyranny Class Features

The paladin of tyranny has all the standard paladin class features, except as noted below.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the detect evil spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use detect good, as the spell.

Smite Good (Su): Once per day, a paladin of tyranny may attempt to smite good with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil, including increased daily uses as the paladin of tyranny gains class levels.

Deadly Touch (Su): Beginning at 2nd level, a paladin of tyranny can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively, a paladin of tyranny can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead.

Cause Disease (Sp): A paladin of tyranny can inflict disease with his touch (as the contagion spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting: Replace the paladin's spell list with the following spell list: 1st—*bane, corrupt weapon, create water, curse water, detect poison, detect undead, divine favor, doom, endure elements, inflict light wounds, magic weapon, protection from chaos, protection from good, read magic, resistance, virtue*; 2nd—*bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, hold person, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment*; 3rd—*bestow curse, cure moderate wounds, deeper darkness, discern lies, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against chaos/good*; 4th—*break enchantment, cure serious wounds, dispel chaos, dispel good, dominate person, inflict critical wounds, unholy sword*.

Code of conduct: A paladin of tyranny must be of lawful evil alignment and loses all class abilities if he ever willingly commits a good act. Additionally, a paladin of tyranny's code requires that he respect authority figures as long as they have the strength to rule over the weak, act with discipline (not engaging in random slaughter, keeping firm control over those beneath his station, and so forth), help only those who help him maintain or improve his status, and punish those who challenge authority (unless, of course, such challengers prove more worthy to hold that authority).

Associates: While he may adventure with characters of any evil or neutral alignment, a paladin of tyranny will never knowingly associate with good characters unless it serves his needs, nor will he continue an association with someone who consistently offends his moral code. A paladin of tyranny may accept henchmen and followers of any alignment, but may only accept cohorts who are lawful evil.

2.18 – Ranger

Ranger Variant: Planar Ranger

The planar ranger roams the multiverse instead of the wilderness, learning the secrets of the planes.

Class Skills: Eliminate Knowledge (nature) and Knowledge (dungeoneering) from the ranger's class skill list.

Add Knowledge (the planes) and Speak Language (Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran only) to the class skill list.

Class Features

The planar ranger has all the standard ranger class features, except as noted below.

Wild Empathy (Ex): A planar ranger takes no penalty on wild empathy checks made to influence magical beasts with the celestial or fiendish templates. However, he takes a -4 penalty when using this ability against animals.

Animal Companion: A nonevil planar ranger may have a celestial version of a normal animal as his animal companion. A nongood ranger may have a fiendish version of a normal animal as his animal companion.

Spellcasting: A planar ranger's spellcasting ability is largely unchanged from that of the standard ranger, with one exception: Any ranger spell that normally affects animals also affects celestial or fiendish versions of animals when cast by a planar ranger.

Ranger (Urban Ranger)

The urban ranger stalks the treacherous streets of the city, relying on his knowledge of alleyways and underworld contacts to keep him alive.

Class Skills: Remove Knowledge (nature), Knowledge (dungeoneering), and Survival from the ranger's class skill list. Add Gather Information, Knowledge (local), and Sense Motive to the class skill list.

Class Features

The urban ranger has all the standard ranger class features, except as noted below.

Animal Companion: An urban ranger cannot have an animal larger than Medium as his animal companion.

Urban Tracking: An urban ranger does not gain the Track feat at 1st level. Instead, he gains the Urban Tracking feat (see feats section), which allows him to use Gather Information to track down a missing person, suspect, or other individual within a community.

Wild Empathy: An urban ranger adds only one-half his class level to wild empathy checks, reflecting his limited connection with the natural world.

Favored Enemy: At the game master's discretion, an urban ranger may select an organization instead of a creature type as his favored enemy. For example, a character might select a particular thieves' guild, merchant house, or even the city guard. The favored enemy bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype.

Spellcasting: The urban ranger's spell list is different from the standard ranger list. The following spells are eliminated from the urban ranger's spell list: *animal messenger*, *charm animal*, *detect animals or plants*, *speak with animals*, *bear's endurance*, *hold animal*, *snare*, *speak with plants*, *command plants*, *diminish plants*, *plant growth*, *reduce animal*, *tree shape*, *water walk*, *commune with nature*, and *tree stride*.

In exchange, the urban ranger adds the following spells to his class spell list: 1st—*comprehend languages*, *detect chaos/good/evil/law*, *detect secret doors*, *message*; 2nd—*detect thoughts*, *knock*, *locate object*, *eagle's splendor*; 3rd—*discern lies*, *invisibility*, *speak with dead*, *tongues*; 4th—*dimensional anchor*, *locate creature*, *mage's faithful hound*, *true seeing*.

Woodland Stride: An urban ranger does not gain this ability.

Swift Tracker (Ex): Beginning at 8th level, an urban ranger may make a Gather Information check for his Urban Tracking feat every half hour without taking the normal -5 penalty.

Camouflage: An urban ranger does not gain this ability.

Hide in Plain Sight (Ex): An urban ranger can use this ability in any area, whether natural terrain or not.

Ranger (Wildshaper)

A ranger might forgo training in weapon combat in exchange for the ability to take animal form and move swiftly through the woodlands.

Gain

Wild shape (as druid; Small or Medium animals only), fast movement (as barbarian).

Lose

Combat style, improved combat style, combat style mastery.

2.19 – Rogue

Rogue (Soldier)

The rogue who favors martial training over stealth and cunning can profit if she chooses her fights carefully.

Gain

Bonus feats (as fighter).

Lose

Sneak attack.

Rogue (Wilderness Rogue)

The wilderness rogue prefers to put her skills to use in the great outdoors, rather than in cramped alleys and dungeon corridors. In many ways, she is similar to the traditional ranger, though with less combat savvy and with none of the ranger's divine link to the natural world.

Class Skills: Remove the following rogue class skills from the wilderness rogue's class skill list: Appraise, Diplomacy, Decipher Script, Forgery, and Gather Information.

Add the following skills to the wilderness rogue's class skill list: Handle Animal, Knowledge (geography), Knowledge (nature), Ride, and Survival.

Class Features

The wilderness rogue has all the standard rogue class features, except as noted below.

Special Abilities

Add woodland stride (as the 7th-level ranger ability), camouflage (as the 13th-level ranger ability) and hide in plain sight (as the 17th-level ranger ability, requires the rogue to already have the camouflage ability) to the list of special abilities that can be chosen by the wilderness rogue.

2.20 – Sorcerer

Sorcerer (Battle Sorcerer)¹³

The battle sorcerer is no weak arcanist, hiding behind the fighters. Instead, she is a capable physical combatant who mixes magical prowess with fighting skill.

Hit Die: d8.

Base Attack Bonus: The battle sorcerer uses the base attack bonus progression of the cleric.

Class Skills: Remove Bluff from the battle sorcerer's class skill list. Add Intimidate to the battle sorcerer's class skill list.

Class Features

The battle sorcerer has all the standard sorcerer class features, except as noted below.

Weapon and Armor Proficiency: At 1st level, a battle sorcerer gains proficiency with any light or one-handed martial weapon of the character's choice. She also gains proficiency with light armor.

Spellcasting: A battle sorcerer can cast sorcerer spells derived from her class levels of battle sorcerer while in light armor without the normal arcane spell failure chance.

A battle sorcerer has fewer daily spell slots than a standard sorcerer. Subtract one spell per day from each spell level on Table: The Sorcerer (to a minimum of zero spells per day). For example, a 1st-level battle sorcerer may cast four 0-level spells and two 1st-level spells per day (plus bonus spells, if any).

A battle sorcerer knows fewer spells per spell level than a standard sorcerer. Subtract one spell known from each spell level on Table: Sorcerer Spells Known (to a minimum of one spell per spell level). For example, a 4th-level battle sorcerer knows five 0-level spells, two 1st-level spells, and one 2nd-level spell. When she reaches 5th level, the battle sorcerer learns one additional 1st-level spell, but doesn't learn an additional 2nd-level spell (since two minus one is one).

¹³ Source: *Unearthed Arcana* (Wizards of the Coast)

2.21 - Wizard

Domain Wizard

A wizard who uses the arcane domain system (called a domain wizard) selects a specific arcane domain of spells, much like a cleric selects a pair of domains associated with his deity. A domain wizard cannot also be a specialist wizard; in exchange for the versatility given up by specializing in a domain instead of an entire school, the domain wizard casts her chosen spells with increased power.

Some of the arcane domains described below have the same name as a divine domain. Regardless of any apparent similarity, these domains have no connection to one another.

Class Features

The domain wizard has all the standard wizard class features, except as noted below.

Arcane Domain

At 1st level, a domain wizard selects an arcane domain from those listed below. (At the game master's discretion, the player might create an alternatively themed domain instead.) Once selected, the domain may never be changed.

A domain wizard automatically adds each new domain spell to her list of known spells as soon as she becomes able to cast it. These spells do not count against her two new spells known per wizard level.

A domain wizard casts spells from her chosen domain (regardless of whether the spell was prepared as a domain spell or a normal spell) as a caster one level higher than her normal level. This bonus applies only to the spells listed for the domain, not all spells of the school or subtype whose name matches the domain name.

In some cases, an arcane domain includes spells not normally on the wizard's class spell list. These spells are treated as being on the character's class spell list (and thus she can use wands or arcane scrolls that hold those spells, or even prepare those spells in her normal wizard spell slots).

Spellcasting

A domain wizard prepares and casts spells like a normal wizard. However, a domain wizard gains one bonus spell per spell level, which must be filled with the spell from that level of the domain spell list (or with a lower-level domain spell that has been altered with a metamagic feat).

No Prohibited Schools

Unlike a specialist wizard, a domain wizard need not select any prohibited schools or domains. All wizard spells are available to her to learn.

Abjuration Domain

0—resistance; 1st—shield; 2nd—resist energy; 3rd—dispel magic; 4th—remove curse; 5th—mage's private sanctum; 6th—greater dispel magic; 7th—banishment; 8th—mind blank; 9th—prismatic sphere.

Antimagic Domain

0—detect magic; 1st—protection from chaos/evil/good/law; 2nd—obscure object; 3rd—dispel magic; 4th—minor globe of invulnerability; 5th—break enchantment; 6th—antimagic field; 7th—spell turning; 8th—protection from spells; 9th—mage's disjunction.

Battle Domain

0—daze; 1st—true strike; 2nd—protection from arrows; 3rd—greater magic weapon; 4th—fire shield; 5th—interposing hand; 6th—transformation; 7th—power word blind; 8th—moment of prescience; 9th—time stop.

Cold Domain

0—ray of frost; 1st—chill touch; 2nd—chill metal (as 2nd-level druid spell); 3rd—sleet storm; 4th—wall of ice; 5th—cone of cold; 6th—freezing sphere; 7th—delayed blast frostball (as delayed blast fireball, but deals cold damage instead of fire damage); 8th—polar ray; 9th—comet swarm (as meteor swarm, but deals cold damage instead of fire damage).

Conjuration Domain

0—acid splash; 1st—mage armor; 2nd—web; 3rd—stinking cloud; 4th—summon monster IV; 5th—wall of stone; 6th—acid fog; 7th—summon monster VII; 8th—maze; 9th—gate.

Divination Domain

0—detect magic; 1st—detect secret doors; 2nd—see invisibility; 3rd—arcane sight; 4th—arcane eye; 5th—prying eyes; 6th—true seeing; 7th—greater arcane sight; 8th—discern location; 9th—foresight.

Enchantment Domain

0—daze; 1st—charm person; 2nd—hideous laughter; 3rd—suggestion; 4th—confusion; 5th—hold monster; 6th—greater heroism; 7th—insanity; 8th—mass charm monster; 9th—dominate monster.

Evocation Domain

0—light; 1st—magic missile; 2nd—flaming sphere; 3rd—lightning bolt; 4th—shout; 5th—wall of force; 6th—forceful hand; 7th—mage's sword; 8th—telekinetic sphere; 9th—crushing hand.

Fire Domain

0—flare; 1st—burning hands; 2nd—scorching ray; 3rd—fireball; 4th—wall of fire; 5th—cone of fire (as cone of cold, but deals fire damage instead of cold damage); 6th—summon monster VI (fire creatures only); 7th—delayed blast fireball; 8th—incendiary cloud; 9th—meteor swarm.

Illusion Domain

0—ghost sound; 1st—disguise self; 2nd—invisibility; 3rd—major image; 4th—phantasmal killer; 5th—shadow evocation; 6th—mislead; 7th—mass invisibility; 8th—scintillating pattern; 9th—shades.

Necromancy Domain

0—disrupt undead; 1st—ray of enfeeblement; 2nd—false life; 3rd—vampiric touch; 4th—fear; 5th—waves of fatigue; 6th—circle of death; 7th—control undead; 8th—horrid wilting; 9th—energy drain.

Storm Domain

0—ray of frost; 1st—obscuring mist (as 1st-level cleric spell); 2nd—gust of wind; 3rd—lightning bolt; 4th—ice storm; 5th—control winds (as 5th-level druid spell); 6th—chain lightning; 7th—control weather; 8th—whirlwind (as 8th-level druid spell); 9th—storm of vengeance (as 9th-level cleric spell).

Transmutation Domain

0—mage hand; 1st—expeditious retreat; 2nd—levitate; 3rd—haste; 4th—polymorph; 5th—baleful polymorph; 6th—disintegrate; 7th—reverse gravity; 8th—iron body; 9th—shapechange.

Other Class Variants

These variants simply swap one or more of that class's features for one or more class features of another class. A class feature gained works just as it did for its original class, including the level at which it is gained and any other effects, except as noted below.

Sorcerer/Wizard

A sorcerer or wizard might desire a more durable companion to accompany him on excursions into the wilderness.

Gain

Animal companion (as druid; treat sorcerer or wizard as a druid of half his class level).

Lose

Familiar.

Wizard

Some wizards trade their knowledge of magic and craft to improve their combat prowess.

Gain

Bonus feat list (as fighter; bonus feats gained at 1st level and every five levels, same as wizard).

Lose

Scribe Scroll, wizard bonus feat list.

Specialist Wizard Variants

Because magic plays such an important role in the game, the wizard class offers great opportunities for change when designing a campaign or a character. The following variants present different versions of the standard specialist wizards. Each variant specialist class gives up one of the standard specialists class abilities in exchange for a new ability unique to the variant specialist. Each specialist class has three variants: one that replaces the specialist's summon familiar ability, one that replaces the specialist's bonus feats, and one that replaces the specialist's bonus spell per day from the specialty school.

Because each variant requires the loss of an existing ability, you can use more than one of these variants at the same time. By choosing among the variant abilities presented for each specialist, you can easily customize the way that magic works in a campaign, in a geographic region of a campaign, for a school of magic, or even for a single spellcaster. Players can easily create unique and interesting characters using these variants.

For example, a campaign might be set up with some or all of the following variants for specialist wizards.

- * All abjurers in the campaign have the resistance to energy variant ability because the setting includes a large number of gates to the elemental planes.

- * Evokers from a specific city all have the overcome resistance ability, but they do not gain additional spells as specialist wizards. However, other evokers in the campaign gain abilities exactly as standard evokers and consider the evokers of that city a disruptive offshoot of the pure study of magic.

- * The students and masters at a college of necromancy from a distant region slowly undergo undead apotheosis instead of gaining bonus feats, but most necromancers in the campaign gain abilities exactly as standard necromancers. This difference has led some to feel that the foreign necromancers have a more thorough understanding of the powers of death. Traditional necromancers have a hard time attracting students, while the foreigners gain several new apprentices each year.

- * One conjurer of particular power in the city cannot obtain a familiar and instead casts summoning spells exceptionally quickly, as described in the rapid summoning variant ability. He claims he can teach others to wield magic as he does, but so far he has gathered few students.

In addition to a description of the variant class's abilities, each entry below includes brief suggestions on sample campaigns, adventures, or characters that might benefit from the use of the variant specialists. These notes are suggestions only, since nearly any campaign can benefit from adding variety to spells and spellcasters.

Although these abilities allow the creation and customization of variant classes, a character cannot, for example, take a few levels of conjurer using the rapid summoning variant and then "multiclass" into regular conjurer levels. These variants all follow the normal rules for multiclassing by specialist wizards.

Abjurer Variants

Masters of protective magic, abjurers can fill many roles in a campaign, from bodyguard to battlemage to adventurer. Although it lacks offensive options, the school of abjuration provides some of the most effective combat spells in the game. An evoker or transmuter might find it easier to bring down large groups of foes, but an abjurer is far more likely to bring herself and her companions through a fight alive.

In a campaign with a high degree of intrigue or political machinations, the protective abilities of an abjurer can guard against foes both obvious and unexpected, and rival groups of abjurers, all with slightly different powers, might vie for prominence among each nation's schemers and courtiers. In combat-heavy campaigns, realms might employ abjuration specialists to protect against the battle magic of their rivals, and in any campaign, adventurers might come to rely on the skills of an abjurer to protect against the dangers of dungeon and wilderness.

Resistance to Energy (Su)

Once per day, an abjurer using this variant can create a mystical shield that grants herself or any one creature that she touches limited protection against a chosen energy type (acid, cold, electricity, fire, or sonic). The affected creature gains resistance equal to 5 plus one-half the abjurer's class level against the chosen energy type. Activating this ability is a standard action. Once activated, the protection lasts for 1 hour. This protection overlaps with (and does not stack with) the effects of spells such as *resist energy*.

An abjurer using this variant permanently gives up the ability to obtain a familiar.

Aura of Protection (Ex)

Once per day, a 5th-level abjurer using this variant can generate a protective aura that shields against both physical and magical attacks. When the abjurer generates this field, she gains a deflection bonus to her Armor Class and a resistance bonus on all saving throws equal to her Intelligence modifier. This ability requires a standard action to activate, and each use protects against only one attack or spell. Once activated, the protective aura lasts for 1 minute or until the abjurer is attacked or required to make a saving throw, whichever comes first.

An abjurer using this variant can use this ability one additional time per day for every five class levels gained above 5th.

An abjurer using this variant does not gain bonus feats for advancing as a wizard.

Spontaneous Dispel (Ex)

At 5th level, an abjurer using this variant gains the ability to spontaneously cast the spell *dispel magic*. This ability is similar to the cleric's ability to spontaneously cast cure spells, with a few exceptions. The abjurer can "lose" four or more levels of prepared spells to cast *dispel magic*. The prepared spells can be of any level or combination of levels as long as the total spell levels add up to four or more (0-level spells don't count). For example, an abjurer using this variant could lose two 2nd-level spells or one 1st-level spell and one 3rd-level spell to cast *dispel magic*.

At 11th level, an abjurer can "lose" seven or more levels of prepared spells to spontaneously cast *greater dispel magic*.

At 17th level, an abjurer can "lose" ten or more levels of prepared spells to spontaneously cast *legendary dispel magic*.

An abjurer using this variant can use it in conjunction with a readied action to use *dispel magic*, *greater dispel magic*, or *legendary dispel magic* as a counterspell.

An abjurer using this variant does not gain additional spells per day for being a specialist wizard.

Conjurer Variants

One of the most versatile schools of magic, conjuration offers its disciples an effective solution to nearly any task: simply summon the appropriate monster and let it solve the problem. In combat, high-level conjurers fight from behind wave after wave of summoned foes, and in most battles they simply direct their summoned allies into the conflict. In addition to these vaunted summoning powers, conjuration provides effective combat spells and access to teleportation magic.

While virtually any campaign can benefit from rival groups of conjurers serving diverse agendas, conjurers are particularly effective in combat-heavy campaigns. Campaigns that feature a great deal of long-distance travel or travel between planes also benefit from including diverse groups of conjurers, because their specialty facilitates travel and encourages a thorough understanding of the creatures of the Outer Planes.

Rapid Summoning (Ex)

Any time a conjurer using this variant casts a summon monster spell, its casting time is 1 standard action rather than 1 full round. (Creatures so summoned can only take a standard action in the round they are summoned.) Conjurers using this variant gain the normal benefits from enhancing a summon monster spell with the Quicken Spell feat.

A conjurer using this variant permanently gives up the ability to obtain a familiar.

Enhanced Summoning (Ex)

At 1st level, a conjurer using this variant gains the Augment Summoning feat as a free feat¹⁴ instead of the Scribe Scroll feat.

At 5th level, the conjurer's summoned creatures become particularly tough to dispel. Add 2 to the DC of any caster level check made to dispel the conjurer's summoned creatures. At 15th level, this addition to the DC increases to 4.

At 10th level, the conjurer's summoned creatures gain an additional +2 bonus to Strength and Constitution. At 20th level, these bonuses increase to +4. These bonuses stack with those granted by the Augmented Summoning feat.

A conjurer using this variant does not gain bonus feats for advancing as a wizard.

Spontaneous Summoning (Ex)

Conjurers using this variant can "lose" a prepared spell to cast any summon monster spell of a lower level. For example, a conjurer who has prepared greater invisibility (a 4th-level spell) may lose that spell to cast summon monster I, summon monster II, or summon monster III.

A conjurer using this variant does not gain additional spells per day for being a specialist wizard.

Note: Since conjurers using this variant obviously summon monsters frequently, the game master should require the conjurer's player to prepare simple record sheets ahead of time for each monster that the character commonly summons. It is also important to emphasize speedy play on the part of the conjurer and his summoned monsters.

Diviner Variants

Seekers of knowledge, hoarders of lore, and master spies, diviners are perhaps the most underrated specialist wizards. Because they must give up access to only one other school of magic, they are also the most versatile specialists. More than any other specialists, diviners excel at gathering information, and an adventuring party that includes a diviner is much more likely to prepare properly for an adventure.

Many campaigns benefit from featuring more than one type of divination specialist, and diviners can play important parts in any game revolving around information gathering. Campaigns that feature mysteries and detective-style adventures, themes of prophecy and oracles, or large amounts of social interaction and espionage all make excellent forums for a diviner's powers. In campaigns that feature variant diviners with different class abilities, one simple way to add more variety is to make each distinct group of specialists experts in and proponents of a different form of divination. In game terms, this divergence is represented by altering the material components for some divination spells. For example, one group of diviners might favor osteomancy and require a collection of bones to use as components for their spells.

Enhanced Awareness (Ex)

A diviner using this variant adds Sense Motive to her list of class skills. In addition, she gains minor benefits when casting certain divination spells.

She needs only to study an item for 10 minutes (rather than 1 hour) when casting identify.

There are many summoner classes that allow summon of *more* creatures, but very few actually buff the creatures. The Augment Summoning feat is probably the only one in the SRD, thus I extended that feat tree.

The variant conjurer also recognizes this by buffing summoned creatures at higher levels.

I have always viewed the primary function of summoned creatures thusly:

1) soak damage and draw or prevent attacks against the summoner and her allies,

2) Cause damage

3) Any other useful function, such as flying creatures carrying the summoner around the field, over a chasm, etc.

4) Giving the summoner more actions every round (I get bored easily, and wizards usually get one spell per round, even at high levels, compared to the warrior-types that get multiple attacks from high BAB, *haste*, Cleave, Combat Reflexes, etc., etc.

Ergo, I'm a huge fan of anything that extends the life of my meat puppets a few more rounds.

¹⁴ Note that a free feat is not the same as a bonus feat and that the conjurer still needs Spell Focus (conjunction) to be able to use the free Augment Summoning feat.

An arcane eye cast by the diviner travels at 20 feet per round when studying its surroundings (rather than 10 feet per round).

Add +1 to the saving throw DCs of the character's divination spells. (This bonus stacks with the bonus from the Spell Focus and Greater Spell Focus feats.)

A diviner using this variant permanently gives up the ability to obtain a familiar.

Bonus Feat List

A diviner using this variant gradually grows in awareness and perceptive ability, but at the expense of her metamagic capabilities. The diviner may not select a metamagic feat as a wizard bonus feat (that is, those feats gained at 5th, 10th, 15th, and 20th level). However, the following feats are added to the list of bonus feats available to her at those levels: Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, and Skill Focus (Spot, Listen, or Sense Motive only).

Prescience (Ex)

Gifted with extraordinary insight and perceptive abilities, a diviner using this variant can add an insight bonus equal to her Intelligence modifier to any attack roll, saving throw, skill check, or level check she makes. The diviner can use this ability once per day, plus one additional time per day for every five class levels attained. Using this ability is a free action that can be taken out of turn if needed, but the character must choose to use this ability before the die roll is made.

A diviner using this variant does not gain additional spells per day for being a specialist wizard.

Enchanter Variants

Charmer, schemer, deceiver, pacifist: an enchanter can be all these and more. As a practitioner of one of the most subtle schools of magic, an enchanter might charm a guard into opening a well-defended gate that fifty warriors couldn't take by force. Good-aligned enchanters use their powers to seek out truth and encourage others onto the path of good, while their evil counterparts bend others' minds at their whim and gather personal power as rapidly as possible.

Campaigns that feature a large amount of social scenarios, political intrigue, or investigation benefit greatly from the inclusion of variant enchanters. These spellcasters, skilled in the manipulation of others and capable of concealing their own identities, make excellent villains and manipulators, or even investigators skilled at using magic to draw the truth out of opponents.

Players and game masters alike should also consider the ramifications that enchantment spells and similar effects have on a game world. Is casting charm person legal? Is a character legally responsible for actions taken while charmed? Do most of the campaign's inhabitants know that enchantment effects exist? Are there folk remedies that supposedly provide protection against enchantment effects? Do they actually work? Having ready answers to these and similar questions not only adds consistency to the game, but also clarifies and highlights the role of the enchanter.

Cohort

Upon reaching 6th level, an enchanter using this variant gains the service of a loyal cohort of the player's choice (with the game master's approval). The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat to determine the cohort's level, but treat the enchanter's level as being two lower than normal.

The enchanter doesn't gain any followers from this ability. If the enchanter selects the Leadership feat, he attracts followers as normal, the penalty to the enchanter's effective level is eliminated, and the enchanter automatically qualifies for the "special power" modifier to his Leadership score.

An enchanter using this variant permanently gives up the ability to obtain a familiar.

Social Proficiency (Ex)

Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus

on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su)

Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Evoker Variants

Masters of the raw power of magical energy, evokers can turn the tide of a battle with a single powerful spell, leveling groups of foes faster than any other practitioner of magic. Where some wizards focus on careful spell preparation and protective spells to survive combat encounters, evokers simply blast away with powerful energy attacks. Their prodigious offensive abilities ensure that evokers become the center of an adventuring group's battle plan.

Campaigns that include large numbers of wizards aligned to different nations are particularly suitable for variant evokers, since each nation develops unique cadres of evokers to serve in battle. Groups of militant evokers marching in unison with more conventional groups can change the tide of nearly any battle. In addition, campaigns that include themes of primal energy, raw nature, or extreme elemental conditions can all benefit from introducing evokers with variant abilities. Evokers in these sorts of campaigns might explore the raw essence of magic, struggling to harness its energies in new and unique ways.

Energy Affinity (Ex)

Evokers using this variant must choose an energy type (acid, cold, electricity, fire, or sonic). This choice is made upon character creation and cannot be altered thereafter. Any time the character casts an evocation spell with the chosen energy type, she casts the spell as if her caster level were one higher (affecting range, duration, damage, caster level checks, and any other factor influenced by caster level).

An evoker using this variant permanently gives up the ability to obtain a familiar.

Energy Substitution (Ex)

An evoker of 5th level or higher using this variant can substitute energy of one type for another. When casting a spell that has an energy descriptor (acid, cold, electricity, fire, or sonic), the evoker can change the energy descriptor and the spell's effects to energy of a different type.

Using this ability is a free action that must be declared before the spell is cast. The evoker can use this ability once per day for each five class levels he has attained (1/day at 5th, 2/day at 10th, and so on).

An evoker using this variant does not gain bonus feats for advancing as a wizard.

Overcome Resistance (Ex)

The energy spells of an evoker using this variant can ignore some or all of a target's resistance to energy. Using this ability is a free action that must be announced before the evoker casts the spell to be affected. Every creature affected by the spell is treated as if its resistance to the spell's energy type was 10 points lower, to a minimum of 0. (This lowered resistance applies only to this spell; other effects with the same energy descriptor must get through the creature's normal resistance.)

The overcome resistance ability does not give the affected spell any ability to affect creatures with immunity to the spell's energy type, nor does the affected spell have any additional effect on creatures that do not have resistance to energy.

An evoker may use this ability one time per day, plus one additional time per day for every two class levels attained beyond 1st (2/day at 3rd, 3/day at 5th, and so forth).

An evoker using this variant does not gain additional spells per day for being a specialist wizard.

Illusionist Variants

Illusionists control their surroundings by shaping, distorting, and deceiving the perceptions of others. To some their abilities seem weak, because they only distort and disguise rather than effecting true change, but those affected by an illusionist's spells know better, understanding that their own senses can be turned against them at any time.

Campaigns that deal in deception or that have a high level of social interaction, a fair number of mystery adventures, or even simply suspicious players can benefit from the introduction of variant illusionists. Campaigns featuring multiple types of variant illusionists might give each group or variant an even more distinctive flavor by making each the master of a particular subset of illusion spells. Illusionists from one nation might, for example, have the chains of disbelief variant ability and favor phantasms, while the illusionist thieves of the Guild of Shadows might have the shadow shaper variant ability and favor glamers and shadow magic.

Chains of Disbelief (Ex)

Even if a viewer disbelieves an illusion created by an illusionist using this variant and communicates the details of the illusion to other creatures, those other creatures do not receive the normal +4 bonus on their saving throws to disbelieve the illusion. Furthermore, even when presented with incontrovertible proof that the illusion isn't real, creatures must still succeed on a Will saving throw to see objects or creatures that the illusion obscures, although they get a +10 bonus on the saving throw.

An illusionist using this variant permanently gives up the ability to obtain a familiar.

Shadow Shaper

An illusionist using this variant has a special bond with the Plane of Shadow, and gains several special abilities as he advances in level.

At 1st level, Hide is treated as a class skill for the illusionist.

At 5th level, the illusionist may add his Intelligence modifier (in addition to his Dexterity modifier) to his Hide skill checks.

At 10th level the illusionist's illusions become infused with shadow stuff from the Plane of shadow, making them more realistic and more likely to fool the senses. The save DCs of the illusionist's illusion spells increase by +1. This benefit stacks with similar bonuses, such as from Spell Focus.

At 15th level, the illusionist can hide in plain sight (as the ranger ability, except that the illusionist need not be in natural terrain).

At 20th level, the illusionist gains the ability to blend into shadows. In any condition of illumination that would normally grant the illusionist concealment, he instead gains total concealment (as if he were invisible).

An illusionist using this variant does not gain bonus feats for advancing as a wizard.

Illusion Mastery (Ex)

An illusionist using this variant automatically adds two illusion spells to his spellbook every time he gains a level that grants access to a new spell level. Furthermore, any time the illusionist learns a new illusion spell, he treats that spell as if he had mastered it with the Spell Mastery feat.

An illusionist using this variant does not gain additional spells per day for being a specialist wizard.

Necromancer Variants

Wrapped in mystery and burdened by reputations of evil, necromancers control dangerous energies that rob the living of strength and grant unlife to the dead. The most powerful necromancers command dangerous undead minions and threaten towns, cities, and sometimes even entire kingdoms with their power. Although necromancers make excellent villains and nemeses for a group of adventurers, neutral- and good-aligned necromancers who view themselves as the shepherds of the living and guardians of the dead can also prove valuable allies.

Campaigns that include evil necromancers or groups of undead as antagonists can benefit from the inclusion of variant necromancers. Rival groups of necromancers might view certain types of undead as the only true or "pure" undead and all others as evils that must be destroyed, with each group disagreeing on which types are which. Other factions or groups might have an innate loathing for undead raised by any but themselves.

Skeletal Minion

A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp.

This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired. If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels. The skeleton has a number of Hit Dice equal to the necromancer's class level. Add one-half the necromancer's class level to the skeleton's natural armor bonus. Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex)

As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures.

At 5th level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th level.

At 10th level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain.

At 20th level, the necromancer gains 25% resistance to critical hits, as the light fortification armor special ability.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Enhanced Undead (Ex)

Any time a necromancer using this variant creates an undead creature (such as with animate dead, create undead, or create greater undead), all undead creatures created gain a +4 enhancement bonus to Strength and Dexterity,

and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control.

A necromancer using this variant does not gain additional spells per day for being a specialist wizard.

Transmuter Variants

Masters of change, transmuters are among the most varied and versatile specialists. Transmutation spells, by their very nature, can change the environment and allow the spellcaster to solve nearly any problem.

This school's utility and variety ensures that nearly any campaign's magic becomes richer with the introduction of variant transmuters. Campaigns in which the magic system is undergoing change benefit from introducing variant transmuters. Likewise, campaigns that include an above-average number of magical cultures or a long history of magical sophistication benefit from alternative traditions of transmutation magic.

Enhance Attribute (Ex)

Once per day, plus one additional time per five class levels, a transmuter using this variant can add a +2 enhancement bonus to any one of his ability scores. This bonus lasts for a number of minutes equal to the transmuter's class level. Using this ability is a swift action.

A transmuter using this variant permanently gives up the ability to obtain a familiar.

Spell Versatility (Ex)

A 5th-level transmuter using this variant can adapt magic of other schools to his own style of spellcasting. For every five class levels that the transmuter gains, he can select one spell of any spell level that he has access to and treat it as if it were a transmutation spell. This means, for example, that the specialist can learn the spell normally and even prepare it as a bonus spell from the transmutation school. This spell can even be from a school that he has chosen as a prohibited school. Once a spell is chosen to be affected by this ability, it cannot be changed.

For example, a transmutation specialist using this variant has selected abjuration and necromancy as his prohibited schools. At 5th level, he gains access to 3rd-level spells. He chooses dispel magic and forever after treats dispel magic as if were a transmutation spell.

A transmuter using this variant does not gain bonus feats for advancing as a wizard.

Transmutable Memory (Ex)

A transmuter using this variant can alter some of his prepared spells in a short amount of time. Once per day, the transmuter can give up a number of prepared spell levels (up to a maximum total equal to half his class level) and prepare different spells in their place, as long as the number of newly prepared spell levels is equal to or less than the number of spell levels given up (0-level spells don't count). For example, a 12th-level transmuter who uses this variant can lose two 1st-level spells and two 2nd-level spells from memory (a total of six spell levels, half the character's class level) and prepare two 3rd-level spells.

Using this ability requires a number of minutes of concentration equal to the number of spell levels given up. if the transmuter's concentration is broken during this time, all spells to be lost are gone and no spells are gained in their place.

A transmuter using this variant does not gain additional spells per day for being a specialist wizard.

2.22 – Soulknife

Alignment: Any.

Hit Die: d10.

Class Skills

The soulknife's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Soulknife

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+0	+2	+2	Mind blade, Weapon Focus (mind blade), Wild Talent
2nd	+1		+0	+3	+3	Shape mind blade (light), throw mind blade
3rd	+2		+1	+3	+3	Psychic strike +1d8
4th	+3		+1	+4	+4	+1 <i>mind blade</i>
5th	+3		+1	+4	+4	Free draw, shape mind blade (one-handed)
6th	+4		+2	+5	+5	Mind blade enhancement +1, Speed of Thought
7th	+5		+2	+5	+5	Psychic strike +2d8
8th	+6/+1		+2	+6	+6	+2 <i>mind blade</i>
9th	+6/+1		+3	+6	+6	Bladewind, Greater Weapon Focus (mind blade)
10th	+7/+2		+3	+7	+7	Mind blade enhancement +2, shape mind blade (any)
11th	+8/+3		+3	+7	+7	Psychic strike +3d8
12th	+9/+4		+4	+8	+8	+3 <i>mind blade</i>
13th	+9/+4		+4	+8	+8	Knife to the soul
14th	+10/+5					Mind blade enhancement +3, shape mind blade (full proficiency)
			+4	+9	+9	
15th	+11/+6		+5	+9	+9	Psychic strike +4d8
16th	+12/+7		+5	+10	+10	+4 <i>mind blade</i>
17th	+12/+7		+5	+10	+10	Multiple throw
18th	+13/+8		+6	+11	+11	Mind blade enhancement +4
19th	+14/+9		+6	+11	+11	Psychic strike +5d8
20th	+15/+10/+5		+6	+12	+12	+5 <i>mind blade</i>

Class Features

All the following are class features of the soulknife.

Weapon and Armor Proficiency: Soulknives are proficient with all simple weapons, with their own mind blades, and with light armor and shields (except tower shields).

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. For instance, a Medium soulknife materializes a Medium mind blade that he can wield as a light weapon, and the blade deals 1d6 points of damage (crit 19–20/x2). Soulknives who are smaller or larger than Medium create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's

damage. The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. He can also choose mind blade for feats requiring a specific weapon choice, such as Weapon Specialization. Powers or spells that upgrade weapons can be used on a mind blade.

A soulknife's mind blade improves as the character gains higher levels. At 4th level and every four levels thereafter, the mind blade gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level).

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the mind blade vanishes. As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics negating effect.

Weapon Focus (Mind Blade): A soulknife gains Weapon Focus (mind blade) as a bonus feat.

Wild Talent: A soulknife gains Wild Talent as a bonus feat. (This class feature provides the character with the psionic power he needs to materialize his mind blade, if he has no power points otherwise.)

Throw Mind Blade (Ex): A soul knife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet.

Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities (such as Knife to the Soul; see below).

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th, and 19th), the extra damage from a soulknife's psychic strike increases as shown on the Table above.

Free Draw (Su): At 5th level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action. He can make only one attempt to materialize the mind blade per round, however.

Shape Mind Blade (Su): At 2nd level, a soulknife gains the ability to change the form of his mind blade. As a full round action, he can change his mind blade to replicate any light weapon. He suffers normal penalties if he is not proficient with the weapon's new form.

At 5th level, a soulknife gains the ability to change the form of his mind blade into any one-handed weapon. As a full round action, he can change his mind blade to replicate any one-handed weapon. If a soulknife shapes his mind blade into the form that he can wield two-handed, he adds 1-1/2 times his Strength bonus to his damage rolls, just like when using any other two-handed weapon.

Alternatively, a 5th level soulknife can split his mind blade into two identical light weapons, suitable for fighting with a weapon in each hand. (The normal penalties for fighting with two weapons apply.) However, both mind blades have an enhancement bonus 1 lower than the soulknife would otherwise create with a single mind blade.

At 10th level, the soulknife can shape his mindblade into any weapon appropriate for his size category, including reach weapons. He still suffers non-proficiency penalties for any form he is not proficient with.

At 14th level, the soulknife no longer suffers non-proficiency penalties when using his mind blade, regardless of what form it takes. The weapon must still be appropriate for his size, however.

Mind Blade Enhancement (Su): At 6th level, a soulknife gains the ability to enhance his mind blade. He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every four levels beyond 6th (10th, 14th, and 18th), the value of the enhancement a soulknife can add to his weapon improves to +2, +3, and +4, respectively. A soulknife can choose any combination of weapon special abilities that does not exceed the total allowed by the soulknife's level.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

Weapon Special Ability	Enhancement Bonus Value
Defending	+1
Keen	+1
Lucky*	+1
Mighty cleaving	+1
Psychokinetic*	+1
Sundering*	+1
Vicious	+1
Collision*	+2
Mindcrusher*	+2
Psychokinetic burst*	+2
Suppression*	+2
Wounding	+2
Bodyfeeder*	+3
Mindfeeder*	+3
Soulbreaker*	+3

*New special abilities

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in meditation. After that period of meditation, the mind blade materializes with the new ability or abilities selected by the soulknife.

Speed of Thought: A soulknife gains Speed of Thought as a bonus feat at 6th level.

Bladewind (Su): At 9th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade.

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell).

The mind blade immediately reverts to its previous form after the bladewind attack.

Greater Weapon Focus (Mind Blade): A soulknife gains Greater Weapon Focus (mind blade) as a bonus feat at 9th level.

Knife to the Soul (Su): Beginning at 13th level, when a soulknife executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination.

The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Multiple Throw (Ex): At 17th level and higher, a soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make.

2.7 – Spontaneous Casters

Spontaneous Divine Casters¹⁵

As a twist on the traditional divine spellcaster, this variant converts the cleric and druid into spontaneous spellcasters. Such characters have a limited number of spells known, as the sorcerer does, though their selection is not quite as limited as the sorcerer's list.

Like other spellcasters, a character using this variant system can cast a certain number of spells per day. His base daily spell allotment is the same as a normal cleric's number of spells per day (not including domain spells), plus one spell per day of each spell level he can cast. For instance, a 1st-level cleric using this system can cast four 0-level spells and two 1st-level spells per day.

However, the divine caster's selection of spells known is limited. At 1st level, the character begins play knowing four 0-level spells and two 1st-level spells of your choice, plus his two 1st-level domain spells (if a cleric) or summon nature's ally I (if a druid). At each new level in the character's divine spellcasting class, he gains one or more new spells, as indicated on Table: Spells Known.

Characters who use this option lose the ability to spontaneously cast cure, inflict, or summon nature's ally spells in place of other spells. However, each time the character gains a new spell level, he gains one or more bonus spells known to add to his list. A cleric may add his two domain spells to his list of spells known, while a druid may add the appropriate summon nature's ally spell to her list of spells known. (An entry of 0 on the table indicates that the cleric knows only his domain spells of that level, and the druid knows only the summon nature's ally spell of that level.)

Upon reaching 4th level, and at every even-numbered class level after that, a cleric or druid can choose to learn a new spell in place of one he already knows. This functions identically to the sorcerer's ability to swap out known spells, except that a cleric may never choose to lose a domain spell and a druid may never choose to lose a summon nature's ally spell.

For example, a cleric has chosen the domains of Good and Healing, which means that at 1st level, he automatically knows cure light wounds and protection from evil. In addition, he chooses four spells from the list of 0-level cleric spells (cure minor wounds, detect magic, light, and read magic) and two spells from the list of 1st-level cleric spells (bless and shield of faith). He now knows four 0-level spells and four 1st-level spells.

Another example: At 4th level, a druid learns a new 0-level spell and a new 2nd-level spell. She can also choose to replace one of her 0-level spells known with a different spell of the same level. She chooses to replace know direction with detect poison.

Table: Spells Known Level Spells Known

	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
0	4	2	—	—	—	—	—	—	—	—
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	3	0	—	—	—	—	—	—	—
3rd	5	3	0	—	—	—	—	—	—	—
4th	6	4	2	0	—	—	—	—	—	—
5th	6	4	2	0	—	—	—	—	—	—
6th	7	5	3	2	0	—	—	—	—	—
7th	7	5	3	2	0	—	—	—	—	—

¹⁵ Source: *Unearthed Arcana* (Wizards of the Coast)

8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	0	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	0	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	0	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	0	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	0
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Metagame Analysis: Spontaneous Casting

This option trades versatility—one of the divine spellcaster's strengths—for sheer spellcasting power (much like the difference between sorcerers and wizards). Since the cleric and druid spell lists depend on versatility of effect, particularly defensive or utilitarian spells the spontaneous-casting divine caster is allowed to know more spells per spell level than the sorcerer (by adding domain spells or summon nature's ally spells on the list of spells known). No longer is the divine caster the character who can come up with any effect under the sun; instead, he becomes a much more specialized member of the adventuring group.

This variant has the secondary effect of individualizing the divine casters in your game, since no two characters choose to learn the same set of spells. With only a limited number of spells known from which to choose, characters must make tough choices each time they gain new spells known. For instance, is it more important that a 4th-level cleric learn cure moderate wounds—particularly if he already knows cure light wounds—or bear's endurance? Should your druid learn resist energy as a 2nd level spell, or should she wait until she gains access to 3rd-level spells and learn protection from energy instead? The cleric's choice of domains becomes crucial, because those areas form the backbone of his available spells.

Racial Paragon Classes

In most campaigns, the ideas of class and race are separate concepts. But with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as their name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers or capabilities that supersede those of normal members of their race. While any elf might rise in power, prestige, and (in game terms) level, most do so by gaining levels in the standard character classes—only a few are so much in tune with their heritage and racial abilities that they become racial paragons.

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do).

Obviously, a character can only take levels in the racial paragon class associated with his race. A human cannot take levels in dwarf paragon—only dwarves are capable of reflecting the highest virtues of dwarfhood by gaining levels in the dwarf paragon class. (Half-elves and half-orcs are an exception; see the Half-Elf Paragon and Half-Orc Paragon sections below.)

Like the fighter, the wizard, and the other standard character classes, the racial paragon classes have no prerequisites (other than being a member of the appropriate race). Paragon class levels can be taken any time a character gains a new level, even at 1st level (in which case they receive four times the normal number of skill points gained at each succeeding level). A character can multiclass freely between standard character classes, prestige classes for which he or she qualifies, and the character's appropriate racial paragon class.

It's possible for a powerful magic effect such as shapechange, reincarnate, or wish to change a character's race. If a character has already taken racial paragon levels in his original race, he can never become a paragon of another race. However, such shapechanging and form-altering magics also cause no loss of a paragon's class abilities—the class abilities gained from racial paragon levels are affected no more or less drastically than benefits gained from having levels in any other class.

Levels in racial paragon classes never result in XP penalties for multiclass characters.

Subraces And Paragon Classes

As a general rule, a member of a subrace can take levels in the standard race's paragon class unless a specific paragon class exists for the subrace. For example, aquatic elves, gray elves, wild elves, and wood elves may all advance as elf paragons, but drow elves may not, because drow have a separate paragon class. If you wanted to further differentiate the elven subraces by creating a paragon class for one or more of the subraces, those subraces could not then take levels of elf paragon.

When deciding whether to create new paragon classes for subraces in your game, consider how different the subrace is from the main race. For instance, the gray elf is very similar to the standard (high) elf, but both the wild elf and wood elf receive a penalty to Intelligence, suggesting that the elf paragon's Intelligence increase at 3rd level might not be appropriate for those races. The forest gnome is very similar to the standard (rock) gnome, but the svirfneblin is so different (including a +3 level adjustment) that it probably deserves its own paragon class.

Paragon Classes In Your Game

Like many of the variants rules, racial paragons can be a powerful tool for shaping a campaign world or play experience. Including racial paragons in a campaign is as easy as allowing players to advance in the classes or designing NPCs with class levels from the appropriate paragon class. However, this variant can be more than just another long list of possible classes. By allowing different subsets of the racial paragon classes to be present in your game, you can shape which races are the most influential or numerous in the campaign.

For example, in a setting in which elves and dwarves have all but died out, the traditions of their racial paragon classes might have been lost. In the same campaign, however, humans, half-orcs, and halflings all thrive, and powerful NPCs of these races might frequently have a level or two in the appropriate paragon class.

Furthermore, the prevalence of racial paragons can reflect the importance of racial issues. In campaigns where tensions run high between the civilized races, each race is more likely to have a large number of racial paragons among its members. As the cause of expanding humanity's borders into the wilderness becomes more and more important to the race, more human paragons come to the fore—while halflings in the same campaign, content and secure with their lot in life, turn to other classes and pursuits less tied to the goals of their race.

You might choose to create your own racial paragon classes. When creating a racial paragon class for a race with a level adjustment of +1 or higher (such as drow or half-dragon), it's acceptable for the class to be a little better than a paragon class for a race with a level adjustment of +0. In general, the benefits of a race with a level adjustment tend to decrease in value as the character gains levels, and an above-average paragon class can help that race maintain its edge.

Drow Paragon

Separated from the rest of the elven people by a legacy of deceit, betrayal, and evil, the drow are easily one of the most dangerous of the humanoid races. Most drow paragons embody all their race's evil nature and delight in calculated cruelty, but some manage to pull away from this dark path, instead embodying the potential that all elves share for beauty, grace, and martial skill.

Drow society is full of intrigue and fierce competition. Even the most able drow paragons can do little more to advance their race than to strive against the machinations of other powerful drow. When they succeed in breaking away from drow culture and its cruel influence, however, good-aligned drow paragons can be the most able and successful members of their race.

Adventures

Drow paragons adventure for one of two reasons. Those of an evil bent adventure to increase their own personal power, by acquiring wealth and powerful magic items or by improving their combat skills. Those few drow paragons with less selfish motives adventure to remove themselves from the influence of their race's harsh and cruel society. These latter drow paragons are the ones most likely to be seen in the company of other races.

Characteristics

Drow paragons are typically more reserved than other members of their race. Drow paragons consider themselves the elite of drow society, although they are careful about sharing these viewpoints with the powerful priestesses that hold sway over most aspects of drow culture. If anything, drow paragons are even more secretive and devious than average members of their race, and their success in such dangerous society emphasizes their ability to navigate treacherous social environments and manipulate the actions of others. It is said that the day a drow stops scheming is the day of her death.

Alignment

The vast majority of drow, including most drow paragons, are unrelentingly evil. However, the few good-aligned drow who survive their formative years are actually quite likely to gain levels in the drow paragon class. This makes good-aligned drow paragons more frequent than good drow of other classes, but still nowhere near as common as evil-aligned drow paragons.

Religion

Much of drow culture is dominated by religion, and the powerful priestesses who rule drow society see drow paragons as tools—more skilled than other ambitious drow, perhaps, but no more inherently valuable. This outlook chafes against the drow paragons own belief that she is the elite of her race. As a result, drow paragons are unlikely to follow religion of any kind when removed from the direct influence of the drow priestesses.

Background

Drow paragons learn their skills just as other drow do: by succeeding where weaker drow fail. Drow paragons build their skills among the hidden dangers of the subterranean realms and in a society where the powerful freely prey upon the weak. Regardless of alignment or other abilities, drow paragons are all forced at some point to make a decision about their race's cruel and everpresent religion. Those drow paragons who choose to follow the tenets of the evil priestesses often rise to become deadly lieutenants, carrying out the will of the matriarchs. The few who reject the priestesses' teachings must do so quietly and covertly, biding their time until they can escape the influence of other drow.

Races

Most drow paragons have little use for members of the other races, viewing them only as potential prey or slaves. Good-aligned drow paragons, however, see the merits of interracial cooperation. These paragons seek out adventurers of other races, often coming to relate more to the societies of their adventuring companions than to their own culture.

Other Classes

Drow paragons see members of other classes as tools. They value a broad skill set in those with whom they associate, provided they can control the actions of these associates when the need arises. Drow paragons are willing to work with anyone they can manipulate to their own ends.

That said, drow paragons often see fighters as ideal companions because they combine great martial proficiency with physical prowess, while at the same time they are typically incapable of matching the drow's stealth and subtlety—ensuring that the drow paragon can gain the upper hand whenever desired.

Game Rule Information

Table: The Drow Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	improved spell-like abilities	+1 level of cleric or wizard
2nd	+1	+0	+3	+0	Improved darkvision (+30 ft.),	
light sensitivity	—					
3rd	+2	+1	+3	+1	Ability boost (Dex +2)	+1 level of cleric or wizard

Drow paragons have the following game statistics.

Abilities

Drow paragons favor fighting from ambush, making Dexterity important for its role in sneaking and striking with ranged weapons. Wisdom helps in detecting a potential foe before the foe detects the drow in turn. Strength is also important due to its obvious role in melee combat.

Alignment: Any.

Hit Die: d6.

Class Skills: The drow paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features: All of the following are class features of the drow paragon class.

Weapon and Armor Proficiency: Drow paragons are proficient with all simple weapons, rapiers, longswords, and hand crossbows, and with light armor.

Spells per Day At 1st and 3rd level, a female drow paragon gains new spells per day as if she had also gained a level in cleric. A male drow paragon instead gains new spells per day as if he had gained a level of wizard. The paragon does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on). This essentially means that the character adds the level of drow paragon to her level in cleric or wizard, then determines spells per day and caster level accordingly.

If the drow paragon is female and has no levels in cleric, or is male and has no levels in wizard, this class feature has no effect.

Improved Spell-Like Abilities At 1st level, a drow paragon gains one additional daily use of each of her innate spell-like abilities.

Improved Darkvision (Ex) At 2nd level, a dwarf paragon's darkvision range increases by 30 feet.

Light Sensitivity (Ex) A 2nd-level dwarf paragon's light blindness is lessened to light sensitivity. Instead of being blinded by bright light, she is merely dazzled in bright sunlight or within the radius of a daylight spell.

Ability Boost (Ex) At 3rd level, a dwarf paragon's Dexterity score increases by 2 points.

Dwarf Paragon

Known for their skill in warfare, their ability to withstand physical and magical punishment, and their great love of stone and stonework, dwarves grow as strong as their mountain homes. Dwarf paragons exemplify this strength, gaining a deeper intuitive understanding of stone and stonework, building upon their already proven toughness, and promoting the crafts and strengths of their people whenever possible.

Dwarf paragons are doughty warriors, and powerful paragons often take the lead in battles as well as diplomatic engagements.

Adventures

Dwarf paragons stand at the forefront of their people, ready to defend or promote the interests of their race through word and deed. Although they are as disparate a group as the members of any character class, most dwarf paragons undertake adventure freely, as long as it does not threaten or endanger a dwarven community.

Characteristics

Dwarf paragons are tough, skilled warriors who are most at home when deep underground. Because of their martial focus, dwarf fighters and paladins are likely to become paragons, although many clerics also find that their race's innate abilities and interests blend well with their divine training, and they frequently take levels in dwarf paragon as well. Because of their race's ability with weaponsmithing and other crafts, dwarf paragons are likely to look down upon weapons and gear made by members of other races.

Alignment

Dwarf paragons can be of any alignment, but their interest in the success of their communities and their ingrained sense of dwarven honor ensures that many act in a lawful and good manner. Neutral dwarf paragons are found more frequently in areas where relations with other good races have become strained, or where the different races focus more on the interests of their people than on morality.

Religion

Religion is an important part of many dwarven communities, and thus dwarf paragons often exemplify this aspect of dwarven life as they exemplify all others. Many dwarf paragons are also clerics of dwarven deities, and the two philosophies support and reinforce each other.

Background

Although many dwarf paragons grow into their power in the hearts of strong and strident dwarven communities, some rise from areas where dwarves have been oppressed or even defeated. Whatever their origins, dwarf paragons are tough, determined folk who seek out specialized training and master complex tasks to further the aims of their people. Dwarf paragons are often descended from heroes of older generations, and these individuals may seek to honor their ancestors' memory through deeds of their own.

Races

Dwarf paragons are all dwarves, of course, and like other racial paragons, their actions and efforts are motivated primarily by the interests of their people. Despite their focus on their own race's innate abilities, they remain surprisingly open to adventuring with members of other races. In most cases, it is practicality that drives a paragon more than anything else once a dwarf paragon has decided on a course of action, he uses whatever and whomever is at hand to accomplish the task.

Dwarf paragons, like other members of their race, consider the building of trust and friendship a long, slow task that cannot be rushed. Although it might take a hundred years or more to earn a dwarf paragon's complete trust, dwarf paragons are by no means a suspicious lot.

Other Classes

In general, the reactions of a dwarf paragon are governed more by how an individual or race interacts with the dwarven community than by class or personal training but some general attitudes are common to most dwarf paragons. Dwarf paragons generally get along well with dwarf fighters, paladins, and clerics, although they appreciate anyone who is willing to work in the best interests of the dwarven people. Dwarf paragons see wizards and sorcerers as important allies in the defense and promotion of the dwarven people, but powerful spellcasters of any kind can pose a threat to an entire community, making dwarf paragons wary of their power.

Game Rule Information

Table: The Dwarf Paragon Level Base

Attack

Bonus Fort

Save Ref

Save Will

Save Special

1st	+1	+2	+0	+0	Craft expertise, improved stonecunning
2nd	+2	+3	+0	+0	Improved darkvision (+30 ft.), save bonus
3rd	+3	+3	+1	+1	Ability boost (Con +2)

Dwarf paragons have the following game statistics.

Abilities: Strength is important for dwarf paragons because they often serve as defenders of their people and emphasize their own martial training. Constitution is important not only to a dwarf paragon's ability to stay on his feet in battle, but also because physical toughness is a hallmark of the dwarf race.

Alignment: Any.

Hit Die: d10.

Class Skills: The dwarf paragon's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering) (Int), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the dwarf paragon class.

Weapon and Armor Proficiency: Dwarf paragons are proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields (but not with tower shields).

Craft Expertise (Ex)

A dwarf paragon may add his class level as a racial bonus on all Craft checks related to stone or metal items.

Improved Stonecunning (Ex)

At 1st level, a dwarf paragon's racial bonus on Search checks to notice unusual stonework increases to +4. The range at which he receives an automatic Search check for coming near an example of unusual stonework increases to 20 feet. Also, he can intuit where true north lies in relation to himself (as if he had 5 ranks in Survival) whenever underground.

Improved Darkvision (Ex)

At 2nd level, a dwarf paragon's darkvision range increases by 30 feet.

Save Bonus (Ex)

A 2nd-level dwarf paragon's racial bonus on saves against poison and against spells and spell-like effects increases by 1.

Ability Boost (Ex)

At 3rd level, a dwarf paragon's Constitution score increases by 2 points.

Elf Paragon

Accomplished with both spell and blade, elves move through the world at a pace removed from that of shorter-lived races. Long-standing champions of good, the elf race is storied beyond telling and peopled by heroes beyond counting. As mighty as the elf race can be, it is not often that elves turn to warfare or combat, preferring instead the paths of poetry, dance, song, and lore. With their long life spans and many talents, elves excel in numerous areas and classes, but a few exemplify to an even greater degree the complex and powerful nature of their race.

Adventures

Elf paragons retreat from the world less readily than most elves, seeing much of the nature of the elf race in the form and shape of the world. They enjoy travel and interaction with other races, learning as much about themselves in the process as they do about those they meet. Elf paragons are aware that voluntary isolation from other good-aligned races poses a great danger to the elven race—although such self-absorption lessens the pain and frustration involved in dealing with other races, it leaves an elven community vulnerable to stagnation and decline.

Characteristics

Elf paragons are curious, patient, and, when roused to action, deadly. They are swift and stealthy and have amazingly acute senses, allowing them to react far faster than opponents might expect. Their aptitude in both stealth and weapons makes them excellent at attacking from ambush, and their propensity to take rogue and ranger levels in addition to their paragon levels accentuates these strengths.

Alignment

Elf paragons can be of any alignment, but most are neutral good. They see the world as a place of harmony, a place that can provide bounty to all those willing to live in peace so long as society is not pushed to extremes of law or anarchy.

Religion

Although elves as a whole can be as religious as members of any other race, elf paragons rarely concentrate on religion. Instead, they focus their attention and devotion on the mortal members of their race.

Background

Most elf paragons come into their abilities through a strong love of their people and the work of an influential mentor. Although this mentor may be of any class, it is often the lorekeepers and wizards of the elf race who seek to foster the skills of fledgling elf paragons, knowing that one young elf turning to the path of the paragon can benefit the race for nearly a thousand years.

Races

Elf paragons are, for the most part, open and gracious when dealing with members of other races. Even if she secretly looks down on shorter-lived and less gifted folk, an elf paragon knows that other races can offer her the one thing that most elves lack: a sense of urgency. As an elf paragon grows in power, she becomes more and more apt to look upon members of other races as curiosities to be studied rather than as peers—but she remains gracious and trusting, striving to learn how the virtues of other races might benefit the elf race.

Other Classes

Like most racial paragons, elf paragons tend to think more in terms of relations with other races than they do about interactions with other classes. Elf paragons relate best to characters who revere nature or seek to live in harmony with the world around them. They find common philosophical ground with monks and common cause with many paladins, but they are most comfortable around wizards, rangers, and druids. Although elves are as religious as any other race, elf paragons often mistrust clerics' reliance on divine guidance, and heavily armored warriors have an approach to combat that elf paragons sometimes have a hard time appreciating.

Game Rule Information

Table: The Elf Paragon Level Base

Attack

Bonus Fort

Save Ref

Save Will

Save Special Spells per Day

1st	+0	+0	+2	+0	Elfsight, resist enchantments	—
2nd	+1	+0	+3	+0	Weapon Focus	+1 level of wizard
3rd	+2	+1	+3	+1	Ability boost (Int +2)	+1 level of wizard

Elf paragons have the following game statistics.

Abilities: Agility and physical grace are hallmarks of the elf race, and a high Dexterity score helps an elf paragon avoid blows in combat and make more accurate ranged attacks. Dexterity can even (after the selection of the Weapon Finesse feat) aid in melee combat. A high Intelligence score allows an elf paragon to access a broader selection of skills, and a high Wisdom is important for some of the class's most important class skills.

Alignment: Any.

Hit Die: d8.

Class Skills: The elf paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the elf paragon class.

Weapon and Armor Proficiency: Elf paragons are proficient with all simple weapons, rapiers, longswords, shortbows, and longbows. Elf paragons are proficient with light armor, but not with shields.

Spells per Day

At 2nd and 3rd level, an elf paragon gains new spells per day as if she had also gained a level in wizard. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on). This essentially means that she adds the level of elf paragon to her level in wizard, then determines spells per day and caster level accordingly.

If an elf paragon has no levels in wizard, this class feature has no effect.

Elfsight (Ex)

An elf paragon has exceptional visual acuity. Her racial bonus on Search and Spot checks increases to +4. In addition, an elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Resist Enchantments (Ex)

An elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

Weapon Focus (Ex)

At 2nd level, an elf paragon gains Weapon Focus as a bonus feat. This feat must apply to either the rapier, longsword, shortsword, shortbow, longbow, composite shortbow, or composite longbow.

Ability Boost (Ex)

At 3rd level, an elf paragon's Intelligence score increases by 2 points.

Gnome Paragon

Curious, intelligent, and likable, gnomes move easily through the societies and communities of other races. They enjoy a strong sense of loyalty to clan as well as the pull of new experiences offered by adventure. While these sometimes opposing motivations get some adventuring gnomes into trouble with family and clan, gnome paragons successfully blend both aspects of their race's nature. They serve as an example to others of how to promote and protect their community and clan while at the same time constantly searching the world for new and interesting opportunities.

Adventures

Gnome paragons adventure for the sake of discovery. They are curious and social individuals who can balance the demands of clan life with the joys of travel. Many gnome paragons blend their love of adventure with their duties to their clans by traveling and adventuring only during the summer months, returning in the autumn to their homes with news and skills learned during their travels.

Characteristics

Personable and curious, gnome paragons get along well in most communities, and they often provide a lively diversion wherever they go. Socially adept enough to know when their questions are wearing thin on their companions, gnome paragons nonetheless share their race's propensity for long strings of seemingly unrelated questions. This lighthearted behavior does not make them silly or weak, however; they are calm and likable in most situations, but determined and sometimes ruthless when protecting their friends and communities.

Alignment

Gnome paragons are almost always good-aligned, with an equal balance of neutrality and chaos represented among the class.

Religion

Seldom religious themselves, gnome paragons are curious about religion and sincerely interested in the traditions of others. Those gnome paragons who do follow the teachings of one deity almost always worship a deity of knowledge or travel, the two disciplines that appeal most to the paragon's inquisitive nature.

Background

Gnome paragons have incredibly varied backgrounds, much more so than the paragons of any other race except humans. They travel unusual and individual paths toward achieving their status as paragons, and most do so without realizing it. Burgeoning gnome paragons are so involved in the nature of their race and the love of new experience that they seldom realize they champion and demonstrate the greatest virtues of gnomekind.

Races

Gnome paragons, like many other gnomes, prefer the company of dwarves over that of other races—but they enjoy social interaction with nearly any race. Gnome paragons are sincerely interested in experiencing what other races have to offer, making their company appealing to all but the most reclusive or staid individuals. Gnome paragons are even willing to interact with monstrous creatures, and good-aligned individuals from normally evil races find themselves welcome in gnome communities due to the efforts of gnome paragons.

Other Classes

Gnome paragons enjoy adventuring with members of any class. They benefit greatly from fighting beside or behind a larger, stronger melee combatant. They are adept in social situations that many classes find taxing. And they provide minor spellcasting support that benefits many combinations of allies. Gnome paragons even get along well

with the paragons of other races, finding the magnified characteristics of racial paragons both entertaining and instructive.

Game Rule Information

Table: The Gnome Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Illusion aptitude, keen senses	—
2nd	+1	+3	+0	+3	Mirror image	+1 level of bard
3rd	+2	+3	+1	+3	Ability boost (Cha +2)	+1 level of bard

Gnome paragons have the following game statistics.

Abilities

Charisma determines the effectiveness of a gnome paragon's limited spellcasting ability, and it is important to the social skills in which the class excels. Dexterity can help gnome paragons survive combat with larger, stronger foes, and help make them more effective as ranged combatants, while Constitution can make them more able to withstand the physical dangers of adventuring.

Alignment

Any.

Hit Die

d6.

Class Skills

The gnome paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level

4 + Int modifier.

Class Features

All of the following are class features of the gnome paragon class.

Weapon and Armor Proficiency

Gnome paragons are proficient with all simple weapons and with light armor.

Spells per Day

At 2nd and 3rd level, a gnome paragon gains new spells per day and spells known as if he had also gained a level in bard. He does not, however, gain any other benefit a character of that class would have gained (bard class features, and so on). This essentially means that he adds the level of gnome paragon to his level in bard, then determines spells per day, spells known, and caster level accordingly.

If a gnome paragon has no levels in bard, this class feature has no effect.

Illusion Aptitude (Ex)

A gnome paragon may add his class level to his caster level to determine the effects of any illusion spells he casts, including those gained as innate abilities of the gnome race. This bonus stacks with the extra spellcasting levels gained from the gnome paragon's spells per day entry (see above).

For example, a 2nd-level wizard/3rd-level gnome paragon's caster level is 2nd for most wizard spells but 5th for wizard spells of the illusion school (and 4th for his innate spell-like abilities dancing lights, ghost sound, and prestidigitation). A 3rd-level bard/2nd-level gnome paragon's caster level is 4th for most bard spells but 6th for bard spells of the illusion school.

This increased caster level affects only spells that the character can cast; it does not give him access to higher-level spells or more spells per day.

Keen Senses (Ex)

A gnome paragon's racial bonus on Listen checks and Craft (alchemy) checks increases to +4.

Mirror Image (Sp)

At 2nd level, a gnome paragon gains the ability to cast mirror image once per day as a spell-like ability with a caster level equal to his gnome paragon level.

Ability Boost (Ex)

At 3rd level, a gnome paragon's Charisma score increases by 2 points.

Half-Dragon Paragon

Half-dragons are a diverse lot. Their dragon parents differ in attitudes and abilities depending on their kind, and the magical nature of dragons means that their other parent can be nearly anything. This diversity might seem to preclude the idea of a half-dragon paragon, but the overwhelming strength of the dragon heritage makes such paragons possible. Half-dragon paragons are defined in large part by the nature of their dragon parent, making a half-gold dragon much different from a half-red dragon—although both are gifted with extraordinary physical abilities and force of personality.

Adventures: Half-dragon paragons adventure for the obvious reasons of gaining wealth, power, or the other trappings of worldly success. Some are motivated to adventure to gain stature in their dragon parents' eyes or (in the case of many chromatic half-dragons) to gain the power necessary to protect themselves from their powerful dragon parents. Metallic half-dragons might be motivated to adventure to fulfill some noble quest or to undertake some journey of selfdiscovery, but chromatic half-dragons typically adventure for more selfish reasons.

Characteristics: Half-dragons have an innate self-confidence that borders on arrogance—or crosses that border. Many individuals, of course, manage to rein in their arrogance around other races. Half-dragons follow the nature of their dragon parents much more often than that of their other parent, being kind or cruel as their dragon parent would be.

Alignment: A half-dragon paragon generally follows the precepts and beliefs of her dragon parent, adopting the alignment and beliefs typical of that dragon parent's kind. There are those who rebel against their dragon parents and their parents' alignments, though. Instances of this behavior are more common among chromatic half-dragon paragons—but the evil dragons are often keen to destroy rebellious offspring. As a result, half-dragon paragons with unexpected alignments are rare among both metallic and chromatic varieties.

Religion: Half-dragon paragons rarely gravitate to religion; they're simply too self-involved to study the tenets of an organized religion. Many metallic half-dragons have no trouble making common cause with good-aligned clerics, however, and those who multiclass as paladins find that their noble natures blend well with the religion behind the paladin's code. Chromatic half-dragons, however, take a different tack, and many have benefited from the adulation of cults of lesser creatures dedicated to the worship of dragons. Whether they believe in their own divinity or not, evil dragons and half-dragons have no trouble duping and using those they see as beneath themselves.

Background: Strife and tragedy haunts chromatic half-dragon paragons just as love and a powerful protective presence shelters most metallic half-dragon paragons. A half-dragon paragon masters the skills of combat and adventuring out of necessity: Chromatic half-dragons must do so to gain some measure of protection or usefulness in the eyes of their powerful and cruel parents, and metallic half-dragons must do so to ensure that they do not become a vehicle through which others can take advantage of their noble parents.

Races: Just as it dominates many other aspects of their lives, the innate confidence of half-dragon paragons shapes their view of other races. Half-dragons have a grudging respect for any who achieve greatness or prove themselves capable. But they maintain, to one degree or another, that anything that one can accomplish could be more easily accomplished if one were a half-dragon.

Other Classes: Because half-dragon paragons are blessed with substantial physical prowess, they tend to favor martial classes for multiclass options, and they have a higher regard for those who stand toe-to-toe with their enemies than for those who strike from afar. Although they admit that spellcasters can indeed grow mighty, they scoff at sorcerers, who owe their abilities to a mere trace of dragon ancestry.

Game Rule Information

Table: The Half-Dragon Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Sorcerous blood
2nd	+2	+3	+0	+3	Natural armor increase
3rd	+3	+3	+1	+3	Breath weapon 3/day

Half-dragon paragons have the following game statistics.

Abilities: Strength is important to half-dragon paragons because of its role in combat. Charisma is important because many half-dragon paragons also have minor sorcerous spellcasting ability, and Wisdom and Charisma are both important for many half-dragon paragon class skills.

Alignment: Any.

Hit Die: d12.

Class Skills: The half-dragon paragon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

In addition, each half-dragon paragon gains class skills based on its parent dragon type:

- Black: Hide (Dex), Move Silently (Dex), and Swim (Str).
- Blue: Bluff (Cha), Hide (Dex), and Spellcraft (Int).
- Brass: Bluff (Cha), Gather Information (Cha), and Survival (Wis).
- Bronze: Disguise (Cha), Survival (Wis), and Swim (Str).
- Copper: Bluff (Cha), Hide (Dex), and Jump (Str).
- Gold: Disguise (Cha), Heal (Wis), and Swim (Str).
- Green: Bluff (Cha), Hide (Dex), and Move Silently (Dex).
- Red: Appraise (Int), Bluff (Cha), and Jump (Str).
- Silver: Bluff (Cha), Jump (Str), and Perform (Cha).
- White: Hide (Dex), Move Silently (Dex), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the half-dragon paragon class.

Weapon and Armor Proficiency: Half-dragon paragons gain no proficiency with any weapons or armor.

Sorcerous Blood (Ex): A character's half-dragon paragon levels stack with sorcerer levels for purposes of determining the caster level of arcane spells granted through sorcerer levels. For example, a 2nd-level sorcerer/3rd-level half-dragon paragon's caster level is 5th for the spells she can cast as a sorcerer. This increased

caster level affects only spells that the character can cast; it does not give her access to higher-level spells or more spells per day.

Natural Armor Increase (Ex): At 2nd level, a half-dragon paragon's natural armor bonus improves by 1.

Breath Weapon (Su): At 3rd level, a half-dragon paragon can use her innate breath weapon three times per day (but only once every 1d4 rounds).

Half-Elf Paragon

Although their mixed heritage rarely leaves half-elves embittered, many can find it difficult to call any community home. Humans and elves move through the world at very different paces and have extremely divergent tastes and habits, and neither quite fits a half-elf's innate preferences and attitudes. Halfelf paragons are those half-elves who reconcile these two sides of their nature and create an outlook that is wholly their own.

Adventures

Half-elf paragons turn to adventuring for many reasons. Like members of any other class, many half-elf paragons adventure out of a simple desire for wealth, fame, or personal power. Because they are less attached to their communities than any other racial paragons (except perhaps for half-orcs), half-elf paragons rarely adventure to defend a home or further the interests of their race as a whole—instead, they often turn to adventuring as a means of finding their own place in the world.

Characteristics

Half-elf paragons are a strange blend of curiosity and introspection. Half-elf paragons share the adaptable and inventive nature of their human parents with the refined senses and penchant for long, careful thought of their elf parents. Half-elf paragons are accomplished in both combat and stealth, and one often fills the role of scout or sentry in an adventuring party. Although it might seem to some that half-elf paragons lack focus, it is in a half-elf paragon's nature to fit her skills to the job at hand—and it is precisely her blend of skills that makes her capable of overcoming a wide array of challenges.

Alignment

Half-elf paragons can be of any alignment, but most are chaotic and many are good. Freedom appeals to half-elves—perhaps, because they seldom have firm roots in a community, they find free choice and an open mind appealing. Although a half-elf's mixed ancestry is occasionally the result of an evil act, most half-elves exhibit the better aspects of their parent races' natures.

Religion

Half-elf paragons tend to have extreme views on religion. Many shy away from it, seeking clerics and other servants of the gods only when need arises. A few gravitate toward religion, devoting themselves to a specific deity, an entire pantheon, or a philosophy. Such individuals find, in religion, the sense of belonging and purpose they don't get from their communities. Half-elf paragons who are drawn to religion often follow a deity of travel or freedom, finding the road and its endless challenges a compelling change from their homes.

Background

The background of most half-elves, paragons included, tends to be one of extremes. Either a half-elf finds unusual acceptance and peace throughout her life, or she finds herself faced with near-constant upheaval and turmoil. Whatever their individual circumstances, adult half-elves rarely have strong ties to a place or community, and many choose a life of adventure and travel.

Races

Half-elf paragons are reserved in their views on other races. They get along well with members of most races, but the two races to which they are closest—humans and elves—are also the two most likely to provoke strong feelings from a half-elf paragon. Events in an individual half-elf paragon's life are likely to shape attitudes about one or the other of those races—usually for ill.

Other Classes

Half-elf paragons are among the most open minded adventurers to be found. They value the skills of other classes equally, although their elven heritage gives them a slight preference for wizards and rangers. Because half-elf paragons often multiclass as rogues and rangers, they share some of the predilections of those classes, valuing less subtle companions when battle is joined but occasionally finding them a nuisance when stealth is called for.

Game Rule Information

Table: The Half-Elf Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Bonus feat, divided ancestry, elven vision	—
2nd	+1	+0	+3	+0	Persuasion	+1 level of existing class
3rd	+2	+1	+3	+1	Ability boost (+2)	—

Half-elf paragons have the following game statistics.

Abilities: Equally adept at melee and ranged combat, half-elf paragons benefit from high Strength and high Dexterity scores. Wisdom and Charisma, because of their importance to the half-elf paragon's most useful class skills, are also valuable to the class.

Alignment: Any.

Hit Die: d8.

Class Skills: The half-elf paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the half-elf paragon class.

Weapon and Armor Proficiency: Half-elf paragons are proficient with all simple weapons and with light armor.

Spells per Day: At 2nd level, a half-elf paragon gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the level. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that she adds the level of half-elf paragon to the level in the spellcasting class, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a half-elf paragon, she must decide to which class she adds the level of half-elf paragon. If a half-elf paragon has no levels in a spellcasting class, this class feature has no effect.

Bonus Feat (Ex): At 1st level, a half-elf paragon gains a bonus feat. The character must meet the feat's prerequisites normally.

Divided Ancestry (Ex): Unlike other racial paragons, half-elves can take levels in more than one racial paragon class. After gaining at least one level as a half-elf paragon, a character can take either elf paragon levels or human paragon levels (but not both).

Elven Vision (Ex): At 1st level, a half-elf paragon's visual acuity improves to match that of an elf's. A half-elf paragon's racial bonus on Search and Spot checks increases to +2.

Persuasion (Ex): A 2nd level half-elf paragon's racial bonus on Diplomacy and Gather information checks increases to +3. She gains a +2 racial bonus on all other Charisma-based skills.

Ability Boost (Ex): At 3rd level, a half-elf paragon increases one ability score of her choice by 2 points.

Half-Orc Paragon

Half-orc paragons differ from other racial paragons in that they rarely have large populations of other half-orcs promoting and supporting their views of their race. Rather, most half-orc paragons find the strength to champion their heritage by overcoming the challenges of a unique and sometimes isolating background. Powerful warriors, half-orc paragons combine the innate ferocity of their orc heritage with the quick thinking and adaptability of humanity.

Adventures

Half-orc paragons adventure to see the world, look for a home, search for fame and power, or simply wander for wandering's sake. With fewer connections to their race as a whole than other racial paragons, half-orc paragons are likely to remain active adventurers for long periods of time.

Successful half-orc paragon adventurers often attract others of their race. These like-minded half-orcs seek acceptance in the half-orc paragon's community, seek to become adventuring companions, or simply want to be followers.

Characteristics

Half-orc paragons are as mixed in outlook as they are in ancestry. Most half-orc paragons come to identify strongly with one or the other of their parent races, and see themselves as the bridge between that race and other half-orcs. Many view themselves as gifted with strength and opportunities beyond those of either of their parent races.

Alignment

Half-orc paragons, like most orcs and half-orcs, tend toward a chaotic outlook. Some half-orc paragons give in to bitterness caused by the difficulties they encounter in communities of other races, but most look beyond that, drawing strength of character from the inequities they face.

Religion

Half-orc paragons rarely have strong religious views. Although they respect the obvious power of the deities and their clerics, few half-orc paragons feel the call of a higher power—perhaps because they sit so clearly between two numerous and powerful races.

Background

Most half-orc paragons become champions of their race because they endure unusual circumstances involving both humans and orcs. Many who are born in areas of great conflict between the two races feel the constant pull of a mixed heritage. Often, it is travel away from such areas that crystallizes the paragon's view of his own race, allowing him to see the value and virtue in his own abilities and outlook.

Races

Half-orc paragons face challenges wherever they turn, for many races look on them with suspicion or view their orcish parentage as a taint. Most half-orc paragons form close friendships with only a few individuals. Because it is usually difficult for a half-orc to find friendship and trust, even among those of their own kind, half-orc paragons are all the more loyal to those who do become their close friends.

Other Classes

Half-orc paragons understand the harsh life and ferocity of barbarians, particularly those paragons who hail from regions populated by barbarian tribes. Half-orc paragons admire classes that are proficient in battle, considering the practiced skills of a fighter and the woods lore of the ranger equally valid choices for a warrior. Although half-orc paragons can admire the effects of powerful spells wielded by clerics, wizards, and other spellcasters, they often look on members of such classes with suspicion or even contempt, seeing magic as little more than a cover for physical weakness.

Game Rule Information

Table: The Half-Orc Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Divided ancestry, monstrous mien
2nd	+2	+3	+0	+0	Rage (1/day)
3rd	+3	+3	+1	+1	Ability boost (Str +2)

Half-orc paragons have the following game statistics.

Abilities

Strength is important to half-orc paragons because of its role in combat, and several half-orc paragon skills are based on Strength. Dexterity and Constitution are valued because of their roles in combat, and a high Constitution also allows a half-orc paragon to rage for longer periods of time.

Alignment

Any, although predominantly chaotic.

Hit Die

d8.

Class Skills

The half-orc paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level

4 + Int modifier.

Class Features

All of the following are class features of the half-orc paragon class.

Weapon and Armor Proficiency

Half-orc paragons are proficient with all simple and martial weapons, and with light armor and medium armor.

Divided Ancestry (Ex)

Unlike other racial paragons, half-orcs can take levels in more than one racial paragon class. After gaining at least one level as a half-orc paragon, a character can take either orc paragon levels or human paragon levels (but not both).

Monstrous Mien (Ex)

Half-orc paragons can channel their innate ferocity, resulting in a +4 racial bonus on intimidate checks.

Rage (Ex)

At 2nd level, a half-orc paragon comes to understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if he already has a rage ability). The effect of this ability is identical with the effect of a barbarian's rage ability. If a half-orc paragon has improved rage abilities (such as the barbarian class features greater rage, indomitable will, tireless rage, or mighty rage), those improvements apply to the rage ability granted by the half-orc paragon class as well.

Ability Boost (Ex)

At 3rd level, a half-orc paragon's Strength score increases by 2 points.

Halfling Paragon

Clever and capable, halfling paragons love travel, and they embody the curiosity and easygoing ways of the halfling people. Despite their curiosity and good-natured outlook, halfling paragons are the most capable members of their race. They are survivors, cunning and resourceful enough to survive in a world filled with large, dangerous creatures. When halfling paragons travel through communities and countries populated by other races, they are quick to make friends and often end up at the center of traveling or adventuring groups.

Adventures

Filled with the wanderlust of the halfling race, halfling paragons see adventuring as a natural extension of their travels through the world. In fact, it's unlikely that a halfling paragon thinks of herself as being on an adventure at any time, even in the middle of a trapfilled dungeon. For a character with a lust for excitement and discovery, what could be a more natural place to visit than a dungeon or ancient ruin?

Occasionally halfling paragons embody the worst of their race's characteristics, using their stealth abilities and their natural cunning to steal from other races—races they consider dupes and fools.

Characteristics

Exasperated adventuring companions claim that halfling paragons invented curiosity. With their small size and uncanny stealth, halfling paragons can go nearly anywhere undetected. Remaining undetected, however, is rarely any fun. halfling paragons enjoy the benefits of their small size, and many secretly wonder how bigger races can ever do anything quietly.

Alignment

Most halfling paragons are chaotic good. They love freedom, and their approach to life is in many ways carefree and unpredictable. While most halflings tend toward neutrality over chaos, a halfling paragon embodies the race's curiosity and love of travel.

Religion

Halfling paragons favor a variety of deities. Some flit from religion to religion carelessly; they find new ideas compelling and often investigate the tenets of one religion for a while before moving on to another. In this way, halfling paragons amass a few scattered bits of philosophy culled from several different religions into their own happy amalgam. Halfling paragons who remain dedicated to one deity or philosophy almost always multiclass as clerics devoted to a god of travel.

Background

A halfling paragon learns her skills while traveling with her clan. Although she may be born to a nomadic people, even the clan's travel eventually seems too infrequent, the pace too slow. The wanderlust of the halfling race flows through her, and eventually she sets off on her own, outpacing the slow-moving wagons of her people. Many halfling paragons multiclass as rogues or rangers, and their skills develop while sneaking around in large cities or stalking game through deep wilderness.

Races

Halfling paragons travel, and they never seem to tire out. Because they spend so much time in the communities of other races, they strive to get along well with everyone. They are adept, as most halflings are, at fitting into the communities of others, although they rarely stay long.

Halfling paragons enjoy a mixed lot of traveling companions—too many members of just one race makes for boring company. Although open-minded in the extreme, halfling paragons can occasionally find dwarves too dour and serious for their tastes. halfling paragons particularly enjoy the company of gnomes.

Other Classes

Halfling paragons regard other classes with a mixture of relief and frustration. They are happy to stand behind fighters and members of other physically powerful classes when monsters charge up to do battle, and they are grateful when a spellcaster's abilities help them sneak past an opponent or heal their wounds. But few classes can match the halfling paragon's capability for stealth, and more often than not it is members of those other classes that get the halfling paragon into a fight in the first place. Halfling paragons get along best with other stealthy characters, particularly rogues and rangers, and many multiclass between the two classes.

Game Rule Information

Table: The Halfling Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Athletic prowess, save bonus
2nd	+1	+0	+3	+0	Thrown weapon mastery
3rd	+2	+1	+3	+1	Ability boost (Dex +2)

Halfling paragons have the following game statistics.

Abilities

Dexterity is important to halfling paragons because it helps them avoid the attacks of larger foes and increases their accuracy with thrown weapons and slings, their favorite forms of attack. Because halfling paragons value skill and subtlety, a high Intelligence can help them a great deal. Charisma is important to many of the halfling paragon's class skills.

Alignment

Any, although most favor neutrality.

Hit Die

d6.

Class Skills

The halfling paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level

4 + Int modifier.

Class Features

All of the following are class features of the halfling paragon class.

Weapon and Armor Proficiency

Halfling paragons are proficient with all simple weapons and with light armor.

Athletic Prowess (Ex)

At 1st level, a halfling paragon's racial bonus on Climb, Jump, and Move Silently checks improves to +3.

Save Bonus (Ex)

A 1st-level halfling paragon's racial bonus on all saving throws increases by 1.

Thrown Weapon Mastery (Ex)

At 2nd level, a halfling paragon gains a +2 bonus on damage rolls when using a thrown weapon or a sling.

Ability Boost (Ex)

At 3rd level, a halfling paragon's Dexterity score increases by 2 points.

Human Paragon

Human inventors, explorers, and others who push the boundaries of knowledge and experience may become human paragons. They turn adversity into opportunity by finding new ways to apply their skills, discovering new techniques to solve problems, and challenging entropy by constantly seeking out ventures they have not yet mastered. Humans, and the paragons who rise from among them, balance strength with agility and temper intellect with intuition.

Adventures

Adventure occupies much of a human paragon's time. Whether impulsive or carefully studious, a human paragon searches almost constantly for the new and unexplored. Few, however, think of themselves as pioneers or inventors. They see themselves as naturally curious, deeming the intelligent and unusual way in which they use their skills to be the norm rather than an exception. Curiosity and wanderlust are easily the two most common motivations for undertaking adventures, but human paragons may find themselves on adventures as a result of a quest or some other necessary duty.

Characteristics

Human paragons are inventiveness personified. They are adaptable and capable of using their skills in a broad variety of situations. Perhaps because they are capable in such a wide range of situations, human paragons tend to dislike repetition and crave variety. They seldom pass up a chance to indulge in a new experience, and a new challenge is much more likely to excite them than a lingering goal.

If human paragons have a downfall, it is that they see themselves capable of overcoming any challenge or inventing a solution for any problem. When asked who would be best for a task, a human paragon almost always chooses himself—not out of overconfidence or egotism, but because he has learned through success after success that when backed into a corner, he'll almost always find a way out.

Alignment

Human paragons have few tendencies in alignment. Perhaps more are attracted to chaos over law, although those who become devoted to a religion or cause seem to gravitate toward lawful deities or philosophies.

Religion

Humans are as varied in their beliefs as they are in every other aspect of their lives, and human paragons are no exception. Many human paragons dabble in religion, learning a bit of one doctrine, following another deity for a brief time, and so on. Although these individuals seldom stay with one belief system for long, they become quite well versed in religion over time. While it's more common to find human paragons with only these surface attachments to religion, some human paragons develop a passion for worship that fuses seamlessly with their views of humanity, resulting in zealotry. In almost every case, these human paragons follow lawful deities and multiclass as clerics or paladins.

Background

Although there is no single common background for human paragons, many share some common characteristics. They often arise from situations in which they have many opportunities to learn, either from parents, an accepting community, or even a monastery filled with learned monks and clerics.

Races

Human paragons are open and accepting, embodying the best aspects of humanity's flexibility and tolerance. Human paragons usually delight in poking gentle fun at the foibles of other races, finding their extremes of behavior amusing. They also find much to admire in other races, including the stoic fortitude of the dwarves, the beauty and grace of the elves, and the curiosity and inventiveness of the halflings. In truth, human paragons are closer in attitude to halflings than any other race—both suffer (or benefit) from more than a touch of wanderlust.

Other Classes

Human paragons are widely accepting of other classes. They value the presence of fighters, rangers, and other skilled combatants, knowing that they are more likely to survive a battle when teamed with such characters. They also understand the value of knowledge, and they regard spellcasters with a bit of awe. Rogues and bards, closest in ability (if not in spirit) to human paragons, usually have skills that overlap the paragon's in several areas, allowing the paragon to diversify his learning rather than become overly specialized.

Game Rule Information

Table: The Human Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Adaptive learning	—
2nd	+1	+0	+0	+3	Bonus feat	+1 level of existing class
3rd	+2	+1	+1	+3	Ability boost (+2)	+1 level of existing class

Human paragons have the following game statistics.

Abilities Skilled and quick to adapt, human paragons benefit from a high Intelligence. But they are also often at the forefront of humanity's wars, making Strength, Dexterity, and Constitution important for their respective roles in combat.

Alignment Any.

Hit Die d8.

Class Skills The human paragon can choose any ten skills as class skills. (Knowledge skills must be selected individually.)

Skill Points at Each Level 4 + Int modifier. (Does not include the human's bonus skill point at each level.)

Class Features All of the following are class features of the human paragon.

Weapon and Armor Proficiency Human paragons are proficient with all simple weapons and with light armor. In addition, a human paragon is proficient with any one martial weapon of his choice.

Spells per Day At 2nd and 3rd level, a human paragon gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the level. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of human paragon to the level in the spellcasting class, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a human paragon, he must decide to which class he adds each level of human paragon. If a human paragon has no levels in a spellcasting class, this class feature has no effect.

Adaptive Learning (Ex) At 1st level, a human paragon can designate any one of his human paragon class skills as an adaptive skill. This skill is treated as a class skill in all respects for all classes that character has levels in, both current and future. For example, if a human paragon chooses Spot as an adaptive skill, he treats Spot as a class skill for all future class levels he gains, even if it is not normally a class skill for the class in question.

Bonus Feat (Ex) At 2nd level, a human paragon gains a bonus feat. Due to the varied talents and adaptable nature of humans, this feat can be any feat for which the human paragon is qualified (he is not restricted to a special list of bonus feats). The character must meet the prerequisites for the bonus feat normally.

Ability Boost (Ex) At 3rd level, a human paragon increases one ability score of his choice by 2 points.

Orc Paragon

Aggressive, brutal, and often at odds with the other humanoid races, orcs view war and hatred as their right. They have a deep and nearly endless enmity for elves and dwarves, having battled both races for countless generations. Like members of other paragon classes, orc paragons embody the best of their race, combining the strength and confidence of their people with intelligent observation and a willingness to temper risk with calculation.

Adventures

Orcs undertake adventures for many reasons, although most do so to gain wealth or power. For orcs, "adventuring" often means raiding the cities and towns of other humanoid races, rather than exploring lost tombs or slaying powerful monsters. Despite this tendency, orcs can occasionally be found accompanying small groups of adventurers on quests of great significance. Some find their own culture stifling, and wish to rise above its cruel savagery, while others seek to learn the fighting techniques of other races to grow mighty themselves, hoping to become a champion of the orc race.

Characteristics

Mean and foul-tempered, orcs have many characteristics that other humanoid races find offensive or repulsive. Most orcs are savage and cruel. Orc paragons, however, temper this behavior with keener powers of observation and a slightly more tolerant view of other races and cultures. Orc paragons are much more curious than other members of their race, and many come to see learning as the key to advancing the orc cause.

Alignment

Orc paragons are nearly always chaotic, but a rare few see a greater future for orcs as a race if they can become more orderly and organized. These orc paragons, arguably the most forward-thinking members of their warlike race, favor neutral alignments.

Religion

Although orcs as a race tend to follow the teachings of brutal and savage deities or worship powerful evil creatures, orc paragons are seldom deeply religious. Those who rise to leadership positions in their tribes don't hesitate to use religious beliefs as a tool to shape the tribe members to their desired ends, but they rarely possess strong beliefs themselves. The exceptions to this general statement can be extremely dangerous, however, and sometimes raise great hosts in the name of some powerful orc god.

Background

Orc paragons gain their skills in the crucible that is orc culture. They prove their strength by defeating lesser members of their tribes and often earn leadership positions within their culture. Nearly all orc paragons eventually seek knowledge and skills from cultures beyond their own, striving to bring more potent forms of combat and more sophisticated knowledge back to their tribes.

Races

Orc paragons, like other orcs, hate and detest elves and dwarves above all other races. Orcs rarely view other races as anything more than potential prey for their raids and wars, but when necessary, orc paragons can suppress their aggressive nature and get along with other races.

Other Classes

Orc paragons respect those with strength and physical power, especially barbarians and fighters. Rangers are more often opponents of orc paragons than allies, but even so the two classes share a grudging respect for each other's skills and martial proficiency. Orc paragons care little for arcane spellcasters, but quickly learn to value powerful wizards and sorcerers capable of taking down multiple foes with a single spell.

Game Rule Information

Table: The Orc Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved darkvision (+30 ft.), no light sensitivity
2nd	+2	+3	+0	+0	Elf slayer
3rd	+3	+3	+1	+1	Ability boost (Str +2)

Orc paragons have the following game statistics.

Abilities: Strength is important to orc paragons because of its role in combat, and several orc paragon skills are based on Strength. Dexterity and Constitution are also important to an orc paragon's capability for combat.

Alignment: Any.

Hit Die: d10.

Class Skills: The orc paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the orc paragon class.

Weapon and Armor Proficiency: Orc paragons are proficient with all simple and martial weapons and with light and medium armor.

Improved Darkvision (Ex): At 1st level, an orc paragon's darkvision range increases by 30 feet.

No Light Sensitivity: An orc paragon loses his race's light sensitivity at 1st level.

Elf Slayer (Ex): A 2nd-level orc paragon learns to channel his hatred of the elven race. He gains a +2 bonus on weapon damage rolls against elves.

Ability Boost (Ex): At 3rd level, an orc paragon's Strength score increases by 2 points.

Tiefling Paragon

Tieflings are humans with traces of fiendish ancestry. Although tieflings are not as powerful or as potent as full-fledged half-fiends, their touch of fiendish blood does grant them significant bonuses to their physical and mental abilities as well as some minor resistances and spell-like abilities. Although a few tieflings manage to overcome their ancestry and remain good and trustworthy individuals, most tieflings follow the dark urges tugging at them, becoming selfish, cruel, and evil as they mature. Tiefling paragons, both good and evil, are those who most successfully come to terms with their family's history. The good ones see themselves as rising above their ancestry, while the evil ones embrace its power.

Adventures

Tiefling paragons undertake adventures for the usual reasons of gaining wealth, prestige, or power. Evil tieflings, in particular, adventure to fulfill selfish desires—to gain powerful magic or find lost knowledge that will give them an advantage in some conflict. Good tiefling paragons typically adventure to prove their worth to a community, to stick with the few close companions they have managed to find, or simply to get away from the press of civilization.

Characteristics

Tiefling paragons are stealthy, deceptive, and often selfish. Trusted by few, they in turn trust no one, knowing that, no matter their behavior, they'll likely be suspected of wrongdoing as soon as any problem arises in the community. Because of such hard lessons in dealing with other races, tiefling paragons are suspicious of kindness and almost never trust that a member of another race will remain loyal or friendly once the tiefling's ancestry is known. Many tiefling paragons, even those who aren't truly evil, have an appetite for cruelty that is difficult to suppress.

Alignment

Almost all tiefling paragons are evil. Those that are not must constantly struggle against thoughts of violence and corruption, seldom knowing the peace that many other goodaligned creatures take for granted.

Religion

Most tiefling paragons steer clear of religion, knowing that many followers of good deities see it as their duty to expose or attack tieflings. Evil tiefling paragons involved with evil cults (typically dedicated to powerful fiends of some kind) are an exception.

Background

Tiefling paragons learn their skills while slipping quietly through the societies of other races. They frequently multiclass as rogues, and often have similar backgrounds. A lucky few tiefling paragons have mentors and opportunities to learn in comfortable environments, but the vast majority must overcome the prejudices of those who fear the tiefling's ancestry, learning their skills among criminals and in back alleys.

Tiefling paragons do not see themselves as fellows or champions of their race. Instead, if evil, they see themselves as champions of evil and representatives of their fiendish forefathers. Good tiefling paragons seek to absolve themselves of the reputation imposed upon them by their ancestry.

Races

Tiefling paragons have widely differing attitudes about the humanoid races, depending on alignment and their experiences in the communities of different races. Although they can get along in many societies, tiefling paragons prefer large human cities, where it's generally easier to conceal their ancestry. Tiefling paragons rarely have time for dwarves, mostly because dwarves are likely to be suspicious and critical of the tiefling's presence. Conversely, they empathize with the prejudice and difficulties that half-orcs face in many civilized communities and can form friendships based on this shared perspective.

Other Classes

Tiefling paragons are happy to work with members of other classes, provided that the tiefling can manipulate events to her own ends, make off with choice treasure at opportune moments, or gather information for later use. Evil tieflings, naturally, avoid the company of paladins, but those tieflings who have dedicated themselves to good actually prefer the company of holy warriors, knowing that a paladin's word will go a long way toward assuring others that the tiefling can be trusted.

Game Rule Information

Table: The Tiefling Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Improved resistance
2nd	+1	+3	+3	+2	Darkness, skill bonus

3rd	+2	+3	+3	+3	Ability boost (Dex +2)
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Tiefling paragons have the following game statistics.

Abilities

Because they tend to favor light armor, agile combat styles, and stealth whenever possible, Dexterity is extremely important to tiefling paragons. A high Intelligence grants the tiefling paragon access to more skills at each level, and a high Constitution helps compensate for the Hit Die lost because of the tiefling's level adjustment. Although tieflings take a racial penalty to Charisma, a good score in this ability can help those tiefling paragons who wish to conceal their nature from others and gain acceptance whenever their true nature becomes known.

Alignment: Any.

Hit Die: d8.

Class Skills: The tiefling paragon's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 4+ Int modifier.

Class Features: All of the following are class features of the tiefling paragon class.

Weapon and Armor Proficiency: Tiefling paragons are proficient with all simple weapons and with light armor.

Improved Resistance (Ex): At 1st level, one of a tiefling paragon's natural resistances to energy (fire, cold, or electricity) improves from 5 to 10. The character can choose which of her three resistances improves, but once she makes this choice it can never be altered.

Darkness (Sp): At 2nd level, a tiefling paragon can use her darkness spell-like ability three times per day.

Skill Bonus (Ex): A 2nd-level tiefling paragon's racial bonus on Bluff and Hide checks improves to +4.

Ability Boost (Ex): At 3rd level, a tiefling paragon's Dexterity score increases by 2 points.

Prestige Classes

Class template

Race:

Alignment:

Base Attack Bonus:

Saves:

Skills:

Feats:

Spells:

Special:

Activated Dragonblood Prestige Class

Requirements

To qualify to become an activated dragonblood, a character must fulfill all the following criteria.

Race: Childe of Parn

Skills: Knowledge (dragons) 8 ranks, Knowledge (arcana) 5 ranks, Spellcraft 3 ranks

Feats: Toughness

Class Features

Save bonus: All good saves

Attack bonus: +1/2

Hit die type: d6

Skill points: (4 + Int) per level

Class skills: Knowledge (arcana), Knowledge (history), Concentration, Bluff, Spellcraft, Craft, Profession, Alchemy, Intimidate

While the Activated Dragonblood class is created for use with the Fire Sorcerers of Parn (see patric.net), it can be easily extrapolated to any character with requisite dragon ancestry. Drop any prerequisites requiring that the character be a Childe of Parn and replace it with Race: Half-dragon, or some dragon-blood from any source including dragon bloodline races.

Proficiencies: Simple weapons, no armor, no shields

Benefits:

10 level PrC

Levels 1, 4, 7: +1 natural armor

Levels 2:: Breath weapon usable +1x/day, cone of fire, 15 ft, 3d6, Ref DC (10 + Con mod + class level) for half (or, if the character already has a breath weapon he gains the Extra Breath feat as a bonus feat)

Levels 6, 10: Extra Breath bonus feat

Levels 3, 5, 8, 9: Sorcerer spell-casting level. Know and cast spells as a sorcerer of level 1, 2, 3, or 4 respectively. If the character already has sorcerer class levels, then treat this as +1 caster level (q.v. DMG) which stacks only with the sorcerer class.

Caleran Urban Sniper

The Caleran Liberation Movement has been fighting a war against an oppressive enemy nation for many years. In this war, it is often useful to have snipers who can hide in urban environments and make very public displays of Caleran dissatisfaction with enemy rule.

The Caleran Urban Snipers are masters of the crossbow. They train in stealth and subterfuge and become one with their crossbows to the point of gaining supernatural accuracy and deadliness when using their crossbows, especially to pick off targets. The Caleran Liberation Movement has only a few snipers, but those few have done considerable damage to the image of control and invincibility that invaders try to portray over the people of Caleran.

Hit die type: d8

Prerequisites:

- Base Attack Bonus:** +4
- Skills:** Gather Information 3 ranks, Hide 8 ranks, Spot 8 ranks
- Feats:** Point Blank Shot, Precise Shot, Skill Focus (Spot), Weapon Focus (any crossbow),
- Special:** The character must be a trusted member of the Caleran Liberation Movement to find a suitable trainer

Skill Points: (4 + Int modifier)

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Listen (Wis), Open Lock (Dex), Spot (Wis).

Proficiencies: The Caleran Urban Sniper is proficient with all simple weapons, light armor and medium armor.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Improved range increment
2	+2	+0	+0	+3	Location, location +2; Pinpoint accuracy*
3	+3	+1	+1	+3	Extended point blank range
4	+4	+1	+1	+4	Location, location +4, true strike 1/day
5	+5	+1	+1	+5	Keen edge 2/day; true strike 3/day; Dead shot*

Improved Range Increment (Ex): The sniper's training provides a +10 ft per class level to the range increment of any crossbow with which she has the Weapon Focus feat. This improvement is added after enhancement and feat multiplier affects are added. Thus, a third level sniper with a light crossbow has a range increment of 110 ft (80 ft for the crossbow, plus 30 ft for class level), and a second level sniper with the Far Shot feat and a heavy crossbow has a 200 ft range increment (120 ft x 1.5 = 180 ft, plus 20 ft for class level).

Location, location (Ex): The second level sniper gains a +2 competence bonus to Bluff, Diplomacy, Gather Information and Knowledge (local) skill checks to learn the patterns and movements of a specific target and then identify and gain access to a good location to snipe that target from. Thus a sniper could use his regular Gather Information check to learn that a corrupt inquisitor is coming to town, then gain a +2 competence bonus on checks to learn that he will be speaking one afternoon on the temple steps. The sniper then gains a +2 bonus to his Knowledge (local) check to learn that the tavern across the street has a good view of the temple from the room, and +2 to Bluff check to talk the innkeeper into granting access to the tavern's roof. The GM should reward good role-playing with minor bonuses to Hide skills, or greater benefit from concealment for use of this ability.

At fourth level, the competence bonus increases to +4.

Pinpoint Accuracy (Ex): This ability is identical to the feat in the *Sovereign Stone Campaign Sourcebook*, except the sniper gains this ability regardless of prerequisites. It only works when using a crossbow weapon with which the sniper has Weapon Focus.

Extended Point Blank Range (Ex): When using a crossbow with which the sniper has a Weapon Focus feat, point blank range is 60 ft, not 30 ft. Among other things this benefits Sneak Attack, Point Blank Shot and Weapon Specialization. This does not stack with any other point blank range extending effects.

True Strike (Sp): The fourth level sniper can use this ability as a sorcerer with caster level equal to his class level.

Keen Edge (Sp): The fifth level sniper can use this ability as a sorcerer with caster level equal to his class level.

Dead Shot (Ex): This ability is identical to the feat in the *Sovereign Stone Campaign Sourcebook*, except the sniper gains this ability regardless of prerequisites. It only works when using a crossbow weapon with which the sniper has Weapon Focus.

Crystal Adept of the Delkani School¹⁶

The Delkani school is located deep in the mountains, near a very large natural crystal formation. The crystals naturally collect and store magical energy. The formations have been a spa for titans for countless ages. As the titans have come, so have mortals come to study from the titans, or to serve them, sometimes both. Over time, enough mortals learned enough secrets to start their own school and training center.

A crystal adept must find a special piece of crystal and carefully shape it. He uses it as a focus during his training, learning to absorb and store energy in the crystal, then in his own body as if he were a crystal. This is similar to how the titans – natural fonts of magical power – control the energies flowing through them.

Hit Die: d6

Requirements:

- Base Will save +4 or better
- **Feats:** Magical Talent¹⁷
- **Skills:** Knowledge (arcana) 10 ranks, Spellcraft 8 ranks, Use Magic Device 4 ranks

Class Skills: Concentration, Spellcraft, Craft, Profession, Use Magic Device, Intimidate, Bluff, Knowledge (arcana)

Skill points per level: 2 + Int modifier

Weapon and armor proficiency: The crystal adept gains no additional proficiencies.

Level	BAB	Fort	Ref	Will	Notes
1	+0	+2	+2	+2	Spell-like ability, one 1st-level
2	+1	+3	+3	+3	Spell-like ability, one 2nd-level
3	+2	+3	+3	+3	Spell-like ability, one 3rd-level
4	+3	+4	+4	+4	Spell-like ability, one 1st-level, one 4th-level
5	+3	+4	+4	+4	Spell-like ability, one 5th-level, one 2nd-level, SR equal to total hit dice (maximum 15)
6	+4	+5	+5	+5	Spell-like ability, one 6th-level, one 3rd-level

¹⁶ Morpheus Unbound notebook, "March 2007 to May 2007"

¹⁷ *Complete Book of Eldritch Might* (Malhavoc Press)

Level	BAB	Fort	Ref	Will	Notes
7	+5	+5	+5	+5	Spell-like ability, one 7th-level, one 4th-level, one 1st-level
8	+6	+6	+6	+6	Spell-like abilities, one 8th-level, one 5th-level, one 2nd-level
9	+6	+6	+6	+6	Spell-like abilities, one 9th-level, one 6th-level, one 3rd-level
10	+7	+7	+7	+7	Spell-like abilities, one 8th-level, one 7th-level, one 4th-level, one 1st-level, SR equal to total hit dice +5 (maximum 25)

Spell-like abilities are usable 1/day (see the Extra Ability Use feat). The Delkani school is tightly linked to the titans, so while powerful, its members can only choose their spell-like abilities from this list. In a setting where there are other kinds of titans than those in the SRD, this list might be broader or change entirely.

1st-level: *cure light wounds, sanctuary, summon nature's ally I, shield*

2nd-level: *invisibility, invisibility purge, levitate, alter self, summon nature's ally II*

3rd-level: *daylight, deeper darkness,, summon nature's ally III, remove curse, bestow curse, dispel magic*

4th-level: *cure critical wounds, charm monster, unholy blight, polymorph (humanoid forms only, duration 1 hour), holy smite,, summon nature's ally IV*

5th-level: *hold monster, summon nature's ally V, persistent image*

6th-level: *word of chaos, chain lightning, greater dispel magic,, summon nature's ally VI*

7th-level: *summon nature's ally VII, greater restoration*

8th-level: *spell resistance, summon nature's ally VIII, fire storm, maze*

9th-level: *gate, meteor swarm,, summon nature's ally IX, etherealness, crushing hand.*

Caster level is equal to a sorcerer of twice the character's crystal adept class level, the character's total hit dice, or 20th level, whichever is lowest. The save DCs are Charisma-based.

Daxon Axe Master

Over a century ago, the dwarven warrior Daxon Ironbeard became obsessed with axes and axe-like weapons. He studied them for many years until he finally perfected and created this prestige class. Daxon has trained only a few trusted students, all of them dwarves.

Hit Die: d8

Requirements:

Alignment: Any Lawful

Base Attack Bonus: +8

Skills: Craft (Weaponsmith) 7 ranks, Bluff 3 ranks

Feats: Weapon Focus (any two axe weapons), Toughness

Class Features

Class Skills: The Daxon Axe Master's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Profession (Wis), Intimidate (Cha), Sense Motive (Wis), Bluff (Cha)

Skill Points per Level: 2 + Int modifier

Weapon and Armor Proficiency: A Daxon axe master is proficient with simple weapons, light armor, medium armor, and shields (except tower shields).

Table: The Daxon Axe Master

	Base				
Class	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
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1st	+1	+2	+0	+0	Axe Proficiency
2nd	+2	+3	+0	+0	Master craftsman
3rd	+3	+3	+1	+1	Axe Specialization +1d4
4th	+4	+4	+1	+1	Axe Mastery +1
5th	+5	+4	+1	+1	Improved Threat
6th	+6	+5	+2	+2	Axe Specialization +1d6
7th	+7	+5	+2	+2	<i>Throw Axe</i>
8th	+8	+6	+2	+2	Axe Mastery +2
9th	+9	+6	+3	+3	Axe Specialization +1d8
10th	+10	+7	+3	+3	<i>Returning Axe</i>

Axe Proficiency (Ex): The Daxon axe master is proficient with the following axe-like weapons as if he had the appropriate Martial and Exotic Weapon proficiencies: hand axe, throwing axe, dwarven waraxe, dwarven urgrosh, battleaxe, orc double-axe, greataxe. For purposes of the axe master, these are the defined axe weapons. Other axe weapons may be included at the GM's discretion.

Axe Mastery (Ex): At level 4 and 8, the character gains an insight bonus to attack rolls when using an axe weapon.

Master Craftsman (Ex): The character gains a +4 competence bonus to all Craft (Weaponsmith) checks.

Improved Threat (Ex): The character gains a +1 competence bonus to any threat range with an axe weapon with which he is proficient. This increase is applied after any multipliers such as those gained from the Improved Critical feat or the *keen* weapon enhancement. For example, a 5th level axe master who had the Improved Critical (Battleaxe) feat and was using a +1 *battleaxe* would have a threat of range of 18-20 (base 20, +1 for feat, +1 for being a level 5 axe master).

Axe Specialization (Ex): The character does extra damage when using an axe weapon with which he is proficient. This extra die is not multiplied by critical hits.

Throw Axe (Su): 3x/day the 7th level axe master can throw any axe weapon accurately, with a range increment of 30 ft. This is similar to the *throwing* enhancement for magic weapons and is activated as part of the attack action and it may be activated more than once per round.

Returning Axe (Su): 3x/day the 10th level axe master may throw any axe weapon and it returns to his hand on the following round, just before his attack action. Thus, he can use the weapon again on the following round. This is similar to the *returning* enhancement for magic weapons and is activated as part of the attack action and it may be activated more than once per round.

Dragon Breath Master¹⁸

Dragons are powerful creatures of magic and elemental fury. Just as they often seek to improve their magical might, some will focus on that most identifiable of dragon traits: the breath weapon. Those that truly revel in the power of their internal furies often become breath masters.

Although the path of the breath master is most often taken up by dragons (hence the name), it can be taken up by any creature with a breath weapon, such as an awakened gorgon or chimera.

Hit Die: d8

Requirements: To qualify to become a dragon breath master, a character must fulfill all the following criteria.

•**Skills:** Concentration 8 ranks

•**Feats:** Iron Will, any two metabreath, breath, or breathing-related feats

Class Skills

The dragon breath master's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

¹⁸ Dragon Breath Master by Patric L. Rogers originally posted on www.patric.net in October 2004. Modified (read: updated) for publication here.

Table: The Dragon Breath Master

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+2	Bonus metabreath feat
2	+1	+3	+0	+3	Save DC +1
3	+2	+3	+1	+3	Bonus metabreath feat
4	+3	+4	+1	+4	Save DC +2, breath weapon boost

Class Features

All of the following are Class Features of the breath master prestige class.

Weapon and Armor Proficiency: A breath master gains no additional weapon or armor proficiencies.

Bonus Metabreath Feat: The character gains a metabreath feat or breath-related feat. He must still meet the feat prerequisites.

Save DC bonus: The value (+1 or +2) is added as an unnamed class bonus to the save DC of the breath weapon.

Breath Weapon Boost (Su): A breath weapon that does damage has the die type increased by 1 step. For example, a red dragon's breath weapon normally causes d10s of damage. Boosted, it now causes d12s of damage. Breath weapons that cause d12s before becoming a 4th-level dragon breath master instead add +1 point per die of damage.

This die boost increase also applies to breath weapons that do not cause hit point damage, but instead cause ability damage or inflict negative levels. Any dice are bumped to the next die size.

Breath weapons that do not cause variable damage, but do have durations, instead have the durations increased by 50%.

Breath weapons, such as a gorgon's petrifying breath, that do not cause variable damage, nor have durations, instead have their save DC increased by +3 as an enhancement bonus that stacks with the other save DC bonus provided by this class.

Dwarven Rager Of Suloth

The dwarves have some ferocious battle ragers (any warrior capable of raging is considered a battlerager), and some of them follow this prestige class.

Hit Die: d10

Requirements:¹⁹

- Saves:** Base Fortitude +5 or higher
- Feats:** Endurance, Skill Focus (concentration)
- Skills:** Concentration 5 ranks, Heal 2 ranks
- Special:** Rage 3x/day

The rager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: The rager gains no additional weapon or armor proficiencies.

Table: Dwarven Rager of Suloth

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
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¹⁹The right combination of feats and multiclassing could allow a character to enter this class fairly early, so GM's might want to monitor that or alter the class slightly (such as BAB +5).

1	+1	+2	+0	+0	Extended rage +1 round
2	+2	+3	+0	+0	Energetic rage
3	+3	+3	+1	+1	Extended rage +3 rounds
4	+4	+4	+1	+1	Energetic rage
5	+5	+4	+1	+1	Greater rage, DR +1/--, rage +1/day

Extended Rage (Ex): The rager's rage lasts longer. The duration is increased by the noted number of rounds. This increase applies each time the character rages. The rage can voluntarily be ended sooner.

Energetic Rage (Su): The character gains a damage bonus to each melee attack as if his weapon had the special enhancement properties of magic weapons. The character's weapon or unarmed attack is treated as a magic weapon for overcoming damage reduction. At each level 2 and 4 the character must choose an energy type. It cannot be changed. This enhancement only applies while the character is raging. The character is not required to activate this power when he enters the rage.

- Cold Rage – as the *icy burst* enhancement.
- White Hot Rage – as the *fiery burst* enhancement
- Liquid Rage – as the *acid burst* enhancement
- Roaring Rage – as the *thundering* enhancement
- Livid Lightning Rage – as the *shocking burst* enhancement

Greater Rage (Ex): At 5th level, the rager's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.

Damage Reduction (Ex): At 5th level, a the rager gains Damage Reduction. Subtract 1 from the damage the character takes each time he is dealt damage from a weapon or a natural attack. This damage reduction increases (stacks with) any other damage reduction the character has from permanent sources. Damage reduction can reduce damage to 0 but not below 0.

Gnome Arcanomancer

Gnomes are inherently magical creatures, and some of them choose career paths that lead them to further explore and develop that natural power. The arcanomancer is a path chosen for power – the character seeks to become a magic item!

Alignment: Any

Hit Die: d4

Requirements:

- Race:** Gnome
- Skills:** Knowledge (Arcana) 10 ranks
- Feats:** Skill Focus (Any Knowledge), Craft Wondrous Item
- Special:** Able to cast Enchantment and Transformation spells of 3d level or higher.

Skill Points: 4 + Int modifier per level

Class Skills: The arcanomancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Spellcraft (Int), and Perform (Cha).

Weapon and Armor Proficiency: Arcanomancers are proficient with all simple weapons, but not with armor nor shields.

Table: The Gnome Arcanomancer

Class Level	Base Bonus	AttackFort	SaveRef	Save	Will Save	Spell-casting	Spells Known	Spells per Day	Special
1st	+0	+0	+0	+2	--	--	3	--	Detect Magic
2nd	+1	+0	+0	+3	+1	+1	--	3	Read Magic
3rd	+1	+1	+1	+3	--	--	2	--	--
4th	+2	+1	+1	+4	+1	+1	--	2	Spell Dilettante
5th	+2	+1	+1	+4	--	--	3	--	Spell Potency +1

6th	+3	+2	+2	+5	+1	--	3	Identify
7th	+3	+2	+2	+5	--	2	--	Diamond Soul
8th	+4	+2	+2	+6	+1	--	2	--
9th	+4	+3	+3	+6	--	3	--	Spell Potency +2
10th	+5	+3	+3	+7	+1	--	3	Apotheosis

Spellcasting: A arcanomancer continues training in magic as well as her field of research. Thus, every other arcanomancer level, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of arcanomancer to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a arcanomancer, she must decide to which class she adds each level of arcanomancer for purposes of determining spells per day when she adds the new level.

Spells Known: The arcanomancer learns new spells, only one of which may be of the highest level she can presently cast.

If a character had more than one spellcasting class before she became a arcanomancer, she may split the additional spells between the classes any way she wants, but no more than one spell may be of the highest level she can cast in each class.

Spells per Day: The character gains extra spell slots which can be assigned to any spellcasting class she has, though no more than one may be added to the highest level of spells she can cast.

If a character had more than one spellcasting class before she became a arcanomancer, she may split the additional spells between the classes any way she wants, but no more than one spell may be of the highest level she can cast in each class.

Detect Magic (Sp): This ability can be used at will.

Read Magic (Sp): This ability can be used at will.

Spell Dilettante: The character can choose another class spell list and learn spells from that list as well whenever he learns new spells.

Spell Potency: The arcanomancer learns deeper mysteries and gains greater personal power. The save DC of any spell she casts is increased by +1 at level 5, and by +2 at level 9. This unnamed bonus stacks with other sources of increasing the DC of a spell.

Identify (Sp): This ability can be used at will.

Diamond Soul: The arcanomancer gains spell resistance. Her spell resistance equals her arcanomancer class level + 10.

Apotheosis: The arcanomancer has completed the long path to transforming herself into a magic item. At 10th level, an arcanomancer is forevermore treated as a construct rather than as a humanoid. Additionally, the arcanomancer gains damage reduction 20/+1. As a construct, the character's racial hit dice (if any) changes to d10s (class hit dice do not change) and the character has no CON score (hit points do not change in any case). The construct does not age and has a form of fast healing allowing recovery of 1 hit point per arcanomancer class level per hour.

Death Rider of Pujan

The halflings of the Pujan region have elite knights that take up the Death Rider prestige class.

Hit die type: d10

Prerequisites:

- Race:** Halfling
- Feats:** Mounted Combat, Mounted Archery, Ride By Attack
- Skills:** Ride 9 ranks, Handle Animal 5 ranks
- Alignment:** Any Lawful

Class Skills: Balance, Climb, Craft, Handle Animal, Intimidate, Jump, Ride, Spot, Survival

Skill Points: (2 + Int mod) per level

Proficiencies: The death rider gains no weapon or armor proficiencies from this class.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Skill Bonus, Paladin's Mount
2	+1	+3	+0	+0	Guide Mount
3	+2	+3	+1	+1	
4	+3	+4	+1	+1	Remain in Saddle
5	+3	+4	+1	+1	Improved Mounted Combat
6	+4	+5	+2	+2	Improved Ranged Attack
7	+5	+5	+2	+2	
8	+6	+6	+2	+2	Improved Mounted Charge
9	+6	+6	+3	+3	Greater Mounted Combat
10	+7	+7	+3	+3	Share Life with Mount

Skill Bonus: The trained Death Rider gains a +2 unnamed bonus to all Ride and Handle Animal checks.

Paladin's Mount (Su): Levels of Death Rider stack with Paladin or Black Guard class levels to determine a mount's special abilities.

Guide Mount: The 2nd level Death Rider can take a normal riding horse (i.e., not designated as a "warhorse") into combat by making a Handle Animal skill check (DC 10). The horse will follow the rider's direction but cannot attack. If the horse is wounded beyond 50% of its hit points, a Handle Animal check (DC 25) is required to keep it from running away from the combat at maximum speed.

Remain in Saddle: At 4th level, the Death Rider gains a +4 competence bonus against trip attacks made in an attempt to dismount him. He also gains a +4 Reflex save bonus to magical or mundane effects that would cause him to fall off his horse.

Improved Mounted Combat: The Death Rider recognizes the value of his mount and takes special care in learning to protect it. The 5th level Rider develops a preternatural sense for the mount's location and can guide it to avoid danger in combat. The Death Rider gains the Improved Mounted Combat feat for free.

Benefits: The rider's mount receives a +2 insight bonus to its AC and Reflex saving throws. In addition, the Death Rider may make a Ride check to negate hits on her mount an additional number of times per round equal to her Wisdom bonus.

Improved Ranged Attack: The motion of a fast moving mount can be very disruptive to ranged combat. The 6th level Death Rider learns special techniques for becoming one with his mount to counteract the disruptive influence.

Benefit: The penalty the character suffers when using a ranged weapon from mountback is reduced to -2 instead of -4 if the character's mount is running. This is an extension of the Mounted Archery feat and the benefits assume the character already has that feat (a class prerequisite).

Improved Mounted Charge: The Death Rider becomes a terror when charging foes while mounted.

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance). If the character has the Spirited Charge feat, then he does triple damage with a melee weapon (or quadruple damage with a lance).

Greater Mounted Combat: The Death Rider recognizes the value of his mount and takes special care in learning to protect it. The 9th level Rider develops an almost supernatural sense for the mount's location and can guide it to avoid danger in combat. The Death Rider gains the Greater Mounted Combat feat for free.

Benefits: The rider's mount receives a +3 insight bonus to its AC and Reflex saving throws. In addition, the Death Rider may make a Ride check to negate hits on her mount an unlimited number of times per round.

Share Life With Mount (Su): The pinnacle of the Death Rider training is the ability to share her life force with her mount. Powerful mounted knights, cavalry and Death Riders recognize that their mount is their weakest point. Death Riders learn to form a symbiotic link with their mounts and commingle their life energies to enhance them both.

Benefit: When mounted, a Death Rider can spend a full round action forming a supernatural bond with the mount. The Death Rider and mount combine their hit points into a single hit point pool. Any attack against the rider or mount causes damage to this pool. Attacks which affect both rider and mount simultaneously (e.g. *fireball*) cause

double damage to the pool (once for the rider and once for the mount). Rider and mount make their saving throws normally to avoid or reduce damage. The hit point pool is divided evenly when the rider and mount are separated regardless if the separation is voluntary (e.g. dismount) or involuntary (e.g. thrown or fall). When the hit points are separated, each member of the pair gets half, up to his normal maximum, with any difference going to the other member of the pair. For example, a Death Rider at full health with 50 hit points forms a bond with her mount at full health that has 20 hit points. Their combined hit point pool is 70 points. After a fight, the hit point pool is reduced to 50 points. The rider dismounts to explore and the hit point pool is divided in half - 25 points to each. The mount is fully healed to 20 hit points, with the remainder -- 5 points -- going to the rider who now has 30 hit points. The Share Life with Mount ability stacks with any benefits of a Paladin's Special Mount.

Fortification Summoner²⁰

Prerequisites:

Spell-casting: Ability to cast *summon monster III* or *summon nature's ally III* or a higher level spell in that spell tree

Feat: Augment Summoning, Extend Spell

Skill: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Knowledge (nature) 8 ranks (if *summon nature's ally*) or Knowledge (the planes) 8 ranks (if *summon monster*)

Skill Points: 2 + Intelligence

Class Skills: Diplomacy, Spot, Speak Language, Knowledge (all skills individually), Craft, Profession, Concentration, Spellcraft

Proficiencies: No new ones

Level	BAB	Fort Save	Ref Save	Will Save	Caster Level	Note
1	+0	+0	+0	+2	+1	Arrival spell (<i>resistance</i>)
2	+1	+0	+0	+3	+1	The summoned creatures all have the Weapon Focus feat as a bonus feat
3	+1	+1	+1	+3	+1	Arrival spell (<i>shield</i>)
4	+2	+1	+1	+4	-	Heal the summoned
5	+2	+1	+1	+4	+1	Arrival spell (<i>resist energy</i>)
6	+3	+2	+2	+5	+1	The summoned creature has the Specialization feat as a bonus feat
7	+3	+2	+2	+5	+1	Arrival spell (<i>haste</i>)
8	+4	+2	+2	+6	-	Heal the summoned
9	+4	+3	+3	+6	+1	Arrival spell (<i>fire shield</i>)
10	+5	+3	+3	+7	+1	Bonus Feat, the summoned creature has the Improved Natural Armor feat as a bonus feat

Arrival Spell (Ex): The summoned creature arrives with the indicated spell already in effect on it. In the case of *resist energy* and *fire shield* the summoner decides what form the spell takes as the summoning spell is being cast. The arrival spell's duration is replaced with that of the *summoning* spell. The caster level of the arrival spell is the

²⁰ Morpheus Unbound notebook April 2009 to May 2009

I struggle with the different summoner class designs. Too many class features feels unbalanced, and under optimal conditions any summoner IS unbalanced (see comments under the Wizard Variant Conjurer earlier).

But then I always try to remind myself: cut off the summoned creatures and you're left with a second-rate wizard or a seriously under-powered druid.

Summoners (and their players) can become psychologically dependent on their meat puppets. Move the adventure location off the Material Plane and suddenly the summoner is in a world of hurt.

The Fortification Summoner can be incredibly dangerous because of all the extremely durable summoned creatures littering the battlefield.

Game Masters need to remember that *dispel magic* and *magic circle* spells are only 3rd-level and can immediately shutdown summoned creatures.

fortification summoner class level. If the summoned creature is in the area of effect of an *area dispel*, then the spell that summoned this creature is always checked last, regardless of its relative level.

Heal the Summoned (Sp): Once per casting of a *summon* spell, the summoner may invoke the indicated healing effect on one of the summoned creatures, regardless of distance. For example, if a 5th-level fortification summoner uses *summon monster V* to summon a group of celestial bison, then once during the duration of the spell he can activate a *cure light wounds* effect on one of the bison. Typically this is done to keep the creature in the fight just a little longer. If the same conjurer also summons an air elemental, he can invoke a separate *cure* effect on that elemental, completely independent of the *cure* effect reserved for the bison. The caster level of the *cure* spell is the fortification summoner class level. The *cure moderate wounds* replaces the *cure light wounds*.

Bonus Feat: Choose from the list below. The fortification summoner must meet prerequisites as usual.

Improved Augment Summoning*, Greater Augment Summoning*, Hard to Dispel*

* These are new feats found in this book.

Summoned Creature Bonus Feats: The summoned creature gains the indicated feat with only one weapon, usually its primary weapon, but the summoner can choose to have it be a different weapon, such as a scorpion's stinger instead of its claws. These are bonus feats that are applied regardless if the creature meets the prerequisites or not.

Iron Master of Iron Bluff

Iron Bluff is a city built on its mines and foundries. In this climate man and dwarf mingle freely, each sharing the knowledge of the metals they pull from the earth and shape with loving care into various forms. The iron masters perfect their understanding of iron and this gives them amazing abilities when working with it.

Alignment: Any

Hit Die: d6

Requirements:

•**Feats:** Skill Focus (any Profession), Skill Focus (any Craft)

•**Skills:** Knowledge (Metallurgy) 5 ranks, Craft (Metalsmithing) 10 ranks, Craft (Architecture and Engineering) 5 ranks

Skill Points: (6 + Int modifier) per level

Class Skills: The iron master's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Dex), Knowledge (Int), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int)

Weapon and Armor Proficiency: Iron masters of Iron Bluff are proficient in all Simple and Martial weapons, Light and Medium armor, and shields (except tower shields).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Metalcunning
2	+1	+0	+0	+3	<i>Detect Iron Ore</i>
3	+2	+1	+1	+3	Master Craftsman
4	+3	+1	+1	+4	<i>Rustproof</i>
5	+3	+1	+1	+4	<i>Rusting Grasp</i>

Metalcunning (Ex): Iron masters of Iron Bluff receive a +3 competence bonus to checks to notice unusual metalwork. Something that isn't metal but is disguised as metal also counts as unusual metalwork. An ironmaster who merely comes within 10 feet of unusual metalwork can make a check as though actively searching and can use the Search skill to find metalwork traps as a rogue can. An iron master can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

Detect Iron Ore (Su): Except as noted here, this ability is identical to *detect evil* but works on iron, steel and related ferrous ores. This ability does NOT detect mithril or adamantine.

Master Craftsman (Ex): The 3d level ironmaster gains a +4 unnamed bonus when creating items from iron and steel.

Rustproof (Su): The character's possessions are immune to rust as per the *gauntlet of rust*.

Rusting Grasp (Sp): 1x/day as sorcerer of total character level. This ability reflects the character's intimate and supernatural understanding of iron.

Jousting Champion

While the tilt of the lance is an effective method of combat, jousting is the sport of nobles and knights. The Jousting Champion espouses this sport of kings by becoming the ultimate specialist with the lance.

Hit die type: d8

Prerequisites:

- Base Attack Bonus:** +7,
- Skills:** Ride 5 ranks, Handle Animal 5 ranks,
- Feats:** Mounted Combat, Weapon Focus (any lance),
- Special:** Must have won at least one major jousting tournament.

Skill Points: 2 + Int modifier

Class Skills: Balance (Dex), Bluff (Cha), Concentration (Con), Handle Animal (Cha), Ride (Dex), Sense Motive (Wis)

Proficiencies: All Simple and Martial weapons, Light, Medium, and Heavy armor and Shields.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Skill Bonus, Paladin's Mount
2	+2	+3	+0	+0	Steady Horseman
3	+3	+3	+1	+1	Subduing Lance
4	+4	+4	+1	+1	Improved Weapon Specialization
5	+5	+4	+1	+1	Spirited Lance Attack

Skill Bonus (Ex): The Jousting Champion gains a +4 competence bonus to skill check or saving throws to resist any effect which might cause him to become unhorsed.

Paladin's Mount (Su): Levels of Jousting Champion stack with Paladin or Black Guard class levels to determine a mount's special abilities.

Steady Horseman (Ex): At 2nd level the Jousting Champion gains a +2 insight bonus to Ride skill checks.

Subduing Lance (Ex): The point of jousting is to unhorse a foe, not kill him. A 3rd level Jousting Champion can choose to cause normal or subdual damage with a lance, even when charging. There is no attack penalty for causing subdual damage.

Improved Weapon Specialization (Ex): The Jousting Champion gains a +2 damage bonus with any lance with which he has Weapon Focus. This stacks with the normal Weapon Specialization and Greater Weapon Specialization feats.

Spirited Lance Attack (Ex): Any lance with which the Champion has Weapon Focus always scores +1 die of damage (+1d6 for light lance, +1d8 for heavy lance). This extra die is not multiplied by critical affects, but does stack with the Spirited Charge feat.

Mhalnash Pit Boxer

The nobility of Mhal love to watch intelligent creatures inflict pain on each other. They are masters of torture, but they take special treat in watching the fighters do it willingly, knowing the result will be an ephemeral treat. A special breed of unarmed warrior has arisen to delight the pugilistic tastes of the vile rules of Mhal. Frequently, these gladiatorial fighters will be challenged with strange and exotic arenas, so they learn a breadth of skills.

Hit die type: d12

Prerequisites:

- Base Attack Bonus:** +4,
- Base Save:** Fortitude +4,
- Skills:** Bluff 3 ranks, Sense Motive 6 ranks,
- Feats:** Improved Unarmed Combat, Dodge, Weapon Finesse (Unarmed),
- Special:** It's really hard to find a trainer in Mhal unless one is thrown into the gladiatorial pits as a slave fighter, and almost impossible to find one outside of Mhul.

Class Skills: Bluff (Cha), Climb (Str), Concentration (Con), Heal (Wis), Intimidate (Cha), Jump (Str), Sense Motive (Wis), Swim (Str), Tumble (Dex)

Skill Points: 4 + Int mod per level

Proficiencies: The Mhalnash Pit Boxer gains no new weapon, armor or shield proficiencies.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Normal damage with unarmed attacks, fancy footwork
2	+2	+3	+3	+0	+1 die type unarmed, read body language (move equivalent)
3	+3	+3	+3	+1	Improved Feint feat
4	+4	+4	+4	+1	Ki strike +1
5	+5	+4	+4	+1	+1 die type unarmed, ready body language (free action)

Normal Damage with Unarmed Attacks (Ex): The pit fighter learns special training methods to harden the striking surfaces of her body, and special techniques which enable her to cause normal damage or subdual damage with unarmed attacks just as a monk.

Fancy Footwork (Ex): Pit fighters typically wear little more than a leather body harness to show off their oiled physique. The pit fighter learns to evade and maneuver quickly. During his action, he designates an opponent and receives a +1 dodge bonus to Armor Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Fancy Footwork, the bonuses stack. He can select a new opponent on any action. **Note:** A condition that makes the pit fighter lose his Dexterity bonus to Armor Class (if any) does not make him lose the dodge bonus from the Fancy Footwork ability.

Read Body Language (Ex): The pit fighter learns to read a foe's body language as easily as he reads a written language (even if he is illiterate, he can still learn to read body language). As a move equivalent action, the pit fighter can designate a single foe and against that foe he uses his Sense Motive skill check as his armor class until the pit fighter's next action (q.v. Mounted Combat skill). At 5th level, choosing a foe becomes a free action, allowing the pit fighter his full round action to attack.

Improved Feint Feat: The pit fighter gains the Improved Feint feat, even if he does meet the normal prerequisites (which is Bluff 8 ranks). The Improved Feint feat makes feinting (q.v. Bluff skill) a free action instead of a miscellaneous standard action. [*Author's Note:* I have not written this feat up anywhere else, so this should be expanded into a full feat. I have not seen it anywhere else, but it is such an obvious idea, we should keep a look out for it in various OGC docs like the NBOF.]

Ki Strike (Su): At 4th level, a Mhalnash Pit Fighter's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction as if the blow were made with a weapon with a +1 enhancement bonus. Ki strike is a supernatural ability and stacks with the monk ability of the same name.

+1 die type (Ex): The unarmed damage caused by the pit fighter is increased by one die type just as if the character had taken the Improved Natural Attack feat, but is applied more than once and stacks with that feat. For example, a Medium fighter with two levels of Mhalth Pit Fighter causes 1d4 normal damage with his unarmed attacks, and a 5th level Medium monk with two levels of Mhalth Pit Fighter does 2d6 (one die type up from the normal 1d8).

Potionblooded²¹

The character transforms his body into an alchemical factory, able to transform his body fluids (typically saliva or blood) into potions or alchemical concoctions.

Hit die type: d6

Requirements:

- Skills:** Craft (alchemy) 10 ranks, Knowledge (arcana) 10 ranks;
- Feats:** Brew Potion, Toughness;
- Special:** The character must drink at least 10 potions with at least 35 total caster levels. These must be consumed within 5 minutes.

Class Skills: Concentration, Craft, Heal, Knowledge (arcana), Profession, Spellcraft

Skill Points: 4 + Int mod per level

Proficiencies: The potionblooded gains no new weapon, armor or shield proficiencies.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells	Special
1	+0	+2	+0	+2	--	+2 save against poison
2	+1	+3	+0	+3	+1 caster level	<i>Instant alchemy 1/day</i>
3	+1	+3	+1	+3	+1 caster level	Alchemy mastery +2
4	+2	+4	+1	+4	+1 caster level	<i>Instant alchemy 2/day</i>
5	+2	+4	+1	+4	--	Fast Recovery, +2 save against disease
6	+3	+5	+2	+5	--	Alchemy mastery +4, <i>instant alchemy 3/day</i>
7	+3	+5	+2	+5	+1 caster level	+4 save against poison, +4 save against disease
8	+4	+6	+2	+6	+1 caster level	<i>Instant alchemy 4/day</i>
9	+4	+6	+3	+6	+1 caster level	Immune to poison, alchemy mastery +6
10	+5	+7	+3	+7	--	<i>Instant alchemy 5/day, fast healing 1</i>

Instant Alchemy: As full round action produce an alchemical substance from his body. Must make Craft (alchemy) check. Check failure means the use is expended and no product is produced.

Alchemy Mastery: Competence bonus to Craft (alchemy) checks.

Fast Recovery: Bonus feat because the chemical admixture builds toward fast healing.

Ringbearer²²

The ringbearer learns to master magical rings.

Hit die type: d8

Requirements:

- Skills:** Craft (any craft related to ring manufacture) 12 ranks,
- Feats:** Iron Will, Magical Aptitude, Skill Focus (craft),
- Special:** Must have gained experience with magical rings by having successfully used five different magic rings over time, at least one of which must have been a cursed ring.

²¹Potionblooded PrC pulled from Morpheus Unbound notebook Jan/Feb 2007.

²²Ringbearer PrC pulled from Morpheus Unbound notebook 2-Sept-2005. Updated in Morpheus Unbound notebook (March 2010 to XYZ)

Class Skills: Appraise, Craft, Decipher Script, Knowledge (arcana), Profession, Sleight of Hand, Spellcraft, Use Magic Device

Skill Points: 4 + Int mod per level

Proficiencies: The ringbearer gains no new weapon, armor or shield proficiencies.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	<i>Identify ring, detect magic ring</i>
2	+1	+0	+3	+3	Neck ring, <i>break enchantment</i>
3	+2	+1	+3	+3	Extra rings
4	+3	+1	+4	+4	Earrings, <i>cursed ring immunity</i>

Identify Ring (Sp): At will, the ringbearer can use *identify* as the spell, at will, with caster level equal to total character level. This power only works on magic rings, but has no material nor XP components.

Detect Magic Ring (Sp): As the *detect magic spell*, usable at will, but only detects magic rings. Caster level equal to total character level.

Break Enchantment (Sp): Usable once per day. Caster level equal to total character level.

Neck Ring (Ex): The ringbearer can wear one magic ring on a chain, strap, thong, or whatever using the necklace item space and gain full benefit for wearing the ring.

Extra Rings (Ex): The character may wear four magic rings (typically two per hand), plus the one in the necklace space and gain full benefit from all of them allowing the 3d level ringbearer to benefit from five magic rings simultaneously. The limit on rings provided by this class may overlap with any benefits provided by other classes, such as the ring sage, or magical items such as a *hand of glory*.

Earrings (Ex): The 4th level ringbearer can attempt a DC 25 Craft check to modify a magical ring converting into an earring. It can no longer be worn on a finger unless modified again. Failing the check by 10 or more destroys the ring. The ringbearer is still limited to a total of five magical rings, but wearing one as an earring is often more discrete or deceptive than wearing it on the hands.

A magical ring modified into an earring is a single earring and often a non-magical counterpart is crafted for it so there is a pair. In fact, the other earring might be a non-space specific magic item and this is common among high level wizard ringbearers. Using a modified ring as an earring frees the necklace item slot for an item such as a *hand of glory* which can add yet another magical ring.

Immunity to Cursed Rings (Su): The 4th level ringbearer does not suffer any harmful effects of wearing a cursed ring, immediately recognizes it as cursed if she does put it on, and can remove it at any time. The ringbearer can continue wearing the curse ring, if she chooses to do so (perhaps as a trap for an adversary), and it uses a magic ring slot normally, even though she is unaffected by it. The ringbearer can choose to allow herself to be affected by the cursed ring, but in this case it requires a standard action to re-immunize herself and suppress its affects upon her.

Ring Sage²³

Hit die type: d4

Requirements

To qualify to become a ring sage, a character must fulfill all the following criteria

- **Skills:** Knowledge (arcana) 10 ranks, Spellcraft 10 ranks
- **Feats:** Skill Focus (knowledge [as above])
- **Spells:** Ability to cast 5th-level arcane spells
- **Special:** The prospective ring sage must study a magic ring, experiment with it, and attempt to understand its power. This process takes several weeks of study, which may occur while the character is doing other things such as adventuring, and drains the ring of all magical ability.

A high level character with levels as both ringbearer and ring sage can have upto 8 rings total: three on each hand, one in the necklace slot and one worn as an earring.

²³ Adapted from *Path of Magic* (Fantasy Flight Games)

Class Skills: Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int)

Skill Points: 2 + Int modifier

The Ring Sage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Extra ring	+1 level of existing class
2	+1	+0	+0	+3	<i>Discern ring</i>	+1 level of existing class
3	+1	+1	+1	+3	Forge Ring, <i>Imbue ring I</i>	+1 level of existing class
4	+2	+1	+1	+4	Skilled creator	+1 level of existing class
5	+2	+1	+1	+4	Extra ring, <i>Imbue ring II</i>	+1 level of existing class
6	+3	+2	+2	+5	Augment ring power	+1 level of existing class
7	+3	+2	+2	+5	<i>Imbue ring III</i>	+1 level of existing class
8	+4	+2	+2	+6	<i>Absorb power</i>	+1 level of existing class
9	+4	+3	+3	+6	<i>Imbue ring IV</i>	+1 level of existing class
10	+5	+3	+3	+7	Ring master	+1 level of existing class

Class Features

All of the following are class features of the ring sage prestige class.

Weapon and Armor Proficiency: Ring sages gain no additional proficiency in any weapon or armor.

Spells: A ring sage continues training in magic as well as advancing her status as a ring sage. When a new ring sage level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would gain (e.g. Improved chance of controlling or rebuking undead, metamagic or item creation feats). If she later returns to her previous class to gain a level, her overall casting ability is increased normally. For instance, a 5th-level wizard/4th-level ring sage has the overall spellcasting ability of a 9th-level wizard, but the feats and other skills of a 5th-level wizard/4th-level ring sage.

Extra Ring (Ex): By understanding the mechanics of magical rings, the ring sage is adept at over-coming the barrier of wearing more than two magic rings. Beginning at 1st level, the ring sage gains the ability to wear one extra magic ring, increasing his maximum amount of wearable rings to three. At 5th level, the ring sage is allowed another extra ring, raising his maximum total to four. These totals do not include any additional magic items or class features that allow a character to wear additional magic rings, such as a *hand of glory*.

Discern Ring (Su): A deep knowledge of magic rings and the spells used to create them grants the ring sage the ability to discern the nature of magic rings in a short amount of time. At 2nd level, a ring sage can use a full round action to discern the abilities of any magic ring, including cursed rings.

Forge Ring: At 3rd level, the character gains the Forge Ring feat as a bonus feat.

Imbue Ring I (Su): By mastering the skills needed to charge a ring with magic, the ring sage also learns how to temporarily charge a non-magical ring with a single spell-like ability. Beginning at 3rd level, the ring sage can imbue a non-magical ring with a spell that he has prepared that day. The ring sage can only use 1st through 3rd-level spells with this ability, and by doing so the ring sage uses that prepared spell for the day. After that, the ring can be given to a non-spellcaster, who can discharge the spell as normal for magic rings.

It requires a full round action to imbue a ring with a single spell and any XP or special materials needed to cast the spell are used up in the casting. Also at this time the ring sage must set the parameters of the spell as if he were casting it; these cannot be changed by the person that discharges the spell. Any level-dependent rolls (such as saving throws or dispel checks) are resolved as if the ring sage were the target, not the wearer. The ring sage temporarily loses the used spell slot while the ring is so empowered. If the ring's spell has not been discharged the next time the ring sage prepares spells, then the ring sage can prepare one less spell of that level. The ring sage automatically knows immediately when the spell is discharged, but does not regain the spell slot until he next rests and prepares spells.

Skilled Creator (Ex): Skilled in the art of forging magical rings, the ring sage's knowledge allows him to create magic rings with less chance of error and at lower cost than normal. At 4th level, the ring sage must pay only one-third of the market price cost to create a magic ring.

For example, a *ring of counterspells* costs 4,000 gp. For a ring sage to forge this ring he would need to pay only 1,333 gp, rather than the 2,000 gp required for other spellcasters to create such a ring. The XP costs required to create a magic ring are not reduced by this ability.

Imbue Ring II (Su): At level 5, the ring sage's ability to imbue rings with magic increases. This ability functions as imbue ring I except that the ring sage can imbue 4th through 6th-level spells into a non-magical ring.

Augment Ring Power (Ex): A ring sage is so fully in tune with the magic of rings that he forges an arcane bond with any ring that he wears. Beginning at level 6, the ring sage can activate any magic ring he wears as a free action.

For example, a ring sage wears a *ring of blinking* that normally require a command to activate. When worn by this ring sage, his augment ring power ability allows him to activate the ring's ability as a free action and thus does not reduce his normal amount of actions per round.

Imbue Ring III (Su): At level 7, the ring sage's ability to imbue rings with magic increases again. This ability functions as imbue ring I except that the ring sage can imbue 7th and 8th-level spells into a non-magical ring.

Absorb Power (Su): By touching a magic ring, the ring sage can absorb the power from it and use it as his own. At 8th level, when a ring sage touches a magic ring, he can temporarily absorb the magical energy for the ring. If successful, the ring sage absorbs a number of spell levels equal to the spell level of all prerequisite spells of the magic ring. This drains the ring of magic for 24 hours.

Once absorbed, the ring sage can use the spell levels to cast spells that he has prepared without using up the spell slot.

For example, a ring sage absorbs a *ring of invisibility*, he gains two spell levels (since the prerequisite for the ring is *invisibility*). After that, the ring sage could cast a prepared *mirror image*, and by using the absorbed energy could retain the spell for use later in the day.

Imbue Ring IV (Su): At 9th level, the ring sage's ability to imbue rings with magic increases to his maximum potential. This ability functions as imbue ring I except that the ring sage can now imbue 9th-level spells into a non-magical ring. Non-magical rings cannot be the repository for spells greater than 9th level.

Ring Master (Ex/Su): Through skill, magic, and force of will the ring sage becomes a master of magic rings. At level 10, the ring sage gains the following abilities:

- All XP costs to create magic rings are halved. This is an Extraordinary ability;
- The ring sage can automatically detect the presence of any magic ring with a 120-foot area. If spells are used to hide the ring's nature or location, the ring sage makes an opposed caster level check against the caster level of the spell being used to hide the magic ring. This is a Supernatural ability;
- The ring sage can imbue a ring as a free action rather than a full round action. This is a Supernatural ability.

Serpent Bender²⁴

Alignment: Any

Hit Die: d8

Requirements:

- **Skills:** Knowledge (nature) 6 ranks, Handle Animal 10 ranks,
- **Feats:** Endurance, Skill Focus (handle animal),
- **Special:** The character must have suffered 10 or more points of ability damage over time from serpent venom. The damage can be temporary or permanent. The character must have single-handedly subdued (not killed) a monstrous serpent or snake of Medium or larger size.

Skill Points: 4 + Int modifier

Class Skills: Balance, Concentration, Craft (alchemy), Handle Animal, Heal, Knowledge (nature), Profession, Survival, Tumble

Weapon and Armor Proficiency: Serpent benders gain proficiency with all Simple weapons and whips. They do not gain any armor or shield proficiency.

²⁴ Inspired by the artwork of Gary Ruddell, as appearing in *Spectrum* (Underwood Books, 1994).

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+2	+2	<i>Serpentspeak</i> , +1 dodge bonus to AC
2	+1	+3	+3	+3	<i>Charm serpent</i>
3	+2	+3	+3	+3	Immune to poison, +2 dodge bonus to AC
4	+3	+4	+4	+4	<i>Hold serpent</i>
5	+3	+4	+4	+4	<i>Dominate serpent</i>

The serpent bender is someone who embraces the mind of the serpent and becomes one with that mind. The early initiate learns to communicate with and control serpents of all types. As the bender progresses, her own mind becomes more and more alien to the common humanoid mind.

Serpentspeak (Su): The Serpent Bender can speak with serpents and snake-like creature at will, including dragons.

Charm Serpent (Sp): Three times per day, the character can *charm* serpents as if casting *charm monster* at the character's character level. The save DC is 10 + serpent bender class level + Charisma modifier.

Immune to Poison (Ex): The 3d-level serpent bender becomes immune to all poisons.

Hold Serpent (Sp): Three times per day, the character can *hold* serpents as if casting *hold monster* at the character's character level. The save DC is 10 + serpent bender class level + Charisma modifier.

Dominate Serpent (Sp): Three times per day, the character can *dominate* serpents as if casting *dominate monster* at the character's character level. The save DC is 10 + class level + Charisma modifier.

Dodge Bonus (Ex): The serpent bender develops greater agility and sinuous movement, which improves her ability to avoid harm by giving her a dodge bonus to AC. This dodge bonus only applies when the serpent bender is wearing no armor or light armor.

Stormtrooper of Isis (Path of the Warrior)²⁵

This path is the path of the warrior.

Prerequisites: Knowledge (Arcana) 8 ranks, Knowledge (Religion) 4 ranks, must be able to cast both arcane and divine spells, proven devotion to Isis

Proficiencies: No weapon or armor proficiencies

Hit Die Type: d4

Base Attack Bonus: Same as wizard

Saves: Same as cleric

Gained Abilities:

- At each class level, the character gains +1 effective caster level in any one spell-casting class. Character gains extra spells known, extra spells per day, and increases effective caster level. If character has more than one spell casting class, he gains the +1 level in only one of those classes, fixed at the time the prestige class level is gained. This is an extraordinary ability.
- +1 free craft magic item feat at levels 4, 7, 10. This is an extraordinary ability.
- *Detect magic* 1x/day as caster of class level. Power gained at class level 1, +1x/day at levels 4 and 8. This is a supernatural ability.
- *Identify* 1x/day as caster of class level. Power gained at class level 2. This is a supernatural ability.
- Bonus domain chosen from Isis' domains (Good, Healing, Magic, Water) and domain power gained at class level 1. This is an extraordinary ability.

Stormtrooper of Isis (Path of the Artificer)²⁶

²⁵ Originally posted on patric.net.

²⁶ Originally posted on patric.net.

This path is the path of the builder and creator. This group of Stormtroopers builds magic items for the order. They also conduct a great deal of research into new magic and new methods, which is very pleasing to Isis.

Prerequisites: Any three item creation feats, Knowledge (Arcana) 11 ranks, Alchemy 3 ranks, Spellcraft 8 ranks, Craft (Any) 5 ranks, proven devotion to Isis

Proficiencies: No new proficiency with armor, shields or weapons.

Hit Die Type: d6

Base Attack Bonus: Same as wizard

Saves: Same as cleric

Gained Abilities:

- At prestige class levels one, three, five, seven and nine the character gains +1 caster level to an existing class.
- At prestige class levels one, three, five, seven and nine the character gains a +1 "skill bump" which represent a luck bonus to any one skill. The chosen skill cannot change once selected, but the bonus is always available. Multiple bonuses can stack, so a fifth level Artificing Stormtrooper of Isis can gain a +3 "skill bump" to Craft (Woodworking) for example.
- At prestige class levels two, four, six, eight, and ten the character gains a free Item Creation or Metamagic feat for which she otherwise has all the prerequisites.

Planar Summoner²⁷

Hit die type: d4

Requirements

To qualify to become a summoner, a character must fulfill all the following criteria

- **Skills:** Knowledge (arcana) 3 ranks, Knowledge (the planes) 8 ranks
- **Feats:** Skill Focus (knowledge [as above])
- **Spells:** Ability to cast any *summon monster* spell
- **Special:** The character must form a bonding pact and must be roleplayed extensively. The summoner-to-be must seek out and gain an audience with her potential patron, and impress it with her knowledge and abilities. The meeting often involves tests of various sorts, or riddles and challenges to be overcome, depending on the nature of the individual patron. If the patron is pleased with the character's performance, it agrees to enter a pact with the character (described below).

Class Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (the planes) (Int), Profession (Wis), Spellcraft (Int)

Skill Points: 2 + Int modifier

The planar summoner is associated with the *summon monster* spell. An easy variant is the Natural World Summoner associated with *summon nature's ally*. For this variant, change the Knowledge (the planes) prerequisite to Knowledge (nature) and *summon monster* to *summon nature's ally*. Otherwise the two classes are mechanically the same, including the requirement for a patron. The patron for the Natural World Summoner is often the servant of a nature deity, or a spirit of some kind, such as a mountain spirit or an ocean spirit.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day ²⁸
1	+0	+0	+0	+2	Metamagic feat	+1 level of existing class
2	+1	+0	+0	+3	Summoning spell	+1 level of existing class

²⁷ Adapted from *Relics & Rituals* (Sword & Sorcery Studios)

²⁸ I keep going back and forth on the spells per day/caster level of the planar summoner. The extra *summon monster* spells can be very powerful, however it is important to remember they are the planar summoner's *only* power gained from the entire prestige class. This can be a severe drawback if, for example, the planar summoner ever leaves the material plane and then loses access to the ability to summon creatures.

3	+1	+1	+1	+3	Metamagic feat	+1 level of existing class
4	+2	+1	+1	+4	Summoning spell	+1 level of existing class
5	+2	+1	+1	+4	Metamagic feat	+1 level of existing class
6	+3	+2	+2	+5	Summoning spell	+1 level of existing class
7	+3	+2	+2	+5	Metamagic feat	+1 level of existing class
8	+4	+2	+2	+6	Summoning spell	+1 level of existing class
9	+4	+3	+3	+6	Metamagic feat	+1 level of existing class
10	+5	+3	+3	+7	Summoning spell	+1 level of existing class

Class Features

All of the following are class features of the planar summoner prestige class.

Weapon and Armor Proficiency: Planar summoners gain no added proficiency in any weapon or armor.

Spells: A planar summoner continues training in magic as well as advancing her status as a summoner. When a new summoner level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would gain (e.g. Improved chance of controlling or rebuking undead, metamagic or item creation feats). If she later returns to her previous class to gain a level, her overall casting ability is increased normally. For instance, a 5th-level wizard/4th-level summoner has the overall spellcasting ability of a 9th-level wizard, but the feats and other skills of a 5th-level wizard/4th-level summoner.

Spells learned as a summoner must relate to the patron's abilities in some fashion. For example, a summoner with gold dragon as a patron could learn arcane spells of law or fire subtype, or divine spells from the Law, Evil of Fire domains (depending on the starting class of the character). Alternatively, she may learn spells relating to healing or art as these are similar abilities possessed by the dragon.

Metamagic Feats: As the summoner increases in level, she gains particularly potent versions of summoning spells. Beginning at 1st level, and at every odd-numbered level thereafter, she gains a bonus metamagic feat that may only be used with summoning spells. These feats do not increase the spell level of the summoning spell they augment. These feats apply only to the bonus spells gained as a summoner (see below). The summoner may choose feats she already knows in order to gain the ability to spontaneously add that feat to the bonus spell. The summoner cannot choose to stack multiple bonus feats on any one casting (though she may stack these summoning metamagic feats with metamagic feats gained in the usual method, though these "ordinary" feats add spell levels as usual).

Summoning Spells: In addition to metamagic feats, the summoner also gains special access to additional summoning spells. Beginning at second level, and at every even-numbered level thereafter, the character gains a bonus spell, that must be used to prepare or cast a summoning spell of the highest level she may normally cast. This spell produces the effects of a normal summoning spell one level greater. For example, if a 5th-level wizard earns two levels of summoner (combined caster level 7), and she knows *summon monster IV*, she gains a bonus spell that may be spent on *summon monster IV*. This spell produces the effects of a *summon monster V* when cast and may only be used to summon beings of the patron's type. If few (or no) monsters of the patron's type are listed in the spell descriptions, the player should work with the GM to determine appropriate monster types (see *summon monster* later in this document).

When the character gains access to *summon monster IX*, she may cast it in one of two ways: first, she may summon 1d3 creatures of the same type from the 9th-level list, or 1d4+1 creatures of the same type from a lower-level list. Or she may summon her patron itself. This latter option should never be undertaken lightly, as her patron responds only if the need is great. If the patron deems the need trivial, it may sanction the character in some fashion, if it appears at all. If the cause for summoning is just and the patron fights for the character, it may actually perish: in this case, the character loses all metamagic and bonus summoning spell benefits from being a summoner, being left only with the additional spells associated with the improved caster level.

Tunnel Maker of Iron Bluff

The master miners of Iron Bluff have one of the richest ore deposits in the world. They have worked the mines for centuries and the mines show no signs of running thin. Their long traditions of incorporating magic into their

mining techniques has culminated in this prestige class which blends earth magic with traditional mining techniques.

Low level tunnel makers of Iron Bluff get rescue duty to find people caught in cave-ins. High level tunnel makers are engineers and create new tunnels and truly amazing underground structures.

Hit die type: d6

Requirements:

- **Skills:** Knowledge (architecture and engineering) 3 ranks, Knowledge (dungeoneering) 3 ranks, Profession (miner) 8 ranks,
- **Feats:** Great Fortitude,
- **Special:** Base Will save +4 or better.

Class Skills: Concentration (Con), Craft (Int), Knowledge (architecture and engineering), Knowledge (dungeoneering), Listen (Wis), Profession (Wis), Search (Int)

Skill Points: 4 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Pierce rock (penetration)
2	+1	+3	+0	+3	<i>Stone tell</i>
3	+2	+3	+1	+3	<i>Purify air</i> , burrow (5 ft)
4	+3	+4	+1	+4	Pierce rock (threaten construct), <i>meld into stone</i>
5	+3	+4	+1	+4	<i>Stone shape</i>
6	+4	+5	+2	+5	<i>Move earth</i> , burrow (10 ft)

Class Features

Weapon and Armor Proficiency: The tunnel maker is proficient with all simple and martial piercing weapons, but does not gain any armor or shield proficiencies.

Pierce Rock: At 1st level, the tunnel maker of Iron Bluff can ignore 2 points of hardness of stone or metal objects when using a piercing weapon. The DR of stone or metal objects or creatures is considered to be 1 point less against any attack made by a tunnel maker using a piercing weapon.

At 4th level the tunnel maker gains the benefits of the Threaten Construct feat as a bonus feat, allowing him to use it even if he does not meet the prerequisites of that feat.

Stone Tell (Sp): 1/day the 2nd level tunnel maker can use *stone tell* as a sorcerer of his character level.

Purify Air (Sp): 1/day the 3rd level tunnel maker can use *purify air* as a sorcerer of his character level.

Burrow (Su): The tunnel maker gains the supernatural ability to move through rock and metal by moving it around himself in a bubble. He cannot create open tunnels, but creatures can travel with him if they stay very close. One creature of the tunnel maker's size category can travel with the tunnel maker; two of one size category smaller, or four of two size categories or smaller.

This ability does not create breathable air. The tunnel maker has a bubble of air large enough to support himself for five minutes, at which time he must hold his breath or suffer as if drowning. The time is reduced by half if he takes passengers along.

Meld into Stone (Sp): The tunnel maker can *meld into stone* 1/day as a sorcerer of his character level.

Stone Shape (Sp): The tunnel maker can use *stone shape* 1/day as a sorcerer of his character level.

Move Earth (Sp): The tunnel maker can use *move earth* 1/day as a sorcerer of his character level.

Vehrm Energy Fist

Secret monasteries of Vehrm combine arcane magic with unarmed combat to enhance the fighting skills of their stealthy spies and warriors.

Hit Die: d6

Requirements:

- **Feats:** Improved Unarmed Strike
- **Special:** Evasion class special ability. Ability to cast five touch spells, at least one of which must be an Evocation spell of 3d level or higher.

Class Skills: The energy fist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (arcana) (Int), Knowledge (religion), Move Silently (Dex), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier per level

Table: The Vehrmon Energy Fist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spell-casting	Unarmed Damage	AC bonus	Special
1st	+0	+0	+2	+2	+1	--	--	Normal damage with unarmed attacks, flurry of blows
2nd	+1	+0	+3	+3	--	+1 die type	--	<i>Ki</i> strike (energy or magic)
3rd	+2	+1	+3	+3	+1	--	--	Improved evasion
4th	+3	+1	+4	+4	--	--	--	<i>Ki</i> strike (magic or metal)
5th	+3	+1	+4	+4	+1	--	+1	Quicken touch spell 2x/day (cantrips, 1 st -level)
6th	+4	+2	+5	+5	--	+1 die type	--	<i>Ki</i> strike (energy or alignment)
7th	+5	+2	+5	+5	+1	--	--	Diamond soul
8th	+6	+2	+6	+6	--	--	--	<i>Ki</i> strike (alignment, magic, or metal)
9th	+6	+3	+5	+6	+1	--	--	--
10th	+7	+3	+7	+7	--	+1 die type	+2	<i>Ki</i> strike (alignment, energy, or metal), Quicken touch spell 4x/day (2 nd -level)

Class Features

Weapon and Armor Proficiency: Energy fists do not gain any new weapon or armor proficiencies.

Normal Damage with Unarmed Attacks (Ex): The energy fist learns special training methods to harden the striking surfaces of her body, and special combat techniques. A energy fist's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that the character may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for an energy fist striking unarmed. An energy fist may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

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

A fist's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

Characters with monk levels do not gain any benefit from this ability, as they already have it.

Flurry of Blows (Ex): The levels of energy fist stack with any monk class levels the character has to determine the number of attacks. If the character does not have monk levels, this ability is identical to the monk ability of the same name, but uses only the energy fist's base attack bonus to determine the number of attacks.

AC Bonus (Ex): Exactly like the monk ability of the same name. It stacks with the monk's AC bonus ability.

***Ki* Strike (Su):** At 2nd level, an energy fist's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as special weapons for the purpose of dealing damage to creatures with damage reduction or vulnerability to particular energy types. *Ki* strike improves with the character's class level.

At each appropriate level, the character chooses a metal type, energy type, magic, or alignment type. Her unarmed strikes are treated as the appropriate type of weapon for purposes of bypassing damage reduction, hardness or exploiting a vulnerability.

Metal – Choose one: alchemical silver, mithril, adamantine, cold iron. Once chosen, it cannot be changed. Her unarmed attacks are treated as weapons of the appropriate metal for the purpose of dealing damage to creatures with damage reduction and bypassing hardness. The character's body does not change to metal, but her skin, hair, teeth or fingernails does often take on the color of the chosen metal.

Alignment – The energy fist chooses an alignment type compatible with her own alignment. For example, a Chaotic Good energy fist could choose Chaotic or Good. Once chosen, it cannot be changed. If the character's alignment changes to an incompatible type, she cannot use this ability until her alignment changes again to a compatible type.

Magic – The energy fist's unarmed attacks are treated as magic weapons.

Energy – The energy fist charges her body with energy – acid, electricity, fire, cold, sonic, sun – and her attacks are treated as the appropriate energy type. Creatures with a vulnerability to such energy types, e.g. those who take double damage on a failed save, must make a Fort save (DC = 10 + energy fist class level + Wis modifier) or take damage from the energy equal to the energy fist's base unarmed damage die type without bonuses (e.g. an energy fist who can do 1d10+5 with her unarmed strike would do 1d10 cold damage to a creature vulnerable to cold).

The energy fists *ki* strike types stack, so a Lawful Good character with 5 levels of monk and 10 levels of energy fist could have *ki* strike (magic, cold, iron, good, adamantine, electricity) all at the same time.

+1 die type (Ex): The unarmed damage caused by the energy fist is increased by one die type. 1d3 becomes 1d4, 1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12, 1d12 to 1d20, 1d20 to 4d6, 4d6 to 4d8. This stacks with the monk's unarmed damage. For example, a Medium-size fighter who took two levels of Vehrmon Energy First class would cause 1d4 normal damage with his unarmed attacks, and a 5th level Medium monk with two levels of Vehrmon Energy Fist would do 1d10 (one die type up from the normal 1d8).

Spellcasting: An energy fist continues training in magic as well as her field of research. Thus, at class levels 1, 3, 5, 7, and 9, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of energy fist to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became an energy fist, she must decide to which class she adds each level of energy fist for purposes of determining spells per day when she adds the new level.

Diamond Soul (Ex): A Vehrmon energy fist gains spell resistance equal to her current energy fist level + 10. In order to affect the energy fist with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the energy fist's spell resistance. If the energy fist gains diamond soul from another class, such as the monk or gnome arcanomancer, then the total levels stack.

Quicken Touch Spell (Su): The indicated number of times per day, the energy fist can cast a touch spell of the indicated level or lower as a free action. This does not increase the level of the spell. This is not the same as the quicken spell metamagic feat, so casters who normally cast spells spontaneously can still cast the touch spell as a free action.

Xotch Death Rager

The fiercest, most brutal and least sane humanoids of Xotch join death cults and partake in drugs, toxins and physical abuse to whip themselves into a nearly perpetual frenzied state. This state allows them to launch instantly into a blind rage, a rage which grants them tremendous frenetic abilities.

Alignment: Any non-good, non-lawful

Hit Die: d12

Requirements: Feats: Toughness

Special: Rage 2/day

Base Saves: Fort +4

Skills: Listen 2 ranks, Tumble 2 ranks

Skill Points: 2 + Int modifier per level

Class Skills: The death rager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Weapon and Armor Proficiency: Xotch death ragers are proficient with light armor, simple and martial weapons.

Table: The Xotchmaal Death Rager

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	+1 rage/day, skill bonus
2nd	+2	+3	+0	+0	No AC penalty
3rd	+3	+3	+1	+1	Sudden rage, impervious

Skill Bonus (Ex): The death rager gains a +2 bonus to Listen and Tumble checks.

No AC Penalty (Ex): The Xotch death rager is so keyed to his surroundings, even when raging that he suffers no AC penalty while raging.

Sudden Rage (Ex): The death rager can enter a rage at any time, even when it is not his turn. He can enter a rage while flat-footed, or after being hit in combat, but before damage is rolled.

Impervious (Su): The death rager gains DR +4/-- and Regeneration 3 while raging. He does not take normal damage from any attack form. He cannot reattach nor regrow lost limbs with this ability.

Chapter Four: Skills & Feats

Skills

Combat Tricks (Int, Trained Only)

The character can use his skill value in place of the attack roll and the opposed attack or Strength checks for Disarm and Trip checks. This is a class skill for Fighters.

Grappling Tricks (Wis, Trained Only)

The character can use his skill value to all rolls in place of Grapple checks, such as starting, maintaining or escaping a grapple. The character adds one-fourth his ranks in the skill to his damage rolls. This is a class skill for Fighters.

Sense Motive (Wis)

A successful Sense Motive check against DC 18 reveals the general experience of the person being viewed. This check requires at least one minute of observation, and suffers a –1 circumstance penalty for every 10 feet of distance between the viewer and the person being observed. A check against DC 28 will reveal the character's actual level (plus or minus 1). The observer can Take 10 or Take 20 as appropriate, although concealing such scrutiny may require a Bluff check. Persons being observed can attempt opposed Bluff checks to present themselves as more or less experienced than they really are; a winning Bluff check allowing the character to portray himself as any level desired.

The Lands of Palaglas are a heroic land of mighty fantasy adventure. The skills of people are evident and those of great skill carry themselves with confidence.

Level	Name
1	Green
2	Seasoned
3	Veteran

4-8	Heroic
8-20	Super heroic
21+	Epic

Feats

Advanced Animal Companion [General]

The character's animal companion is a larger and stronger member of its breed.

Prerequisite: Animal companion class feature, Knowledge (nature) 6 ranks

Benefit: The animal companion is advanced +2 hit dice as a normal creature of its type. If it cannot advance that far, it does not gain the full benefit of this feat. Its size increases as appropriate for its advancement path.

Special: This feat can be taken more than once. Its benefits stack. If the character has more than one animal companion, each benefits from this feat.

Armor Focus [General]

You move around in a certain type of armor without effort.

Prerequisite: Proficient with armor, base attack bonus +1 or higher

Benefit: Choose one kind of armor such as chain mail or splint mail. When wearing the specified type of armor it inflicts 1 less skill penalty and the maximum Dex bonus is raised by one. This cannot reduce the penalties to below zero.

Special: You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new kind of armor.

Armored Evasion (Heavy) [General]

The character has learned advanced evasion techniques.

Prerequisites: Dex 15+, Wis 15+, evasion class ability usable while wearing light or medium armor.

Benefits: The character can use her evasion class ability while wearing no armor, light armor, medium armor, or heavy armor.

Special: A fighter may take Armored Evasion (heavy) as one of her fighter bonus feats.

Armored Evasion (Light) [General]

The character has learned advanced evasion techniques.

Prerequisites: Evasion class ability usable while wearing no armor

Benefits: The character can use his evasion class ability while wearing no armor, or light armor.

Special: A fighter may take Armored Evasion (light) as one of his fighter bonus feats. The standard evasion class ability includes this feature and this feat is normally not required.

Armored Evasion (Medium) [General]

The character has learned advanced evasion techniques.

Prerequisites: Dex 13+, Wis 13+, evasion class ability usable while wearing light armor

Benefits: The character can use his evasion class ability while wearing no armor, light armor or medium armor.

Special: A fighter may take Armored Evasion (medium) as one of his fighter bonus feats.

Augment Construct [Psionic]

The manifester's astral constructs are more powerful than normal normal.

Benefits: Astral constructs assembled by the manifester have a +4 enhancement bonus to Strength and a +1 insight bonus to armor class.

Augmented Dispelling [General]

The character has spent a great deal of time studying the structure of magic and has learned special techniques for breaking spells.

Prerequisites: Spell Focus (abjuration)

Benefits: The character gains a bonus to *dispel magic* checks, potentially allowing the caster to exceed normal level based restrictions. The bonus for *dispel magic* is +2 (max +12), *greater dispel magic* is +4 (max +24), *legendary dispel magic* is +6 (max +36) and *epic counterspell* is +8 (max +48).

Combat Archery [General]

You are adept at firing ranged weapons in close quarters combat.

Prerequisite: Base Attack Bonus +4, Lightning Reflexes, Point Blank Shot

Benefit: You do not provoke attacks of opportunity, when attacking with a ranged weapon.

Normal: A character that attacks with a ranged weapon is subject to attacks of opportunity.

Combat Reflexes [General]

A character with both Combat Reflexes and Quick Draw can use the Drop Weapon and Change Grip actions as non-actions and even when it is not his turn.

Example: A fighter wielding both a mace and a longspear normally threatens only the squares adjacent to him. However, with both Combat Reflexes and Quick Draw, he has the option to drop his mace and switch to a two-handed grip on his spear at any time, such as when an opponent tries to run from him. He can use his mace to make an attack of opportunity as the foe flees the adjacent square, then drop his mace and use his spear two-handed as the foe flees the second square at the extension of his reach with the longspear.

Dexterous Dodge [General, Fighter]²⁹

You are skilled at dodging attacks.

Benefit: For the purpose of determining Armor Class, treat your Dexterity score as 2 points higher than its actual value. This feat can be taken several times, and stacks with itself.

Special: This feat grants virtual access to the Dodge feat, allowing you to take other feats for which Dodge is a prerequisite.

Comments: This feat was intended as a replacement for Dodge which some feel is too weak to be worthwhile. You generally wouldn't use both in the same game.

Dragonbones [General]

Thickened bones and hard plates form on critical areas like chest, back, elbows, hands, ankles, and knees.

Prerequisites: Hardened Body, Toughness, base Fort save +9 or higher

Benefits: The character is considered to be armed even when unarmed—that is, she does not provoke attacks of opportunity from armed opponents when she attacks them while unarmed. However, she still gets an attack of opportunity against any opponent who makes an unarmed attack on her.

The character's unarmed strikes can deal lethal or nonlethal damage, at her option. Her unarmed strikes deal +1 point of damage in either case.

The character gains +5 hit points.

Special: A fighter may take Dragonbones as one of her fighter bonus feats.

Combat Tricks Mastery [General]

The character has studied a broad repertoire of techniques useful for melee combat.

Prerequisites: Combat Expertise, Int 13+

Benefits: The character gains a +1 to all d20 rolls related to Disarm, Grapple and Trip checks. This does not affect damage caused when grappling.

Special: A fighter may take this feat as one of her fighter bonus feats.

²⁹ Source: Netbook of Feats 10

Conjure Mastery [General]³⁰

You learn how to get more powerful creatures when you cast summoning spells.

Prerequisites: Spellcaster level 7+, Charisma 17+

Benefit: Creatures the character summons are above average physically. They have a +2 bonus to Strength, Dexterity and Constitution.

Elven Archery [General, Racial]³¹

You are an expert in the art of elven archery.

Prerequisite: Elf or half-elf, Dex 13, Point Blank Shot, Base attack bonus +4

Benefit: When using any type of bow that you are proficient in, you can use your Dex modifier as a bonus to damage rolls against all opponents within 30 feet. This bonus does not stack with the damage bonus provided by a mighty bow and cannot be applied against a target immune to critical hits.

Special: A fighter may take this feat as one of her fighter bonus feats.

Enchanted Ki Strike [General]

Prerequisite: *Ki strike (magic)* class feature, ability to cast 1st level spells, Knowledge (arcana) 4 ranks, Spellcraft 4 ranks, Stunning Fist

Benefit: By expending one daily use of the Stunning Fist ability, the character's unarmed strikes gain an enhancement bonus of +1 per four character levels (maximum +5) for a number of rounds equal to 1 plus Wisdom bonus (if any). This is considered a supernatural ability.

Special: A fighter may take this feat as one of her fighter bonus feats.

Epic Ki Strike [Epic]

Prerequisite: *Ki strike* class feature with magic and aligned components (any alignment)

Benefit: The character's unarmed strikes are considered epic weapons for purposes of overcoming damage reduction.

Special: If the character also has the Enchanted Ki Strike feat, then there is no maximum to the enhancement bonus granted by that feat.

Expanded Education [General]

The character had additional schooling in his youth.

Benefits: The character gains additional skills as class skills. These skills are always considered class skills from the point after the character takes this feat.

Choose one of the following to be the benefit granted by this feat:

- Craft (all skills)
- Knowledge (all skills)
- Perform (all skills)
- Profession (all skills)
- Any two skills

Extended Range Shot [General]

Prerequisite: Point Blank Shot.

Benefit: Choose one ranged weapon. When the character uses that specific projectile weapon, such as a shortbow or javelin its maximum range increases by one increment (e.g. thrown weapons have six increments instead of five, and bows have eleven range increments instead of ten). Normal range penalties still apply.

Special: The character can gain this feat multiple times. Its effects can stack, adding one range increment to the specific weapon. Alternately, the feat can be applied to a different weapon. This can be taken as a Fighter bonus feat.

³⁰ Source: *Arcana Unearthed* (Malhavoc Press)

³¹ Source: Netbook of Feats 10

Extra Ability Usage [General]

Prerequisite: An Extraordinary, Spell-like or Supernatural ability usable a limited number of times in a given period.

Benefit: The character can use the ability two additional times in the same period.

Special: This feat can be taken multiple times. The benefits stack.

Comment: This is a very general feat, and the obvious basis for a number of the “extra usage” feats that appear below. This feat is useful when there is no other feat specifically defined for a particular ability.

Extra Breath Weapon [General]³²

Prerequisite: Breath weapon special attack

Benefit: Any creature that has a breath weapon attack usable a limited number of times per day gains two additional uses per day.

Half-dragons must wait 1d4 rounds before using their breath weapon again. Other creatures that have a delay in their breath weapon must wait the same period. Creatures that normally can use a breath weapon more than once per day, but do not have a delay, do not suffer a delay because of this feat.

Special: This feat can be taken multiple times. The benefits stack.

Extra Remove Disease [General]

Prerequisite: Paladin’s *remove disease* class feature or similar ability.

Benefit: The character can use the *remove disease* power two additional times per week.

Special: This feat can be taken multiple times. The benefits stack.

Extra Rusting Grasp [General]

Prerequisite: Use *rusting grasp* one or more times per day as a supernatural ability.

Benefit: The character can use the *rusting grasp* power two additional times per day.

Special: This feat can be taken multiple times. The benefits stack.

Extra Smite [General]³³

Prerequisites: Base Will save +3, supernatural ability to smite.

Benefits: With this feat, a paladin able to *smite evil*, cleric with the Destruction domain, celestial or fiendish creature or some other creature with the *smite* power may make 2 extra smite attacks per day.

Special: This feat can be taken multiple times. The benefits stack.

Fast Recover of Smite [Epic]

Prerequisites: Base Attack Bonus +12, base Will save +6, Cha 17+, supernatural ability to smite, Extra Smite, Knowledge (religion) 18 ranks, Knowledge (arcana) 6 ranks.

Benefits: With this feat, a paladin able to smite evil, cleric with the Destruction domain, celestial or fiendish creature or some other creature with the smite power has his uses of the power refresh by the hour rather than by the day.

Normal: Creatures with the smite power can normally only use this power as many times per day as their race or class allows.

Fast Recovery [General]³⁴

The character is so tough, hardy and resilient, he has developed truly exceptional natural healing abilities.

Prerequisites: Endurance, Toughness, base Fort save +4 or higher, Con 13+

³² Extra Breath Weapon uses language inspired by the Half-Dragon Paragon class in *Unearthed Arcana* from Wizards of the Coast.

³³ *Designer Note:* *Complete Divine* from Wizards of the Coast has an identical feat, Extra Smiting, that was published *after* I conceived of this feat with inspiration from Phil Smith. Of course, the Extra Smite idea is so basic that I can easily, legally, create my own variation in an instant.

³⁴ Adapted from the *EQ RPG PHB* by Sony Computer Entertainment America, Inc.

Benefits: The character recovers 1 hit point per hit die it has each hour, even if engaging in strenuous activity.

Special: This is the same as the racial ability of the same name. Creatures that have the Fast Recovery extraordinary racial ability and also take this feat gain +3 hit points per hour to their recovery rate.

Familiar Focus [General]

You compensate for any lack in focus when developing your familiar

Prerequisite: A familiar

Benefit: The abilities of your familiar are now based on your character level, not your class level.

Notes: Your GM may let you apply this feat to a paladin's mount, psicrystal or similar pet.

Giant Power [General]

The hardened creature has developed phenomenal stamina and power and can carry enormous loads. He can also push his muscles to extraordinary feats of strength.

Prerequisites: Endurance, Hardened Body, Toughness, base Fort save +8 or higher, base Will save +5 or higher.

Benefits: The character is considered one size category larger when calculating carrying capacity and load. The character is considered one size category larger for resisting grapple and bull rush attempts. The character's speed is not reduced by a carrying a medium or heavy load.

Once per day the character can boost her Strength score by +4. This unnamed bonus lasts a number of rounds equal to 3 + Con modifier (minimum 1 round). Use of this ability leaves the character *fatigued*.

Greater Augment Summoning [General]

Prerequisite: Augment Summoning, Improved Augment Summoning, caster level 10th.

Benefit: Each creature the caster conjures with any *summon* spell gains a +1 luck bonus to attack rolls, ability checks, saving throws, skill checks, and armor class for the duration of the spell that summoned it. The creature is immune to fear effects for the duration of the spell that summoned it.

Greater Eschew Materials [General]³⁵

You require few, if any, material components to cast spells.

Prerequisites: Eschew Materials, Spellcraft 10 ranks.

Benefit: You can cast any spell that has a material component costing 10 gp per caster level or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 10 gp per caster level, you must have the material component at hand to cast the spell, just as normal.

Special: A caster who has both Greater Eschew Materials and the epic feat Ignore Material Components can also ignore focus and divine focus requirements.

Greater Mounted Combat [General]

You have mastered the art of mounted combat and are able to effectively protect your mount in battle.

Prerequisites: Improved Mounted Combat, Mounted Combat, Dex 15+, Ride skill 12 ranks.

Benefit: Your mount receives a +3 insight bonus to its AC and Reflex saving throws. In addition, you may make a Ride check to negate hits on your mount an unlimited number of times per round.

Greater Skill Focus [General]

Prerequisites: 15 ranks in the chosen skill.

Benefit: The character gains a +5 bonus with the chosen skill. This stacks with other feats in the Skill Focus tree.

³⁵ Greater Eschew Materials adapted from an idea by Phil Smith.

Hard to Dispel [General]

The character has learned special magical techniques to make his spells harder to dispel or negate.

Benefits: The character's caster level is considered +2 levels higher for purposes of others making *dispel magic* checks against his spells. For example, someone attempting to overcome the spell effect of a 5th-level wizard with Hard to Dispel must make a dispel check against DC 18 (11 +5 wizard class levels +2 Hard to Dispel).

Special: This feat may be taken multiple times. The effects stack.

Hardened Body [General]

The creature has developed tremendous pain resistance, thicker tougher skin, and harder stronger bones.

Prerequisites: Toughness, base Fort save +7 or higher

Benefits: The creature's natural armor class bonus increases by +1. This increase stacks with other permanent sources of natural armor.

Special: A fighter may take Hardened Body as one of her fighter bonus feats.

Hit Die Boost [General]

The character is tougher than normal.

Prerequisites: Base Fortitude +1 or better.

Benefit: The character's racial and class hit dice are all increased one die size; d4 becomes d6, d6 to d8, d8 to d10, and d10 to d12. A character who would roll 1d12 for hit points (when taking a level in barbarian, for instance) rolls 1d12+2.

If taken at 1st level, the character gains maximum hit points using the new die type. If taken after 1st level, all the character's hit dice are enlarged retroactively, but the character does not get to reroll those dice. Instead, add +1 hit point per hit die the character had before taking this feat (representing the average difference between the original die size and the new die size).

Improved Augment Summoning [General]

Prerequisite: Augment Summoning, caster level 5th.

Benefit: Each creature the caster conjures with any *summon* spell gains a +2 enhancement bonus to natural armor, a +1 insight bonus to attack rolls, and a +2 competence bonus to Listen and Spot checks for the duration of the spell that summoned it.

Improved Critical Multiplier [Fighter, General]

Prerequisites: Proficient with chosen weapon, Improved Critical with the chosen weapon, Weapon Focus with the chosen weapon, base attack bonus +10 or higher.

Benefit: When using the weapon, with which the character has the Improved Critical feat, the character's critical multiplier is increased by 1.

Special: The character can gain this feat multiple times. It can be taken with the same weapon or with a different weapon with which the character has the Improved Critical feat. The effects stack.

Improved Favored Enemy [Epic]

Prerequisite: Five or more favored enemies.

Benefit: Add +2 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all the character's favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

Improved Heighten Spell [epic]

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which the character can heighten the spell.

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level.

Improved Mounted Combat [General]

You have mastered the art of mounted combat and are able to effectively protect your mount in battle.

Prerequisites: Mounted Combat, Dex 13+, Ride skill 6 ranks.

Benefit: The character's mount receives a +2 insight bonus to its AC and Reflex saving throws. In addition, the character may make a Ride check to negate hits on her mount an additional number of times per round equal to her Wisdom bonus.

Improved Skill Focus [General]

Prerequisites: 8 ranks in the selected skill

Benefit: The character gains a +4 bonus to skill checks with the chosen skill. This stacks with other feats in the Skill Focus tree.

Improved Turning [General]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: The character can turn or rebuke creatures as if he were one level higher than he is in the class that grants the ability. This applies to all turning or rebuking powers, if the character can turn or rebuke more than one type of creature.

Special: This feat may be taken multiple times. The effects stack.

Jousting [General]

You are exceptionally skilled at using a lance from the back of a mount.

Prerequisite: Mounted Combat, Spirited Charge, Ride by Attack, 4+ Ranks in Ride.

Benefit: Instead of doubling damage when you make a charge, you may elect instead to do normal damage and knock your opponent from his mount. If your opponent also has the Jousting feat or Ride By Attack then your opponent may make an opposed attack roll to determine who knocks whom from their mount

Lengthen Spell [Metamagic]

Prerequisites: Extend Spell, Spellcraft 6 ranks, Knowledge (arcana) 12 ranks

Benefit: A spell modified by this metamagic feat uses up a slot four levels higher. This feat dramatically increases the duration of spells. It can be stacked with itself and the Extend Spell feat. The benefits of the Extend Spell feat are applied after this feat.

Original duration is measured in	New duration is measure in
Instant	Cannot be modified by Lengthen Spell
Rounds	Minutes
Minutes	Hours
Hours	Days
Days	Weeks
Weeks	Months
Months	Years
Years	Permanent

Massive Spell [Metamagic]

Prerequisite: Spellcaster level 2+

Benefit: Any spell that has a weight component, such as *mage hand*, *unseen servant*, *dimension door* or *telekinesis* has that weight component increased by +50%. The spell uses a slot one level higher than normal.

Special: This feat can be applied more than once to the same spell, each additional +1 spell level increases the weight affected by +50%, i.e. +100% for +2 spell levels, +150% for +3 spell levels.

Natural Performer [General]

Benefit: The character gains a +1 bonus to all Perform skill checks.

Precision Smiting [General]

Prerequisites: Supernatural ability to smite.

Benefits: With this feat, a paladin able to *smite evil*, cleric with the Destruction domain, celestial or fiendish creature or some other creature with the *smite* power gains a +4 bonus to attack rolls when making a smite attack.

Pressing Attack [General]³⁶

The character is skilled at seizing every advantage and keeping his opponent on the defensive.

Prerequisites: Combat Reflexes.

Benefits: This feat allows you to follow an opponent who tries to step back from an area you threaten. The opponent must be in an area you threaten at the beginning of his action. If the opponent takes a 5-foot step to an area you do not threaten, you may immediately take a 5-foot step of your own to any unoccupied space where you again threaten the opponent. If no such space is available, you cannot use this feat. You may only use this feat once per round.

Proficiency With All Martial Weapons [General]

The character has studied a tremendous breadth of weapons without otherwise immersing himself in a martial career path. The character becomes proficient in all martial weapons without having to take a class level in one of the warrior classes.

Prerequisites: Base Attack Bonus +2, proficiency with any three exotic or martial weapons

Benefits: The character is proficient with all simple and martial weapons.

Resistance to Magic [General]

Through quirk of birth, magical treatments or too much exposure to magic, the character has begun to develop resistance magic.

Prerequisite: None

Benefit: +2 bonus on saving throws against spells and spell-like effects.

Special: This feat can be taken multiple times, each additional time after the first adding +1 more to the save bonus provided by this feat.

Resistance to Poison [General]

Through quirk of birth, alchemical or magical treatments, or too much exposure to poison, the character has begun to develop a resistance to poison.

Benefit: +2 bonus on saving throws against poisons.

Special: This feat can be taken multiple times, each additional time after the first adding +1 more to the save bonus provided by this feat.

Sacred Healing [General]³⁷

Prerequisites: Healing 8 ranks, ability to turn undead

Benefit: Spend a turn attempt as a full round action, all living creations within 60 feet gain fast healing 3 for a number of rounds equal to 1 + Charisma modifier.

Skill Focus [General]

Benefit: The Skill Focus feat (and Improved Skill Focus, and Greater Skill Focus) may be taken for class abilities such as Bardic Knowledge, Wild Empathy, and other such abilities which work like skills and are based on the (d20 + ability score modifier [+ optional other modifier]) check Formula.

³⁶Pressing Attack feat from *Dragonstar: Starfarer's Handbook*

³⁷ Morpheus Unbound notebook, November 2006, page 66

Spontaneous Dispelling [General]³⁸

Prerequisites: Ability to prepare spells, ability to cast *dispel magic*, Spell Focus (abjuration), Knowledge (arcana) 6 ranks, Spellcraft 9 ranks.

Benefit: The character can spontaneously “lose” a number of prepared spells in order to cast *dispel magic*, *greater dispel magic*, or *legendary dispel magic*, assuming the character normally knows how to cast the spells, is of high enough level, and the appropriate class to cast the spells. (This feat does not grant the ability to cast those spells to those who cannot cast them.)

The spellcaster must lose 4 levels of any combination of spells to spontaneously cast *dispel magic*, 7 levels to cast *greater dispel magic*, and 10 levels to cast *legendary dispel magic*.

Spontaneous Monster Summoner [General]³⁹

Prerequisites: Spell Focus (conjuration), ability to cast at least four Conjuration (summoning) spells, Spellcraft 4 ranks, Knowledge (arcana) 9 ranks, either Knowledge (nature) or Knowledge (the planes) 5 ranks

Benefit: A character with 5 or more ranks in Knowledge (the planes) can spontaneously cast any *summon monster* spell he knows and can normally cast much the same way that a druid can spontaneously cast *summon nature's ally*. A character with 5 or more ranks in Knowledge (nature) can spontaneously cast any *summon nature's ally* spell he knows and can normally cast much the same way that a druid can spontaneously cast *summon nature's ally*. A character that meets both skill requirements gains both benefits.

For example, a 7th-level wizard that knows the spells *summon monster I*, *summon monster II* and *summon monster IV* can spontaneously drop any 4th-level spell to cast *summon monster IV*. He could also drop any 2nd, 3rd, or 4th-level spell to spontaneously cast *summon monster II*.

A 17th-level ranger could spontaneously drop any 4th-level spell he knows to cast any *summon nature's ally I-IV* spell.

Spontaneous Spell [General]⁴⁰

Prerequisites: Spellcraft 7 ranks

Benefit: A spell caster who prepares spells chooses one spell she knows and can cast when she learns this feat. From that point forward, the caster is able to spontaneously “lose” any spell of equal or higher level from the same class to spontaneously cast that spell, in much the same way that a cleric can spontaneously cast *cure* spells.

Stonecunning [General]

Prerequisites: Knowledge (architecture and engineering) 2 ranks, Knowledge (dungeoneering) 2 ranks, Search 2 ranks

Benefit: Identical to the dwarven racial ability of the same name.

Special: Dwarves and certain other races gain this as an automatic racial ability. This is for members of other races that wish to develop the same talents that give dwarves their stonecunning ability.

Threaten Construct [General]⁴¹

Prerequisite: BAB +11, Knowledge (arcana) 9 ranks, Weapon Focus (any weapon), Improved Critical (any weapon with which the character also has the Weapon Focus feat), Wis 17+

³⁸ Spontaneous Dispelling *partially* inspired by the variant Abjurer in *Unearth Arcana* by Wizards of the Coast.

³⁹ Spontaneous Monster Summoner predates my exposure to the variant Conjurer in *Unearthed Arcana* by Wizards of the Coast, but in revision it might benefit from a comparison to that class ability of the same name.

⁴⁰ *Unearthed Arcana* has some excellent spell substitution language (e.g. spontaneous domain casting) and it might be worth copying some of the language for clarity.

⁴¹ The various Threaten feats have extremely high prerequisites because they “break the rules” allowing effects which are normally specifically prohibited. The prerequisites may be much higher than necessary, and play-testing will help determine that. Draft 0.145 changed the pre-reqs by reducing the BAB requirement and adding Knowledge skill requirements.

Benefit: A character with this feat can “break the rules” and cause extra damage to construct creatures with critical hits, sneak attack damage, similar effects and can also destroy them with massive damage. This benefit applies to any weapon with which the character has both the Weapon Focus and Improved Critical feats.

Normal: A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. A construct is not at risk of death from massive damage.

Special: Epic Attack Bonus counts toward the BAB requirement of this feat. A fighter may take this as a fighter bonus feat.

Threaten Elemental [General]

Prerequisite: BAB +10, Knowledge (the planes) 9 ranks, Weapon Focus (any weapon), Improved Critical (any weapon with which the character also has the Weapon Focus feat), Wis 17+

Benefit: A character with this feat can “break the rules” and cause extra damage to elemental creatures with critical hits, sneak attack damage and can destroy them with massive damage. This benefit applies to any weapon with which the character has both the Weapon Focus and Improved Critical feats.

Normal: An elemental is not subject to critical hits.

Special: Epic Attack Bonus counts toward the BAB requirement of this feat. A fighter may take this as a fighter bonus feat.

Threaten Ooze [General]

Prerequisite: BAB +11, Knowledge (dungeoneering) 9 ranks, Weapon Focus (any weapon), Improved Critical (any weapon with which the character also has the Weapon Focus feat), Wis 17+

Benefit: A character with this feat can “break the rules” and cause extra damage to ooze creatures with critical hits, sneak attack damage and can destroy them with massive damage. This benefit applies to any weapon with which the character has both the Weapon Focus and Improved Critical feats.

Normal: An ooze is not subject to critical hits.

Special: Epic Attack Bonus counts toward the BAB requirement of this feat. A fighter may take this as a fighter bonus feat.

Threaten Plant [General]

Prerequisite: BAB +10, Knowledge (nature) 9 ranks, Weapon Focus (any weapon), Improved Critical (any weapon with which the character also has the Weapon Focus feat), Wis 17+

Benefit: A character with this feat can “break the rules” and cause extra damage to plant creatures with critical hits, sneak attack damage and can destroy them with massive damage. This benefit applies to any weapon, and only those weapons, with which the character has both the Weapon Focus and Improved Critical feats.

Normal: A plant is not subject to critical hits.

Special: Epic Attack Bonus counts toward the BAB requirement of this feat. A fighter may take this as a fighter bonus feat.

Threaten Undead [General]

Prerequisite: BAB +10, Knowledge (religion) 9 ranks, Weapon Focus (any weapon), Improved Critical (any weapon with which the character also has the Weapon Focus feat), Wis 17+

Benefit: A character with this feat can “break the rules” and cause extra damage to undead creatures with critical hits, sneak attack damage and can destroy them with massive damage. This benefit applies to any weapon, and only those weapons, with which the character has both the Weapon Focus and Improved Critical feats.

Normal: An undead is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. An undead is not at risk of death from massive damage.

Special: Epic Attack Bonus counts toward the BAB requirement of this feat. A fighter may take this as a fighter bonus feat.

Toughened [General]⁴²

⁴² Copyright Sony Computer Entertainment America, Inc., modified from the *EverQuest Player's Guide*

The character is unusually hard to kill.

Prerequisites: Based Fortitude save +1

Benefits: The character gains a number of hit points equal to 1 + the character's base Fortitude save bonus. Thus, a 6th-level fighter who takes this feat gains 1 + 5, or 6 hit points. This bonus to hit points increases retroactively as the character gains levels and his base Fortitude save thus increases, so that when the above fighter reaches 8th-level (and his base Fortitude save bonus increases to +6), he gains another bonus hit point from this feat.

Special: A character may gain this feat only one time. The benefits stack with Toughness, and with any other effect that stacks with Toughness. A fighter may take this feat as a fighter bonus feat.

Toughness [General]

Comment: There are many feats that are a variation on Toughness, such that their primary function is to increase hit points or otherwise make the character better able to survive harm. Whenever another feat or class lists Toughness as a prerequisite, it makes perfect sense to substitute one of these other feats.

Feats in the "Toughness tree" include, but are not limited to, Dragonbones, Hit Die Boost and Toughened.

Trap Detection [General]

Pre-reqs: Search 3 ranks, Disable Device 3 ranks

Benefits: The character can detect traps just as if he or she had one level of Rogue. This feat is of no benefit to characters who can already detect traps as a rogue (e.g. those with one or more levels of rogue) and is for those characters who want to detect traps without taking a level of rogue.

Two-Fisted Healing [General]⁴³

The cleric is unusually proficient at channeling positive energy into healing living creatures.

Prerequisites: Heal 2 ranks, Improved Turning

Benefits: A spellcaster may divide the benefits of a *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, or *cure critical wounds* between two recipients when he casts the spell either from a prepared slot or uses a spell slot if a spontaneous caster, not if cast from a device. The character must have both hands free and be able to touch both injured parties. The spellcaster rolls normally for the amount of damage healed, and the total is split evenly between both parties, with the odd point going to the character's choice.

Urban Empathy

The character has a natural feel for cities and civilization. The unshaped mess that is nature holds no allure for this character. Give him the teeming mass of toiling hands making structure and form any day.

Benefit: When in a permanent settlement of at least 250 intelligent creatures, the character gains a +2 bonus to Gather Information and Sense Motive checks, and can make Knowledge (local) checks untrained.

Urban Tracking [General]

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions:

Community Size	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1

⁴³ Source: Modified from the *Xcrawl* RPG (Panda Head Games)

Small or large city	15	2d4
Metropolis	20	2d4+2
Conditions	DC Modifier	
Every three creatures in the group being sought	-1	
Every 24 hours party has been missing/sought	+1	
Tracked party "lies low"	+5	
Tracked party matches community's primary racial demographic	+2	
Tracked party does not match community's primary, or secondary racial demographic	-2	

If you fail a Gather Information check, you can retry after 1 hour of questioning. The game master should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

Veteran Grappler [General]

Prerequisite: Improved Unarmed Strike, Toughness

Benefit: The character gains DR 3/piercing or slashing against grappling damage. This DR stacks with other DR, even non-permanent DR such as granted by spells or magic items.

Special: A fighter may take this as a fighter bonus feat.

Virtuoso [General]

The character has rare artistic insight.

Prerequisite: Wis 13+

Benefit: The character gains a +1 bonus to all Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), Perform (wind instruments), Perform (sing), Craft (calligraphy), Craft (painting), Craft (tattoo) checks.

Voluminous Spell [Metamagic]⁴⁴

Prerequisite: Spellcaster level 2+

Benefit: Any spell that has a volume component that it affects (not creates), such as *dig* has that volume component increased by +50%. The spell uses a slot two levels higher than normal.

Special: This feat can be applied more than once to the same spell, each additional +2 spell level increases the weight affected by +50%, i.e. +100% for +4 spell levels.

⁴⁴ Compare Voluminous Spell to Widen Spell.

Equipment and Gear

Greatcoat⁴⁵

Cost: 20gp (40gp for a fine, silk-lined greatcoat. Greatcoats of exotic leathers cost upwards of 50gp or more depending on rarity and quality.); Armor Bonus +1 (stacks with light armor); Armor Check Penalty -0; Weight: 5 lbs. (3 lbs. for Small characters).

Ritual Spellcasting⁴⁶

Introduction

Beyond the dusty books and the quick gestures and the sonorous words that convey the power of spellcasters, there exists another level, one that rewards even deeper understanding of magic. Most magicians and priests remain content to wield the power that they initially learn to control. Some spellcasters explore the subtle changes that they can exercise through metamagic feats, learning the truth beyond the magical tapestry and drawing upon even more powerful effects.

Beyond even these initial explorations, there is ritual magic.

Ritual magic can be broken down into three aspects: augmented ritual casting, combined ritual casting, and true rituals. Ritual magic is available to both divine and arcane casters within the scope of their training. The use of augmented and combined ritual casting is referred to as "ritual casting" of a spell; as these two types of ritual magic are used to augment a caster's normal repertoire of spells. Clerics may therefore apply ritual casting to the converted spontaneous casting of cure or inflict spells.

True rituals are entirely new "spells" that must be learned or researched individually in order for their power to be harnessed. Due to the exacting nature of preparing true rituals, they are only available to clerics, druids and wizards.

Since all ritualistic magic involves longer casting times and is much flashier in respects to casting techniques, opponents get a +4 circumstance bonus to all Spot and Listen checks against the caster(s) during the casting of any type of ritual magic.

Augmented Ritual Magic

The elder wizard stretched further, testing the limits of his powers, as he chanted the obscure, highly unorthodox arcane formula. The twisting of the words was not obvious to the apprentice taking notes - but the effects of the power were evident even to the youngest's untrained eye. The gadwringpower caused sparks to ignite in the air, the smell of ozone and burnt flesh swelling upon the cramped stone room. So all the apprentice's quill scratched away as the concentrated nu* twinfested.

Weaving a spell is the art of drawing upon the tapestry of magic that permeates all things. The use of metamagic feats subtly alters the normal flow of spells, bringing more power to the dweomer at the cost of a higher spell slot. Augmented ritual casting of spells energizes spells at the time that they are cast as opposed to when they are prepared; thus the spellcaster need not sacrifice any spell levels to cast a spell augmented with metamagic. The ritual provides the extra power.

A spellcaster can ritually cast spells augmented with only the metamagic feats that he knows, but he can include each feat that he knows at the expense of extending the casting time, sacrificing more expensive components and taking greater risk that the ritual will fail. Each extra level of metamagic feats that are applied to a spell through augmented ritual magic that would normally increase the level of the spell instead makes the spell take longer to

⁴⁵ Iron Kingdoms Lock & Load: Character Primer

⁴⁶ Copied from *Relics & Rituals* (Sword & Sorcery Studios)

cast and cost more in material components. The total of these extra levels is called the "added level modifier," and this added level modifier is used to determine several aspects of the augmented ritual casting.

The Silent Spell and Still Spell feats cannot be added to augmented ritual spells. If a spell prepared with the effects of one of these feats is used on an augmented ritual casting, the feat's benefits are negated. Also, the Quicken Spell feat may not be added to an augmented ritual casting, though if the feat is used normally and the quickened spell is then augmented, the resulting ritual casting time can be greatly reduced (see below). The Heighten Spell feat can be used with the difference in the actual spell and the new spell level being used to calculate the added level modifier.

If the caster has the feats of Spell Penetration or Spell Focus, he may also use these in augmented ritual castings to provide a bonus beyond the normal +2 benefit of these feats. For every extra +1 bonus (above the normal +2 bonus provided by these feats) with which the caster desires to augment his casting, one level is added to the total added level modifier of the augmented ritual casting. For example, to gain a total +5 bonus on Spell Penetration, the caster would add three more levels to the augmented ritual casting's added level modifier.

The level of the spell being cast plus the added level modifier of all feats augmenting the spell cannot exceed the highest spell level the caster is capable of normally using. For example, a 12th-level wizard cannot cast 7th-level spells; the most he could augment a 7th-level spell through an augmented ritual casting would be to use feats that result in an added level modifier of four (2nd-level spell + 4 added level modifier = 6th-level spell - the highest the wizard can cast).

To determine the casting time of an augmented ritual casting of a spell, first determine the spell's base ritual casting time on table 3-1 by referencing the spell's normal casting time. The ritual casting time is this base ritual casting time multiplied by the total added level modifier of the augmentations. Any casting time that exceeds an hour requires a Ritual Casting check against a DC of 10 + the spell level. Use the spell's original level, not the augmented level, for this DC. A failure on this Ritual Casting check results in the magical energies warping and recoiling back upon the caster. This results in (level of the spell + added level modifier) hp of damage from the magical backlash as the spell is cast. The augmented ritual is still successfully cast in the event of a failed Ritual Casting check.

Augmented ritual castings require extra material components beyond those normally required for casting the spell. These additional components represent the rare materials that must be expended to draw upon even greater power for the spell effect. For divine casters, these material components are holy incense and other trappings that are expended during the casting as offerings to the gods. Arcane casters use a mixture of herbs, minerals and other components based on their specific methods of working magic. Regardless of what these ingredients are, the general cost of the materials is equal to 25 gold x the added level modifier.

Example: The cleric Felmark knows, from a treasure map that he has, that the cave complex his party is about to enter is heavily trapped with deadly devices. Felmark decides that he needs to cast his find traps spell with an extended duration and an enlarged area, both metamagic feats that he knows. He doesn't feel that he can afford to use extra spell levels to augment his casting, so he decides to attempt a ritual casting. Felmark stops his friends and pulls out some of the magic required to augment his spell. Chanting, Felmark pulls the required effects together, with the side effects of his holy symbol glowing and the sound of his loud hymns throughout the casting, culminating in the release of his find traps spell. Since find traps normally has a casting time of 1 action, the base time is changed to five rounds. The Enlarge Spell and Extend Spell feats add one level each, for a total of a +2 added level modifier. The total casting time for the augmented ritual casting of the find traps is now two times five rounds, for a total of ten rounds. The ritual materials cost 50 gold pieces. Felmark now enjoys the benefits of his augmented spell and has expended only a 2nd-level spell.

Combined Ritual Magic

The dark of the new moon allowed no shadows except those cast by the torches set at the cardinal points within the stone circle. Swaying figures dressed in white robes stood in stark contrast to the gray and black of the night. The low droning chant occasionally rose in tempo and volume, carrying into the surrounding hillsides. In the center of the silhouetted shapes, a robed sleeve of vermillion @fted a long athame, directing the actions of the assembled people. The air crackled with the energies that were being brought to bear. Soon the ceremony would come to an end - as would the life of the chatisrwdc cult le@r's enemy.

Under the direction of a single spellcaster, a group of individuals can work together to generate greater spell effects. Similar to the use of augmented ritual magic, the primary caster uses ritual casting to enhance the basic prepared spell (or a free spell slot for a bard or sorcerer) to new heights. Although groups with like magic (divine or arcane) work best together, anyone can assist with the performance of the ritual. Of course, non-spellcasters add to the chance of failure.

Groups of bards often refer to combined ritual casting as concert casting. wizard-only group casting is referred to as cabalistic casting. Most other casters refer to it as a circle casting.

Combined ritual casting works differently than augmented ritual casting in that the caster and participants do not need to have any understanding of metamagic feats. instead, the leader of the combined ritual casts the spell to be modified, and the auxiliary members of the ritual con@ tribute their will, desire and life energies to supplement the overall power of the spell.

This supplementary power is used as bonus levels that are split between the different aspects of the spell. Each aspect of a spell that varies with caster level (range, number of targets, area, duration, damage dice, etc.) is treated as a separate category that can be increased with bonus levels generated by the combined ritual casting. The supplementary bonus levels provided by the ritual casting cannot violate the restrictions or limits of the spell. For example, a combined ritual casting of fireball cannot exceed the spell's 10-dice maximum for damage.

The leader (who casts the actual spell) uses her caster level as the starting level in each category for the casting. The total bonus levels (determined by the formulas in the boxed text) are then divided up and added into each category as the primary caster chooses. The caster's level plus the extra bonus levels now determine the effects for each of the spell's separate categories.

The casting time of the combined ritual is the base time for a combined ritual casting x the number of participants x the spell level. See table 3-2 to determine the base time for the combined ritual casting based on the normal casting time of the spell. The number of participants does not include the leader of the combined ritual, only the people who are helping to power the spell. Any casting time of an hour or longer requires the leader to make a Ritual Casting check to maintain control of the magical energies for the spell. The DC of this skill check is increased by one for every non-spellcaster participating in the ritual. In the event of a failure in the Ritual Casting check, the energies involved with the combined ritual casting create a back-lash that affects all of the participants. These energies assault the bodies and minds of each member of the ritual, resulting in (ritual bonus levels x spell level) hp of damage. A successful Will saving throw (LC of 15 + spell level) reduces this damage by half. The combined ritual is still cast in the event of a failed Ritual Casting check, but only half of the supplementary bonus levels can be harnessed prior to the spell discharge.

Combined ritual casting also requires expensive material components. These additional components are similar to those used in augmented ritual casting and represent the same types of ingredients. The cost of the material components is 10 gold pieces x the number of participants x the spell level.

Example. The Cabal of Black Sorcerers of Ukrudan gathers to circle-cast Evard's black tentacles spell to guard the entry to their fortress from dwarven invaders. The cabal is comprised exclusively of sorcerers. The leader of the combined casting is 10th level, with two assistants of 8th level and three apprentices of 4th level. Since all the

casters are sorcerers, they add $\frac{1}{3}$ of their total caster levels as supplementary bonus levels. The participants have a total of 28 levels, which divided by three yield 9.33 bonus levels. The cabal gets +2 bonus levels since each of the 8th-level assistants also knows the Evard's black tentacles spell for a total of 11.33 (rounded to 11) supplementary bonus levels. Evard's black tentacles has a normal casting time of 1 action, so its base combined ritual casting time becomes 3 minutes. The total casting time for the combined ritual casting of Evard's black tentacles is 4 spell levels $\times$ 5 members $\times$ 3 minutes - a total of sixty minutes. Since the casting time is one hour, the leader must make a Ritual Casting check (DC 14), or each member suffers up to 20 hp of damage (and only 5 bonus levels will be available to the leader). The additional material components for this ritualistic casting cost 100 gp.

After successfully passing the Ritual Casting check, the ritual leader uses three of the bonus levels to add to the duration, two bonus levels to create more tentacles (which is based upon level) and the remaining four bonus levels are added to the range. The net result is the range is now 240 ft. (as a 14th-level caster), the duration is 13 hours (as a 13th-level caster), and the spell has 1d4+12 tentacles (as a 12th-level caster). Because the hit points and attack bonus of the tentacles are based on the caster's level, the leader could have chosen to enhance these attributes instead.

Example. An adventuring war band has a gravely wounded companion that they need to heal. The group's cleric gathers all of the adventurers and quickly instructs them to assist in the combined ritual casting of a cure serious wounds spell. The group consists of the 6th-level cleric, a 7th-level bard, a 6th-level fighter and a 5th-level paladin. The bard is an arcane caster, adding in $\frac{1}{5}$ of her level for $\frac{7}{5}$ (1.4) bonus levels; however, since the bard is able to cast the cure serious wounds spell, he adds an additional +1 level for a total of +2.4 levels. The paladin is a divine caster and contributes $\frac{1}{4}$ of his level for +1.25 levels. The warrior contributes only $\frac{1}{10}$ of his total levels, being a non-spellcaster, for a total of +0.6 levels. The combined bonus levels are +4.25, rounded to +4 bonus levels. Since the cure serious wounds has a base healing of 3d8 + caster level, the cleric uses all four of the bonus levels to boost his effective caster level in relation to the amount of healing from 6 to 10. All other aspects of the spell are calculated from the cleric's six levels of experience. Note that the added levels do not violate the cap of +15 to the cure spell and are therefore acceptable. The total casting time for the combined ritual casting of the cure serious wounds spell is 3 spell levels $\times$ 3 members $\times$ 3 minutes, or a total of 27 minutes. The ritual materials cost 45 gold pieces, and the cure serious wounds heals 3d8+11 hp.

Obviously, the group of sorcerers gains more benefit from the combined ritual casting because they are all the same class. The group of adventurers still is able to support each other with the Combine ritual but with less effectiveness.

True Rituals

Anteas and the two other Calastian battle mages had sat in the same position for three days. The true ritual they found in the lair of the dragon had profound power - enough to appropriately punish the rebels and show them their true destiny as a puppet state under King Virduk's thrall.

True rituals are very complicated spells that are either the stuff of legend or the backbone of religions. They can only be cast in ritual form and cannot be augmented further with any feats or other abilities. True rituals have no schools of magic associated with them; their great power combines all aspects of magic. True rituals are cast as normal spells with a few exceptions.

Components: All true rituals have verbal, somatic, material and experience cost in the spell's components. Each member of the ritual must pay the experience cost. If the ritual is using proxy ritual members (see below) to cast the spell, the experience cost of the replaced caster(s) is divided among the normal casters who are participating in the true ritual.

Casters Required: Each true ritual has a minimum number of required casters. Each caster must have the spell prepared in the usual fashion at the time of casting. True rituals are prepared in lieu of one of the caster's spells of equivalent level.

With multiple casters, the power of the ritual is enhanced. Use the level of the highest caster in the group and add the number of other casters (not proxies) participating in the true ritual. The spell effects are based upon this effective caster level.

Proxy: Some true rituals allow a proxy in place of one or more of the required casters. The proxy section of a true ritual's description details who can replace a required caster during the ritual. Proxies cannot replace every caster; there must be at least one spellcaster to lead the ritual.

Saving Throw: True rituals have more power behind them, which in turn makes them more difficult to resist. Any saving throw against a true ritual spell has a DC of 15 + the level of the spell + the relevant ability modifier (Wis for Clerics and Druids, Int for Wizards) of the highest-level caster participating in the ritual.

Researching Original True Rituals

Any spellcaster who can cast a true ritual (cleric, druid or wizard) can attempt to create a new, original true ritual. But creating a true ritual is much more demanding than creating a normal spell. Like research of regular spells, the creation of true rituals requires access to a well-stocked library for a wizard and meditation, prayer, and sacrifices in a major temple or blessed natural location for clerics and druids. A wizard's library must be comprised of books, treatises and manuscripts totaling at least 50,000 gp in value. Magical items and spellbooks do not count toward this total for the personal library's value. The research must be conducted by at least three spellcasters of the same type (arcane or divine) who collaborate on the spell's research. During the research, each of the spellcasters must pay 1,000 gp per week with a minimum of one week per effective level of the true ritual. This money goes into the same fees, experimentation and components that regular spell research consumes. At the end of the research period, each of the researchers makes a Spellcraft check against a DC of 20 + the spell level. If all of the researchers succeed, the new true ritual has successfully been created (assuming the spell is viable). If any one of the researchers fail, they must all go through the research process again if they wish to keep attempting to learn the true ritual.

The criteria for a viable true ritual are entirely dependent upon the requirements of the Game Master. Use the guidelines for new spell creations in core rulebook II, p. 95. Compare any new true ritual concepts to those presented in the next chapter. The following are required for all true rituals:

- A minimum of three casters is required to perform a true ritual, more depending upon the spell.
- The ritual must have an experience point cost to cast. Higher experience point costs can balance the power level of some true rituals.
- The number of casters required to cast a true ritual is also the number of casters that are required to research the spell. Requiring a high number of casters can also serve to balance a ritual's power level, though not as much as an experience point cost.

Variant: Casting Component –Experience Cost

True rituals feed off of the life energies of the casters involved with their creation, which can result in the loss of a level of experience from the experience point cost of the true ritual. In the event that the experience cost lowers one of the caster's levels, the lost level must come from their primary spellcaster class.

Variant: Power Points

Power points exist throughout the world, where magic gathers in greater amounts. These power points are located throughout the world and can be traced to regions called ley lines. Any magic performed on these points is enhanced as if the caster were a level higher than normal. Dragons naturally gravitate to and attempt to lair at locations with power points. Druids are likewise required to cast all true rituals within the confines of specially prepared power points ringed with standing stones.

Variant: Power Components

The variant for power components, found in the core rulebook 11, P. 96, can be used for ritual spellcasting. For augmented and combined casting of spells, this variant of the rules works normally. But for true rituals, the use of

power components will not completely replace the need for experience in the spell casting. Power components of true rituals eliminate only half the required experience cost; the casters of the spell must still pay the remainder.

Countering Ritual Magic

Dispelling or countering augmented and combined ritual castings of spells is similar to countering a normal spell. Of course, the longer casting time offers a larger window of opportunity to disrupt the spell. Throughout the casting, observers get a Spellcraft check (DC 18 + the spell's level). The DC is slightly higher due to the changes in the prolonged casting, but the longer casting time allows for a retry Spellcraft check each round. Using dispel magic to counter an augmented and combined ritual casting is much easier due to the extra delicate magical energies being manipulated. The dispel check goes against a DC of 6 + the spell's caster level if the dispel check is made during the casting to counter the ritual spell.

As with countering metamagic feats, any additional effects or added levels are not taken into account when counterspelling a ritual casting. A regular cone of cold spell counters a ritually enhanced cone of cold. True rituals cannot be countered with knowledge of the true ritual in question; the preparations are too long and complicated to enact even throughout the hours of casting time required.

True rituals can be easily disrupted through combat, distraction or other means. Unlike ritual casting spells, any dispel magic checks to counterspell a true ritual go against a DC of 15 + the caster level of the ritual's highest-level caster.

Spell Domains

An M or F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An X denotes a spell with an XP component paid by the caster.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Creatures and Characters: The words "creature" and "character" are used synonymously in the spell descriptions.

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

*Dowsing*⁴⁷: Locates nearby sources of potable water.

Flare: Dazzles one creature (–1 on attack rolls).

Ghost Sound: Figment sounds.

Know Direction: You discern north.

Light: Object shines like a torch.

Lullaby: Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against sleep.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

⁴⁷ Source: *Relics & Rituals*

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

*Sneeze*⁴⁸: Causes target to sneeze.

Summon Instrument: Summons one instrument of the caster's choice.

1ST-LEVEL BARD SPELLS

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Person: Makes one person your friend.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

*Detect Gold*⁴⁹: Detects gold or other metals.

Detect Secret Doors: Reveals hidden doors within 60 ft.

*Disappear*⁵⁰: Caster becomes invisible for two rounds.

Disguise Self: Changes your appearance.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

*Flash*⁵¹: Causes a flash of light that blinds enemies.

Grease: Makes 10-ft. square or one object slippery.

Hideous Laughter: Subject loses actions for 1 round/ level.

Hypnotism: Fascinates 2d4 HD of creatures.

Identify^M: Determines properties of magic item.

Lesser Confusion: One creature is confused for 1 round.

Magic Mouth^M: Speaks once when triggered.

Magic Aura: Alters object's magic aura.

Obscure Object: Masks object against scrying.

*Quick Sober*⁵²: Cures the target of alcoholic influences.

*Rabbit Feet*⁵³: Gives +2 bonus/level to Move Silently.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

*Sal's Quiet Contemplation*⁵⁴: Causes enemies to grow passive and philosophical.

*Shade's Sight*⁵⁵: Creature touched may look from nearby shadows.

Silent Image: Creates minor illusion of your design.

Sleep: Puts 4 HD of creatures into magical slumber.

*Steal Sleep*⁵⁶: Transfers need for sleep to target creature.

Summon Monster I: Calls extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for 24 hours.

Unseen Servant: Invisible force obeys your commands.

Ventriloquism: Throws voice for 1 min./level.

⁴⁸ Source: *Relics & Rituals*

⁴⁹ Source: *Relics & Rituals*

⁵⁰ Source: *Relics & Rituals*

⁵¹ Source: *Relics & Rituals*

⁵² Source: *Relics & Rituals*

⁵³ Source: *Relics & Rituals*

⁵⁴ Source: *Relics & Rituals*

⁵⁵ Source: *Relics & Rituals*

⁵⁶ Source: *Relics & Rituals*

2ND-LEVEL BARD SPELLS

Alter Self: Assume form of a similar creature.
Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Blindness/Deafness: Makes subject blind or deaf.
Blur: Attacks miss subject 20% of the time.
Calm Emotions: Calms creatures, negating emotion effects.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.
Daze Monster: Living creature of 6 HD or less loses next action.
Delay Poison: Stops poison from harming subject for 1 hour/ level.
Detect Thoughts: Allows "listening" to surface thoughts.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Fox's Cunning: Subject gains +4 to Int for 1 min./level.
Glitterdust: Blinds creatures, outlines invisible creatures.
Heroism: Gives +2 on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As silent image, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
Scare: Panics creatures of less than 6 HD.
Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 20-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Suggestion: Compels subject to follow stated course of action.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Tongues: Speak any language.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL BARD SPELLS

Blink: You randomly vanish and reappear for 1 round/level.
Charm Monster: Makes monster believe it is your ally.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Daylight: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50%.
Fear: Subjects within cone flee for 1 round/level.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Geas, Lesser: Commands subject of 7 HD or less.
Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Illusory Script^M: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As silent image, plus sound, smell and thermal effects.
Phantom Steed: Magic horse appears for 1 hour/level.
Remove Curse: Frees object or person from curse.
Scrying^F: Spies on subject from a distance.
Sculpt Sound: Creates new sounds or changes existing ones.
Secret Page: Changes one page to hide its real content.
See Invisibility: Reveals invisible creatures or objects.
Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.
Speak with Animals: You can communicate with animals.
Summon Monster III: Calls extraplanar creature to fight for you.
Tiny Hut: Creates shelter for ten creatures.

4TH-LEVEL BARD SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: Teleports you short distance.
Dominate Person: Controls humanoid telepathically.
Freedom of Movement: Subject moves normally despite impediments.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Hold Monster: As hold person, but any creature.
Invisibility, Greater: As invisibility, but subject can attack and stay invisible.
Legend Lore M F: Lets you learn tales about a person, place, or thing.
Locate Creature: Indicates direction to familiar creature.
Modify Memory: Changes 5 minutes of subject's memories.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Secure Shelter: Creates sturdy cottage.
Shadow Conjuration: Mimics conjuring below 4th level, but only 20% real.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Speak with Plants: You can talk to normal plants and plant creatures.
Summon Monster IV: Calls extraplanar creature to fight for you.
Zone of Silence: Keeps eavesdroppers from overhearing conversations.

5TH-LEVEL BARD SPELLS

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Dream: Sends message to anyone sleeping.
False Vision M: Fools scrying with an illusion.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Mind Fog: Subjects in fog get –10 to Wis and Will checks.
Mirage Arcana: As hallucinatory terrain, plus structures.
Mislead: Turns you invisible and creates illusory double.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As major image, but no concentration required.
Seeming: Changes appearance of one person per two levels.
Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.

Shadow Walk: Step into shadow to travel rapidly.
 Song of Discord: Forces targets to attack each other.
 Suggestion, Mass: As suggestion, plus one subject/level.
 Summon Monster V: Calls extraplanar creature to fight for you.

6TH-LEVEL BARD SPELLS

Analyze Dweomer F: Reveals magical aspects of subject.
 Animate Objects: Objects attack your foes.
 Cat's Grace, Mass: As cat's grace, affects one subject/level.
 Charm Monster, Mass: As charm monster, but all within 30 ft.
 Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
 Eagle's Splendor, Mass: As eagle's splendor, affects one subject/level.
 Eyebite: Target becomes panicked, sickened, and comatose.
 Find the Path: Shows most direct way to a location.
 Fox's Cunning, Mass: As fox's cunning, affects one subject/level.
 Geas/Quest: As lesser geas, plus it affects any creature.
 Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
 Irresistible Dance: Forces subject to dance.
 Permanent Image: Includes sight, sound, and smell.
 Programmed Image M: As major image, plus triggered by event.
Project Image: Illusory double can talk and cast spells.
 Scrying, Greater: As scrying, but faster and longer.
 Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
 Summon Monster VI: Calls extraplanar creature to fight for you.
 Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.
 Veil: Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.
 Cure Minor Wounds: Cures 1 point of damage.
 Detect Magic: Detects spells and magic items within 60 ft.
 Detect Poison: Detects poison in one creature or object.
 Guidance: +1 on one attack roll, saving throw, or skill check.
 Inflict Minor Wounds: Touch attack, 1 point of damage.
 Light: Object shines like a torch.
 Mending: Makes minor repairs on an object.
 Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
 Read Magic: Read scrolls and spellbooks.
 Resistance: Subject gains +1 on saving throws.
 Virtue: Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS

Bane: Enemies take -1 on attack rolls and saves against fear.
 Bless: Allies gain +1 on attack rolls and saves against fear.
 Bless Water M: Makes holy water.
 Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
 Command: One subject obeys selected command for 1 round.
 Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Curse Water M: Makes unholy water.
Deathwatch: Reveals how near death subjects within 30 ft. are.
Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Detect Undead: Reveals undead within 60 ft.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements: Exist comfortably in hot or cold environments.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Hide from Undead: Undead can't perceive one subject/level.
Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.
Magic Weapon: Weapon gains +1 bonus.
Obscuring Mist: Fog surrounds you.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary: Opponents can't attack you, and you can't attack.
Shield of Faith: Aura grants +2 or higher deflection bonus.
Summon Monster I: Calls extraplanar creature to fight for you.

2ND-LEVEL CLERIC SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Align Weapon: Weapon becomes good, evil, lawful, or chaotic.
Augury M F: Learns whether an action will be good or bad.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Calm Emotions: Calms creatures, negating emotion effects.
Consecrate M: Fills area with positive energy, making undead weaker.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.
Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Desecrate M: Fills area with negative energy, making undead stronger.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Find Traps: Notice traps as a rogue does.
Gentle Repose: Preserves one corpse.
Hold Person: Paralyzes one humanoid for 1 round/level.
Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
Make Whole: Repairs an object.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Remove Paralysis: Frees one or more creatures from paralysis or slow effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Shatter: Sonic vibration damages objects or crystalline creatures.
Shield Other^F: You take half of subject's damage.
Silence: Negates sound in 20-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Spiritual Weapon: Magic weapon attacks on its own.
Status: Monitors condition, position of allies.
Summon Monster II: Calls extraplanar creature to fight for you.
Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

Animate Dead^M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Continual Flame^M: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding^M: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispel invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Meld into Stone: You and your gear merge with stone.

Obscure Object: Masks object against scrying.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Speak with Dead: Corpse answers one question/two levels.

Stone Shape: Sculpts stone into any shape.

Summon Monster III: Calls extraplanar creature to fight for you.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL CLERIC SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divination^M: Provides useful advice for specific proposed actions.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Healing Channel: Allows cure spells at range

Imbue with Spell Ability: Transfer spells to subject.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Planar Ally, Lesser^X: Exchange services with a 6 HD extraplanar creature.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Restoration^M: Restores level and ability score drains.
Sending: Delivers short message anywhere, instantly.
Spell Immunity: Subject is immune to one spell per four levels.
Summon Monster IV: Calls extraplanar creature to fight for you.
Tongues: Speak any language.

5TH-LEVEL CLERIC SPELLS

Atonement^F: Removes burden of misdeeds from subject.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Command, Greater: As command, but affects one subject/level.
Commune^X: Deity answers one yes-or-no question/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Death Ward, Greater: As death ward
Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.
Disrupting Weapon: Melee weapon destroys undead.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Hallow^M: Designates location as holy.
Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.
Insect Plague: Locust swarms attack creatures.
Mark of Justice: Designates action that will trigger curse on subject.
Plane Shift F: As many as eight subjects travel to another plane.
Raise Dead M: Restores life to subject who died as long as one day/level ago.
Righteous Might: Your size increases, and you gain combat bonuses.
Scrying F: Spies on subject from a distance.
Slay Living: Touch attack kills subject.
Spell Resistance: Subject gains SR 12 + level.
Summon Monster V: Calls extraplanar creature to fight for you.
Symbol of Pain M: Triggered rune wracks nearby creatures with pain.
Symbol of Sleep M: Triggered rune puts nearby creatures into catatonic slumber.
True Seeing M: Lets you see all things as they really are.
Unhallow^M: Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.

6TH-LEVEL CLERIC SPELLS

Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft. field hedges out living creatures.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Bear's Endurance, Mass: As bear's endurance, affects one subject/ level.
Blade Barrier: Wall of blades deals 1d6/level damage.
Bull's Strength, Mass: As bull's strength, affects one subject/level.
Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Dispel Magic, Greater: As dispel magic, but up to +20 on check.
Eagle's Splendor, Mass: As eagle's splendor, affects one subject/level.
Find the Path: Shows most direct way to a location.
Forbiddance^M: Blocks planar travel, damages creatures of different alignment.
Geas/Quest: As lesser geas, plus it affects any creature.
Glyph of Warding, Greater: As glyph of warding, but up to 10d8 damage or 6th-level spell.
Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.
Owl's Wisdom, Mass: As owl's wisdom, affects one subject/level.
Planar Ally^X: As lesser planar ally, but up to 12 HD.
Summon Monster VI: Calls extraplanar creature to fight for you.
Symbol of Fear^M: Triggered rune panics nearby creatures.
Symbol of Persuasion^M: Triggered rune charms nearby creatures.
Undeath to Death^M: Destroys 1d4 HD/level undead (max 20d4).
Wind Walk: You and your allies turn vaporous and travel fast.
Word of Recall: Teleports you back to designated place.

7TH-LEVEL CLERIC SPELLS

Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction^F: Kills subject and destroys remains.
Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.
Ethereal Jaunt: You become ethereal for 1 round/level.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.
Refuge^M: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.
Restoration, Greater^X: As restoration, plus restores all levels and ability scores.
Resurrection^M: Fully restore dead subject.
Scrying, Greater: As scrying, but faster and longer.
Summon Monster VII: Calls extraplanar creature to fight for you.
Symbol of Stunning^M: Triggered rune stuns nearby creatures.
Symbol of Weakness^M: Triggered rune weakens nearby creatures.
Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects.

8TH-LEVEL CLERIC SPELLS

Antimagic Field: Negates magic within 10 ft.
Cloak of Chaos^F: +4 to AC, +4 resistance, and SR 25 against lawful spells.
Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 80-ft.-radius.
Fire Storm: Deals 1d6/level fire damage.
Holy Aura^F: +4 to AC, +4 resistance, and SR 25 against evil spells.
Planar Ally, Greater^X: As lesser planar ally, but up to 18 HD.
Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
Shield of Law^F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
Spell Immunity, Greater: As spell immunity, but up to 8th-level spells.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Symbol of Death^M: Triggered rune slays nearby creatures.
Symbol of Insanity^M: Triggered rune renders nearby creatures insane.
Unholy Aura^F: +4 to AC, +4 resistance, and SR 25 against good spells.

9TH-LEVEL CLERIC SPELLS

Astral Projection^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Gate^X: Connects two planes for travel or summoning.

Heal, Mass: As heal, but with several subjects.

Implosion: Kills one creature/round.

Miracle^X: Requests a deity's intercession.

Soul Bind^F: Traps newly dead soul to prevent resurrection.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls extraplanar creature to fight for you.

True Resurrection^M: As resurrection, plus remains aren't needed.

CLERIC DOMAINS

AIR DOMAIN

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Air Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
- 2 *Wind Wall*: Deflects arrows, smaller creatures, and gases.
- 3 *Gaseous Form*: Subject becomes insubstantial and can fly slowly.
- 4 *Air Walk*: Subject treads on air as if solid (climb at 45-degree angle).
- 5 *Control Winds*: Change wind direction and speed.
- 6 *Chain Lightning*: 1d6/level damage; 1 secondary bolt/level each deals half damage.
- 7 *Control Weather*: Changes weather in local area.
- 8 *Whirlwind*: Cyclone deals damage and can pick up creatures.
- 9 *Elemental Swarm*: Summons multiple elementals. (Cast as an air spell only.)

ANIMAL DOMAIN

Granted Powers: You can use *speak with animals* once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills.

Variant Granted Power⁵⁷: Clerics of nature gods who take the Animal domain can chose to give up the domain ability to *speak with animals* once per day, and also the ability to turn or rebuke undead. Instead the cleric gains an animal companion as a druid. Use the character's cleric level as the druid level to determine the companion's abilities.

Animal Domain Spells

- 1 *Calm Animals*: Calms (2d4 + level) HD of animals.
- 2 *Hold Animal*: Paralyzes one animal for 1 round/level.
- 3 *Dominate Animal*: Subject animal obeys silent mental commands.
- 4 *Summon Nature's Ally IV*^{*}: Calls creature to fight.
- 5 *Commune with Nature*: Learn about terrain for 1 mile/level.
- 6 *Antilife Shell*: 10-ft. field hedges out living creatures.
- 7 *Animal Shapes*: One ally/level polymorphs into chosen animal.
- 8 *Summon Nature's Ally VIII*^{*}: Calls creature to fight.
- 9 *Shapechange*^F: Transforms you into any creature, and change forms once per round.

^{*}Can only summon animals.

⁵⁷ P. Rogers notebook November 2005

CHAOS DOMAIN

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

- 1 *Protection from Law*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 *Shatter*: Sonic vibration damages objects or crystalline creatures.
- 3 *Magic Circle against Law*: As protection spells, but 10-ft. radius and 10 min./level.
- 4 *Chaos Hammer*: Damages and staggers lawful creatures.
- 5 *Dispel Law*: +4 bonus against attacks by lawful creatures.
- 6 *Animate Objects*: Objects attack your foes.
- 7 *Word of Chaos*: Kills, confuses, stuns, or deafens nonchaotic subjects.
- 8 *Cloak of Chaos* F: +4 to AC, +4 resistance, SR 25 against lawful spells.
- 9 *Summon Monster IX**: Calls extraplanar creature to fight for you.

*Cast as a chaos spell only.

DEATH DOMAIN

Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Death Domain Spells

- 1 *Cause Fear*: One creature of 5 HD or less flees for 1d4 rounds.
- 2 *Death Knell*: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.
- 3 *Animate Dead* M: Creates undead skeletons and zombies.
- 4 *Death Ward*: Grants immunity to death spells and negative energy effects.
- 5 *Slay Living*: Touch attack kills subject.
- 6 *Create Undead* M: Create ghouls, ghosts, mummies, or mohrgs.
- 7 *Destruction* F: Kills subject and destroys remains.
- 8 *Create Greater Undead* M: Create shadows, wraiths, spectres, r devourers.
- 9 *Wail of the Banshee*: Kills one creature/level.

DESTRUCTION DOMAIN

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction Domain Spells

- 1 *Inflict Light Wounds*: Touch attack, 1d8 damage +1/level (max +5).
- 2 *Shatter*: Sonic vibration damages objects or crystalline creatures.
- 3 *Contagion*: Infects subject with chosen disease.
- 4 *Inflict Critical Wounds*: Touch attack, 4d8 damage +1/level (max +20).
- 5 *Inflict Light Wounds, Mass*: Deals 1d8 damage +1/level to any creatures.
- 6 *Harm*: Deals 10 points/level damage to target.
- 7 *Disintegrate*: Makes one creature or object vanish.
- 8 *Earthquake*: Intense tremor shakes 80-ft.-radius.
- 9 *Implosion*: Kills one creature/round.

EARTH DOMAIN

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Earth Domain Spells

- 1 *Magic Stone*: Three stones become +1 projectiles, 1d6 +1 damage.
 - 2 *Soften Earth and Stone*: Turns stone to clay or dirt to sand or mud.
 - 3 *Stone Shape*: Sculpts stone into any shape.
 - 4 *Spike Stones*: Creatures in area take 1d8 damage, may be lowed.
 - 5 *Wall of Stone*: Creates a stone wall that can be shaped.
 - 6 *Stoneskin* M: Ignore 10 points of damage per attack.
 - 7 *Earthquake*: Intense tremor shakes 80-ft.-radius.
 - 8 *Iron Body*: Your body becomes living iron.
 - 9 *Elemental Swarm**: Summons multiple elementals.
- *Cast as an earth spell only.

EVIL DOMAIN

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

- 1 *Protection from Good*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 - 2 *Desecrate* M: Fills area with negative energy, making undead stronger.
 - 3 *Magic Circle against Good*: As protection spells, but 10-ft. radius and 10 min./level.
 - 4 *Unholy Blight*: Damages and sickens good creatures.
 - 5 *Dispel Good*: +4 bonus against attacks by good creatures.
 - 6 *Create Undead* M: Create ghouls, ghosts, mummies, or mohrgs.
 - 7 *Blasphemy*: Kills, paralyzes, weakens, or dazes nonevil subjects.
 - 8 *Unholy Aura* F: +4 to AC, +4 resistance, SR 25 against good spells.
 - 9 *Summon Monster IX**: Calls extraplanar creature to fight for you.
- *Cast as an evil spell only.

FIRE DOMAIN

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Fire Domain Spells

- 1 *Burning Hands*: 1d4/level fire damage (max 5d4).
 - 2 *Produce Flame*: 1d6 damage +1/ level, touch or thrown.
 - 3 *Protection from Energy**⁵⁸: Absorb 12 points/level of damage from one kind of energy.
 - 4 *Wall of Fire*: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
 - 5 *Fire Shield*: Creatures attacking you take fire damage; you're protected from heat or cold.
 - 6 *Fire Seeds*: Acorns and berries become grenades and bombs.
 - 7 *Fire Storm*: Deals 1d6/level fire damage.
 - 8 *Incendiary Cloud*: Cloud deals 4d6 fire damage/round.
 - 9 *Elemental Swarm*** : Summons multiple elementals.
- *Resist cold or fire only.
**Cast as a fire spell only.

GOOD DOMAIN

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

- 1 *Protection from Evil*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 *Aid*: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
- 3 *Magic Circle against Evil*: As protection spells, but 10-ft. radius and 10 min./level.

⁵⁸ The idea of the 2nd-level *resist fire* (cold or fire only) as a 3rd-level domain spell is just so stupid I simply had to change it.

- 4 *Holy Smite*: Damages and blinds evil creatures.
- 5 *Dispel Evil*: +4 bonus against attacks by evil creatures.
- 6 *Blade Barrier*: Wall of blades deals 1d6/level damage.
- 7 *Holy Word F*: Kills, paralyzes, slows, or deafens nongood subjects.
- 8 *Holy Aura*: +4 to AC, +4 resistance, and SR 25 against evil spells.
- 9 *Summon Monster IX**: Calls extraplanar creature to fight for you.

*Cast as a good spell only.

HEALING DOMAIN

Granted Power: You cast healing spells at +1 caster level.

Variant Granted Power: Domain spells are cast at +1 caster level. *Cure* spells casts as domain spells roll d12s instead of d8s to determine the results.

Healing Domain Spells

- 1 *Cure Light Wounds*: Cures 1d8 damage +1/level (max +5).
- 2 *Cure Moderate Wounds*: Cures 2d8 damage +1/level (max +10).
- 3 *Cure Serious Wounds*: Cures 3d8 damage +1/level (max +15).
- 4 *Cure Critical Wounds*: Cures 4d8 damage +1/level (max +20).
- Healing Channel*: Allows *cure* spells at range
- 5 *Cure Light Wounds, Mass*: Cures 1d8 damage +1/level (max +25) for many creatures.
- 6 *Heal*: Cures 10 points/level of damage, all diseases and mental conditions.
- 7 *Regenerate*: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 *Cure Critical Wounds, Mass*: Cures 4d8 damage +1/level (max +40) for many creatures.
- 9 *Heal, Mass*: As *heal*, but with several subjects.

KNOWLEDGE DOMAIN

Granted Power: Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at +1 caster level.

Knowledge Domain Spells

- 1 *Detect Secret Doors*: Reveals hidden doors within 60 ft.
- 2 *Detect Thoughts*: Allows "listening" to surface thoughts.
- 3 *Clairaudience/Clairvoyance*: Hear or see at a distance for 1 min./level.
- 4 *Divination*^M: Provides useful advice for specific proposed actions.
- 5 *True Seeing*^M: Lets you see all things as they really are.
- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Legend Lore*^{MF}: Lets you learn tales about a person, place, or thing.
- 8 *Discern Location*: Reveals exact location of creature or object.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

LAW DOMAIN

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

- 1 *Protection from Chaos*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 - 2 *Calm Emotions*: Calms creatures, negating emotion effects.
 - 3 *Magic Circle against Chaos*: As protection spells, but 10-ft. radius and 10 min./level.
 - 4 *Order's Wrath*: Damages and dazes chaotic creatures.
 - 5 *Dispel Chaos*: +4 bonus against attacks by chaotic creatures.
 - 6 *Hold Monster*: As hold person, but any creature.
 - 7 *Dictum*: Kills, paralyzes, slows, or deafens nonlawful subjects.
 - 8 *Shield of Law F*: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
 - 9 *Summon Monster IX**: Calls extraplanar creature to fight for you.
- *Cast as a law spell only.

LUCK DOMAIN

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

- 1 *Entropic Shield*: Ranged attacks against you have 20% miss chance.
- 2 *Aid*: +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).
- 3 *Protection from Energy*: Absorb 12 points/level of damage from one kind of energy.
- 4 *Freedom of Movement*: Subject moves normally despite impediments.
- 5 *Break Enchantment*: Frees subjects from enchantments, alterations, curses, and petrification.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.
- 8 *Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.
- 9 *Miracle X*: Requests a deity's intercession.

MAGIC DOMAIN

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

- 1 *Magic Aura*: Alters object's magic aura.
- 2 *Identify*: Determines properties of magic item.
- 3 *Dispel Magic*: Cancels magical spells and effects.
- 4 *Imbue with Spell Ability*: Transfer spells to subject.
- 5 *Spell Resistance*: Subject gains SR 12 + level.
- 6 *Antimagic Field*: Negates magic within 10 ft.
- 7 *Spell Turning*: Reflect 1d4+6 spell levels back at caster.
- 8 *Protection from Spells M F*: Confers +8 resistance bonus.
- 9 *Mage's Disjunction*: Dispels magic, disenchant magic items.

PLANT DOMAIN

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Add Knowledge (nature) to your list of cleric class skills.

Plant Domain Spells

- 1 *Entangle*: Plants entangle everyone in 40-ft.-radius.
- 2 *Barkskin*: Grants +2 (or higher) enhancement to natural armor.
- 3 *Plant Growth*: Grows vegetation, improves crops.
- 4 *Command Plants*: Sway the actions of one or more plant creatures.
- 5 *Wall of Thorns*: Thorns damage anyone who tries to pass.
- 6 *Repel Wood*: Pushes away wooden objects.
- 7 *Animate Plants*: One or more trees animate and fight for you.
- 8 *Control Plants*: Control actions of one or more plant creatures.
- 9 *Shambler*: Summons 1d4+2 shambling mounds to fight for you.

PROTECTION DOMAIN

Granted Power: You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

- 1 *Sanctuary*: Opponents can't attack you, and you can't attack.

- 2 *Shield Other* F: You take half of subject's damage.
- 3 *Protection from Energy*: Absorb 12 points/level of damage from one kind of energy.
- 4 *Spell Immunity*: Subject is immune to one spell per four levels.
- 5 *Spell Resistance*: Subject gains SR 12 + level.
- 6 *Antimagic Field*: Negates magic within 10 ft.
- 7 *Repulsion*: Creatures can't approach you.
- 8 *Mind Blank*: Subject is immune to mental/emotional magic and scrying.
- 9 *Prismatic Sphere*: As prismatic wall, but surrounds on all sides.

STRENGTH DOMAIN

Granted Power: You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

- 1 *Enlarge Person*: Humanoid creature doubles in size.
- 2 *Bull's Strength*: Subject gains +4 to Str for 1 min./level.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Spell Immunity*: Subject is immune to one spell per four levels.
- 5 *Righteous Might*: Your size increases, and you gain combat bonuses.
- 6 *Stoneskin* M: Ignore 10 points of damage per attack.
- 7 *Grasping Hand*: Large hand provides cover, pushes, or grapples.
- 8 *Clenched Fist*: Large hand provides cover, pushes, or attacks your foes.
- 9 *Crushing Hand*: Large hand provides cover, pushes, or crushes your foes.

SUN DOMAIN

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

Sun Domain Spells

- 1 *Endure Elements*: Exist comfortably in hot or cold environments.
- 2 *Heat Metal*: Make metal so hot it damages those who touch it.
- 3 *Searing Light*: Ray deals 1d8/two levels, more against undead.
- 4 *Fire Shield*: Creatures attacking you take fire damage; you're protected from heat or cold.
- 5 *Flame Strike*: Smite foes with divine fire (1d6/level damage).
- 6 *Fire Seeds*: Acorns and berries become grenades and bombs.
- 7 *Sunbeam*: Beam blinds and deals 4d6 damage.
- 8 *Sunburst*: Blinds all within 10 ft., deals 6d6 damage.
- 9 *Prismatic Sphere*: As prismatic wall, but surrounds on all sides.

TRAVEL DOMAIN

Granted Powers: For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.

Travel Domain Spells

- 1 *Longstrider*: Increases your speed.
- 2 *Locate Object*: Senses direction toward object (specific or type).
- 3 *Fly*: Subject flies at speed of 60 ft.
- 4 *Dimension Door*: Teleports you short distance.
- 5 *Teleport*: Instantly transports you as far as 100 miles/level.

- 6 *Find the Path*: Shows most direct way to a location.
- 7 *Teleport, Greater*: As teleport, but no range limit and no off-target arrival.
- 8 *Phase Door*: Creates an invisible passage through wood or stone.
- 9 *Astral Projection M*: Projects you and companions onto Astral Plane.

TRICKERY DOMAIN

Granted Power: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Trickery Domain Spells

- 1 *Disguise Self*: Disguise own appearance.
- 2 *Invisibility*: Subject invisible 1 min./level or until it attacks.
- 3 *Nondetection*^M: Hides subject from divination, scrying.
- 4 *Confusion*: Subjects behave oddly for 1 round/level.
- 5 *False Vision*^M: Fools scrying with an illusion.
- 6 *Mislead*: Turns you invisible and creates illusory double.
- 7 *Screen*: Illusion hides area from vision, scrying.
- 8 *Polymorph Any Object*: Changes any subject into anything else.
- 9 *Time Stop*: You act freely for 1d4+1 rounds.

WAR DOMAIN

Granted Power: Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

War Domain Spells

- 1 *Magic Weapon*: Weapon gains +1 bonus.
- 2 *Spiritual Weapon*: Magical weapon attacks on its own.
- 3 *Magic Vestment*: Armor or shield gains +1 enhancement per four levels.
- 4 *Divine Power*: You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 *Flame Strike*: Smite foes with divine fire (1d6/level damage).
- 6 *Blade Barrier*: Wall of blades deals 1d6/level damage.
- 7 *Power Word Blind*: Blinds creature with 200 hp or less.
- 8 *Power Word Stun*: Stuns creature with 150 hp or less.
- 9 *Power Word Kill*: Kills creature with 100 hp or less.

WATER DOMAIN

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Water Domain Spells

- 1 *Obscuring Mist*: Fog surrounds you.
- 2 *Fog Cloud*: Fog obscures vision.
- 3 *Water Breathing*: Subjects can breathe underwater.
- 4 *Control Water*: Raises or lowers bodies of water.
- 5 *Ice Storm*: Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 *Cone of Cold*: 1d6/level cold damage.
- Dolomar's Limited Liquefaction*: Caster assumes a liquid state
- 7 *Acid Fog*: Fog deals acid damage.
- 8 *Horrid Wilting*: Deals 1d6/level damage within 30 ft.
- 9 *Elemental Swarm*^{*}: Summons multiple elementals.

^{*}Cast as a water spell only.

DRUID SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.
Cure Minor Wounds: Cures 1 point of damage.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Flare: Dazzles one creature (–1 penalty on attack rolls).
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.
Virtue: Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS

Calm Animals: Calms (2d4 + level) HD of animals.
Charm Animal: Makes one animal your friend.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Animals or Plants: Detects kinds of animals or plants.
Detect Snares and Pits: Reveals natural or primitive traps.
Endure Elements: Exist comfortably in hot or cold environments.
Entangle: Plants entangle everyone in 40-ft.-radius.
Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.
Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Hide from Animals: Animals can't perceive one subject/level.
Jump: Subject gets bonus on Jump checks.
Longstrider: Your speed increases by 10 ft.
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Obscuring Mist: Fog surrounds you.
Pass without Trace: One subject/level leaves no tracks.
Produce Flame: 1d6 damage +1/level, touch or thrown.
Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.
Speak with Animals: You can communicate with animals.
Summon Nature's Ally I: Calls creature to fight.

2ND-LEVEL DRUID SPELLS

Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Barkskin: Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Chill Metal: Cold metal damages those who touch it.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Fire Trap^M: Opened object deals 1d4 +1/level damage.
Flame Blade: Touch attack deals 1d8 +1/two levels damage.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Warp Wood: Bends wood (shaft, handle, door, plank).

Wood Shape: Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Contagion: Infects subject with chosen disease.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Diminish Plants: Reduces size or blights growth of normal plants.

Dominate Animal: Subject animal obeys silent mental commands.

Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

Meld into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Quench: Extinguishes nonmagical fires or one magic item.

Remove Disease: Cures all diseases affecting subject.

Sleet Storm: Hampers vision and movement.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Calls creature to fight.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL DRUID SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Flame Strike: Smite foes with divine fire (1d6/level damage).
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Reincarnate: Brings dead subject back in a random body.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Rusting Grasp: Your touch corrodes iron and alloys.
Scrying^F: Spies on subject from a distance.
Spike Stones: Creatures in area take 1d8 damage, may be slowed.
Summon Nature's Ally IV: Calls creature to fight.

5TH-LEVEL DRUID SPELLS

Animal Growth: One animal/two levels doubles in size.
Atonement: Removes burden of misdeeds from subject.
Awaken^X: Animal or tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning Storm: As call lightning, but 5d6 damage per bolt.
Commune with Nature: Learn about terrain for 1 mile/level.
Control Winds: Change wind direction and speed.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Death Ward: Grants immunity to all death spells and negative energy effects.
Hallow^M: Designates location as holy.
Insect Plague: Locust swarms attack creatures.
Stoneskin^M: Ignore 10 points of damage per attack.
Summon Nature's Ally V: Calls creature to fight.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Tree Stride: Step from one tree to another far away.
Unhallow^M: Designates location as unholy.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Thorns: Thorns damage anyone who tries to pass.

6TH-LEVEL DRUID SPELLS

Antilife Shell: 10-ft.-radius field hedges out living creatures.
Bear's Endurance, Mass: As bear's endurance, affects one subject/level.
Bull's Strength, Mass: As bull's strength, affects one subject/level.
Cat's Grace, Mass: As cat's grace, affects one subject/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Dolomar's Limited Liquefaction: Caster assumes a liquid state.
Find the Path: Shows most direct way to a location.
Fire Seeds: Acorns and berries become grenades and bombs.
Ironwood: Magic wood is strong as steel.
Liveoak: Oak becomes treant guardian.
Move Earth: Digs trenches and builds hills.
Owl's Wisdom, Mass: As owl's wisdom, affects one subject/level.
Repel Wood: Pushes away wooden objects.
Spellstaff: Stores one spell in wooden quarterstaff.
Stone Tell: Talk to natural or worked stone.
Summon Nature's Ally VI: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same kind.

Wall of Stone: Creates a stone wall that can be shaped.

7TH-LEVEL DRUID SPELLS

Animate Plants: One or more plants animate and fight for you.

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Creeping Doom: Swarms of centipedes attack at your command.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Fire Storm: Deals 1d6/level fire damage.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Scrying, Greater: As scrying, but faster and longer.

Summon Nature's Ally VII: Calls creature to fight.

Sunbeam: Beam blinds and deals 4d6 damage.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

True Seeing^M: Lets you see all things as they really are.

Wind Walk: You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS

Animal Shapes: One ally/level polymorphs into chosen animal.

Control Plants: Control actions of one or more plant creatures.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Earthquake: Intense tremor shakes 80-ft.-radius.

Finger of Death: Kills one subject.

Repel Metal or Stone: Pushes away metal and stone.

Reverse Gravity: Objects and creatures fall upward.

Summon Nature's Ally VIII: Calls creature to fight.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Whirlwind: Cyclone deals damage and can pick up creatures.

Word of Recall: Teleports you back to designated place.

9TH-LEVEL DRUID SPELLS

Antipathy: Object or location affected by spell repels certain creatures.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Elemental Swarm: Summons multiple elementals.

Foresight: "Sixth sense" warns of impending danger.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Shambler: Summons 1d4+2 shambling mounds to fight for you.

Shapechange F: Transforms you into any creature, and change forms once per round.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature's Ally IX: Calls creature to fight.

Sympathy M: Object or location attracts certain creatures.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Bless: Allies gain +1 on attack rolls and +1 on saves against fear.

Bless Water: Makes holy water.

Bless Weapon: Weapon strikes true against evil foes.

Create Water: Creates 2 gallons/level of pure water.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Poison: Detects poison in one creature or small object.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Endure Elements: Exist comfortably in hot or cold environments.

Magic Weapon: Weapon gains +1 bonus.

Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.

Virtue: Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Shield Other F: You take half of subject's damage.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL PALADIN SPELLS

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Heal Mount: As heal on warhorse or other special mount.

Magic Circle against Chaos: As protection from chaos, but 10-ft. radius and 10 min./level.

Magic Circle against Evil: As protection from evil, but 10-ft. radius and 10 min./level.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

4TH-LEVEL PALADIN SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Death Ward: Grants immunity to death spells and negative energy effects.

Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Dispel Evil: +4 bonus against attacks by evil creatures.

Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.

Mark of Justice: Designates action that will trigger curse on subject.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration^M: Restores level and ability score drains.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Alarm: Wards an area for 2 hours/level.

Animal Messenger: Sends a Tiny animal to a specific place.

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Poison: Detects poison in one creature or object.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius circle.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Increases your speed.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Pass without Trace: One subject/level leaves no tracks.

Read Magic: Read scrolls and spellbooks.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls animal to fight for you.

2ND-LEVEL RANGER SPELLS

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Snares: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Summon Nature's Ally II: Calls animal to fight for you.

Wind Wall: Deflects arrows, smaller creatures, and gases.

3RD-LEVEL RANGER SPELLS

Command Plants: Sway the actions of one or more plant creatures.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkvision: See 60 ft. in total darkness.

Diminish Plants: Reduces size or blights growth of normal plants.

Magic Fang, Greater: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Reduce Animal: Shrinks one willing animal.

Remove Disease: Cures all diseases affecting subject.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Summon Nature's Ally III: Calls animal to fight for you.

Tree Shape: You look exactly like a tree for 1 hour/level.

Water Walk: Subject treads on water as if solid.

4TH-LEVEL RANGER SPELLS

Animal Growth: One animal/two levels doubles in size.

Commune with Nature: Learn about terrain for 1 mile/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Freedom of Movement: Subject moves normally despite impediments.

Nondetection^M: Hides subject from divination, scrying.

Summon Nature's Ally IV: Calls animal to fight for you.

Tree Stride: Step from one tree to another far away.

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Abjur

Resistance: Subject gains +1 on saving throws.

Conj

Acid Splash: Orb deals 1d3 acid damage.

Div

Detect Poison: Detects poison in one creature or small object.

Detect Magic: Detects spells and magic items within 60 ft.

Read Magic: Read scrolls and spellbooks.

Ench

Daze: Humanoid creature of 4 HD or less loses next action.

Evoc

Dancing Lights: Creates torches or other lights.

Flare: Dazzles one creature (–1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illus

Ghost Sound: Figment sounds.

Necro

Disrupt Undead: Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Trans

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Univ

Arcane Mark: Inscribes a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur

Alarm: Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold environments.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield: Invisible disc gives +4 to AC, blocks magic missiles.

Conj

Grease: Makes 10-ft. square or one object slippery.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extraplanar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

Div

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Identify^M: Determines properties of magic item.

True Strike: +20 on your next attack roll.

Ench

Charm Person: Makes one person your friend.

Hypnotism: Fascinates 2d4 HD of creatures.

Sleep: Puts 4 HD of creatures into magical slumber.

Evoc

Burning Hands: 1d4/level fire damage (max 5d4).

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Illus

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Disguise Self: Changes your appearance.

Magic Aura: Alters object's magic aura.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

Necro

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.

Trans

Animate Rope: Makes a rope move at your command.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Jump: Subject gets bonus on Jump checks.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person: Humanoid creature halves in size.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur

Arcane Lock M: Magically locks a portal or chest.

Obscure Object: Masks object against scrying.

Protection from Arrows: Subject immune to most ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Conj

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Fog Cloud: Fog obscures vision.

Glitterdust: Blinds creatures, outlines invisible creatures.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Div

Detect Thoughts: Allows “listening” to surface thoughts.

Locate Object: Senses direction toward object (specific or type).

See Invisibility: Reveals invisible creatures or objects.

Ench

Daze Monster: Living creature of 6 HD or less loses next action.

Hideous Laughter: Subject loses actions for 1 round/level.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evoc

Continual Flame^M: Makes a permanent, heatless torch.

Darkness: 20-ft. radius of supernatural shadow.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Shatter: Sonic vibration damages objects or crystalline creatures.

Illus

Blur: Attacks miss subject 20% of the time.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Magic Mouth^M: Speaks once when triggered.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.

Phantom Trap^M: Makes item seem trapped.

Necro

Blindness/Deafness: Makes subject blinded or deafened.

Command Undead: Undead creature obeys your commands.

False Life: Gain 1d10 temporary hp +1/level (max +10).

Ghoul Touch: Paralyzes one subject, which exudes stEnch that makes those nearby sickened.

Scare: Panics creatures of less than 6 HD.

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Trans

Alter Self: Assume form of a similar creature.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Darkvision: See 60 ft. in total darkness.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Fox's Cunning: Subject gains +4 Int for 1 min./level.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Rope Trick: As many as eight creatures hide in extradimensional space.

Spider Climb: Grants ability to walk on walls and ceilings.

Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dispel Magic: Cancels magical spells and effects.

Explosive Runes: Deals 6d6 damage when read.

Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.

Nondetection^M: Hides subject from divination, *scrying*.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conj

Phantom Steed: Magic horse appears for 1 hour/level.

Sepia Snake Sigil M: Creates text symbol that immobilizes reader.

Sleet Storm: Hampers vision and movement.

Stinking Cloud: Nauseating vapors, 1 round/level.

Summon Monster III: Calls extraplanar creature to fight for you.

Div

Arcane Sight: Magical auras become visible to you.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Tongues: Speak any language.

Ench

Deep Slumber: Puts 10 HD of creatures to sleep.

Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

Suggestion: Compels subject to follow stated course of action.

Evoc

Daylight: 60-ft. radius of bright light.

Fireball: 1d6 damage per level, 20-ft. radius.

Lightning Bolt: Electricity deals 1d6/level damage.

Tiny Hut: Creates shelter for ten creatures.

Wind Wall: Deflects arrows, smaller creatures, and gases.

Illus

Displacement: Attacks miss subject 50%.

Illusory Script M: Only intended reader can decipher.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Major Image: As silent image, plus sound, smell and thermal effects.

Necro

Gentle Repose: Preserves one corpse.

Halt Undead: Immobilizes undead for 1 round/level.

Ray of Exhaustion: Ray makes subject exhausted.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

Trans

Blink: You randomly vanish and reappear for 1 round/level.

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater: +1/four levels (max +5).

Secret Page: Changes one page to hide its real content.

Shrink Item: Object shrinks to one-sixteenth size.

Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

Water Breathing: Subjects can breathe underwater.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dimensional Anchor: Bars extradimensional movement.

Fire Trap M: Opened object deals 1d4 damage +1/level.
 Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
 Remove Curse: Frees object or person from curse.
 Stoneskin M: Ignore 10 points of damage per attack.
 Conj
 Black Tentacles: Tentacles grapple all within 20 ft. spread.
 Dimension Door: Teleports you short distance.
 Minor Creation: Creates one cloth or wood object.
 Secure Shelter: Creates sturdy cottage.
 Solid Fog: Blocks vision and slows movement.
 Summon Monster IV: Calls extraplanar creature to fight for you.

Div

Arcane Eye: Invisible floating eye moves 30 ft./round.
Detect Scrying: Alerts you of magical eavesdropping.
Locate Creature: Indicates direction to familiar creature.
Scrying^F: Spies on subject from a distance.

Ench

Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Geas, Lesser: Commands subject of 7 HD or less.

Evoc

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Resilient Sphere: Force globe protects but traps one subject.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Illus

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater: As invisibility, but subject can attack and stay invisible.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.

Necro

Animate Dead^M: Creates undead skeletons and zombies.
Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Contagion: Infects subject with chosen disease.
Enervation: Subject gains 1d4 negative levels.
Fear: Subjects within cone flee for 1 round/level.

Trans

Enlarge Person, Mass: Enlarges several creatures.
Mnemonic Enhancer^F: Wizard only. Prepares extra spells or retains one just cast.
Polymorph: Gives one willing subject a new form.
Reduce Person, Mass: Reduces several creatures.
Stone Shape: Sculpts stone into any shape.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dismissal: Forces a creature to return to native plane.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Conj

Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard, attack.

Major Creation: As minor creation, plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Secret Chest^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.

Summon Monster V: Calls extraplanar creature to fight for you.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Stone: Creates a stone wall that can be shaped.

Div

Contact Other Plane: Lets you ask question of extraplanar entity.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Telepathic Bond: Link lets allies communicate.

Ench

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As hold person, but any creature.

Mind Fog: Subjects in fog get –10 to Wis and Will checks.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

Evoc

Cone of Cold: 1d6/level cold damage.

Interposing Hand: Hand provides cover against one opponent.

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage.

Illus

Dream: Sends message to anyone sleeping.

False Vision^M: Fools scrying with an illusion.

Mirage Arcana: As hallucinatory terrain, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As major image, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Necro

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Magic Jar^F: Enables possession of another creature.

Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

Waves of Fatigue: Several targets become fatigued.

Trans

Animal Growth: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.

Dolomard's Limited Liquefaction: Caster assumes a liquid state.

Fabricate: Transforms raw materials into finished items.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Univ

Permanency^X: Makes certain spells permanent.

6TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Antimagic Field: Negates magic within 10 ft.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Globe of Invulnerability: As lesser *globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Repulsion: Creatures can't approach you.

Conj

Acid Fog: Fog deals acid damage.

Planar Binding: As lesser *planar binding*, but up to 12 HD.

Summon Monster VI: Calls extraplanar creature to fight for you.

Wall of Iron M: 30 hp/four levels; can topple onto foes.

Div

Analyze Dweomer^F: Reveals magical aspects of subject.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

True Seeing^M: Lets you see all things as they really are.

Ench

Geas/Quest: As lesser *geas*, plus it affects any creature.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Evoc

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency^F: Sets trigger condition for another spell.

Forceful Hand: Hand pushes creatures away.

Freezing Sphere: Freezes water or deals cold damage.

Illus

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

Necro

Circle of Death^M: Kills 1d4/level HD of creatures.

Create Undead^M: Creates ghouls, ghosts, mummies, or mohrgs.

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Undeath to Death^M: Destroys 1d4/level HD of undead (max 20d4).

Trans

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/ level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/ level.

Mage's Lucubration: Wizard only. Recalls spell of 5th level or lower.

Move Earth: Digs trenches and build hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/ level.

Stone to Flesh: Restores petrified creature.

Transformation^M: You gain combat bonuses.

7TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conj

Instant Summons^M: Prepared object appears in your hand.

Mage's Magnificent Mansion^F: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift^F: As many as eight subjects travel to another plane.

Summon Monster VII: Calls extraplanar creature to fight for you.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

Teleport Object: As *teleport*, but affects a touched object.

Div

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Scrying, Greater: As *scrying*, but faster and longer.

Vision^{Mx}: As *legend lore*, but quicker and strenuous.

Ench

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous confusion.

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Evoc

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Forcecage^M: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Mage's Sword^F: Floating magic blade strikes opponents.

Prismatic Spray: Rays hit subjects with variety of effects.

Illus

Invisibility, Mass: As *invisibility*, but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow Conjuration, Greater: As *shadow conjuration*, but up to 6th level and 60% real.

Simulacrum^{Mx}: Creates partially real double of a creature.

Necro

Control Undead: Undead don't attack you while under your command.

Finger of Death: Kills one subject.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

Trans

Control Weather: Changes weather in local area.

Ethereal Jaunt: You become ethereal for 1 round/level.

Reverse Gravity: Objects and creatures fall upward.

Statue: Subject can become a statue at will.

Univ

Limited Wish^X: Alters reality—within spell limits.

8TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Conj

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Maze: Traps subject in extradimensional maze.

Planar Binding, Greater: As lesser *planar binding*, but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Trap the Soul ^{MF}: Imprisons subject within gem.

Div

Discern Location: Reveals exact location of creature or object.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Prying Eyes, Greater: As *prying eyes*, but eyes have true seeing.

Ench

Antipathy: Object or location affected by spell repels certain creatures.

Binding ^M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Demand: As *sending*, plus you can send *suggestion*.

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity ^M: Triggered rune renders nearby creatures insane.

Sympathy ^F: Object or location attracts certain creatures.

Evoc

Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Illus

Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

Screen: Illusion hides area from vision, *screaming*.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Necro

Clone ^{MF}: Duplicate awakens when original dies.

Create Greater Undead ^M: Create shadows, wraiths, spectres, or devourers.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Symbol of Death ^M: Triggered rune slays nearby creatures.

Trans

Iron Body: Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis ^M: Puts subject into suspended animation.

9TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dispel Magic, Legendary *: As *dispel magic* only limit is +30.

Freedom: Releases creature from *imprisonment*.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchant magic items.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conj

Gate ^X: Connects two planes for travel or summoning.

Refuge ^M: Alters item to transport its possessor to you.

Summon Monster IX: Calls extraplanar creature to fight for you.

Teleportation Circle ^M: Circle *teleports* any creature inside to designated spot.

Div

Foresight: "Sixth sense" warns of impending danger.

Ench

Dominate Monster: As *dominate person*, but any creature.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

Evoc

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Illus

Shades: As *shadow conjuration*, but up to 8th level and 80% real.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Necro

Astral Projection^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Soul Bind^F: Traps newly dead soul to prevent resurrection.

Wail of the Banshee: Kills one creature/level.

Trans

Etherealness: Travel to Ethereal Plane with companions.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

Univ

Wish^X: As *limited wish*, but with fewer limits.

Spells

Death Ward, Greater

Necromancy

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

An undead creature using a melee attack takes 2d6 points of damage from positive energy. An attacking caster or weapon receives no damage.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Source: Original.

Dispel Magic, Legendary

Abjuration

Level: Cleric 9, Druid 9, Magic 9, Sorcerer/Wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +30 instead of +10.

Additionally, *legendary dispel magic* has a chance to dispel any effect that *break enchantment* or *remove curse* can remove, even if *dispel magic* cannot dispel that effect.

Dolomar's Limited Liquefaction⁵⁹

Transmutation

Level: Water 6, Druid 6, Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target or Area: Caster

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: None

Dolomar's Limited Liquefaction allows the caster to alter his body and carried accoutrements into a malleable, mostly liquid magical state. While the caster retains some semblance of his normal form, he is completely liquid – rippling and undulating like a puddle as he moves. In addition, the caster is able to split and rejoin as if he was living mercury.

While liquefied, the caster may act normally, including casting spells, so long as the spells have no material or verbal components. Any physical attacks made by the caster are ineffectual, although touch based spells work normally. The caster gains damage reduction 10/magic, can breathe water and may Hide at +15 bonus when completely submerged in liquid. Solid objects cannot be manipulated. The caster may slip out of or through solid constraints such as nets, ropes or the arms of a grappler automatically and may pass through openings of any size as quickly as a body of water of similar volume could pour through the same opening. Sealed barriers such as *wall of force*, *wall of stone* or *wall of iron* cannot be bypassed through the use of this spell.

Material Components: Several drops of water.

Healing Channel

Conjuration (Healing)

Level: Cleric 4, Healing 4

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target: Caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

For the duration of this spell, the caster can cast any of the following spells as if they had a range of Close (25 ft. + 5 ft./2 levels): *cure light wounds*, *cure minor wounds*, *cure moderate wounds*, *cure serious wounds*, *remove fear*. It requires a ranged touch attack to hit an unwilling target. The target is affected normally by the spell, just as if it had been touched.

Healing Channel, Greater

Conjuration (Healing)

Level: Cleric 7, Healing 7

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

⁵⁹ Source: *Relics & Rituals* (Sword & Sorcery Studios)

Target: Caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

For the duration of this spell, the caster can cast any of the following spells as if they had a range of Medium (100 ft. + 10 ft./level): *cure critical wounds*, *cure light wounds*, *cure minor wounds*, *cure moderate wounds*, *cure serious wounds*, *heal*, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, *remove paralysis*. It requires a ranged touch attack to hit an unwilling target. The target is affected normally by the spell, just as if it had been touched.

Living Catapult

Conjuration (Summoning) [see text]

Level: Cleric 6, Druid 5, Sorcerer/wizard 6

Components: V, S, M, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a stone giant with a full bag of rocks. This stone giant can be commanded to throw rocks every round. It does not engage in melee, but defends itself by throwing rocks at melee opponents (aking a 5-foot step if necessary to avoid attacks of opportunity). The giant hs the Point Blank Shot, Precise Shot, Far Shot and Weapon Focus (thrown boulder) feats as bonus feats (range increment with rocks 360 ft., +12 ranged attack). Due to the binding limitations of the spell, it will not do anything but move and throw rocks, so do not even bother asking (to get an unrestricted stone giant, use *summon monster VII* or *summon nature's ally VI*). When cast by a cleric, sorcerer or wizard, the giant comes from the Elemental Plane of Earth and has no templates. The giant carries two rocks per caster level, and these disappear when the spell ends.

Planar Ally

This spell functions as written except the Challenge Rating of the creature is used instead of the Hit Dice. The caster may call one creature with CR 12 or less, or two creatures whose combined individual CRs total 12 or less. The called creatures do not need to be identical, but they must be of the same type and alignment.

Planar Ally, Greater

This spell functions as written except the Challenge Rating of the creature is used instead of the Hit Dice. The caster may call one creature with CR 18 or less, or up to three creatures whose combined individual CRs total 18 or less. The called creatures do not need to be identical, but they must be of the same type and alignment.

Planar Ally, Lesser

This spell functions as written except the Challenge Rating of the creature is used instead of the Hit Dice. The caster may call one creature with CR 6 or less.

Planar Binding

This spell functions as written except the Challenge Rating of the creature is used instead of the Hit Dice. The caster may call one creature with CR 12 or less, or up to three creatures whose combined individual CRs total 12 or less. The called creatures do not need to be identical, but they must be of the same type.

Planar Binding, Greater

This spell functions as written except the Challenge Rating of the creature is used instead of the Hit Dice. The caster may call one creature with CR 18 or less, or up to three creatures whose combined individual CRs total 18 or less. The called creatures do not need to be identical, but they must be of the same type.

Planar Binding, Lesser

This spell functions as written except the Challenge Rating of the creature is used instead of the Hit Dice. The caster may call one creature with CR 6 or less.

Purify Air

Transmutation

Level: Air 3, Druid 3, Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft. radius area from caster, 20 ft. high

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

The spell instantly neutralizes dangerous gases and chemicals in the area of effect, causing harmful substances to be destroyed or precipitate out. This can be used to counter appropriate spells with a caster level check against the caster level or hit dice of the creature that generated the original effect. The pure air is subject to contamination again as it is normal air that has been cleansed. Air creatures, or gaseous creatures in the area of effect take 1d6 points of damage per 3 caster levels (maximum 5d6).

Material Components: A pinch of finely ground charcoal.

Smite⁶⁰

Evocation [see text]

Level: Cleric 1, Paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: Caster's weapon

Duration: Discharge (D)

Saving Throw: None

Spell Resistance: No

When cast, the priest or paladin invoking *smite* must designate what he is smiting – evil, good, chaos or law. The spell then becomes magic of that type. Casters cannot choose to *smite* anything of their own alignment.

Once invoked, the caster's weapon glows with aligned illumination (white light for smiting evil, a twisting darkness for smiting good, constant blue light for smiting chaos and multicolored, shimmering hues for smiting law) until he makes his next melee attack with that weapon or until the weapon leaves his hand. If the caster's next attack with the weapon is against an appropriate target, he adds his relevant ability bonus (Wisdom for clerics, Charisma for paladins) to his attack roll and his class level to the damage roll. If the target is not of the appropriate alignment for the *smite*, then the spell ends with no effect.

Summon Monster

A spell-caster with both the Heighten Spell and Improved Heighten Spell feats can heighten any *summon monster* spell to any level and it is treated as a *summon monster* spell of that level. This is more useful to sorcerers and other spontaneous casters than to classes that prepare spells.

⁶⁰ Adapted from *Relics & Rituals* by Sword & Sorcery Studios

Summon monster can be used to summon creatures of any type. These creatures are pulled from the outer planes and typically have the celestial or fiendish templates added to them. It is also possible to pull undead or their unliving celestial counterparts from the outer planes as well.

Spell	CR of creature	Minimum caster level
<i>Summon monster I</i>	½	1
<i>Summon monster II</i>	1	3
<i>Summon monster III</i>	2	5
<i>Summon monster IV</i>	3	7
<i>Summon monster V</i>	4-5	9
<i>Summon monster VI</i>	6-7	11
<i>Summon monster VII</i>	8-9	13
<i>Summon monster VIII</i>	10-11	15
<i>Summon monster IX</i>	12-13	17
<i>Summon monster X</i>	14-15	21 (epic spell slot)
<i>Summon monster XI</i>	16-17	21
<i>Summon monster XII</i>	18-19	23
<i>Summon monster XIII</i>	20-21	25
<i>Summon monster XIV</i>	22-23	27
<i>Summon monster XV</i>	24-25	29

Summon Monster I

Summon Monster II

Summon Monster III

Mandradoras (3 HD) (*Armies of the Abyss*)

Summon Monster IV

Hydraggon (4 HD) (*Armies of the Abyss*)

Mandradoras (5 HD) (*Armies of the Abyss*)

Spawn of Marbas (4 HD) (*Armies of the Abyss*)

Summon Monster V

Alrune (5 HD) (*Armies of the Abyss*)

Hydraggon (5 HD) (*Armies of the Abyss*)

Jahi (5 HD) (*Armies of the Abyss*)

Mandradoras (7 HD) (*Armies of the Abyss*)

Schir (6 HD) (*Armies of the Abyss*)

Skulldugger (3 HD) (*Armies of the Abyss*)

Spawn of Marbas (6 HD) (*Armies of the Abyss*)

Stygian Interloper (6 HD) (*Armies of the Abyss*)

Summon Monster VI

Alrune (9 HD) (*Armies of the Abyss*)

Darba (6 HD) (*Armies of the Abyss*)

Hydraggon (10 HD) (*Armies of the Abyss*)

Jahi (7 HD) (*Armies of the Abyss*)

Schir (10 HD) (*Armies of the Abyss*)

Spawn of Marbas (10 HD) (*Armies of the Abyss*)

Stygian Interloper (8 HD) (*Armies of the Abyss*)

Summon Monster VII

Alrune (13 HD) (*Armies of the Abyss*)

Darba (10 HD) (*Armies of the Abyss*)

Enveloper of the Innocent (8 HD) (*Armies of the Abyss*)

Incubus (8 HD) (*Armies of the Abyss*)

Schir (14 HD) (*Armies of the Abyss*)

Shoggti (8 HD) (*Armies of the Abyss*)

Solesik (6 HD) (*Armies of the Abyss*)

Spineseeker (12 HD) (*Armies of the Abyss*)

Stygian Interloper (12 HD) (*Armies of the Abyss*)

Summon Monster VIII

Darba (14 HD) (*Armies of the Abyss*)

Enveloper of the Innocent (12 HD) (*Armies of the Abyss*)

Incubus (10 HD) (*Armies of the Abyss*)

Locust Demon (12 HD) (*Armies of the Abyss*)

Nygoth (12 HD) (*Armies of the Abyss*)

Schir (18 HD) (*Armies of the Abyss*)

Shoggti (10 HD) (*Armies of the Abyss*)

Solesik (10 HD) (*Armies of the Abyss*)

Spineseeker (16 HD) (*Armies of the Abyss*)

Stygian Interloper (16 HD) (*Armies of the Abyss*)

Summon Monster IX

Darba (18 HD) (*Armies of the Abyss*)

Enveloper of the Innocent (16 HD) (*Armies of the Abyss*)

Incubus (14 HD) (*Armies of the Abyss*)

Locust Demon (16 HD) (*Armies of the Abyss*)

Nygoth (16 HD) (*Armies of the Abyss*)

Paigoel (12 HD) (*Armies of the Abyss*)

Shoggti (14 HD) (*Armies of the Abyss*)

Solesik (14 HD) (*Armies of the Abyss*)

Spineseeker (20 HD) (*Armies of the Abyss*)

Summon Monster X

Alastor (11 HD) (*Armies of the Abyss*)

Enveloper of the Innocent (20 HD) (*Armies of the Abyss*)

Incubus (18 HD) (*Armies of the Abyss*)

Locust Demon (20 HD) (*Armies of the Abyss*)

Nygoth (20 HD) (*Armies of the Abyss*)

Shoggti (18 HD) (*Armies of the Abyss*)

Solesik (18 HD) (*Armies of the Abyss*)

Spineseeker (24 HD) (*Armies of the Abyss*)

Summon Monster XI

Alastor (15 HD) (*Armies of the Abyss*)

Enveloper of the Innocent (24 HD) (*Armies of the Abyss*)

Incubus (22 HD) (*Armies of the Abyss*)

Locust Demon (24 HD) (*Armies of the Abyss*)

Nyogoth (24 HD) (*Armies of the Abyss*)

Solesik (22 HD) (*Armies of the Abyss*)

Spineseeker (28 HD) (*Armies of the Abyss*)

Summon Monster XII

Alastor (19 HD) (*Armies of the Abyss*)

Locust Demon (28 HD) (*Armies of the Abyss*)

Spineseeker (32 HD) (*Armies of the Abyss*)

Summon Monster XIII

Alastor (23 HD) (*Armies of the Abyss*)

Locust Demon (32 HD) (*Armies of the Abyss*)

Soulkeeper (18 HD) (*Armies of the Abyss*)

Spineseeker (36 HD) (*Armies of the Abyss*)

Summon Monster XIV

Locust Demon (36 HD) (*Armies of the Abyss*)

Soulkeeper (22 HD) (*Armies of the Abyss*)

Summon Monster XI

Armageddon Beast (30 HD) (*Armies of the Abyss*)

Soulkeeper (26 HD) (*Armies of the Abyss*)

Summon Nature's Ally

A spell-caster with both the Heighten Spell and Improved Heighten Spell feats can heighten any *summon nature's ally* spell to any level and it is treated as a *summon nature's ally* spell of that level. This is more useful to sorcerers and other spontaneous casters than to classes that prepare spells.

Summon nature's ally can summon creatures that are slightly more powerful than the *summon monster* spell, however, *summon nature's ally* can only be used to call creatures of the Animal, Elemental, Magical Beast, or Plant type.

Spell	CR of creature	Minimum caster level
<i>Summon nature's ally I</i>	1	1
<i>Summon nature's ally II</i>	2	3
<i>Summon nature's ally III</i>	3	5
<i>Summon nature's ally IV</i>	4	7
<i>Summon nature's ally V</i>	5-6	9
<i>Summon nature's ally VI</i>	7-8	11
<i>Summon nature's ally VII</i>	9-10	13
<i>Summon nature's ally VIII</i>	11-12	15

Spell	CR of creature	Minimum caster level
<i>Summon nature's ally IX</i>	13-14	17
<i>Summon nature's ally X</i>	15-16	21 (epic spell slot)
<i>Summon nature's ally XI</i>	17-18	21
<i>Summon nature's ally XII</i>	19-20	23
<i>Summon nature's ally XIII</i>	21-22	25
<i>Summon nature's ally XIV</i>	23-24	27
<i>Summon nature's ally XV</i>	25-26	29

Swarm of Mage Swords⁶¹

Evocation [Force]

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword/2 levels

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell brings into being a number of shimmering, sword-like planes of force. The swords strike at any opponent within its range, as you desire, starting in the round that you cast the spell. Each sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x2.

A lone sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If more than one sword is designated to attack the same target, the swords coordinate to flank the foe, even attacking from directions different than the caster, and grant each other flanking bonuses.

If a sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch a sword to a new target. If you do not, the sword continues to attack the previous round's target.

A sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time a *mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A pair of miniature platinum swords with the grips and pommel of copper and zinc. Each costs 250 gp to construct, and can also be used as the focus of a *mage's sword* spell.

⁶¹ Morpheus Unbound notebook, "March 2007 to May 2007"

Arcane Alterations: Templates for Spells⁶²

Just as creature templates alter the basic statistics and abilities of monsters, spell templates modify existing spells, altering their parameters or requirements. A spellcaster who has access to a particular spell template can apply it to any of her spells that meet the requirements specified in the template's description.

A character can acquire a template in any of several ways. She can gain a class feature or magic item that allows her to apply a spell template to her spells, or she can take a special kind of feat (called a ceremonial feat) that grants access to the desired template. Unless otherwise noted, use of a template to modify a spell does not increase its level.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. Access to spell templates is just one of the many benefits that feats in this category provide. Acquiring a ceremonial feat requires not only an available feat slot, but also a daylong ritual or ceremony. The ritual takes one week to prepare and requires special supplies and ingredients costing 100 gp. (This cost does not apply to a ceremonial feat taken at 1st level because the ritual is assumed to have occurred before the character enters play.)

A character who has access to more than one spell template can add multiple templates to a given spell, as long as all of them are applicable to that spell and she can pay all of the costs. Unless otherwise specified, a spell template that applies a special effect to a spell does so only once, regardless of how many separate effects the spell produces. For example, if a spellcaster uses the ghost touch template on a *scorching ray* spell (which fires up to three rays), the ghost touch effect applies only to the first ray.

The following format is used to present spell template information.

Name

The description of the spell template discusses its origin, effect, and the kind of spells to which it can be applied. For example, some templates work only with spells that deal hit point damage, some with spells of a certain school or subschool, some with single-target spells, and so forth. Any physical effects that use of the template may have on the spellcaster are also noted here.

Cost: The cost must be applied to each time the spell template comes into play. Costs might be material components of a certain value, or they might be verbal or somatic components that cannot be modified (or negated) by any means, including metamagic feats. For example, the Silent Spell feat cannot be applied to a spell with verbal component that cannot be modified. Material components are consumed unless the components are specified as a material focus.

Prerequisites: This entry describes the ways in which the spell template can be acquired. In most cases, a spell template is acquired by taking the requisite ceremonial feat.

Bloodleech

Using methods taught by the spirits of slain necromancers, you draw strength from those you would with your spells. Your veins throb and pulse visibly when you cast a bloodleech spell.

This template can be added to any spell that deals hit point damage. The spell deals an additional 1d6 points of damage to one living target of the caster's choice, and the caster is instantly healed of damage equal to this bonus amount. If the chosen target is immune to the type of damage the spell deals or does not suffer the damage for some reason, the caster does not heal any hit points.

Using a bloodleech spell against another sentient creature is considered an evil act.

Cost: Verbal component (a specific, guttural, evil-sounding word or phrase) that cannot be modified and a material component (a ruby worth at least 25 gp).

Prerequisite: Bloodthirsty (ceremonial feat)

Champion

You have learned ancient magical techniques for imbuing summoned monsters with greater power. Creatures summoned via champion spells appear slightly larger and more powerful than typical specimens of their kind.

⁶² *Dragon 311*, September 2003, an article by Christopher Perkins based on an idea by Monte Cook. **Incomplete – I have to finish copying the piece into this document.**

This template can be added to any conjuration (summoning) spell that summons one or more creatures. All creatures summoned with a champion spell have maximum hit points. Furthermore, you may cast spells with a range of “touch” on any creatures you have summoned without actually needing to touch them, provided that they are within your line of sight. For example, you could cast a *blur* spell on a creature you have summoned even if it's standing 30 feet away from you. All other parameters (such as range, number of targets, and the like) of a touch spell used in this manner still apply normally.

Cost: Material component (a topaz worth at least 250 gp).

Prerequisite: Superior Summons (ceremonial feat).

Concussive

You have learned how to direct your destructive spells so that they strike with maximum force. Concussive spells are louder than normal and seem to strike with greater impact.

This template can be added to any spell that deals hit point damage. Any creature damaged by a concussive spell must succeed on a Balance check (DC 10 + caster level) or be knocked prone by the impact of the spell.

Cost: Somatic component (thrusting hand gestures) that cannot be modified and a material component (a pearl worth at least 25 gp).

Prerequisite: Spellstrike (ceremonial feat)

Magic Weapons

Auto-loading

This weapon enhancement for crossbows, slings, and similar weapons makes the weapon self-loading; it automatically generates new ammunition and prepares itself to be used again. The ammunition has no special properties. The user can unload the ammunition to load special ammunition as a move action; the weapon readies itself normally after the ammunition is used. The user can unload the weapon for storage; it loads and prepares itself the next time it is readied.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *haste*, *minor creation*; Price +2 bonus.

Quick-loading

This weapon enhancement for crossbows, slings, and similar weapons makes the weapon practically self-loading. The wielder benefits as if she had the Rapid Reload feat when using a crossbow with this enhancement.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +1 bonus.

Specific Magic Weapons

Deep Fey Sword (Magic Weapon)⁶³

Deep Fey Sword: These ornately sculpted bastard swords are used by the deep fey in their battles. The sword is enchanted with strong glamers, making it appear to be more devastating than it really is. Anyone struck by a deep fey sword must make a Will save vs. the sword's DC or take an additional amount of illusionary damage. The additional damage depends on the model of sword, as indicated below. Anyone reduced to 0 hit points by this illusionary damage is rendered unconscious. This damage is non-lethal damage and can be healed accordingly.

Deep Fey Sword +2: *Additional Damage:* 1d10; *Save DC:* 15; *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *major image*; *Market Price:* 16,335 gp; *Cost to Create:* 8,335 gp + 640 XP.

⁶³ *Arms & Armor*, Bastion Press

Deep Fey Sword +3: *Additional Damage:* 2d8; *Save DC:* 16; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *major image*; *Market Price:* 25,335 gp; *Cost to Create:* 12,835 gp + 1000 XP.

Deep Fey Sword +4: *Additional Damage:* 2d10; *Save DC:* 17; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *major image*; *Market Price:* 36,335 gp; *Cost to Create:* 16,335 gp + 1,280 XP.

Source: Arms & Armor, Bastion Press, Inc.

Magic Staves

Staff of Restoration

A utility staff developed by those fighting undead and powerful outsiders.

- *Make whole* (1 charge)
- *Restoration* (1 charge)
- *Greater restoration* (2 charges)

Caster Level: 14. *Market Value:* 80,000 gp.

Staff of Monster Summoning

A staff for summoning powerful outsiders.

- *Summon monster V* (Extend Spell feat applied four times, duration 100 rounds) (2 charges)
- *Summon monster IX* (2 charges)

Caster Level: 20. *Market Value:* 60,000 gp.

Wondrous Magic Items

Belt of the Great North Ocean Turtle⁶⁴

The giant steam-breathing turtles of the North Ocean have been recorded to grow to 60 feet long, and over 1000 years old. Young and old alike have amazing recuperative abilities as well as strength and durability. These enchanted belts are made from the treated muscle of the turtle and decorated with polished fragments of its shell. Taking the needed materials is painful to the turtle, but as long as it lives, this belt will retain its enchantments even in null-magic areas and cannot be *dispelled* (although it can be *disjoined*).

The belt grants the wearer a +3 enhancement bonus to Strength and +3 enhancement bonus to Dexterity. Additionally the wearer gains +7 to his maximum hit points while worn and cold resistance 5.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*, *resist energy*; Price 40,000 gp; Weight 1 lb.

Belt of the Raging Horde⁶⁵

The character can rage as a level 20 barbarian. This overlaps with (does not stack with) any other rage or barbarian class levels the wearer may already have. This determines the number of times per day, duration, bonuses and the character is not fatigued by the rage.

Death Egg

A magic fist-sized, egg-shaped object with one flat end. Rapping the flat end smartly against a hard surface (a move equivalent action) activates the item so that it can be thrown to detonate on impact, or can be rolled or placed in position to detonate 1d4+1 randomly determined rounds later. Positioning the egg is a standard action. The timer cannot be stopped nor reset. On detonation, the egg releases a delayed blast fireball-like effect as cast

⁶⁴ March-May 2007 notebook

⁶⁵ January/February 2007 notebook

by a 15th-level sorcerer. The blast causes 75 points of damage to all creatures within 40 feet, and 25 points of damage to creatures from 40 feet to 80 feet from the blast center. A successful Reflex save (DC 20) results in half damage. It is a single-use item, destroyed on detonation.

Strong evocation; CL 15th; Craft Wondrous Item, Maximize Spell, *delayed blast fireball*; Price 4,550 gp; Weight 1 lb.

Elf Ears⁶⁶

These look like actual living, healthy, elf ears without the elf. A creature can “wear” them over his normal ears, taking no item slot. They magically adhere and can be easily removed by the wearer without effort. They grant the wearer a +5 competence bonus to Listen checks and Disguise checks made to look like an elf, half-elf, or (for Small Humanoids) a halfling. They provide no benefit unless worn in pairs.

Gauntlet of Elemental Substitution⁶⁷

A single gauntlet, does not need to be combined in pairs.

Lesser: 3/day the wearer can spontaneously use the Energy Substitution feat at no change in the spell's caster level, spell level or casting time. Each gauntlet is tied to a single energy type: acid, cold, electricity, fire.

Greater: 4/day the wearer can spontaneously use the Energy Substitution feat at no change in the spell's caster level, spell level or casting time. The gauntlet is not tied to a specific element, so the wearer can change the spell's energy type to any of acid, cold, electricity, fire or sonic.

Gauntlets of Smiting⁶⁸

These heavy gauntlets are constructed of steel chain, woven with gold mesh and plated in thin sheets of white marble. They are +2 *gauntlets*. If a wearer has a pair, he gains +4 enhancement bonus to Strength and the following feats as bonus feats: Cleave, Extra Smiting (twice), Power Attack.

Moderate transmutation; CL 8th; Craft Wondrous Item, Power Attack, Cleave, Extra Smiting, *bull's strength*, *smite*; Price (a lot because it is two enchanted gauntlets, plus four feats, plus 16,000 for the enhancement bonus) gp; Weight 2 lbs.

Gauntlets of Spellcasting⁶⁹

All spells cast while worn are +1 caster level. When donned for the first time, the character chooses one of his primary spellcasting ability scores (e.g. Int for wizards, Wis for clerics) and while worn that ability score is considered +2 points higher for determining bonus spells and the DC of spells cast while wearing the gauntlets. The enchantments of the gauntlets mean they do not incur any arcane spell failure chance. They are masterwork gauntlets, but do not have an enhancement bonus.

Caster Level: 11th; *Prerequisite:* Craft Magic Arms & Armor, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; *Market Price:* 91,820 gp; *Cost to Create:* 45,910 gp + 3,673 XP; *Weight:* 8 lbs.

Gloves of Dexterous Ogre Power⁷⁰

These sturdy leather and steel gauntlets grant a +2 enhancement bonus to Strength and Dexterity.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 10,000 gp; Weight 1 lb.

⁶⁶ January 2007 to February 2007 notebook

⁶⁷ January/February 2007 notebook

⁶⁸ August 2006 notebook

⁶⁹ August 2006 notebook

⁷⁰ Created by Mark Mills and published in a PDF by P. Rogers

Helm of Eyes⁷¹

A *helm of eyes* is a full-fledged iron helm that covers the eyes and upper bridge of the nose of the wearer, making him entirely dependent on the magic of the helm to see.

The helm adds a +2 deflection bonus to the armor class of the wearer. The wearer also gains *blindsight* (range 60 feet), and an additional +10 insight bonus to all Search and Spot checks. The helm protects the wearer from being blinded or hampered by bright light or by spells such as *light*, *daylight*, or *continual flame*. Once per day the helm grants its wearer the power of *true seeing*.

Crafting a *helm of eyes* is complicated. The use of poor spell components in the crafting has produced many cursed versions of this magic item. There is a 20 percent chance for a *helm of eyes* to be defective in design. For every day a defective helm is worn there is a cumulative 1 percent chance that the wearer loses her sight and become completely dependent on the item in order to see. As long as the wearer is in possession of the helm this blindness cannot be cured (even magically, as with *remove blindness*).

Caster Level: 11th; *Prerequisite:* Craft Magic Arms & Armor, *darkvision*, *true sight*; *Market Price:* 91,820 gp; *Cost to Create:* 45,910 gp + 3,673 XP; *Weight:* 8 lbs.

Inscription Strips⁷²

Reusable scrolls inscribed on cloth, stone, parchment, whatever. The spell is usable once per day. Cost to create is same as a scroll x100. Entire garments can be made of inscription strips. A character requires both the Scribe Scroll feat and the Craft Wondrous Magic Item feat to make inscription strips.

Necklace of Infinite Sounds⁷³

The wearer gains a +10 competence bonus to all Perform (oratory) and Perform (sing) checks as well as a +2 circumstance bonus to all other Charisma-based checks and skill checks that involve speaking or using her voice because the necklace allows her to automatically adjust the tones of her vocal apparatus to maximize the impact (and it also makes her a better performer). Once per day the wearer can use *shout* as a spell-like ability (caster level 18), but this exhausts the magic of the necklace, rendering it inert for 24 hours.

Quantum Belt

The quantum belt acts very much like a *handy haversack*. It has four pouches, each can hold material of as much as 2 cubic feet in volume or 20 pounds in weight. Unlike a *haversack* the items are stored using quantum compression and not an extra-dimensional or non-dimensional space. Therefore there are no side-effects or hazards normally associated with using a *bag of holding* or *handy haversack*, and taking one into a *portable hole* or *bag of holding* is quite safe.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a *quantum belt* contains. Retrieving any specific item from a *quantum belt* is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 17th; Craft Wondrous Item, *polymorph any object*; Price 10,000 gp; Weight 5 lbs.

Ralick's Guardian Tattoos⁷⁴

A magic item that does not use an item slot, but the owner cannot get other magic tattoos after this, and this cannot be applied to a character with other magic tattoos. As a permanently attached magic item, it can be enhanced and modified as any magic item. The wearer of this magic item gains a variable enhancement bonus to resistance and deflection bonus to AC. Either can be up to +5. The combined total cannot exceed wearer's CON

⁷¹ *Arms & Armor* Copyright 2001 by Bastion Press. *Note to self:* recheck the values for 3.5e update.

⁷² Morpheus Unbound notebook November 2006

⁷³ January/February 2007 notebook

⁷⁴ Morpheus Unbound notebook November 2006

modifier plus INT modifier changing the distribution of the bonuses is a free action and they remain set until changed again. 160,000 gp.

Ritual Scarification

Ritual scarification is a process by which spell-like abilities can be imbued upon a creature. A character with Scribe Scroll, Craft Wondrous Magic Item, Craft (tattooing) 6 ranks, and Knowledge (arcana) 6 ranks can create enchanted ritual scars that imbue spell-like abilities.

A creature can have a number of enchanted ritual scars equal to its Wisdom bonus, if any. If its Wisdom is reduced so it has more ritual scars than its Wisdom bonus, the creature cannot use any of its ritual scars, loses one spell slot of each spell level for which it can cast spells, and suffers a -2 enhancement penalty on all saving rolls against spells and spell-like abilities.

A creature can use its ritual scars a number of times per day equal to 1 plus its Charisma bonus, if any. It may use any combination of the scars. The best way to track this is to count upward from zero, so temporary bonuses to Charisma, such as through *eagle's splendor* can allow the creature more total uses in a day.

Both the creator and recipient of the scar pay the XP cost to create the scar as if it were a wondrous magic item. The recipient permanently loses one hit point. If the creator and recipient are the same creature, he pays the XP cost twice. Expensive material components, or XP components of the spell must be paid as if it were a wondrous magic item.⁷⁵

Sandals of Selen⁷⁶

Wearer gains Endurance feat and +4 resistance bonus to Fort saves for hot and cold environments (but not against fire or cold damage). If the wearer has the Endurance feat already, then he only gains the resistance bonus on saves. 30,000 gp.

Weatherlight Beasthide Tunic⁷⁷

Made from furred hide of a dozen vorpal bunnies⁷⁸, the hide takes the robe magic item slot. The wearer is protected by a continuous *endure elements* effect, non-magical liquids of all types rush of unbroken skin and clothing causing no harm (although standing in a square of alchemists' fire that runs harmlessly or can still cause burns as a slash effect). Once per day by command word the wearer gains DR 15/bludgeoning for 10 minutes as the hide resists all tears and punctures. During this same time all piercing and slashing melee weapons used by the wearer are affected as by a *keen edge* spell and moving or swinging the weapons makes sounds of gnashing teeth like a group of enraged vorpal bunnies (free Intimidate check to demoralize a foe after every successful blow).

White Jade Gauntlets

These sturdy leather gauntlets are plated in white jade where most gauntlets are plated in steel or other metal. These can be worn by druids without penalizing the druid's spellcasting. The wearer gains a +6 enhancement bonus to Strength, and a +4 enhancement bonus to Wisdom. The gauntlets are +1 *shock* weapons. The wearer gains resistance electricity 10, fire 10.

Moderate conjuration; CL 10th; Craft Wondrous Item, *bull's strength*, *call lightning* or *lightning bolt*, *cat's grace*, *resist energy*; Price 100,302 gp; Weight 2 lbs. (pair)

⁷⁵ Note to self: I think I prefer the idea that the cost to create is based on a scroll with a daily use.

⁷⁶ Morpheus Unbound notebook November 2006

⁷⁷ Morpheus Unbound notebook January/February 2007

⁷⁸ I know I saw a vorpal bunny in a book by Penumbra or Bastion Press

Minor Artifacts

Mighty Magic Collar of Mr. Buttons the Deathcat⁷⁹

Background: This artifact is a cat collar woven from the hairs of a solar, deva and noble djinni. It is encrusted with gems from the Plane of Earth and pearls from the Plane of Water. The silver clasp was forged by the dwarven high god himself. The entire thing was woven and assembled by the god of artifice.

Powers: In addition to the permanent powers listed here, the collar has a hanging clasp which holds Mr. Buttons psicrystal when the crystal is not walking around. If the crystal loses its legs, touching it to the clasp reseals it to the collar. As an artifact, the collar is essentially indestructible.

Permanent Enchantments: The following spells are usable at will, just as if a spell-caster had used permanency on them: darkvision, detect magic, see invisibility, tongues.

Power Packages: The collar provides the wearer with a number of other abilities, just as if he was wearing the following magic items:

- * Ability Score Enhancement Bonus +4 to each ability (as various items)
- * Elemental Control (Fire) (as ring)
- * Natural Armor +2 (as amulet)
- * Protection +2 (as ring)
- * Resistance +2 (as cloak)
- * Climbing (as ring)
- * Jump (as ring)
- * Striding and Springing (as boots)
- * Psionic Might (as psionic torc)
- * Chameleon Power (as psionic psychoactive skin)
- * Proof Against Detection and Location (as amulet)

The collar requires a 20th level spell-caster and a 10th level psion to create. It has a construction cost of at least 400,000 gp. As a minor artifact, it has no market value.

Pheight's Amulet

Bartleby Tiberius Pheight is a Small, humanoid cat creature that is the offspring of cat creatures and a demi-god of nature. He is "half-celestial, half-cat, all plant."⁸⁰

This amulet grants +8 enhancement bonus to Wisdom and Charisma. The owner gains a +4 bonus to Spell Resistance against evil spells (spells with the evil descriptor), and spell-like abilities used by evil outsiders.

The wearer is protected by a permanent *greater death ward* at caster level 18.

After wearing the amulet for 24 hours, the owner can cast an additional three spells per day of any level, as if he were using a *rod of absorption*.

Evil creatures gain 2 negative levels while in possession of the amulet. The negative levels do not result in permanent level loss, but cannot be recovered in any way. Undead and evil outsiders take 1d6 points of holy damage per round of possession of the amulet.

Talentguardian

A magic ring, taking up a magic ring slot, that grants +20 competence bonus to Climb, Jump and Swim checks. It also grants a +4 deflection bonus to armor class, and a +6 resistance bonus to saving throws. The wearer also has Evasion, identical to the rogue class ability of the same name.

⁷⁹ Mr. Buttons is available online at www.patric.net, which is also where this collar first appeared.

⁸⁰ Bartleby is available online at www.patric.net, which is also where his amulet first appeared.

Unique Items

Jennet Rediron's Robe

Jennet Rediron is a “human, half-celestial, were-(fiendish red dragon)” who is thoroughly self-absorbed and seems to have become obsessed with the rather odd quest of finding her former mentor, Mizedon, and eliminating what appear to be dozens of copies and clones that have appeared throughout the planes (including one that is a vampire, and one that calls himself Darkstar).⁸¹

Jennet Rediron received this as a gift from a powerful outsider. This robe transforms into part of her scales when she assumes dragon form, continuing to confer the full benefits.

It has voluminous pockets that compress anything placed inside and also negates the weight of said items. For practical purposes, the pockets can contain upto 125 cubic feet of non-compressed matter, or enough to fill one 5 ft x 5 ft x 5 ft cube. No single item can be more than 8 feet long. She can even put a *bag of holding* or a *portable hole* in one of these pockets, but avoids doing so just in case a cross-planar jump would rupture one.

Items in the pockets remain on the same plane as the robe. This is a non-dimensional, non-extraplanar space.

The robe gives the wearer a +10 non-epic, force effect, Armor bonus to Armor Class, like *bracers of armor*. It also provides a +6, epic, deflection bonus to Armor Class, and a +8, epic, resistance bonus to saving throws. The wearer gains DR 5/magic (non-epic) and SR 30 (non-epic). The wearer gains a +2 enhancement bonus to the DC of all spells she casts⁸² and an unnamed +4 bonus to overcome the spell resistance of her targets (as an unnamed bonus, it stacks with all other bonuses).

The robe is break DC 40, AC 28, has 60 hit points and repairs itself 1 hit point per hour. It is an epic-level magic item.

Woodland Guardian

The weapon known as Woodland Guardian was crafted 300 years ago by the elven ranger-wizard Lorrellon Brightwine Winterleaf to aid him in his conflict against the demons and undead of the Demonwood forest. Since that time it has remained in his family as a family heirloom. It has a special enchantment that will eventually return it to a member of Lorrellon's direct bloodline should it ever be lost.

Quarterstaff +4/+4 - Hidden Weapon: With a practiced twist, this five foot-long quarterstaff reveals a concealed longsword with a one-foot handle. The other four feet of staff - the sword sheath - is now a club. The longsword is a *+2 keen holy longsword* and the club is a *+2 returning frost club*. Separating the staff into its component weapons is a draw weapon action, as is resheathing the sword to again have a *+4/+4 quarterstaff*. While not indestructible, the weapon is Armor Class 11, Hardness 25, Hit Points 25.

Chapter 10 - Monsters, Creatures and Templates

Angel, Monadic Deva

Medium Outsider (Angel, Extraplanar, Good)

Hit Dice:	10d8+40 (85 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	26 (+3 Dex, +13 natural), touch 13, flatfooted 23

⁸¹ Jennet Rediron is available online at www.patric.net. Her robe first appeared in my Morpheus Unbound notebook, “April 2009 to July 2009, Book 2/2”

⁸² There is a spell for this in the *Complete Book of Eldritch Might* from Malhavoc Press.

Base Attack/Grapple:	+10/+17
Attack:	+3 mace of smiting +20 melee (1d8+10)
Full Attack:	+3 mace of smiting +20/+15 melee (1d8+10)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Solid blow, spell-like abilities
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., immunity to acid, cold, and petrification, immunity to death effects, low-light vision, outsider traits, protective aura, resistance to electricity and fire 10, tongues, SR 28
Saves:	Fort +11 (+15 against poison), Ref +10, Will +11
Abilities:	Str 24, Dex 16, Con 18, Int 18, Wis 18, Cha 19
Skills:	Concentration +17, Diplomacy +17, Escape Artist +16, Hide +10, Intimidate +17, Knowledge (any two) +14, Knowledge (the planes) +17, Listen +23, Move Silently +9, Search +11, Sense Motive +13, Spot +23, Survival +17 (+19 on other planes, +19 following tracks)
Feats:	Alertness, Cleave, Improved Initiative, Power Attack
Environment:	Outer Planes (good-aligned)
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	11-15 HD (Medium); 16-30 HD (Large)
Level Adjustment:	+7

A very attractive humanlike creature with large, feathery silver wings and strong, broad shoulders; its hair is dark and its eyes are green.

Monadic devas are relatives of the astral deva and are usually found wandering the Ethereal or Elemental Planes. They serve as leaders and officers in the celestial armies.

Monadic devas stand about 7 feet tall and weigh about 220 pounds. They speak Celestial, Common, and other languages (depending on their Intelligence score).

Combat

Monadic devas, like their brethren, enjoy combat.

They use their mace of smiting and spell-like abilities when fighting opponents. Monadic devas always aid good-aligned creatures if they are being threatened or attacked by those of evil alignment.

A monadic deva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Solid Blow (Su): If a monadic deva strikes an opponent twice in one round with its mace, that creature takes an extra 1d8 points of damage.

Spell-Like Abilities: At will—aid, charm elemental (DC 18; functions as the charm monster spell but only affects elementals), continual flame, detect evil, discern lies (DC 18), dispel evil (DC 19), dispel magic, holy aura, holy smite (DC 18), holy word (DC 21), invisibility (self only), polymorph (self only), remove curse (DC 17), remove disease (DC 17), remove fear (DC 15); 7/day—cure light wounds, mirror image; 1/day—heal, hold monster (DC 19). Caster level 10th. The save DCs are Charisma-based.

Immunity to Death Effects (Ex): A monadic deva is immune to death effects and energy drain.

Mace of Smiting: All monadic devas carry a mace of smiting. This mace is a +3 adamantine heavy mace and has a +5 enhancement bonus against constructs. Any critical hit dealt to a construct completely destroys it (no save). A critical hit dealt to an outsider deals x4 damage rather than x2.

Skills: Monadic devas are extremely alert and have a +4 racial bonus on Spot and Listen checks.

Bison (Animal)

	Bison	Augmented (summoned creature)	Bison	Dire Bison	Augmented Bison (summoned creature)	Dire
	Large Animal	Large Animal		Huge Animal	Huge Animal	
Hit Dice:	5d8+15 (37 hp)	5d8+25 (49 hp)		11d8+85 (134 hp)	11d8+107 (156 hp)	
Initiative:	+0	+0		+1	+1	
Speed:	40 ft. (8 squares)	40 ft. (8 squares)		40 ft. (8 squares)	40 ft. (8 squares)	
Armor Class:	13 (–1 size, +4 natural), touch 9, flat-footed 13	13 (–1 size, +4 natural), touch 9, flat-footed 13		17 (–2 size, +1 Dex, +8 natural), touch 9, flat-footed 16	17 (–2 size, +1 Dex, +8 natural), touch 9, flat-footed 16	
Base Attack/Grapple:	+3/+13	+3/+15		+8/+26	+8/+28	
Attack:	Gore +8 melee (1d8+9)	Gore +10 melee (1d8+12)		Gore +16 melee (2d8+15)	Gore +18 melee (2d8+18)	
Full Attack:	Gore +8 melee (1d8+9)	Gore +10 melee (1d8+12)		Gore +16 melee (2d8+15)	Gore +18 melee (2d8+18)	
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.		20 ft./10 ft.	20 ft./10 ft.	
Special Attacks:	Stampede	Stampede		Stampede	Stampede	
Special Qualities:	Low-light vision, scent	Low-light vision, scent		Low-light vision, scent	Low-light vision, scent	
Saves:	Fort +7, Ref +4, Will +1	Fort +7, Ref +4, Will +1		Fort +14, Ref +8, Will +4	Fort +16, Ref +8, Will +4	
Abilities:	Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4	Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 4		Str 30, Dex 12, Con 25, Int 3, Wis 13, Cha 7	Str 34, Dex 12, Con 29, Int 3, Wis 13, Cha 7	
Skills:	Listen +7, Spot +5	Listen +7, Spot +5		Listen +7, Spot +5	Listen +7, Spot +5	
Feats:	Alertness, Endurance	Alertness, Endurance		Alertness, Endurance, Improved Attack, Toughened	Alertness, Endurance, Improved Attack, Toughened	
Environment:	Temperate plains	—		Temperate plains	—	

	Bison	Augmented (summoned creature)	Bison	Dire Bison	Augmented Bison (summoned creature)	Dire
Organization:	Solitary or herd (6–30)	—		Solitary or herd (6–30)	—	
Challenge Rating:	2	—		9 ⁸³	—	
Advancement:	6–7 HD (Large)	—		12–19 HD (Huge), 20–33 HD (Gargantuan)	—	
Level Adjustment:	—	—		—	—	
Summon Nature's Ally	2 ⁸⁴	2		7	7	

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Augmented Bison

This column represents *summoned* creatures with the +4 enhancement bonus to Strength and Constitution provided by the Augment Summoning feat. Obviously, the caster must have the Augment Summoning feat.

Combat

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Celestial Bison

Celestial bison are identical to normal (or augmented) bison, with the following changes:

- Large Magical Beast,
- Darkvision out to 60 feet,
- Damage reduction 5/magic,
- Resistance to acid 5, cold 5, and electricity 5.
- Spell resistance 10,
- *Smite evil* (Su) 1/day for +5 damage,
- Alignment neutral good,
- CR 3, can be summoned with *summon monster IV*.

Celestial Dire Bison

Celestial bison are identical to normal (or augmented) dire bison, with the following changes:

- Large Magical Beast,
- Darkvision out to 60 feet,

⁸³ The actual CR calculation for a dire bison comes out to 10.6, which rounds to 11. I reduced it to 9 because I think that is more realistic for this creature, and also because I like that *summon nature's ally VII* can summon a dire bison, and *summon monster VIII* can summon a celestial or fiendish dire bison.

⁸⁴ A bison can be summoned using *summon nature's ally II* because this is consistent with the other creatures on the *summon nature's ally* and *summon monster* tables. For some reason the bison does not appear on the *SNA* tables in the SRD.

- Damage reduction 5/magic,
- Resistance to acid 10, cold 10, and electricity 10.
- Spell resistance 21,
- Smite evil* (Su) 1/day for +11 damage,
- Alignment neutral good,
- CR 11, can be summoned with *summon monster VIII*.

Fiendish Bison

Fiendish bison are identical to normal (or augmented) bison, with the following changes:

- Large Magical Beast,
- Darkvision out to 60 feet,
- Damage reduction 5/magic,
- Resistance to cold 5, and fire 5.
- Spell resistance 10,
- Smite good* (Su) 1/day for +5 damage,
- Alignment neutral evil,
- CR 3, can be summoned with *summon monster IV*.

Fiendish Dire Bison

Fiendish dire bison are identical to normal (or augmented) dire bison, with the following changes:

- Large Magical Beast,
- Darkvision out to 60 feet,
- Damage reduction 5/magic,
- Resistance to cold 10, and fire 10.
- Spell resistance 21,
- Smite good* (Su) 1/day for +11 damage,
- Alignment neutral evil,
- CR 11, can be summoned with *summon monster VIII*.

Clam, Giant

Large Vermin (Aquatic)

Hit Dice	4d8+8 (26 hp)
Initiative	-5
Speed	5 ft. (1 square)
Armor Class	14 (-1 size, -5 Dex, +10 natural), touch 4, flat-footed 14
Base Attack/Grapple	+3/+12
Attack	See text
Full Attack	See text
Space/Reach	10 ft./5 ft.
Special Attacks	Acid 1d2, engulf
Special Qualities	Blindsight 30 ft., camouflage, vermin traits
Saves	Fort +6, Ref -4, Will +1
Abilities	Str 20, Dex 1, Con 15, Int —, Wis 10, Cha 9
Skills	—
Feats	—

Hit Dice	4d8+8 (26 hp)
Environment	Warm or temperate aquatic
Organization	Solitary or cluster (2-10)
Challenge Rating	2
Treasure	50% standard
Alignment	Always neutral
Advancement	5–8 HD (Large)
Level Adjustment	—

A large brightly colored shell shifts in the currents. Seemingly split or divided down the middle, its interior is a dazzling golden brown.

Giant clams are generally found in coastal waters no deeper than 60 feet from the surface of the water. Many species of giant clams subsist strictly on a diet of sunlight, and as such are never found in deeper waters where sunlight cannot reach. Such giant clams are generally found in shallow seas or attached to coral reefs near the surface. Some species of giant clams feed not only on sunlight but also on what they can filter from the water, usually small plants and animals, and sometimes the occasional swimmer.

A giant clam moves by pushing out a small “foot” and sliding itself along.

Combat

Giant clams simply wait until an unsuspecting opponent swims too close to its current position. When a creature at least one size smaller than the clam swims within reach, it sucks the prey into its interior and clamps shut. It slowly digests its meal and expels any indigestible material (such as metal and stone) into the surrounding water. Air-breathers trapped by a giant clam face the danger of drowning as well.

Acid (Ex): A giant clam has a slow-acting acid that it uses to break down organic matter trapped in its interior. An engulfed creature takes 1d2 points of acid damage each round.

Engulf (Ex): As a standard action, a giant clam can attempt to pull a creature up to one size smaller than itself that is within reach into its interior. An opponent can make an attack of opportunity against the clam, but if it does so it is not entitled to a saving throw. An opponent that does not attempt an attack of opportunity must succeed on a DC 17 Reflex save or be pulled into the clam’s interior. An engulfed creature is subject to the clam’s acid, and is considered to be grappled and trapped within its body. The save DC is Strength-based. A giant clam can be forced open by making an opposed Strength check against the clam’s Strength check. Otherwise, it opens on its own in 1d4 hours.

Blindsight (Ex): Giant clams have no visual organs but can ascertain all foes within 30 feet using vibration.

Camouflage (Ex): The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help it to blend in with its environment. Creatures must succeed on a DC 20 Spot check to notice a giant clam. Anyone with ranks in Survival or Knowledge (any water- or searelated skill) can use one of those skills instead of Spot to notice the giant clam.

Fire Lizard

Huge Magical Beast (Fire)

Hit Dice	10d10+50 (105 hp)
Initiative	0
Speed	30 ft. (6 squares)
Armor Class	17 (-2 size, +9 natural), touch 8, flatfooted 17
Base Attack/Grapple	+10/+26

Attack	Claw +16 melee (1d8+8)
Full Attack	2 claws +16 melee (1d8+8) and bite +14 melee (2d6+4)
Space/Reach	15 ft./10 ft.
Special Attacks	Breath weapon
Special Qualities	Darkvision 60 ft., immunity to fire, lowlight vision, vulnerability to cold
Saves	Fort +12, Ref +7, Will +3
Abilities	Str 26, Dex 10, Con 21, Int 2, Wis 11, Cha 10
Skills	Listen +8, Spot +9
Feats	Alertness, Cleave, Mulitattack, Power Attack
Environment	Warm plains and underground
Organization	Solitary or pair
Challenge Rating	8
Treasure	Standard
Alignment	Usually neutral
Advancement	11-12 HD (Huge); 13-30 HD (Gargantuan)
Level Adjustment	—

This creature resembles a wingless red dragon. Its scales are gray and dappled in red and brown along its back. Its underbelly is bright red and its eyes are black with yellow pupils.

Fire lizards are often called “false dragons.” Despite their general resemblance to dragons, sages have as yet found no evidence of these creatures being in any way related to them. Fire lizards do not associate with or keep company with dragons. A fire lizard averages 30 feet long but can grow to almost twice that size.

Combat

Fire lizards prefer to attack opponents with their claws and bite, though if outnumbered they resort to using their breath weapon.

Breath Weapon (Su): Once every 1d4 rounds, a fire lizard can breathe fire in a 20-foot cone. Creatures in the area take 2d6 points of fire damage (DC 20 Reflex half). The save DC is Constitution-based.

Flind

	Flind	Hell-spawned Flind
	Medium Humanoid (Gnoll)	Medium Humanoid (Extraplanar, Gnoll)
Hit Dice	2d8+4 (13 hp)	2d8+4 (13 hp)
Initiative	+1	+1
Speed	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class	18 (+1 Dex, +4 scale mail armor, +2 large shield, +1 natural), touch 11, flat-footed 17	18 (+1 Dex, +4 scale mail armor, +2 large shield, +1 natural), touch 11, flat-footed 17
Base Attack/Grapple	+1/+4	+1/+4

	Flind	Hell-spawned Flind
Attack	Club +4 melee (1d6+3) or flindbar +4 melee (1d6+3)	Club +4 melee (1d6+3) or flindbar +4 melee (1d6+3)
Full Attack	Club +4 melee (1d6+3) or flindbar +4 melee (1d6+3)	Club +4 melee (1d6+3) or flindbar +4 melee (1d6+3)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.
Special Attacks	—	<i>Smite good</i>
Special Qualities	Darkvision 60 ft.	Darkvision 60 ft., resistance cold 5, fire 5, SR 7
Saves	Fort +5, Ref +1, Will +1	Fort +5, Ref +1, Will +1
Abilities	Str 17, Dex 13, Con 14, Int 11, Wis 11, Cha 10	Str 17, Dex 13, Con 14, Int 11, Wis 11, Cha 10
Skills	Listen +5, Spot +5	Listen +5, Spot +5
Feats	Power Attack	Power Attack
Environment	Temperate and warm plains	Native to the Nine Hells, can be <i>summoned</i> anywhere
Organization	Solitary, pair, gang (2-5), mob (2-5 plus 10-20 gnolls), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6 th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8 th level, and 10-20 gnolls)	
Challenge Rating	1	1
Treasure	Standard	Standard
Alignment	Usually lawful evil	Always lawful evil
Advancement	By character class	By character class
Level Adjustment	+2	+4

This creature resembles a bipedal hyenalike humanoid with dusky russet and brown fur. Its eyes are yellow and it wears dented and battle-worn scaled armor.

Flinds are a race closely related to gnolls. The two races share some strong similarities, and at first sight inexperienced adventurers could easily confuse the two. Flinds are much stockier than their lanky kin, much stronger and hardier, and are certainly more dangerous.

It is unknown if flinds are a subspecies of the gnoll or a genetic anomaly produced among large gnoll packs. Flinds are often found among gnoll bands acting as leaders; their strength and relatively superior intelligence puts them above their lesser brethren.

Flinds speak Gnoll. Some also speak Common.

Combat

Flind combat tactics are similar to those of gnolls. They prefer to strike from ambush, using terrain and concealment to their best advantage. They are most often seen acting in the role of leaders to gnoll bands, keeping discipline with a ruthless hand and little mercy.

Flindbar: A flindbar is a weapon that consists of two iron bars, approximately 18 inches in length, connected by a length of chain. With a flindbar, the wielder gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Hell-spawned Flind

Ruddy-skinned, horned and barbed, the Hell-spawned flind is the stuff of childhood nightmares.

A Hell-spawned flind can be summoned with *summon monster II*.

Smite Good (Su): 1/day the creature can make a normal melee attack to deal +2 extra damage against a good-aligned foe.

Flinds as Characters

The flind's favored class is fighter. Flind leaders are always fighters and are highly skilled in the use of the flindbar. Flind clerics are usually neutral evil and worship the Demon Prince of Gnolls; they can choose two of the following domains: Chaos, Evil, and Trickery.

Flind characters possess the following racial traits.

- +6 Strength, +2 Dexterity, +4 Constitution.
- Size Medium.
- A flind's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A flind begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A flind's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Listen and Spot.
- Racial Feats: A flind's humanoid levels give it one feat.
- +1 natural armor bonus.
- Automatic Languages: Gnoll. Bonus Languages: Common, Draconic, Goblin, Orc.
- Weapon and Armor Proficiency: Flinds are automatically proficient with the flindbar and all simple weapons. They are also proficient with light armor, medium armor and shields.
- Favored Class: Fighter.
- Level adjustment +2.

Half-Genie Creature Template (Revised)

Half-genies are the progeny of genies who have reproduced with other creatures or magical amalgamations created by mysterious means. Generally, these offspring live their lives on either the genie's home plane or the home plane of their other parent (usually the Material Plane), but not both.

Appearance Changes

Half-genies are generally more handsome and imposing versions of a given type of creature, with piercing eyes and a commanding presence. This charismatic aura is an unmistakable earmark of their otherworldly heritage.

Creating a Half-genie

"Half-genie" is a template that can be added to any living creature besides an elemental, plan, or ooze (hereafter referred to as the "base creature"). A half-genie uses the base creature's statistics and inherent racial special abilities except as noted below.

Type: Change to outsider. If they are native to an Elemental Plane, half-djinn and half-efreet gain the extraplanar subtype. Half-jann are native to the Material Plane and gain the native subtype. Half-efreet gain the fire subtype.

Hit Dice: Change all current and future racial Hit Dice to d8s. In this template, Hit Dice stands for the base creature's total character Hit Dice, except where it is labeled as another type.

Speed: If the base creature can fly, its maneuverability rating improves by one class.

AC: Natural armor improves by +1 for half-djinn and half-jann. It improves by +3 for half-efreet.

Special Attacks: A half-genie gains the following, limited by its genie type.

Spell-like Abilities: Half-genies with a Charisma score of 10 or higher possess the spell-like abilities according to their type as specified in the tables below. Unless otherwise specified, the half-genie can use the spell-like ability

once per day—any number of uses do not stack but are the half-genie's total uses per day. Caster level equals the half-genie's Hit Dice.

Enlarge works just like *enlarge person* except it can affect any living creature. It is a level 1 spell.

Plane shift may only be used to travel to the Astral Plane, any Elemental Plane, or the Material Plane.

Reduce works just like *reduce person* except it can affect any living creature. It is a level 1 spell.

Half-djinni

Half-djinn gain the following:

Hit Dice	Spell-Like Abilities
1-2	<i>create food and water, create wine</i> (as <i>create water</i> but wine instead)
3-4	<i>minor creation, invisibility</i> (self only)
5-6	<i>fly</i> (perfect maneuverability)
7-8	<i>invisibility</i> (self only) 2/day
9-10	<i>fly</i> (perfect maneuverability) 2/day, <i>major creation, overland flight</i> (perfect maneuverability), <i>persistent image</i>
11-12	<i>invisibility</i> (self only) 2/day, <i>wind walk</i>
13-14	<i>fly</i> (perfect maneuverability) 3/day, <i>plane shift</i>
15-16	<i>plane shift</i> 2/day, <i>whirlwind</i> (transforms own body and all equipment into the whirlwind)
17+	<i>plane shift</i> 3/day

Half-efreeti

Half-efreet gain the following.

Heat (Ex): A half-efreeti's body deals additional fire damage whenever it hits in melee with a natural attack and each round it maintains a hold while grappling. This extra damage is 1d3 for a Medium creature, scaling up one die step per size larger, and down one die per size smaller.

Hit Dice	Spell-Like Abilities
1-2	<i>detect magic, produce flame, reduce</i>
3-4	<i>detect magic</i> 2/day, <i>enlarge, pyrotechnics</i>
5-6	<i>fly, gaseous form, invisibility</i> (self only), <i>scorching ray</i>
7-8	<i>enlarge</i> 2/day, <i>wall of fire, produce flame</i> 3/day, <i>reduce</i> 2/day
9/10/10	<i>fly</i> (perfect maneuverability) 2/day, <i>overland flight</i> (perfect maneuverability), <i>polymorph</i> (self only), <i>pyrotechnics</i> 3/day
11-12	<i>permanent image, scorching ray</i> 2/day
13-14	<i>detect magic, plane shift</i>
15-16	<i>enlarge</i> 3/day, <i>plane shift</i> 2/day, <i>reduce</i> 3/day
17-18	<i>plane shift</i> 3/day
19+	<i>limited wish</i>

Half-janni

Half-jann gain the following:

Hit Dice	Spell-Like Abilities
1-2	<i>speak with animals, create food and water</i>
3-4	<i>enlarge, reduce</i>
5-6	<i>fly</i> (15 ft. perfect maneuverability), <i>invisibility</i> (self only)
7-8	<i>enlarge or reduce</i> 2/day, <i>speak with animals</i> 2/day
9-10	<i>fly</i> (15 ft. perfect maneuverability) 2/day, <i>invisibility</i> (self only) 2/day, <i>overland flight</i> (15 ft., perfect maneuverability)
11-12	<i>ethereal jaunt</i> (1 hour only)
13-14	<i>fly</i> (15 ft. perfect maneuverability) 3/day, <i>plane shift</i>
15-16	<i>plane shift</i> 2/day

Hit Dice Spell-Like Abilities
17+ *plane shift* 3/day

Special Qualities: Half-genies gain the following. They also gain abilities specific to their genie type.

Darkvision (Ex): All half-genies have darkvision to a range of 60 ft., or the base creature's range, whichever is better.

Genie Blood (Ex): Half-genies are considered to be the base creature's race, outsiders, and their genie type for the purposes of racially specific abilities and effects.

Telepathy (Su): A half-genie can communicate telepathically with any creature within 50 ft. that has a language.

Half-djinni

Half-djinn gain the following.

Acid Resistance (Ex): Half-djinn have acid resistance 30.

Half-janni

Half-jann gain the following.

Fire Resistance (Ex): Half-jann have fire resistance 5.

Elemental Endurance (Ex): Half-jann can survive on the Elemental Planes of Air, Earth, Fire or Water for up to 24 hours. Failure to return to the Material Plane before that time expires causes a half-janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Abilities: Modify according to the following table.

Genie Type	Str	Dex	Int	Wis	Cha
Djinni	+0	+4	+2	+2	+2
Efreeti	+2	+4	+0	+2	+2
Janni	+2	+2	+2	+2	+2

Skills: Outsiders have 8 skill points, plus its Intelligence modifier, per racial Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally. Concentration is a class skill for all half-genies.

Feats: All half-genies gain Improved Initiative as a bonus feat.

Challenge Rating: +2 for a half-djinni or half-janni, +3 for a half-efreet.

Alignment: Half-djinn tend toward good, and half-efreet tend toward evil.

Level Adjustment: +3 for half-jann, +4 for half-djinn, and +5 for half-efreet.

Sample Half-genie

This example uses a fire giant as the base creature and adds the Half-Efreeti template.

Truefire Giant

Large Outsider (Augmented Giant, Fire, Native)

Hit Dice:	15d8+75 (472 hp)
Initiative	+5 (+1 Dex, +4 Improved Initiative)
Speed	30 ft. in half-plate armor (6 squares); base speed 40 ft.
Armor Class	27 (–1 size, +11 natural, +7 half-plate armor), touch 9, flat-footed 27
Base Attack/Grapple	+11/+26
Attack	Masterwork greatsword +22 melee (3d6+16) or slam +21 melee (1d4+11 plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)
Full Attack	Masterwork greatsword +22/+17/+12 melee (3d6+16) or 2 slams +21 melee (1d4+11

Hit Dice:	15d8+75 (472 hp) plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)
Space/Reach	10 ft./10 ft.
Special Attacks	Heat, rock throwing, spell-like abilities
Special Qualities	Rock catching, genie blood, immunity to fire, low-light vision, darkvision 60 ft, telepathy 50 ft., vulnerability to cold
Saves	Fort +14, Ref +6, Will +10
Abilities	Str 33, Dex 13, Con 21, Int 10, Wis 16, Cha 13
Skills	Climb +9, Concentration +8, Craft (weaponsmithing) +6, Intimidate +6, Jump +9, Spot +14
Feats	Cleave, Great Cleave, Improved Initiative ^B , Improved Overrun, Improved Sunder, Iron Will, Power Attack
Environment	Warm mountains
Organization	Solitary or gang (2-5) among normal fire giants
Challenge Rating	13
Treasure	Standard
Alignment	Always lawful evil
Advancement	By character class
Level Adjustment	+8

True fire giants are powerfully built giants with hairless skin the color of dark copper. Considered blessed among their fire giant kin, truefire giants are slightly larger and more powerful than normal fire giants. Their outsider blood makes them potent fighters and allows them to live over 1,000 years. They have the best equipment among their clan.

Combat

Truefire giants are merciless and brutal combatants that take every advantage of their fire immunity. Their preferred method of attack is to *enlarge* themselves and *fly* above enemies while hurling heated boulders. On the ground, they cast *wall of fire*, encircling themselves and their opponents with the hot side of the wall facing in to do maximum fire damage to their foes. Another favorite tactic is to grab their opponents and jump into a fire or lava flow. In all cases, if they are losing a given fight badly, truefire giants use their *plane shift* ability or *gaseous form* to escape.

Heat (Ex): A truefire giant's body deals 1d4 points of fire damage when it hits in melee with a slam and each round it maintains a hold while grappling.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks. See the Giant entry in the *MM* for more on rock throwing.

Spell-Like Abilities: 3/day—*detect magic*, *enlarge* (DC 12), *produce flame*, *pyrotechnics* (DC 13), *reduce* (DC 12); 2/day—*fly* (perfect maneuverability), *plane shift*, *scorching ray* (+12 ranged touch); 1/day—*gaseous form*, *invisibility* (self only), *overland flight* (perfect maneuverability), *permanent image*, *polymorph* (self only), *wall of fire* (DC 15). Caster level 15th. The save DCs are Charisma-based.

Genie Blood (Ex): Truefire giants are considered giants, outsiders, and efreet for the purposes of racially specific abilities and effects.

Telepathy (Su): A truefire giant can communicate telepathically with any creature within 50 feet that has a language.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Hamster, Giant

Large Animal

Hit Dice	4d8+12 (30 hp)
Initiative	+1
Speed	20 ft. (4 squares), burrow 10 ft.
Armor Class	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple	+3/+11
Attack	Bite +6 melee (1d8+6)
Full Attack	Bite +6 melee (1d8+6)
Space/Reach	10 ft./5 ft.
Special Attacks	Cheek pouch, improved grab
Special Qualities	Immunity to disease, low-light vision
Saves	Fort +7, Ref +5, Will +1
Abilities	Str 19, Dex 13, Con 16, Int 1, Wis 12, Cha 6
Skills	Climb +7, Listen +5, Spot +5
Feats	Alertness, Endurance
Environment	Temperate hills
Organization	Small pack (1d4 adults, encounters of 2 or less will both be female, encounters of 3 will be two females and one male, while encounters of 4 will be two males and two females, 20% per adult female that 1d4 young are present, and 20% per adult female that 1d4 juveniles are present)
Challenge Rating	3
Treasure	None
Alignment	Always neutral
Advancement	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment	—

Giant hamsters are larger, slightly more aggressive relatives of the normal hamster. Like their smaller cousins, they come in a variety of colors, shapes, and sizes. Giant hamsters are omnivorous, but prefer to feast on a diet of grains, berries, nuts, and water. On occasion, they indulge in and eat meat, usually insects and the like. Also like its smaller cousin, the giant hamster can store food in its cheek pouches. The average giant hamster can store about 200 pounds of food at any given time.

Combat

Giant hamsters normally shun combat, but if cornered or extremely hungry they may attack. Note that even domesticated giant hamsters attack if their young are threatened. The giant hamster attacks by biting with its long, sharp teeth.

Cheek Pouch (Ex): A giant hamster can try to stuff a grabbed opponent of two sizes smaller than itself into its cheek pouch by making a successful grapple check. A creature stuffed into the giant hamster's cheek pouch takes no damage, and can escape by making a successful DC 16 Strength check or can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the cheek (AC 11). Once the creature exits, muscular action closes the hole; another trapped opponent must cut its own way out. A Large hamster's cheek can hold 1 Small, 2 Tiny, or 8 Diminutive or smaller opponents. The check DC is Strength-based.

Improved Grab (Ex): To use this ability, a giant hamster must with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the creature establishes a hold and deals bite damage each round. Alternately, it can stuff a grappled foe of two or more sizes smaller than itself into its cheek pouch on its next action.

Immunity to Disease (Ex): Giant hamsters are immune to all diseases (magical and otherwise).

Protector

Medium Outsider (Extraplanar, Lawful)

Hit Dice	7d8+14 (45 hp)
Initiative	+2
Speed	50 ft. (10 squares)
Armor Class	18 (+2 Dex, +6 natural), touch 12, flatfooted 16
Base Attack/Grapple	+7/+9
Attack	Longsword +9 melee (1d8+2, 19-20/x2)
Full Attack	Longsword +9/+4 melee (1d8+2, 19-20/x2)
Space/Reach	5 ft./5 ft.
Special Attacks	Spells
Special Qualities	<i>Air walk</i> , darkvision 60 ft., <i>know alignment</i> , outsider traits, telepathy 50 ft.
Saves	Fort +7, Ref +7, Will +12
Abilities	Str 15, Dex 15, Con 15, Int 20, Wis 20, Cha 20
Skills	Concentration +12, Diplomacy +15, Escape Artist +12, Gather Information +15, Heal +15, Knowledge (any one) +15, Knowledge (the planes) +15, Listen +15, Sense Motive +15, Spellcraft +15, Spot +15, Search +15, Survival +15 (+17 on other planes, +17 following tracks)
Feats	Expertise, Iron Will, Power Attack
Environment	Inner and outer planes
Organization	Solitary, pair, or troupe (6-11)
Challenge Rating	7
Treasure	Standard
Alignment	Always lawful neutral
Advancement	8-21 HD (Medium)
Level Adjustment	—

This creature resembles a tall, powerful human with green eyes and a bald head. It is dressed in long, flowing green robes that seem to billow as though blown by an invisible and unfelt gentle breeze.

Protectors are extraplanar guardians of law that appear as very noble and regal creatures. They are often sent to the Material Plane when the forces of chaos swing from the balance.

Protectors move by means of their *air walk* ability; their feet never touch the ground, and they always float 6 to 10 inches above the ground.

A protector stands 7 feet tall and weighs about 200 pounds or more. Protectors speak Celestial, Auran, and Common, though they rarely communicate vocally (even among themselves). They prefer to parley through telepathic means.

Combat

Protectors attack neutral (except non-intelligent or low-intelligence creatures such as animals) and chaotic creatures on sight. They never knowingly and willingly attack lawful creatures. A protector fights with its longsword and spells.

Spells: All protectors can cast divine spells as a cleric equal to their HD. They must choose Law as one of their domains and may choose from either Knowledge or Protection for their other domain. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/6/4/3/2; save DC 15 + spell level): 0—*create water, cure minor wounds, detect magic, purify food and drink, read magic, resistance*; 1st— *bless, bless water, detect evil, divine favor, endure elements, sanctuary*; 2nd—*aid, align weapon, consecrate, resist energy, shatter*; 3rd—*daylight, magic circle against evil, remove curse*; 4th—*divine power, cure critical wounds*. Domain Spells (Law, Protection): 1st—*protection from chaos*; 2nd—*shield other*; 3rd—*protection from energy*; 4th—*order's wrath*.

Air Walk (Su): Protectors can air walk as the spell of the same name (caster level 10th). This ability is always active and can be dispelled, but the protector can restart it as a free action on its next turn.

Know Alignment (Su): A protector automatically knows the alignment of any creature within 50 feet that it looks upon.

Appendix A - Table of Changes

Version	Changes
0.1	Created
0.2	Changed the Adventuring Sage bonus feat options by introducing the “Emphasis on Skill” in place of bonus feats, and changing the bonus feats to any General feat. Reduced initial bonus for resistance to magic and resistance to poison feats from +2to +1 to make them slightly less powerful than comparable racial abilities. Changed Combat Tricks and Combat Grapple skills to be used in place of normal checks. The wording has to be refined. They are no longer cross-class skills for everyone, but are only listed here as class skills for Fighters. Added Spontaneous Dispelling, Spontaneous Spell, Extra Remove Disease, tweaked Extra Breath Weapon and Expanded Education (removed Special restriction), tweaked the Virtuoso feat (changed base from Cha to Wis). Turned change tracking ON. ☐ Added a number of footnotes to track inspiration for ideas so I can credit people or go back and compare the idea to the original source. Added Dragon Breath Master PrC and decided to copy the cleric (cloistered cleric) class to this book from <i>Unearthed Arcana</i>. Added Dire Bison and Manrat Wizard creatures. Added Staff of Monster Summoning.
0.21	Added Greater Augmented Summoning and Improved Augmented Summoning feats. Imported the Fighter (thug) core class variant from <i>Unearthed Arcana</i>, including the variations on the variation that I have written and included here. Side Note: The Adventuring Sage class has been externally developed into a full document by itself. The finalized elements of that book will need to be reincorporated into this book.
0.22	Accepted all changes.
0.23	Added Precision Smiting feat. Added variant rules on <i>planar ally</i> spells and <i>planar binding</i> spells. Settled on a final market value for the <i>quantum belt</i> by comparing it to the <i>handy haversack</i> (ratio caster level x spell level). Rounded up the market value of the magic staves to the nearest 10,000. Added the Familiar Focus feat from the NBOF10. Side Note: The Fellderu PrC was removed for development as a separate document. Side Note: The “Manrat Wizard” was moved to a separate document.
0.24	Accepted changes. Tweaked formatting. Added the Proficiency With All Martial Weapons feat.

Version	Changes
0.25	Tracking suspended. Minor format changes. Manuscript shared with Rick Lewis.
0.26	Tracking resumed by P. Rogers. Header and footer changed to match my standard format.
0.261	Removed the table of contents. Trying to simplify format so I can work on this document in OpenOffice. Changed to OpenOffice format.
0.262	Added the Pressing Attack feat. Added Ringbearer PrC.
0.263	Added Sorcerer (battle sorcerer) and spontaneous divine casters.
0.264	Added Two-Fisted Healing from <i>Xcrawl</i> RPG.
0.265	Added Stormtroopers of Isis PrCs, added <i>collar of Mr. Buttons</i> . Removed unnecessary references to Adventuring Sage character class and Eldritch Manrat creature.
0.266	Added Armor Focus, Combat Archery, Extra Ability Usage feats.
0.27	Changed Improved Augment Summoning skill bonus to competence bonus instead of insight bonus. Reconciled copies of document between my computers.
0.271	Added <i>helm of eyes</i> from <i>Arms & Armor</i> by Bastion Press. Added the <i>death egg</i> and <i>gauntlets of dexterous ogre power</i> based on the work of Mark Mills. Changed iron master PrC metalcunning competence bonus to +3 from +2. Added the Activated Dragonblood PrC from my old notes. Added Dexterous Dodge, Elven Archery feats from <i>Netbook of Feats</i> . Copied Whirling Frenzy barbarian class feature from <i>Unearthed Arcana</i> .
0.272	Changed rager of Suloth prereq from Toughness to Skill Focus because I thought it fit a little better the idea that for these guys the rager ability is psychological, not physical. Added revised Healing domain granted power. Added Ritual Scarification magic item creation process from my September 2006 notebook. Added <i>white jade gauntlets</i> from one of my notebooks.
0.273	Added <i>living catapault</i> spell from March 2006 notebook. Summoner prestige class adapted from <i>Relics & Rituals</i> (including my own notes for the natural ally variant which was always an obvious choice but never really clear how a character might follow that path).
0.274	Added epic extension to <i>summon monster</i> and <i>summon nature's ally</i> spells. Added Epic Ki Strike, Enchanted Ki Strike feats. Altered Fast Recovery and Toughened feat prerequisites to make them easier to acquire and bring them in line with other similar feats. Reduced frequency of spell-like ability usage for tunnel maker of Iron Bluff PrC. Added <i>purify air</i> spell and <i>smite</i> spell.
0.280	Due to technical difficulties draft 0.275 was lost. I opted to jump way ahead in case I can recover it or any other drafts I might have made in between. Added variant core classes, racial bloodlines, racial paragon classes, and specialist wizard variants from <i>Unearthed Arcana</i> (by way of www.d20srd.org). Imported Hit Die Boost feat from my other works. Changed bear totem barbarian's 1 st level bonus feat from Toughness to Hit Die Boost. Added ritual spellcasting rules from <i>Relics & Rituals</i> . Added Animal domain alternate granted power.
0.281	Clarified the specific circumstances under which the Two-Fisted Healing and Veteran Grappler feats apply. Added <i>Weatherlight Beasthide Tunic</i> . Imported <i>Dolomar's Limited Liquefaction</i> from <i>Relics & Rituals</i> . Copied the spell tables from the SRD and began adding various spells from other OGC sources to make a master list of the OGC books I own.
0.282	Added <i>elf ears</i> , <i>necklace of infinite sounds</i> , <i>gauntlets of elemental substitution</i> , and <i>belt of the raging horde</i> to magic items. Started copying "spell templates" by Christopher Perkins from <i>Dragon 311</i> (September 2003). Added Sacred Healing feat, <i>Ralick's Guardian Tattoos</i> , <i>Inscription Strips</i> and <i>Sandals of Selen</i> .
0.283	Added potionblooded PrC from Jan/Feb 2007 notebook.
0.284	Added Table of Contents. Extended the ringbearer PrC to 4 levels, moved the <i>break enchantment</i> ability to level 4, added the earrings ability to the class. Added the <i>belt of the great North Ocean turtle</i> . Added notes to extend options for characters with both Combat Reflexes and Quick Draw.
0.285	Added Planar Races section.
0.286	Imported a fat slew of creatures from the <i>Tome of Horrors</i>
0.287	Imported greatcoat from <i>Lock & Load: Character Primer</i>
0.288, 0.289	Fixing a file system security error

Version	Changes
0.290	I removed the “confidential – do not distribute” notice from the page footer and decided it was OGC for everyone! (Of course, 0.290 is July, 2008, and 4e just came out....) Added the “coeur des djinn” and “aethellion” from “October 2007 to January 2008” notebook. Added <i>legendary dispel magic</i> to the abjurer variant.
0.291	Reduced the number of additional caster levels the Planar Summoner gets from 10 to 7 to make the class more balanced.
0.292	Added an Introduction and published the draft on www.patric.net .
0.293	Formatting cleanup. Added <i>swarm of mage swords</i> spell and Crystal Adept of the Delkani School PrC from the “Morpheus Unbound March 2007 to May 2007” notebook. Added spells to the Bard spell list from <i>Relics & Rituals</i> (Sword & Sorcery Studios).
0.294	Changed my default font from Times New Roman, left justified to Calibri, full justified simply because I like it better and find it easier to read. Added <i>deep fey sword</i> from <i>Arms & Armor</i> .
0.295	Generated hard-copy for editing
0.300	Begin implementation of edits from hard-copy. Imported the “Fortification Summoner” PrC from “April 2009 to May 2009” notebook. Added creatures to <i>summon monster</i> tables from <i>Armies of the Abyss</i> (Green Ronin Publishing).
0.301-0.305	Rearranging location of content. Updating formatting.
0.306	Imported the “ring sage” prestige class from <i>Path of Magic</i> (Fantasy Flight Games) Wrote in the Urban Empathy feat simply because it fell out of my head.
0.307-0.310	Tons and tons of formatting changes.
0.311	Added side-bars to Wizard variant conjurer and Fortification Summoner PrC. Incorporated notes on fortification summoner from Morpheus notebook April to July 2009 (book 2/2). Changed Jousting Champion PrC unnamed bonus to being unhorsed to +4 from +2 (this is more consistent with the really obscure, rarely-ever-comes-into-play bonuses)
0.312	Added Jennet Rediron's Robe from my notebook (April 2009 to July 2009, book 2/2). Imported my revised version of the half-genie template from www.patric.net (v1.1).
0.313	Formatting
0.314	Formatting and added some descriptive text to the giant bloodlines to make them more distinctive and colorful.

APPENDIX B - LEGAL INFORMATION

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Mageblade, Slitheren Starmaw, Squire's Sword, Star of Terror, Sword of the Forsaken, Thanqual, Trident of Sparkfury, War Cleaver, Scorpion Whip, Sovereign Accord Whip, Wormtongue, Wraithblade, Shadow Blade, Whirlwind Blade, Silverbow, Stormseeker, Hunter's Spear, Mariner's Spear, Assassin's Crossbow, Thunder Crossbow, Ratspike, Kin-Skull, Alluna's Lenses of Discovery, Amalthean Helm, Amulet of Ghost Armor, Amulets of Love, Amulet of Peaceful Repose, Artemesia's Garrote, Bag of the Pyre, Banje's Turban of Discernment, Beads of the Altered Voice, Belsamaug Amulet, Bestiary of Binding, Blood Bands of Awakening, Bloodstone, Bone Needles, Book of Knowledge, Boots of Landing, Breath of Life, Burdensome Coin, Canopic Urn of the Dead, Cat's Claws, Champion's Helm, Circlet of the Iron Mind, Circlet of Warning, Cloak of Evasion, Cloak of Fame, Cloak of Pestilence, Cloak of Whispers, Confessor's Quill, Despot's Circlet, Dragonstein, Emerald Quiver, Enkili's Cloak, Everseeing Eyepatch, Flagon of Imbibing, Gemgate, Gloves of the Gladiator, Helm of the Reaver, Hornsaw Flute, Horseshoes of the Vanishing Steed, Hourvan's Handglass of Holding, Impregnable Strongbox, Kadum's Pearl, Kelder Feedbag, Luthia's Tools of Precision, Mask of Desire, Necklace of Immunity, Nomari Candles, Oathbreaker's Bracelet, Pack of Safekeeping, Pipe of Visions, Prophetic Tablet, Revenge Doll, Robe of the Netherworld, Saddle of the Master Riders, Scabbard of Hiding, Shackles of Apathy, Shell of the Ocean's Call, Solar Brooch, Soul Brazier, Spectral Yoke, Spider Webs, Star Gazer, Vengaurak Mask, Amulet of Ebon Dreams, Armor of Flesh, Armor of Grace, Black Book of Belsameth, Clotstone, Divine Token, Dweomer Crystal, Fist of the Forsaken, Mask of Whispers, Master's Brush, Natural Order, Roaring Wand, Robe of the Earth Mother, Shard of the Forsaken, Slarecian Memory Sphere, Sunray Spear, Tanil's Screaming Arrow, Titan's Blood, All-Mother's Judgement, Arator, Holy Sword of Karria, The Autumn Blade, The Axe of Horror, The Bells of Non, Belsameth's Silver Ear, Bloodlust, The Bone Axe of Gaurak, Chalice of Marvels, The Crown of Undead Spelndor, Elkhorn Bow, Whitebone Arrows, Emporer's Quiver, The King's Rattle, Oakskin Armor, The Soul Forge, The Sword Chaotic, Fahenia (Fire Sword of Scarn), Izlander (Ice Sword of Scarn), Ertmodl (Earth Sword of Scarn), Huriki (Air Sword of Scarn), Shargar (Shadow Sword of Scarn), Mageli (Spell Sword of Scarn), Tanzil's Wondrous Chariot, The Tear of Mormo, Wicked's Edge, The Witch Cube, The Wretched of Vangal, Marriage, Indoctrination, Holy Vigilance, Armament of the Gods, Thirst for War, Embalm the Undying Servant, Build the Temple, Conversion of the Faithless, Absolute Binding, Sense the Unwanted, Rite of Summoner, Rite of Spring, Rite of Fall, Create Druid Ring, Rite of Winter, Relocate Town, Restore the Land, Awaken Forest, Locate Power Point, Consumption of Fire, Control the Soul, Lich, Lycanthrope Infestation, Sorcerous Power, Vampirism, Raise the Keep, Immortality, Acid Spittle, Adhere to Wood, Alibi, Animal Infusion, Animal Spy, Animate Shadow, Armor of Undeath, Arrow Charm, Assassin's Senses, Avatar, Awaken Lesser Titan Avatar, Banish Shadow, Battlecry, Beast Soul, Belsameth's Blessing, Belsameth's Strike, Blackflame, Blazing Shield, Bleeding Disease, Bloodstorm, Bottomless Pit, Brothers in Arms, Buoyancy Net, Call Aquatic Animal I, Call Aquatic Animal II, Call Aquatic Humanoid I, Call Aquatic Humanoid II, Call Aquatic Monster, Chameleon Skin, Chardun's Torments, Chill/Warmth, Circle of Sounds, Clean, Cloak of Righteousness, Cold Snap, Commanding Presence, Condemned, Control Light, Convert, Curse of Terror, Curtain of Darkness, Daggers of Vault, Dar'Tan's Shadow Bolt, Dark Flames, Dark Water, Darkstaff, Dead Man's Eyes, Death Blade, Declaration of Death, Denev's Exile from Nature, Denev's Fury, Detect Gold, Dirge of Woe, Disappear, Distort Shadow, Divine Raiment, Divine Wisdom, Dolomar's Limited Liquefaction, Dolomar's Force Wave, Dolomar's Mapping, Doomwail, Dowsing, Dragon's Breath, Eclipse, Enkili's Luck, Enkili's Lightning Storm, Enkili's Prank, Enumerate, Ephod of Melee, Ethereal Bolt, Ever Scent, Flame Bolt, Flame/Frost Weapon, Flash, Freezing Curse, Frog Tongue, Ganest's Farstrike, Gas Cloud, Gaze of Truth, Ghostdweomer, Gloom, Glue, Gluttony, Great Knock, Greater Circle of Seeing, Greater Familiar, Greater Healing Circle, Grim Feast, Grove of Serenity, Gutroot, Hand of Justice, Heart of Valor, Hedrada's Balance, Holy Beacon, Holy Beacon's Answer, Holy Channel, Hunter's Stalk, Ilajam Fire, Imbue Shadow, Incapacitate, Incite, Inquisition, Intoxicate, Invigorate Dead, Iron Storm, Ironheart, Leech Field, Life Force Transfer, Life Shield, Liliandel's Flurry, Limbs of Endurance, Listening Ringworm, Live Wood, Locate Corpse, Madriel's Empathic Resonance, Manaspear, Meld Object, Mind Over Matter, Mind Raid, Minor Circle of Seeing, Minor Shadow Conjunction, Minor Shadow Evocation, Minor Symbol of Divinity, Mirror Safe, Mormo's Serpent Hands, Multiplicity, Nethergaze, Obscure Shadow, Pass the Years, Perfect Recollection, Phantom's Howl, Pillar of Attraction/Repulsion, Power Word (Thunder), Pressure Sphere, Prevarication's Bounty, Purifying Flames, Quick Sober, Rabbit Feet, Rapid Journey, Recall Champion, Remove Resistance, Rend the Sovereign Soul, Renewed Focus, Reshape Shadow, Reverse Illusion, Rie's Dance of Seduction, Rune of Darkness, Rune of Fire, Rune of Poison, Rune of Seeing, Rune of Sleep, Sacred Journey, Sacred Weapon, Sacrifice Spell, Sacrificial Heart, Salamar's Quiet Contemplation, Seal of Hedrada, Sethris' Potency, Sethtel's Stick Servant, Sever, Shade Evocation, Shade's Sight, Shadow Form of Lyrand, Shadow Images, Shadow Shield, Shadow Smash, Shadow Storm, Shadow Strike, Shadow Touch, Shadow Twin, Shadow Weapon, Shatter Soul, Ship Snare, Shockwave Strike, Shockwave, Sleep of the Dead, Smite, Smother, Sneeze, Song of Champions, Song of the Gods, Song of Heroes, Soul of Mercy, 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As far as I'm concerned the Section 15 entry for Christopher Perkins article in *Dragon* 311 (September 2003) is totally wrong (I blame this as an oversight by the editor of *Dragon*), but by the terms of the license I cannot change it. If I could, I would write it as "*Arcane Alterations: Templates for Spells* Copyright © 2003 by Christopher Perkins. Author Christopher Perkins. **I still need to pull the Section 15 from Arcana Unearthed** because Christopher sites it as his source.

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