GHOSTWALK UPDATE FOR D&D V.3.5

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Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

The *Ghostwalk Campaign Option* was released only a short time before the D&D v.3.5 rules were. This document provides all the changes that should be made to the book to update it for use with the new rules. A few clarifications are included here as well.

Minor or obvious changes that a reasonable person could determine without effort, or which have no effect on the game mechanics of the book, have been omitted unless entire sections are being replaced. Such changes include the following.

- The number of 5-foot squares corresponding to a creature's speed,
- A separate attack entry for any monster that has only one attack form, or whose full attack is identical to its normal attack,
- Changing "Face/Reach" to "Space/Reach" in cases where the corresponding numbers remain the same,
- Changing a spell's casting time from "1 action" to "1 standard action,"
- Changing a magic item's "Market Price" to "Price," and so forth. Changes such as these are left in the reader's hands. All other pertinent adjustments, however, are given here.

Also included with this document is a map that was dropped from the book for space reasons. With this bonus map and the changes indicated here, your *Ghostwalk* campaign can be better than ever before. So get out your pen and start marking these changes in your book!

UPDATES FOR D&D V.3.5

Page 5, Sorcerers:
Change "Tereppek" to "Bazareene."

Page 8:
Change the "**Oral**" heading to "**Hunger**."

Page 9, Thirst Trait:
Change "Similar to the oral trait" to "Similar to the hunger trait."

Page 17, Eidolon:
Class Skills: Delete "Intuit Direction (Wis)."

Page 18, Eidoloncer:
Class Skills: Delete "Scry (Int)."

Page 19, Arboreal Guardian:
Requirements: Delete "Intuit Direction 5 ranks." Change "Wilderness Lore" to "Survival."

Class Skills: Replace entry with "The arboreal guardian's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions."

Page 20, Natural Armor (Ex):

Change "gains a natural armor bonus to her Armor Class" to "gains an enhancement bonus to her existing natural armor bonus."

Page 21, Bone Collector:

Requirements: Change "Alchemy" to "Craft (Alchemy)."

Class Skills: Delete "Alchemy."

Page 23, Bone Collector Spell List:

Change "*invisibility to undead*" to "*hide from undead.*" Change "*endurance*" to "*bear's endurance.*" Change "*negative energy protection*" to "*death ward.*" Add "*false life*" to the 2nd-level spell list.

Page 23, Deathwarden Chanter:

Requirements: Change "Perform (sing)" to "Perform (sing) 1 rank."

Class Skills: Delete "Scry (Int)."

Page 24, Great Rune:

Change "His level + Wisdom modifier determines how many runes he can choose from at any given time" to "His level plus Wisdom modifier determines which runes he can choose." (That is, you cannot choose a rune from the table if your class level + Wisdom modifier isn't high enough.)

Page 25, Thunder Rune:

Change the duration of the deafness effect to 1 hour.

Page 26, Ghost Slayer:

Requirements: Change "Ghost Fighting" to "Incorporeal Target Fighting."

Page 27, Alchemy:

Change "Alchemy" to "Craft (Alchemy)."

Page 27, Intuit Direction:

This skill has been subsumed into the Survival skill. All the functions described here can be performed with Survival checks at the same DCs.

Page 28, Scry:

Though Scry is no longer a separate skill, all of the information here applies to the new scrying rules.

Page 28, Wilderness Lore:

Change "Wilderness Lore" to "Survival."

Page 29, Corrupt Arcane Studies:

Add to the end of the last sentence "(sorcerers do not recover spent spell slots for 24 hours)."

Page 30, Diehard:

Use the version of this feat presented in the *Player's Handbook.*

Page 31, Empower Turning:

Change "+2d6" to "+1d6."

Page 31, Enervating Touch:

Add to the end of the first paragraph of the Benefits section: "You may use this attack once per day per character level."

Page 32, Extra Favored Enemy:

Like class-based favored enemy bonuses, the bonuses granted by this feat increase in increments of +2. When you use this feat to gain a new favored enemy, you get only a +2 bonus against that enemy. You do not get the extra +2 bonus (which can be allocated anywhere) that you would get for gaining a new favored enemy by level increase.

Change "Initially, you gain the standard +1 bonus" to "Initially, you gain the standard +2 bonus."

Delete "(by +1 at 5th, 10th, 15th, and 20th ranger level)."

Change "For example, suppose you select goblinoids as your first favored enemy when you are a 1st-level ranger and magical beasts as your second when you reach 5th level. Then you take Extra Favored Enemy as your feat at 6th level and select aberrations. At this point, you have a +2 bonus against goblinoids and a +1 bonus against both magical beasts and aberrations. When you reach 10th level, your bonuses rise to +3 against goblinoids and +2 against magical beasts and aberrations" to "For example, suppose you select goblinoids as your first favored enemy when you are a 1st-level ranger and magical beasts as your second when you reach 5th level. You choose to allocate your extra +2 bonus against goblinoids, giving you a +4 bonus against goblinoids and a +2 bonus against magical beasts. Then you take Extra Favored Enemy as your feat

at 6th level and select aberrations. At this point, you have a +4 bonus against goblinoids and a +2 bonus against both magical beasts and aberrations. When you reach 10th level, you choose monstrous humanoids as your new favored enemy and allocate your extra +2 to goblinoids. Now your bonuses are +6 against goblinoids and +2 against magical beasts, aberrations, and monstrous humanoids."

Page 34, Gift of Tongues:
Change "Innuendo" to "Bluff."

Page 35, Green Bond:
Change "Wilderness Lore" to "Survival."

Page 37, Natural Spell:
Use the version of this feat presented in the *Player's Handbook*.

Page 37, Nauseating Touch:
Add to the end of the first paragraph of the Benefits section: "You may use this attack once per day per character level."

Page 38, Saddleback:
Delete this entry. Since Skill Focus now gives a +3 bonus on any single skill, this feat is no longer necessary.

Page 39, Twin Sword Style:
Delete this entry and use the Two-Weapon Defense feat from the *Player's Handbook* instead.

Page 40, Spells:
Change "*change self*" to "*disguise self.*"

Page 41, Sympathy:
Change the name of this spell to "*sympathetic vibration.*"

Page 42, *Oil of Timelessness*:
Change the name of this item to "*unguent of timelessness.*"

Pages 45–49, New Magic:
Mark the following spells wherever they appear with a superscript M: *death armor, dispel possession, glyph of turning, raise ghost, sherem transformation, undeath to death.*

Page 48, Ectomancy spell list (in sidebar):
Change "*invisibility to undead*" to "*hide from undead.*"
Change "*symbol (death only)*" to "*symbol of death.*"

Remove "*negative energy protection.*"

Page 49, New Magic, 6th-Level Sorcerer/Wizard Spells:
Mark the spell "*sherem transformation*" with a superscript F.

Page 62, Absorbing Property:
Add "Moderate abjuration;" before "Caster Level."

Page 62, Death Ward Property:
Add "Faint necromancy;" before "Caster Level."
Change "Market Price: +2 bonus" to "Price +10,000 gp."

Page 62, Energy Drain Property:
Add "This attack may be used once per day." after "(if shield)."
Add "Moderate necromancy;" before "Caster Level."
Change "Market Price: +2 bonus" to "Price +10,000 gp."

Page 62, Ghost Disrupting Property:
Add "Faint necromancy;" before "Caster Level."
Change "Market Price: +2 bonus" to "Price +3,600 gp."

Page 62, Negative Energy Protection Property:
Replace the first paragraph of the item description with "Armor enhanced by this special ability grants the wearer protection against level-draining attacks as though via a *death ward* spell. Each day, the protection activates the first time the wearer is exposed to such an attack and lasts for 5 rounds."
Add "Moderate necromancy; before "Caster Level."
Change "*negative energy protection*" to "*death ward*".
Change "Market Price: +2 bonus" to "Price +6,000 gp."

Page 62, Undead Controlling Property:
Use the version of this magic item property presented in the *Dungeon Master's Guide.*

Page 62, Undead Disrupting Property:
Add "Faint necromancy;" before "Caster Level."
Change "Market Price: +2 bonus" to "Price: +3,600 gp."

Page 63, Breastplate of Kaltar:
Add "Strong necromancy;" before "Caster Level."
Change "Market Price: 25,350 gp" to "Price 50,350 gp."
Change "Cost to Create: 12,850 gp + 1,000 XP" to "Cost 25,350 gp + 2,000 XP."

Page 63, Holoran's Chainmail:
Add "Moderate necromancy;" before "Caster Level."

Change "*negative energy protection*" to "*death ward.*"

Page 63, Ghost Bane Property:

Add "Moderate conjuration;" before "Caster Level."

Change "Market Price: +2 bonus" to "Price +1 bonus."

Page 63, Merciful Property:

Use the version of this magic item property presented in the *Dungeon Master's Guide.*

Page 64, Snakebiter Property:

Add "Moderate conjuration" before "Caster Level."

Change "Market Price: +2 bonus" to "Price +1 bonus."

Page 64, Screaming Property:

Add "Moderate evocation;" before "Caster Level."

Page 64, Torturous Property:

Add "Moderate necromancy;" before "Caster Level."

Page 64, Truesilver Property:

Add "No aura (nonmagical);" before "Caster Level."

Change "Market Price: +1 bonus" to "Price +1,000 gp."

Page 64, Vampiric Property:

Add "Moderate necromancy;" before "Caster Level."

Page 65, Venomous Property:

Add "Moderate necromancy;" before "Caster Level."

Page 65, Banisher of Nightmares:

Add "Moderate conjuration;" before "Caster Level."

Change "Market Price: 18,310 gp" to "Price 8,310 gp."

Change "Cost to Create: 9,310 gp + 720 XP" to "Cost 4,310 gp + 320 XP."

Page 65, Bonecrushers:

Add "Moderate conjuration;" before "Caster Level."

Change "Market Price: 366 gp" to "Price 166 gp."

Change "Cost to Create: 186 gp + 15 XP" to "Cost 86 gp + 7 XP."

Page 65, Bone Sword:

Add "Moderate necromancy;" before "Caster Level."

Change "Market Price: 18,310 gp" to "Price 8,310 gp."

Change "Cost to Create: 9,310 gp + 720 XP" to "Cost 4,310 gp + 320 XP."

Page 65, Crash:

Add: "Moderate evocation;" before "Caster Level."

Page 65, Due Process:

Change "This +2 *lawful longsword*" to "This +2 *axiomatic longsword.*"

Add "Moderate evocation (lawful);" before "Caster Level."

Page 65, Fate of the Undevoured:

Add "Moderate conjuration;" before "Caster Level."

Change "Market Price: 18,315 gp" to "Price 8,310 gp."

Change "Cost to Create: 9,315 gp + 720 XP" to "Cost 4,310 gp + 320 XP."

Page 65, First Thaw:

Remove "(cold)" after *endure elements.*

Add "Moderate evocation;" before "Caster Level."

Page 65, Kihanam's Mace:

Add "Moderate necromancy;" before "Caster Level."

Page 66, Kisses of Traagash:

Add "Moderate conjuration;" before "Caster Level."

Change "Market Price: 366 gp" to "Price 166 gp."

Change "Cost to Create: 186 gp + 15 XP" to "Cost 86 gp + 7 XP."

Page 66, Mace of Undead Prowess:

Add "Moderate necromancy (good)" before "Caster Level."

Page 66, Maladur's Warhammer:

Add "Strong conjuration;" before "Caster Level."

Page 66, Oathkeeper:

Add "Faint necromancy;" before "Caster Level."

Page 66, Paladincutter:

Add "Moderate evocation (evil);" before "Caster Level."

Page 66, Patient Lesson:

Add "Faint conjuration;" before "Caster Level."

Page 66, Rapid Wrath:

Add "Moderate evocation;" before "Caster Level."

Page 66, Sharkjaw:

Add "Moderate evocation;" before "Caster Level."

Page 66, Slaying Arrow:

This item has the same aura, caster level, prerequisites, market price, and cost as the slaying arrow in the *Dungeon Master's Guide.*

Page 66, Spiritwarder:
Add "Faint abjuration;" before "Caster Level."

Page 66, War's Armor:
Add "Faint transmutation;" before "Caster Level."

Page 66, War's Craft:
Add "Moderate abjuration;" before "Caster Level."

Page 67, Oil of Animate Dead:
Add "Moderate necromancy;" before "Caster Level."

Page 67, Bone Ring:
Add "Moderate abjuration;" before "Caster Level."
Change "*negative energy protection*" to "*death ward.*"

Page 63, Ring of Manifesting:
Add "Faint transmutation;" before "Caster Level."

Page 68, Staff of the Bonefriend:
Add "Moderate necromancy;" before "Caster Level."

Page 68, Staff of Ectoplasm:
Add "Moderate conjuration;" before "Caster Level."

Page 69, Staff of Skulls:
Add "Strong necromancy (evil);" before "Caster Level."

Page 69, Staff of Undead Slaying:
Add "Strong necromancy;" before "Caster Level."

Page 70, Blood of Orcus:
Add "Strong necromancy (evil);" before "Caster Level."

Page 70, Bloodsweets:
Add "Faint necromancy;" before "Caster Level."

Page 70, Chain of Tephaneron:
Add "Moderate transmutation;" before "Caster Level."

Page 70, Chains of Shield Other:
Add "Faint abjuration;" before "Caster Level."

Page 70, Ghost Prison:
Add "Moderate necromancy;" before "Caster Level."

Page 70, Cloak of Blackflame:
Add "Moderate necromancy;" before "Caster Level."
Change "*negative energy protection*" to "*death ward.*"

Page 70, Diamond Eye Circlet:
Add "Faint divination;" before "Caster Level."

Page 70, Dracanite Helm:
Add "Faint abjuration;" before "Caster Level."

Page 70, Driftwood Amulet:
Add "Faint abjuration;" before "Caster Level."

Page 71, Durann's Vestment:
Add "Moderate conjuration;" before "Caster Level."

Page 71, Enemy Spirit Pouch:
Change the second paragraph to "A ranger whose favored enemy matches that of the enemy spirit pouch is treated as if his bonus against that type of favored enemy were +2 greater than normal."
Add "Faint divination;" before "Caster Level."

Page 71, Feather Mask:
Add "Moderate conjuration;" before "Caster Level."

Page 71, Figurines of Wondrous Power:
Add "Moderate transmutation;" before "Caster Level."

Page 71, Flesh of Orcus:
Add "Moderate necromancy (evil);" before "Caster Level."

Page 71, Glove of the Master Strategist:
Add "Faint transmutation;" before "Caster Level."

Page 72, Green Tooth Necklace:
Change "*ring of minor elemental resistance*" to "*ring of minor energy resistance.*"
Add "Moderate abjuration;" before "Caster Level."
Change "*protection from elements*" to "*protection from energy*".

Page 72, Ioun Stone (Clear Teardrop):
Add "Faint divination;" before "Caster Level."

Page 72, Lawkeeper's Lock:
Add "Moderate conjuration;" before "Caster Level."

Page 72, Living Mask:
Add "Faint illusion;" before "Caster Level."
Change "*change self*" to "*disguise self.*"

Page 72, Mithral Bells:
Add "Faint evocation;" before "Caster Level."

Page 72, Necklace of Skulljewels:
Add "Moderate conjuration (evil);" before "Caster Level."

Page 72, Nessek's Crown:
Change "*ring of minor elemental resistance*" to "*ring of minor energy resistance.*"
Add "Faint abjuration;" before "Caster Level."
Change "*protection from elements*" to "*protection from energy.*"

Page 72, Phaant's Luckstone:
Add "Moderate divination;" before "Caster Level."

Page 72, Phasestone:
Add "Strong necromancy;" before "Caster Level."

Page 73, Pouch of Purest Earth:
Add "Moderate abjuration;" before "Caster Level."

Page 73, Skullmarble:
Add "Faint necromancy;" before "Caster Level."

Page 73, Wanderer's Boots:
Add "Faint transmutation;" before "Caster Level."

Page 73, White Robe of the Ghostwarden:
Add "Faint conjuration and enchantment;" before "Caster Level."
Change "*change self*" to "*disguise self.*"

Page 73, The Seven Crowns:
Change "*ring of minor elemental resistance (fire)*" to "*ring of minor energy resistance (fire).*"
Add "Strong abjuration;" before "Caster Level."

Page 73, Starfire:
Add "Strong evocation (good);" before "Caster Level."

Page 81, Dracanish (illustration):
The symbol of Dracanish should look like a man's profile in metallic bronze (like on a coin) on a black background.

Page 82, Eanius:
In the third paragraph of Eanius's entry, remove "Rangers of Eanius may use their ambidexterity and two-weapon fighting class features with their quarterstaffs."

Page 83, Galaedros:
In the third paragraph of Galaedros's entry, remove "Rangers of Galaedros may use their ambidexterity and two-weapon fighting class features with their quarterstaffs."

Page 103, Typical Tardane Agent:
Add "Base Atk +3; Grp +3" before "Atk."
Change "Alchemy" to "Craft (alchemy)."
Change "Scry" to "Decipher Script."

Page 141, Bard:
Change "Salkirian bards may choose bola flail (see the Equipment section) as their free bonus weapon proficiency" to "A Salkirian bard gains Exotic Weapon Proficiency (bola flail) as a bonus feat."

Page 153, Ranger:
Change "Thurka rangers still prefer the greatsword and so rarely exercise the two-weapon fighting style common to rangers of other lands" to "Because they prefer greatswords (which are two-handed weapons that preclude using the two-weapon combat style), Thurka rangers usually pursue the archery combat style."

Page 157, Artaaglith:
Add "Extraplanar" to the subtypes.
AC: Add "touch 11, flat-footed 17."
Above Attacks entry, add "**Base Attack/-Grapple:** +5/+7."
Spell-Like Abilities: Add save DCs as follows: *cause fear* (DC 12), *death knell* (DC 13), *stinking cloud* (DC 14). Change "These abilities are as the spells cast by a 5th-level cleric" to "Caster level 5th. The save DCs are Charisma-based."
Skills: Replace entry with "Concentration +10, Heal +10, Jump +10, Knowledge (arcana) +9, Knowledge (religion) +9, Knowledge (the planes) +9, Listen +10, Spellcraft +11, Spot +10."
Add "*Typical Cleric Spells Prepared* (5/5/4/2; save DC 12 + spell level): 0—*detect magic* (2), *read magic* (2), *resistance*; 1st—*cure light wounds*, *divine favor*, *entropic shield*, *inflict light wounds*, *protection from good**; 2nd—*black lungs*, *bull's strength*, *desecrate**, *spiritual weapon*; 3rd—*death lock*, *magic circle against good**. *Domain spell.*"

Page 158, Creating a Bonesinger:
Change "Bonesinger is a template" to "Bonesinger is an acquired template."
Above Hit Dice entry, add "**Size and Type:** The creature's type changes to undead. Do not recalculate

Hit Dice, hit points, base attack bonus, saves, or skill points. Size is unchanged."

Page 159, Sample Bonesinger:

Change "Medium-Size Undead" to "Medium Undead (Augmented Humanoid)."

AC: Add "touch 11, flat-footed 16."

Above Attacks entry, add "**Base Attack/Grapple:** +2/+2."

Special Qualities: Change "Bardic music" to "Bardic music (countersong, *fascinate*, inspire competence, inspire courage +1)." Change "Bardic knowledge" to "Bardic knowledge +5."

Abilities: Change "Con 8" to Con —."

Saves: Change "Fort +1" to "Fort +2."

Skills: Replace entry with "Balance +5, Bluff +8, Concentration +8, Diplomacy +8, Intimidate +4, Jump +4, Knowledge (arcana) +5, Listen +7, Move Silently –9, Perform (sing) +11, Sense Motive +7, Spellcraft +5, Tumble +7, Use Magic Device +8."

Singing Bones: Change "giving it a +2 bonus on all Perform checks" to "giving it a +3 bonus on all Perform (sing) checks."

Page 160, Dread Ram:

AC: Add "touch 9, flat-footed 13."

Above Attacks entry, add "**Base Attack/Grapple:** +3/+11."

Change "**Face/Reach:** 5 ft. by 10 ft./5 ft." to "**Space/Reach:** 10 ft./5 ft."

Special Qualities: Delete "undead bulk."

Skills: Replace entry with "Jump +9, Spot +4."

Feats: Add Power Attack.

Breath Weapon: Change save DC to 13. Add "The save DC is Charisma-based."

Frightful Presence: Change save DC to 13. Add "The save DC is Charisma-based."

Undead Bulk: Delete entry.

Trample: Change the save DC to 17. Add "The save DC is Strength-based."

Page 161, Ectoplasmic Vermin (Tiny):

AC: Add "touch 14, flat-footed 12."

Above Attacks entry, add "**Base Attack/Grapple:** +0/–12."

Skills: Delete "Move Silently +6, Spot +8, Tumble +6."

Feats: Change "Weapon Finesse (bite)" to "Weapon Finesse[B]."

Page 161, Ectoplasmic Vermin (Small):

AC: Add "touch 13, flat-footed 11."

Above Attacks entry, add "**Base Attack/Grapple:** +0/-6."

Skills: Delete "Move Silently +6, Spot +8, Tumble +6."

Feats: Change "Weapon Finesse (bite)" to "Weapon Finesse[B]."

Page 161, Ectoplasmic Vermin (Medium):

AC: Add "touch 12, flat-footed 11."

Above Attacks entry, add "**Base Attack/Grapple:** +1/+1."

Skills: Delete "Move Silently +6, Spot +8, and Tumble +6."

Feats: Change "Weapon Finesse (bite)" to "Weapon Finesse[B]."

Page 162, Ectoplasmic Vermin, Light Sensitivity:

Replace entry with "**Light Sensitivity (Ex):** Ectoplasmic vermin are dazzled in sunlight or within the radius of a *daylight* spell. They usually flee from such areas."

Page 162, Fire Spectre:

AC: Add "touch 14, flat-footed 12; when manifested fully: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12."

Above Attacks entry, add "**Base Attack/Grapple:** +2/—; when manifested fully: +2/+2."

Speed: Change "40 ft." to "Fly 40 ft. (perfect)."

Breath Weapon: Change save DC to 14. Add "The save DC is Charisma-based."

Burn: Change save DC to 14. Add "The save DC is Charisma-based."

Skills: Replace entry with "Diplomacy +4, Hide +10, Intimidate +10, Listen +8, Search +10, Sense +8, Spot +8."

Feats: Change "Combat Reflexes" to "Combat Reflexes[B]." Change "Improved Initiative" to "Improved Initiative[B]."

Page 164, Ghost:

Creating a Ghost: Change ""Ghost" is a template" to ""Ghost" is an acquired template."

Above Speed entry, add "**Size and Type:** The creature's type changes to outsider (augmented humanoid, extraplanar, incorporeal). Do not recalculate Hit Dice, hit points, base attack bonus, saves, or skill points. Size is unchanged."

Page 165, Ghost:

Sense Physical Body: Change "Intuit Direction" to "Survival."

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The Skystones

Wialto

Donaree

Hills of Baanth

Nonaull

Ridou

Duraan Coast

Deraant

Bouldoh

SALKIRIA

Shedarik

Shetourn

Valarn

Leburn

Dunn River

THURKASIA

Tirappa

Reldek

TEREPPEK

Paluak

Plains of Graumai

Teruek

Turrin River

Heppara

Chellon

Sevvil

Kerl

Lake Kerl

The Grey Towers

Trin

Dalagath

Varlin Mountains

Chenurall Forest

Hurmerbor

Thanaurmar Hills

Thalath
Lanialusa

Lair of Saurivadartak

Theno

Hazuk

Throngeth

Ferrisin

Kavaniivaediir

Cornial Maskanstacia

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BAZAREENE

Renlat Fields

Mt. Brun

Belark

Khiras

Doru

Senguli Fields

Brunwall

Lake
Dallin

Sample Ghost: Replace entire sample ghost with the following.

DWARF, 1ST-LEVEL WARRIOR

Medium Outsider (Dwarf) (Augmented Humanoid, Extraplanar, Incorporeal)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 20 ft. (4 squares), fly 20 ft. (good)

When manifested fully: 20 ft. in scale mail (4 squares)

Armor Class: 11 (+1 deflection), touch 11, flat-footed 11

When manifested fully: 17 (+4 scale mail, +2 heavy shield, +1 natural), touch 10, flat-footed 17

Base Attack/Grapple: +1/—

When manifested fully: +1/+2

Attack: —

When manifested fully: Dwarven waraxe +3 melee (1d10+1/×3) or light crossbow +1 ranged (1d8/19–20)

Full Attack: —

When manifested fully: Dwarven waraxe +3 melee (1d10+1/×3) or light crossbow +1 ranged (1d8/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dwarf traits

Special Qualities: Darkvision 60 ft., disembodied soul, dwarf traits, ectoplasmic body, ghost weakness, incorporeal traits, low-light vision, no discernable anatomy, sense physical body

When manifested fully: Darkvision 60 ft., disembodied soul, dwarf traits, ectoplasmic body, ghost weakness, low-light vision, no discernable anatomy, sense physical body

Saves: Fort +4, Ref +0, Will –1

Abilities: Str —, Dex 11, Con 14, Int 10, Wis 9, Cha 6

When manifested fully: Str 13

Skills: Appraise (stone or metal items) +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Hide +4, Listen +1, Spot +1

When manifested fully: Hide –2

Feats: Weapon Focus (dwarven waraxe)

Environment: Temperate mountains

Organization: Solitary, pair, team (3-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1

Treasure: Standard coins; double goods; standard items

Alignment: Often lawful good

Advancement: By character class

Level Adjustment: +0

Page 165, Ghosteater:

AC: Replace entry with "14 (+2 Dex, +2 deflection), touch 14, flat-footed 12

When manifested fully: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12."

Above Attacks entry, add "**Base Attack/Grapple:** +3/—

When manifested fully: "**Base Attack/Grapple:** +3/+3."

Add "**Attack:** Incorporeal touch +5 melee (1d4 Wisdom)

When manifested fully: Touch +5 melee (1d4 Wisdom)."

Add "**Full Attack:** 2 incorporeal touches +5 melee (1d4 Wisdom)

When manifested fully: 2 touches +5 melee (1d4 Wisdom) and bite +0 melee (2d4)."

Remove Damage entry.

Skills: Change "Knowledge (arcana) +7" to Knowledge (arcana) +5."

Feats: Change "Alertness" to "Alertness^B" and "Incorporeal Form" to "Incorporeal Form^B."

Page 165, Ghosteater, Ethereal Jaunt:

Add "Caster level 13th."

Page 166, Monstrous Vampire:

Creating a Monstrous Vampire: Change "Monstrous vampire is a template" to "Monstrous vampire is an acquired template."

Delete "beast" from list of monster types to which the template can be applied.

Before Sample Monstrous Vampire section, add "**Size and Type:** The creature's type changes to undead (augmented aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged."

Hit Dice: Increase all current and future Hit Dice to d12s.

Page 166, Monstrous Vampire:

Replace sample monstrous vampire entry with the following.

SAMPLE MONSTROUS VAMPIRE YUAN-TI ABOMINATION

Large Undead
(Augmented Monstrous Humanoid)
Hit Dice: 9d12 (58 hp)
Initiative: +7
Speed: 30 ft. (6 squares), climb 20 ft., swim 20 ft.
Armor Class: 32 (-1 size, +3 Dex, +16 natural, +2 masterwork heavy shield, +1 *bracers of armor +1*, +1 deflection [*ring of protection +1*]), touch 12, flat-footed 29
Base Attack/Grapple: +9/+20
Attack: Masterwork scimitar +16 melee (1d8+7/18–20) or masterwork composite longbow (+4 Str bonus) +12 ranged (2d6+4/×3) or slam +15 melee (1d8+7 plus energy drain)
Full Attack: Masterwork scimitar +16/+11 melee (1d8+7/18-20) and bite +10 melee (2d6+3 plus poison) or masterwork scimitar +16/+11 melee (1d8+7/18-20) and slam +10 melee (1d8+3 plus energy drain) or masterwork composite longbow (+4 Str bonus) +12/+7 ranged (2d6+4/×3)
Space/Reach: 10 ft./10 ft.
Special Attacks: *Aversion*, blood drain, children of the night, constrict 1d6+10, create spawn, energy drain, dominate, improved grab, poison, *produce acid*, spell-like abilities
Special Qualities: *Alternate form* (vampire and yuan-ti abilities), *chameleon power*, damage reduction 10/silver and magic, darkvision 60 ft., *detect poison*, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, scent, spell resistance 18, spider climb, turn resistance +4, undead traits, vampire weaknesses
Saves: Fort +3, Ref +11, Will +12
Abilities: Str 25, Dex 17, Con —, Int 22, Wis 22, Cha 22
Skills: Bluff +14, Climb +14, Concentration +18, Craft or Knowledge (any two) +18, Hide +18*, Listen +28, Move Silently +22, Search +14, Sense Motive +14, Spot +28, Swim +15
Feats: Alertness[B], Blind-Fight[B], Combat Expertise, Combat Reflexes[B], Dodge, Improved Initiative, Lightning Reflexes[B], Mobility
Environment: Warm forests
Organization: Solitary, pair, gang (3–4), troupe (2–13 purebloods, 2–5 halfbloods, and 2–4 abominations), or tribe (20–160 purebloods, 10–80 halfbloods, and 10-40 abominations)
Challenge Rating: 9
Treasure: Double standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +15

Combat

This vampire's slam attack is treated as a magic weapon for the purpose of overcoming damage reduction. The DC is 20 for the Will save against this vampire's domination ability, and for the Fortitude save to remove a negative level caused by its energy drain.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 20 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+10 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an abomination must hit a Large or smaller creature 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, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-Like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness, neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DCs are Charisma-based.

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Skills: The abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A yuan-ti abomination has a +8 racial bonus on any Swim check

to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Vampire Weaknesses: Unlike landbound vampires, a vampire with a natural swim speed is not harmed by immersion in water and can cross running water without penalty.

*Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Page 166, Mumia:

Creating a Mumia: Change "Mumia is a template" to "Mumia is an acquired template."

Add "**Size and Type:** The creature's type changes to undead (augmented [original type]." Do not recalculate base attack bonus or saves.

Replace the sample mumia with the following.

SAMPLE MUMIA MEDUSA

Medium Undead
(Augmented Monstrous Humanoid)
Hit Dice: 6d12 (39 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +6/+6
Attack: +1 *shortbow* +9 ranged (1d6+1/×3) or dagger +8 melee (1d4/19-20) or snakes +8 melee (1d4 plus poison)
Full Attack: +1 *shortbow* +9/+4 ranged (1d6+1/×3) or dagger +8/+3 melee (1d4/19-20) and snakes +3 melee (1d4 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Petrifying gaze, poison, withering touch
Special Qualities: Darkvision 60 ft., fast healing 2, turn resistance +2, undead traits
Saves: Fort +2, Ref +7, Will +6
Abilities: Str 10, Dex 15, Con —, Int 12, Wis 13, Cha 15
Skills: Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8
Feats: Point Blank Shot, Precise Shot, Weapon Finesse
Environment: Temperate marshes
Organization: Solitary, pair, or covey (3–4)
Challenge Rating: 8
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: —

Combat
This mumia prefers to strike at a distance with its bow, retreating in between strikes to let its fast healing take care of any damage its foes have dealt.

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Withering Touch (Su): A creature hit by the mumia's snakes must attempt a Fortitude save (DC 15) or lose 2 points of Constitution as the attacker absorbs moisture and energy from its target. This effect is in addition to any other effects of the mumia's natural attack.

Fast Healing (Ex): The mumia heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points, it is destroyed.

Turn Resistance (Ex): The mumia medusa is treated as an 8-HD undead for the purpose of turn, rebuke, bolster, and command attempts.

Magic Items Carried: +1 *shortbow*, *cloak of resistance +1*, *potion of haste*.

Page 168, Necroplasm:

AC: Add "touch 11, flat-footed 14."

Above Attacks entry, add "**Base Attack/Grapple:** +2/+3."

Add "**Attack:** Claw +3 melee (1d6+1)."

Add "**Full Attack:** 2 claws +3 melee (1d6+1)."

Remove Damage entry.

Feats: Change "Improved Disarm" to "Improved Initiative."

Initiative: Change "+1 (Dex)" to "+5."

Page 169, Necroplasm:

Improved Grab: Use the rules for improved grab in the *Monster Manual* (page 310) except the necroplasm can use it on a Medium or smaller creature.

Skills: Replace entry with "Climb +9, Hide +5, Move Silently +7, Spot +8."

Drain Fluids: Replace entry with "**Drain Fluids (Ex):** A necroplasm that successfully grapples an opponent automatically drains fluids from its target,

dealing 1d2 points of Constitution damage. If the target is a living creature, the necroplasm's ectoplasm quickly turns a deep red (or to the color of the victim's blood, if not red).

Page 169, Spectral Steed:

AC: Replace entry with "11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10.

When manifested fully: 11 (-1 size, +1 Dex, +1 natural), touch 10, flat-footed 10."

Above Attacks entry, add "**Base Attack/Grapple:** +2/—.

When manifested fully: +2/+6."

Remove Attacks entry.

Add "**Attack:** Incorporeal hoof touch +2 melee (1d4 cold)."

When manifested fully: Hoof touch +1 melee (1d4 cold)."

Add "**Full Attack:** 2 incorporeal hoof touches +2 melee (1d4 cold) and incorporeal bite touch +0 melee (1d4 cold plus energy drain)."

When manifested fully: 2 hoof touches +2 melee (1d4 cold) and incorporeal bite +0 melee (1d4 cold plus energy drain)."

Remove Damage entry.

Face/Reach: Replace entry with "**Space/Reach:** 10 ft./5 ft."

Skills: Replace entry with "Listen +6, Spot +5."

Feats: Add Multiattack.

Energy Drain: Replace entire entry with "**Energy Drain (Su):** Any living creature hit by the bite attack of spectral steed (whether incorporeal or manifested fully) gains one negative level. The DC is 12 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectral steed gains 5 temporary hit points."

Soul Charge: Add "The save DC is Charisma-based."

Sunlight Powerlessness: Change "partial actions" to "only a single move action or attack action in a round."

Page 170, Spirit Tree:

AC: Add "touch 7, flat-footed 20."

Add "**Base Attack/Grapple:** +5/+22."

Add "**Attack:** Slam +12 melee (2d6+9)."

Add "**Full Attack:** 2 slams +12 melee (2d6+9)." Delete Damage entry.

Face/Reach: Replace entry with "**Space/Reach:** 10 ft./15 ft."

Special Attacks: Change "trample 2d12+4" to "Trample 2d12 +13."

Skills: Replace entry with "Concentration +10, Diplomacy +5, Hide −9, Knowledge (any one) +7, Knowledge (ghost lore) +10, Knowledge (nature) +5, Listen +8, Sense Motive +8, Spot +7, Survival +8." Delete "Spirit trees receive skills as if they were fey."

Trample: Change "2d12+4" to "2d12+13." Add "The save DC is Strength-based."

Spell-Like Abilities: Replace entry with "1/day—*charm animal* (DC 12), *create water*, *cure light wounds* (DC 12), *cure moderate wounds* (DC 13), *entangle* (DC 12), *faerie fire*, *goodberry*, *light*, *move earth*, *speak with animals*, *speak with plants*, *summon nature's ally* IV. Caster level 7th. The save DCs are Charisma-based."

Page 172, Undead Martyr:

AC: Add "touch 13, flat-footed 15."

Above Attacks entry, add "**Base Attack/Grapple:** +2/-2."

Feats: Add Iron Will.

Saves: Change "Will +5" to "Will +7."

Skills: Replace entry with "Balance +6, Hide +9, Jump +2, Listen +5, Move Silently +9, Spot +8, Tumble +7."

Page 173, Yuan-Ti Templates, Creating a Yuan-Ti:

Change "Tainted one and broodguard are templates" to "Tainted one and broodguard are acquired templates."

Change "The creature's type changes to humanoid (reptilian)" to "**Size and Type:** The creature gains the reptilian subtype. Size and type are unchanged."

Special Attacks: Delete Psionics entry.

Special Qualities: Add "*Alternate Form (Sp):* A tainted one can assume the form of a Tiny to Large viper (see the Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 7th), except that a tainted one does not regain any hit points for changing form, and it can assume only viper forms. The tainted one loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. It uses its own or the viper's poison, whichever is more potent."

Change Spell Resistance entry to "**Spell Resistance (Ex):** Tainted ones gain spell resistance 12."

Page 174, Sample Yuan-Ti, Tainted One:

AC: Add "touch 13, flat-footed 12."

Add "**Base Attack/Grapple:** +3/+4."

Special Attacks: Remove "psionics."

Special Qualities: Add "alternate form" and change "SR 13" to "SR 12." Add trap sense +1.

Feats: Replace entry with "Alertness^B, Improved Initiative, Weapon Finesse, Weapon Focus (short sword)."

Skills: Replace entry with "Bluff +7, Climb +9, Diplomacy +11, Hide +11, Intimidate +9, Jump +9, Listen +10, Move Silently +11, Search +10, Sense Motive +8, Spot +10."

Page 174, Sample Broodguard:

Change "Medium-size Humanoid" to "Medium Humanoid (Reptilian)."

AC: Add "touch 14, flat-footed 10."

Add "**Base Attack/Grapple:** +3/+4."

Add "**Attack:** Claw +4 melee (1d4+1)."

Add "**Full Attack:** 2 claws +4 melee (1d4+1), bite -1 melee."

Remove Damage entry.

Special Qualities: Add "trap sense +1."

Saves: Change "Ref +4" to "Ref +8."

Skills: Replace entry with "Bluff +5, Climb +9, Diplomacy +9, Hide +12, Intimidate +7, Jump +9, Listen +10, Move Silently +12, Search +8, Sense Motive +8, Spot +10."

Feats: Replace entry with "Alertness^B, Improved Initiative, Weapon Finesse, Weapon Focus (short sword)."

Page 178, Rogue on Rooftop:

Add "Base Atk +0; Grp +1" before Atk entry.

SQ: Add trapfinding.

Skills: Replace entry with "Balance +6, Climb +5, Hide +9, Jump +5, Listen +4, Move Silently +6, Open Lock +8, Search +5, Sleight of Hand +6, Spot +4."

Page 179, Tarl:

Add "Base Atk +0; Grp +1" before Atk entry.

Feats: Change "Weapon Finesse (short sword)" to "Weapon Finesse."

Page 179, Othere:

Add "Base Atk +1; Grp +1" before Atk entry.

Feats: Change "Weapon Finesse (short sword)" to "Weapon Finesse."

Possessions: Change "+1 short sword" to "*Gloom* (+1 short sword)."

Page 180, Errim:

Add "Base Atk +0; Grp +0" before Atk entry.

Skills: Change to "Change Craft (woodworking) +7, Listen +3, Spot +3."

Page 180, Nimi:

Change "Medium-size outsider" to "Medium outsider (augmented humanoid)."

Add "Base Atk +1; Grp +4" before Atk entry.

Page 184, An Unexpected Attack!

Replace (EL 6)" with "(EL 7)."

Page 184, Garothos:

Replace entry with the following.

Garothos: Male ranger 2/blackguard 5; CR 7; Medium humanoid; HD 2d8+4 plus 5d10+10; hp 50; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7; Grp +10; Atk +12 melee (1d8+4 plus 1d6 cold/19–20, *+1 frost longsword*) or +9 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite longbow); Full Atk +12/+7 melee (1d8+4 plus 1d6 cold/19–20, *+1 frost longsword*) or +9/+4 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite longbow); SA command undead 6/day, smite good 1/day, sneak attack +1d6; SQ aura of despair, aura of evil, combat style (archery), dark blessing, *detect good*, fiendish heavy warhorse servant, fiendish servant benefits (empathic link, share spells), favored enemy (humans +2), poison use, wild empathy +5; AL CE; SV Fort +12, Ref +8, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 13, Cha 16.

Skills and Feats: Climb +3, Concentration +7, Handle Animal +8, Hide +4, Knowledge (religion) +7, Listen +5, Ride +12, Search +2; Cleave, Improved Sunder, Power Attack, Rapid Shot, Track, Weapon Focus (longsword).

Blackguard Spells Prepared (2/1; save DC 11 + spell level): 1st—*doom, inflict light wounds*; 2nd—*bull's strength*.

Possessions: Masterwork full plate, masterwork spiked steel shield, mirrored helm, *Winterbite* (*+1 frost longsword*), masterwork (+3 Str bonus) composite longbow, 20 arrows, *potion of cure moderate wounds*, 53 gp, 2 silver candlesticks (worth 75 gp each).

Page 185, Nightfire:

Replace entry with the following.

Nightfire: Male fiendish heavy warhorse mount; CR —; Large magical beast (augmented animal, extraplanar); HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk +7 melee (1d6+4, 2 hooves) and +2 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SA smite good (1/day, +6 damage); SQ damage reduction 5/magic, darkvision 60 ft., improved evasion, low-light vision, resistance to cold 5 and fire 5, scent,

share saving throws, spell resistance 11; AL CE; SV Fort +13, Ref +8, Will +7; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Hide −3, Listen +6, Spot +5; Endurance, Iron Will, Run.

Page 186, Thyrence:

Replace entire statistics block with:

Thyrence: Male human ranger 5; CR 5; Medium humanoid; HD 5d8+5; hp 33; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +8; Atk +8 melee (1d8+4/19–20, *+1 longsword*) or +9 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite long-bow with masterwork arrows); Full Atk +8 melee (1d8+4/19–20, *+1 longsword*) and +8 melee (1d6+1/19–20, masterwork short sword) or +9 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite longbow with master-work arrows); SQ combat style (two-weapon combat), favored enemies (undead +4, magical beasts +2), wild empathy +5; AL CG; SV Fort +5, Ref +7, Will +2; Str 16, Dex 17, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +5, Heal +9, Hide +11, Knowledge (nature) +4, Listen +9, Move Silently +11, Ride +5, Spot +14, Survival +9; Endurance, Point Blank Shot, Track, Weapon Focus (longsword), Weapon Focus (short sword).

Ranger Spells Prepared (1; save DC 11 + spell level): 1st—*pass without trace.*

Possessions: Falconer (*+1 longsword*), masterwork short sword, masterwork (+3 Str bonus) composite longbow, 20 masterwork arrows, masterwork studded leather armor, *eyes of the eagle, potion of lesser restoration.*

Page 187, Medium-Size Zombies:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 189, Medium-Size Skeletons:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 190, Medium-Size Zombies:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 190, Eddimar the Bloody:

SQ: Add "trap sense +1, trapfinding."

Page 191, Mastioth:

Skills: Change "Alchemy" to "Craft (alchemy)."

Page 191, Medium-Size Skeletons:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 191, Undead Martyr:

Add "This undead gains +2 turn resistance from the presence of the Manifest Ward."

Page 191, Huge Skeletons:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 192, Medium-Size Skeletons:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 192, Chenni the Younger:

Change "Medium-size outsider" to "Medium out-sider (augmented humanoid)."

Skills: Change "Alchemy" to "Craft (alchemy)."

Possessions: Change "*potion of endurance*" to "*potion of bear's endurance.*"

Page 193, Ferrel Hass:

Change "Medium-size outsider" to "Medium out-sider (augmented humanoid)."

Possessions: Change "*potion of endurance*" to "*potion of bear's endurance.*"

Page 193, Seahan Vestinet:

Replace entry with the following.

Seahan Vestinet: Male human ranger 5; CR 5; Medium humanoid; HD 5d8+10; hp 35; Init +3; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +5; Grp +8; Atk +10 melee (1d8+4/×3, *+1 battleaxe*) or +9 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite longbow); Full Atk +10 melee (1d8+4/×3, *+1 battleaxe*) or +9 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite longbow); SQ combat style (archery), favored enemies (goblinoids +4, undead +2), wild empathy +5; AL CG; SV Fort +6, Ref +7, Will +2; Str 17, Dex 16, Con 14, Int 13, Wis 12, Cha 11.

Skills and Feats: Handle Animal +8, Hide +6, Knowl-edge (nature) +7, Listen +8, Move Silently +6, Ride +8, Search +4, Spot +8, Survival +9, Swim +1; Endurance, Point Blank Shot, Track, Weapon Focus (battleaxe), Weapon Focus (longbow).

Ranger Spells Prepared (1; save DC 11 + spell level): 1st—*delay poison.*

Possessions: masterwork chainmail, *Cordwood* (*+1 heavy wooden shield*), *Thunder Wreck* (*+1 battleaxe*),

masterwork composite longbow (+3 Str bonus), 20 arrows.

Page 193, Destridien:

Add "Base Atk +4, Grp +5."

Change alignment to NE.

Cleric Spells Prepared: Change "*endurance*" to "*bear's endurance.*"

Possessions: Change "+1 *full plate armor*" to "*Broadbone (+1 full plate armor).*"

Page 196, Tursik's Lair:

Creatures: Change "*change self*" to "*disguise self.*"

Page 197, Tursik:

Replace entry with the following.

Tursik: Male ettercap cleric 3; CR 6; Medium aberration; HD 5d8+5 plus 3d8+3; hp 44; Init +4; Spd 30 ft., climb 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk +5; Grp +7; Atk +7 melee (1d8+2 plus poison, bite); Full Atk +7 melee (1d8+2 plus poison, bite) and +5 melee (1d3+1, 2 claws); SA poison, rebuke undead 2/day, web; SQ low-light vision; AL NE; SV Fort +7, Ref +6, Will +9; Str 14, Dex 18, Con 13, Int 6, Wis 15, Cha 8.

Skills and Feats: Climb +10, Concentration +4, Craft (trapmaking) +4, Hide +10, Listen +4, Spot +8; Combat Casting, Great Fortitude, Multiattack.

Cleric Spells Prepared (4/4/3; save DC 12 + spell level): 0—*create water, detect magic, mending, purify food and drink;* 1st—*disguise self*, divine favor, obscuring mist, shield of faith;* 2nd—*black lungs, cure moderate wounds, invisibility*.*

* Domain spell. Deity: Khostren. Domains: Destruction (smite 1/day), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Possessions: Shadow Walker (+1 studded leather), ring of protection +1, wand of cure light wounds (15 charges), holy symbol, 150 gp, 100 sp, 1 copper statue of Khostren (40 gp), 1 50-gp gem.

Page 197, Treasure:

Change "+1 *small steel shield*" to "*Scrollwork (+1 light shield).*"

Page 200, Dreig Ithin:

Replace entry with the following.

Dreig Ithin: Male half-orc monk 4/rogue 1/assassin 1; CR 6; Medium humanoid (orc); HD 4d8 plus 1d6 plus 1d6; hp 25; Init +8; Spd 40 ft.; AC 14, touch 14, flat-footed 10; Base Atk +3; Grp +5; Atk +5 melee (1d8+2, unarmed strike) or +6 melee (1d4+2/19–20, masterwork dagger) or +3/+3 melee (1d8+2, unarmed strike with flurry of blows); SA death attack, flurry of blows, ki strike (magic), sneak attack +2d6, unarmed strike; SQ darkvision 60 ft., evasion, poison use, slow fall 20 ft., still mind, trapfinding; AL LE; SV Fort +4, Ref +12, Will +3; Str 15, Dex 18, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Balance +11, Disguise +8, Hide +12, Jump +10, Move Silently +12; Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Assassin Spells Known: None (insufficient Intelligence to know assassin spells).

Page 201, Tactics

Delete the reference to *chameleon power* and its +8 bonus on Hide checks, since purebloods no longer have this ability in v.3.5. Purebloods also no longer have the ability to *polymorph* others or *produce acid*, so Essinthas uses *darkness* to confuse foes before entering combat.

Page 203, Nssai:

Change "AC 17" to "AC 21."

Page 205, Derraol Yan:

Add "Base Atk +0; Grp +0" before attack entry.

Skills: Change "Profession (miller) +4" to "Profession (miller) +5."

Page 205, Stri'isn:

Replace entry with the following.

Stri'isn: Female yuan-ti halfblood cleric 1; CR 6; Medium monstrous humanoid (8 ft. long); HD 7d8+14 plus 1d8+2; hp 52; Init +5; Spd 30 ft.; AC 25, touch 11, flat-footed 24; Base Atk +7; Grp +10; Atk +11 melee (1d8+3, masterwork heavy mace) or +9 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite longbow with masterwork arrows); Full Atk +11/+6 melee (1d8+3, masterwork heavy mace) or +9/+4 ranged (1d8+3/×3, masterwork [+3 Str bonus] composite longbow with masterwork arrows); SA poison, *produce acid*, rebuke undead 5/day, spell-like abilities; SQ *alternate form, chameleon power*, darkvision 60 ft., *detect poison*, scent, spell resistance 16; AL CE; SV Fort +6, Ref +6, Will +11; Str 16, Dex 13, Con 14, Int 18, Wis 18, Cha 14.

Skills and Feats: Concentration +13, Hide +6*, Knowledge (religion) +15, Knowledge (the planes) +14, Listen +16, Spot +17; Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative.

Cleric Spells Prepared (3/3; save DC 14 + spell level): 0—*detect magic, light, resistance;* 1st—*command, cure light wounds, protection from law*.*

* Domain spell. Deity: Orcus. Domains: Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Skills: When using *chameleon power,* Stri'isn gains a +10 bonus on Hide checks.

Possessions: Masterwork full plate armor, masterwork heavy shield, masterwork heavy mace, masterwork (+3 Str bonus) composite longbow, 12 masterwork arrows, *wand of hold person* (20 charges), keys to areas 17 and 18, 16 gp, 20 sp, holy symbol.

Page 207, Nestasha:

Delete "Her scales increase her AC to 20."

Page 208, Venomblack:

Feats: Change "Expertise" to "Combat Expertise."

Possessions: Change "*+1 falchion*" to "*Mother's Fang (+1 falchion).*" Change "*+1 large wooden shield*" to "*Great Scale (+1 heavy wooden shield).*"

Tactics: Change "Hide modifier +17" to "Hide modifier +18."

Page 209, Enforcers:

Change "humanoid" to "humanoid (reptilian)."
Add "Base Atk +1; Grp +4."
SA: Delete "psionics."
SQ: Add "*alternate form*" and "SR 12."

Page 210, Broodguards:

Change "humanoid" to "humanoid (reptilian)."
Add "Base Atk +4; Grp +6."
Replace attack entry with "Atk +7 melee (1d3+1, claw); Full Atk +7 melee (1d3+1, 2 claws) and +4 melee (1d4+1, bite)."

Page 211, Tolorn:

Replace entry with the following.
Tolorn: Male human monk 6; CR 6; Medium humanoid; HD 6d8+12; hp 39; Init +6; Spd 50 ft.; AC 17, touch 16, flat-footed 15; Base Atk +4; Grp +5; Atk +7 melee (1d8+1, unarmed strike) or +7 ranged (1d8/19–20, masterwork light crossbow); Full Atk +7 melee (1d8+1, unarmed strike) or +6/+6 melee (1d8+1, unarmed strike with flurry of blows) or +7 ranged (1d8/19–20, masterwork light crossbow); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +7, Ref +7, Will +7; Str 12, Dex 14, Con 14, Int 8, Wis 15, Cha 10.

Skills and Feats: Climb +9, Jump +9, Knowledge (arcana) +2, Listen +11, Move Silently +10; Deflect Arrows, Improved Initiative, Improved Trip, Improved Unarmed Strike, Kihu-Sherem Guardian, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

Possessions: bracers of armor +1, masterwork light crossbow, *+1 ghost slaying bolt* (Fort DC 20), 10 bolts, *potion of cat's grace, potion of cure moderate wounds,* 82 gp.

Page 211, Halaarn:

Replace entry with the following.
Halaarn: Male crippled manticore fighter 3; CR 8; Large magical beast; HD 6d10+30 plus 3d10+15; hp 94; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 17, touch 11, flat-footed 15; Base Atk +9; Grp +18; Atk +14 melee (2d4+5, 2 claws) and +11 melee (1d8+2, bite) or +11 ranged (1d8+2, 6 spikes); Full Atk +14 melee (2d4+5, 2 claws) and +11 melee (1d8+2, bite) or +11 ranged (1d8+2, 6 spikes); Space/Reach 10 ft./5 ft.; SA spikes; SQ cold resistance 5 (from *ring of warmth*), darkvision 60 ft., low-light vision, scent, weak flight; AL LE; SV Fort +14, Ref +9, Will +5; Str 20, Dex 15, Con 20, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +11, Hide −2, Listen +10, Move Silently +3, Spot +11, Survival +2; Combat Reflexes, Flyby Attack, Multiattack, Power Attack, Track, Weapon Focus (spikes), Weapon Focus (claw).

Weak Flight: Halaarn's wings are damaged, and he cannot fly for more than 2 rounds before having to land. After not flying for 2 rounds, he is able to fly again.

Possessions: ring of warmth, cloak of resistance +1, potion of cure moderate wounds, potion of death armor, vial of cretchwater oil, 150 gp.

Tactics: Change "He also takes advantage of his reach and the Combat Reflexes feat" to "He also takes advantage of the Combat Reflexes feat."

Page 214, Zul and Amon:

Possessions: Change "*+1 studded leather armor*" to "*Strongbuckle (+1 leather armor)* or *Kuris's Favorite (+1 studded leather armor).*"

Page 214, Halan, Jost, and Vorin:

Possessions: Change "*+1 leather armor*" to "*Fast Walk (+1 leather armor)* or *My Leathers (+1 leather armor)* or *Thickskin (+1 leather armor).*"

Page 215, Leston:

Change "undead" to "undead (augmented humanoid)."

Cleric Spells Prepared: Change "*protection from elements*" to "*protection from energy.*"

Page 216, Saag Paneer:

Replace entry with the following.

Saag Paneer: Female unique medusa sorcerer 5; CR 10; Medium monstrous humanoid; HD 6d8 plus 5d4; hp 39; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +8; Grp +8; Atk +10 melee (1d4 plus poison, snakes) or +11 ranged (1d6+1/×3, shortbow with +1 arrow) or +10 melee (1d4/19–20, dagger); Full Atk +10 melee (1d4 plus poison, snakes) or +11/+6 ranged (1d6+1/×3, shortbow with +1 arrows) or +10/+5 melee (1d4/19–20, dagger) and +5 melee (1d4 plus poison, snakes); SA poison; SQ darkvision 60 ft., familiar benefits (empathic link, share spells, touch), Tiny viper familiar (Pakor); AL LE; SV Fort +4, Ref +9, Will +11; Str 10, Dex 15, Con 10, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +13, Concentration +4, Diplomacy +5, Disguise +10, Intimidate +5, Jump +5, Knowledge (arcana) +4, Listen +3, Move Silently +8, Spellcraft +5, Spot +12; Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse.

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0—*dancing lights, detect magic, disrupt undead, mage hand, mending, read magic;* 1st—*charm person, disguise self, mage armor, magic missile;* 2nd—*cat's grace, invisibility.*

Possessions: ring of protection +1, shortbow, 20 *+1 arrows,* 3 *+1 human bane arrows,* 3 *+1 monstrous humanoid bane arrows,* 2 *bonecrusher arrows, boots of striding and springing, cloak of resistance +1, potion of cure moderate wounds, potion of fly, potion of neutralize poison, wand of burning hands* (7 charges), 175 gp.

Page 216, Chownag:

Replace entry with the following.

Chownag: Male human barbarian 3/rogue 5; CR 8; Medium humanoid; HD 3d12 plus 5d6; hp 36; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 18; Base Atk +6; Grp +9; Atk +8 melee (1d6+3/×3, masterwork handaxe) or +10 ranged (1d10/19–20, heavy crossbow); Full Atk +8/+3 melee (1d6+3/×3, masterwork handaxe) and +8 melee (1d6+1/×3, masterwork handaxe) or +10 ranged (1d10/19–20, heavy crossbow); SA sneak attack +3d6; SQ evasion, fast movement, improved uncanny dodge, rage 1/day, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +9, Will +3; Str 16, Dex 18, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +9, Craft (metalworking) +6, Gather Information +5, Handle Animal +8, Hide +14, Intimidate +8, Jump +9, Listen +7, Move Silently +20, Ride +6, Search +8, Spot +8; Diehard, Endurance, Power Attack, Two-Weapon Fighting.

Possessions: Grandfather's Honor (+1 studded leather), 2 masterwork handaxes, heavy crossbow, 10 crossbow bolts, 2 *+1 human bane crossbow bolts, boots of elvenkind, gloves of Dexterity +1, potion of darkvision,* five 50-gp amethysts, two 100-gp pearls, 78 gp.

Page 218, Baavaang:

Replace entry with the following.

Baavaang: Female minotaur ranger 3/fighter 4; CR 11; Large monstrous humanoid; HD 6d8+18 plus 3d8+9 plus 4d10+12; hp 108; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 20; Base Atk +13; Grp +22; Atk +17 melee (1d8+7, gore) or +19 melee (3d6+9/×3, masterwork greataxe); Full Atk +17 melee (1d8+7, gore) or +19/+14/+9 melee (3d6+9/×3, masterwork greataxe) and +12 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA powerful charge (+19 melee, 4d6+7); SQ darkvision 60 ft., favored enemy (humans +2), natural cunning, scent, wild empathy +3; AL NE; SV Fort +14, Ref +9, Will +9; Str 20, Dex 10, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Heal +6, Hide –7, Intimidate +0, Jump +6, Listen +11, Search +8, Spot +16, Survival +6; Combat Reflexes, Endurance, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: God's Armor (+1 breastplate), masterwork greataxe, *bead of force, brooch of shielding* (15 charges), *cloak of blackflame* (4 charges), *Phaant's luckstone,* 154 gp.
I added the name of her breastplate.

Page 219, Large Zombies:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 219, Medium-Size Zombies:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 219, Medium-Size Skeletons:

Add "These undead gain +2 turn resistance from the presence of the Manifest Ward."

Page 220, Lubanac:

Replace entry with the following.

Lubanac: Male minotaur necromancer 9; CR 13; Large monstrous humanoid; HD 6d8+6 plus 9d4+9; hp 64; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +10; Grp +17; Atk +12 melee (1d8+3, gore) or

+14 melee touch (by spell, *spectral hand*) or +10 ranged touch (by spell, ranged touch spell) or +12 melee (3d6+4/×3, greataxe); Full Atk +12 melee (1d8+3, gore) or +14 melee touch (by spell, *spectral hand*) or +10 ranged touch (by spell, ranged touch spell) or +12/+7 melee (3d6+4/×3, greataxe) and +7 melee (1d8+1, gore); Space/Reach 10 ft./10 ft.; SA powerful charge 4d6+4; SQ darkvision 60 ft., natural cunning, scent; AL NE; SV Fort +8, Ref +9, Will +13; Str 17, Dex 12, Con 13, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +19, Craft (alchemy) +8, Hide −3, Intimidate +8, Jump +4, Knowledge (arcana) +10, Knowledge (local) +7, Listen +13, Search +16, Spellcraft +13, Spot +13; Brew Potion, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Scribe Scroll, Track.

Wizard Spells Prepared (5/6/6/5/3/2; save DC 13 + spell level): 0—*detect magic, disrupt ectoplasm*, disrupt undead, mage hand, read magic*; 1st—*alarm, chill touch*, comprehend languages, magic missile* (2), *unseen servant*; 2nd—*arcane lock, death armor*, hail of ectoplasm* (2), *knock, spectral hand**; 3rd—*fireball, haste, summon undead III, undead torch*, vampiric touch**; 4th—*animate dead*, enervation*, stoneskin*; 5th—*blight, summon undead V.*

Spellbook: 0—*acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt ectoplasm*, disrupt undead, flare, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue**; 1st—*alarm, animate rope, chill touch*, comprehend languages, detect undead, expeditious retreat, mage armor, magic missile, summon undead I, true strike, unseen servant*; 2nd—*arcane lock, death armor*, hail of ectoplasm, knock, see invisibility, spectral hand**; 3rd—*fireball, halt undead*, haste, summon undead III, undead torch*, vampiric touch**; 4th—*animate dead*, dimension door, enervation*, fear*, stoneskin*; 5th—*blight, summon undead V.*

Possessions: ring of protection +1, huge greataxe, acid flasks (3), alchemist's fire (3), *bloodsweets* (3), *bone ring* (3 charges), hourglass, *pearl of power* (2nd-level spell), *Phaant's luckstone, potion of cure serious wounds, potion of expeditious retreat, potion of haste, potion of true strike*, scroll of *fear*, scroll of *knock*, scroll of *undead torch*, smokesticks (2), *wand of mage armor* (29 charges), *wand of see invisibility* (17 charges), *wand of summon undead I* (21 charges), 250 gp worth of diamond dust for *stoneskin* (1 use), ten 50-gp black onyx gems for *animate dead*, 50 gp worth of gold dust for *arcane lock* (2 uses total), 100 gp worth of paste for *death armor* (2 uses total), 105 gp, 820 sp.

ABOUT THE AUTHOR

Sean K Reynolds spends a remarkable amount of time on trains, where he defeats bandits, solves complex mathematical equations, and shushes noisy children. Then he wakes up. Check out his website at <http://www.seankreynolds.com>.