

This is the rulebook for the Mario RPG D20 game. This is intended to provide a way for DMs to bring the bravado, heroism, and adventure of the Mario series (specifically Mario: Legend of the Seven Stars, Paper Mario, Paper Mario: The Thousand Year Door, Mario & Luigi: Superstar Saga, and Mario & Luigi: Partners in Time) to the tabletop. DMs are encouraged to maintain an atmosphere of levity and action-adventure when using these rules.



These rules also work well in fixing and patching up many inherent problems from the 3.5 D&D rules, such as casters lacking in varied abilities, noncasters lacking in powerful abilities at higher levels, and level adjustment being problematic for spellcasters. It would be quite possible to just use the base and advanced classes to create rules applicable to any fantasy setting, and make new prestige classes, monsters, and races to make it more specific to that setting.

This document is based on the 3.5 Dungeons and Dragons core rules, and should be used in conjunction with the 3.5 Player Handbook and the Dungeon Master's Guide. The 3.5 System Reference Document is the intended reference, but the DMG contains information that the SRD does not. Rules noted here supersede the rules in the PHB and DMG.

This document was last updated on 09/11/07 at 05:25:44 PM MST. It is maintained by Thomas Keene at <http://www.kobolds-keep.net>. You can contact Thomas at [eneekmot@yahoo.com](mailto:eneekmot@yahoo.com). Please let him know what you think, he works best under guilt.

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## Chapter 1: Races

The Dungeons & Dragons multiclassing penalties do not apply. Characters may take levels in any combination of classes without an experience penalty. Due to this, none of the races presented here have a favored class. Generally speaking, members of a race tend towards base classes their racial ability modifiers favor twice as often as any other class. Conversely, it is exceedingly rare to find a character with levels in a class whose abilities are based on an ability score that he has a racial penalty to. No special restriction exists, the training is just so difficult that most ordinary individuals don't think it's worth the effort.

Languages are almost never a problem in the Mushroom Kingdom, its tongues have been standardized thanks to a strong government. Ancient, lost, or forgotten languages tend to fall under the Decipher Script skill.

Most races from the Player's Handbook, even humans, do not have a place in the Mushroom Kingdom. The new races presented below come from the Mushroom Kingdom and its neighbors.

### Beanfolk

The Beanfolk are the proud residents of the BeanBean Kingdom. Their kind produces almost as many heroes and notables as Humans do, and are quite analogous to them. Beanfolk culture is focused on the past, and archeology and history are common studies. Beanfolk who travel usually do so for the sake of science and posterity.

Beanfolk are tall and lean with legume-shaped torsos and greenish skin.

Beanfolk have the following racial traits:

- Medium Humanoid (Bean)
- 30' movement
- +2 Con, -2 Dex
- Immune to poison, sleep effects, paralysis, polymorph, and stunning.
- +2 racial bonus to Listen, Search, and Spot checks.
- Low-light vision.

The above beanfolk represents a Woo, the common green-skinned variety. There are other varieties of beanfolk, such as the Hoo.

- Medium Humanoid (Bean)
- 20' movement
- +2 Con, -2 Str
- Immune to poison, sleep effects, paralysis, polymorph, and stunning.
- Spell resistance 5 + character level.
- +2 racial bonus to Knowledge (Arcana) and

Spellcraft checks.

- Low-light vision.

And Chuckle.

- Medium Humanoid (Bean)
- 30' movement
- +2 Dex, -2 Con
- Immune to sleep effects, paralysis, polymorph, and stunning.
- Immune to entanglement and *slow* effects.
- +2 racial bonus to Tumble checks.
- Low-light vision.

And Hee.

- Medium Humanoid (Bean)
- 30' movement
- +2 Con, -2 Dex
- Immune to poison, sleep effects, paralysis, polymorph, and stunning.
- +2 racial bonus to attack rolls to confirm critical hits.
- +2 racial bonus to Bluff, Diplomacy, and Intimidate checks.
- Low-light vision.

### Bob-Omb

Bob-Ombs are a widespread people, and settlements dominated by them are exceedingly rare. They fit in well as dedicated laborers in any society, but more isolated Bob-Ombs are very militaristic. Bob-Ombs are legendary for their hot tempers. Bob-Ombs who travel usually do so because they are outcast or have expansionist goals. Bob-Ombs are squat and round, and their skin can be almost any color.

Bob-Ombs have the following racial traits:

- Medium Humanoid (Mechanical)
- 20' movement
- +2 Con, -2 Dex, -2 Cha
- Darkvision 60'.
- Natural slam attack dealing 1d4 points of damage.
- Explode (Ex): As a standard action, deal 1d6 points of fire damage for every 3 MP spent to every creature in a 30' radius. Creatures are allowed a Reflex save (DC 10 + Con mod + ½ character level) for ½ damage. This attack cannot deal more d6s of damage than the bob-omb has hit dice.
- +2 racial bonus to Concentration checks.

A smaller subspecies of bob-ombs exists, packing a little more power but with less stamina.

- Small Humanoid (Mechanical)
- 30' movement
- -2 Cha
- Darkvision 60'.

- Natural slam attack dealing 1d3 points of damage.
- Explode (Ex): A Bob-omb can explode as a standard action, dealing 1d6 points of fire damage for every 3 MP spent to every creature in a 60' radius. Creatures are allowed a Reflex save (DC 12 + Con mod + ½ character level) for ½ damage. This attack cannot deal more d6s of damage than the bob-omb has hit dice.
- +2 racial bonus to Concentration checks.

### Cloudfolk

Cloudfolk are a reclusive civilization, sculpting cities out of clouds and preferring to stay aloof from the rest of the world. Even the common cloudfolk will have some experience with the arcane, and all of their upper-class citizens practice magic in some form. Cloudfolk are emotionally volatile, and their mood can change as quickly as the weather (or vice-versa, in some cases). Cloudfolk who travel usually do so to study foreign magic.

Cloudfolk are pale, round, squat, and puffy, and their hair always has some extreme coloration.

Cloudfolk have the following racial traits:

- Medium Humanoid (Air)
- 20' movement
- +2 Con, -2 Dex
- +4 racial bonus to saves against cold and electricity effects.
- -1 penalty to all attack rolls, skill checks, and saving throws while on solid ground.
- Cloudfolk can use *feather fall* (3 MP) and *control weather* (15 MP) as spell-like abilities, with caster level equal to ½ character level or existing caster level (to a minimum of 1 at first level).

### Doogan

Doogans are a peaceable race, comparable to humans in culture.

Doogans are humanoids with large noses and floppy ears. Their short coats can range in color from dark brown to bright golden shades.

- Medium Humanoid (Canine)
- 30' movement
- +2 Str, -2 Int
- Scent (Ex): A doogan has the scent ability out to 30' (see the scent ability description).
- Low-light vision.
- +2 racial bonus to Diplomacy and Gather Information checks.

### Goomba

Goombas are a degenerate offshoot of

mushroomfolk. Legend has it that their lack of loyalty to the Mushroom Kingdom caused them to become as they are today. Goombas tend to live underground or in the wilderness, surviving off of their wits and anyone stupid enough to travel alone. Goombas in cities tend to be opportunistic and hard-working, if a bit greedy. Goombas who travel usually do so to get from one town to the next before the fallout of their latest exploits catches up with them.

Compared to mushroomfolk, goombas have more of their body on their cap, a large toothy maw, dark wrinkled skin, and a natural musty odor.

Goombas have the following racial traits:

- Small Humanoid (Fungus)
- 20' movement
- +2 Str, -2 Dex
- Natural bite attack dealing 1d4 damage.
- +4 racial bonus to saves against poison.
- Darkvision 60'.
- +2 racial bonus to Survival or Knowledge (Nature) checks made to identify mushrooms.

### Human

Humans are a rarity in the Mushroom Kingdom, though the nobility there is human. Humans in the Mushroom Kingdom tend to be quite extraordinary individuals.

Humans have the following racial traits:

- Medium Humanoid (Human)
- 30' movement
- 1 extra feat at 1<sup>st</sup> level.
- 4 extra skill points at 1<sup>st</sup> level and 1 extra skill point at each additional level.
- A level 1 human chooses one ability score. He gains a +1 luck bonus to all ability checks and skill checks modified by that ability score.

Alternately, a Human may use the following racial statistics.

- Medium Humanoid (Human)
- 30' movement
- A Human has one class Talent of his choice from any of the 6 basic classes, chosen at 1<sup>st</sup> level. This Talent cannot have a prerequisite, and cannot be used to meet prerequisites for any purpose.
- +1 luck bonus to checks with one skill chosen at 1<sup>st</sup> level.

### Kitty Boo

Kitty Boos are a degenerate offshoot of ghosts who cling onto shreds of mortality long after their form has become indistinct and shapeless. Most Kitty Boos remain partially mortal due to their attachment



to humanity and love of social interaction, though their state of being tends to make such attachments quite difficult. Their name comes from the habit that most Kitty Boos have of wearing something crazy, like a giant kitty-ears headband, to distract people from their ethereal nature. Kitty Boos always work where they can meet people and interact, typically as merchants. Kitty Boos who travel always do so for the sake of companionship. Kitty Boos are pale, round, shapeless, and opaque.

Kitty Boos have the following racial traits:

- Medium Undead (Living)
- 20' movement
- +2 Dex, -2 Str, -2 Con
- Float (Ex): Kitty Boos do not have to touch the ground, though they cannot fly and still remain tethered to the earth by gravity. Kitty Boos take no damage from falling, and are unaffected by ground-based impediments like difficult terrain and caltrops.
- Kitty Boos may use *invisibility* as a spell-like ability with caster level equal to  $\frac{1}{2}$  character level or existing caster level (to a minimum of 1 at first level).
- Living Dead (Ex): Although Kitty Boos do not have any concrete anatomy, they still have enough semblance of life to have a Constitution score and be subject to critical hits. Kitty Boos are immune to poison, paralysis, disease, and stunning effects. Kitty Boos are immune to non-lethal damage, and are not at risk from death by massive damage. Kitty Boos do not exert themselves when disabled and automatically stabilize when dropped below 0 hp. Kitty Boos are healed by both negative and positive energy, but only heal  $\frac{1}{2}$  the normal amount. Kitty Boos are affected by spells that affect humanoids or undead.
- +4 racial bonus to Move Silently checks.
- +2 racial bonus to Intimidate checks.
- -2 racial penalty to Bluff and Diplomacy checks.

## Koopa

Koopas are an indigenous race of the Mushroom Kingdom, and the most populous race in the region. Koopas tend to be laid-back, and those who care for a profession will take up something slow and easy like gardening. Koopas who travel do so because they are outcasts, or because they have acquired a work ethic.

Koopas are yellow-skinned and hook-nosed with large colored shells on their backs.

Koopas have the following racial traits:

- Medium Humanoid (Reptilian)

- 20' movement
- +2 Con, -2 Dex
- No speed reduction from a medium or heavy load.
- Shell (Ex): All Koopas have a soft shell granting Defense 2, a spell failure chance of 5% (considered light armor for the Armored Caster talent), no armor check penalty, no maximum Dexterity bonus, and Light Fortification (25% chance to be immune to a critical hit or sneak attack). Koopas cannot wear armor or robes, or anything else that would occupy the body slot, but are always proficient with their own shells. A shell can be enchanted just like regular armor, though the Koopa must be present for the entire process. A koopa is always proficient with his shell.
- Tuck (Ex): A Koopa may tuck his head, arms, and legs into his shell as a move action without provoking an attack of opportunity. However, this causes the Koopa to fall prone (unless he already was prone). This grants total concealment (50% miss chance) and cover (+4 cover bonus to AC and Reflex saves). A Koopa can remain tucked indefinitely. While tucked, a Koopa can take no actions involving movement other than rising from prone. A Koopa retains his Tuck bonuses while standing up (specifically against attacks of opportunity incurred), but not after.
- Natural slam attack dealing 1d4 damage.
- Energy resistance 5 for one of the following energy types: acid, cold, electricity, or fire, chosen at 1<sup>st</sup> level.
- +2 racial bonus to Climb and Jump checks.

## Mushroomfolk

Mushroomfolk are an indigenous race of the Mushroom Kingdom, and the second most populous race in the region. Also known as “Toadstools” or “Toads”. Mushroomfolk are timid and dedicated, avoiding danger and excitement at all costs. Those who travel do so to prove themselves or because they are obliged to. The primary export of the Mushroom Kingdom is mushrooms, and almost every Mushroomfolk has some role in the billion-coin industry.

Mushroomfolk are short pale-skinned persons with large spotted caps on their heads.

Mushroomfolk have the following racial traits:

- Small Humanoid (Fungus)
- 20' movement.
- +2 Str, -2 Con
- +1 luck bonus to saving throws.

- +4 racial bonus to saves against poison.
- One bonus feat at 1<sup>st</sup> level from the Royal's bonus feat list.
- +2 racial bonus to Survival or Knowledge (Nature) checks made to identify mushrooms.

### Noki

Noki are ocean-dwellers who are often associated with island inhabitants for trade and scholarly discussion. Noki are almost exclusively scholars, and every Noki is an expert on *something*. Noki are always cheerful and optimistic, even in dire circumstances. Noki who travel usually do so for research or for their own personal learning.

Noki are pale-skinned with brightly patterned spiral shells, broad hands, and flat feet.

Noki have the following racial traits:

- Small Humanoid (Aquatic)
- 20' movement, 40' swim
- +2 Con, -2 Str
- Amphibious (Ex): Noki can breathe both air and water freely.
- Aquatic (Ex): A Noki can always take 10 on a Swim check, moves a distance equal to his swim speed on a successful Swim check, and can use the run action underwater as long as he moves in a straight line. Noki have a +8 racial bonus to Swim checks.
- Shell (Ex): All Noki have a shell granting Defense 2, a spell failure chance of 5% (considered light armor for the Armored Caster talent), no armor check penalty, no maximum Dexterity bonus, and Light Fortification (25% chance to be immune to a critical hit). Noki cannot wear armor or robes, or anything else that would occupy the body slot, but are always proficient with their own shells. A shell can be enchanted just like regular armor, though the Noki must be present for the entire process. A Noki is always proficient with his shell.
- Tuck (Ex): A Noki may tuck his head, arms, and legs into his shell as a move action without provoking an attack of opportunity. However, this causes the Noki to fall prone (unless he already was prone). This grants total concealment (50% miss chance) and cover (+4 cover bonus to AC and Reflex saves). A Noki can remain tucked indefinitely. While tucked, a Noki can take no actions other than rising from prone. A Noki retains his Tuck bonuses while standing up (specifically against attacks of opportunity incurred), but not after.
- Natural slam attack dealing 1d3 damage.
- +2 racial bonus to all Knowledge checks

### Nomadimouse

In the past, nomadimice were desert-dwelling nomads who braved long distances to trade precious treasures. The modern nomadimouse holds a slightly less glamorous role, but anyone looking for something rare and expensive could do worse than to ask a nomadimouse. Many of the world's most notorious thieves are nomadimice, and they have a deep-seated wanderlust that leads them to adventure.

Nomadimice are short rodents with sharply angular features.

- Small Humanoid (Rodent)
- 20' movement
- +2 Dex, -2 Str
- Metal Scent (Ex): A nomadimouse has the scent ability out to 30' (see the scent ability description), but this is limited to metal objects, creatures wearing metal armor, and creatures carrying significant quantities of metal. A nomadimouse has a +2 racial bonus to Appraise and Craft checks related to metalwork.
- A nomadimouse has a +1 luck bonus to saving throws.
- Low-light vision.
- A nomadimouse applies his Dexterity modifier to Climb and Jump checks.

### Penguinfolk

Penguinfolk hail from extremely cold climates, and are quite capable of surviving in them. For all their hardiness, penguinfolk can be quite sensitive and enjoy luxuries and free time no matter where they exist. Traveling penguinfolk might be vacationing in warmer climes, or seeking adventure.

Penguinfolk are stubby flightless birds with flipperlike wings, and their thick coats range between green, blue, and purple in hue.

- Small Humanoid (Avian)
- 20' movement, penguinfolk can swim at a speed of 30' on a successful Swim check.
- +2 Con, -2 Dex
- Cold resistance 5.
- Penguinfolk have a +8 racial bonus to Swim checks and can always take 10 on a Swim check, even when threatened or distracted.
- *Ray of frost* as a spell-like ability with caster level equal to ½ character level or existing caster level (to a minimum of 1 at first level).
- +2 racial bonus to Balance and Survival checks.

### Pianta

Piantas are mountain-dwellers, building their

villages in high places to keep themselves safe and protected. Piantas are single-minded and focused, and always like to work with their hands. Piantas tend to work where they can build things, such as construction or as the heads of organizations. Piantas who travel are usually tired of mountain life or are seeking riches.

Piantas are large and pear-shaped, with large mitt-like hands and flexible arms.

Piantas have the following racial traits:

- Large Humanoid (Pianta)
- 20' movement
- +2 Str, +2 Con, -4 Dex
- Requires half as much food as normal for a Large humanoid
- +4 racial bonus to Fortitude saves to resist the effects of hot and arid weather
- +2 racial bonus to Balance and Climb checks
- Throw Ally (Ex): As a standard action, a Pianta may use an ally who is at least one size category smaller than himself and within reach as a thrown weapon. This is treated as an improvised weapon, incurring a -4 penalty to the attack roll, with a range increment of 10'. A Pianta who takes the Weapon Focus feat (or any other weapon-specific feat) for this ability does not need to select a specific individual, only allies of a particular size (Small or Medium). A Small-sized ally deals 2d6 points of bludgeoning damage, and a Medium-sized ally deals 2d8 points of bludgeoning damage. If the ally is wearing magic armor, or armor made of a certain material, the damage is treated as such for the purpose of overcoming DR. The ally takes no damage if the Pianta hits his target, but falls prone in square of his choice within 10' of the target. If the Pianta misses, the target takes 1d6 points of bludgeoning damage and falls prone in a randomly determined square adjacent to the target. This ability may also be used to throw bulky Medium or Small objects (a barrel could be thrown, a greatsword or mallet could not), dealing 1d8 and 1d6 points of damage respectively, and the Pianta takes a -4 penalty for using improvised weapons.
- LA +1.

*Piantas starting at level 1 should use the following stats until they gain enough experience to be what would normally be a level 2 character:*

- Medium Humanoid (Pianta)
- -4 Dex
- 20' movement
- Requires half as much food as normal for a Medium humanoid

- Powerful Build (Ex): A juvenile Pianta may wield weapons and deal unarmed strike damage as a Large creature. He also is treated as a Large creature for determining size modifiers for opposed checks. This does not grant him the reach of a Large creature
- +4 racial bonus to Fortitude saves to resist the effects of hot and arid weather
- +2 racial bonus to Balance and Climb checks

### Puni

Punies are reclusive tree-dwellers, always relying on superior numbers to give each individual a better chance of not being eaten. Punies are in a perpetual panic, always looking out for danger. Most Punies live simple lives foraging and trying not to be eaten. In their spare time, they craft elaborate and complex art pieces of varying scale. Punies who travel may be on eye-opening journeys at the request of their tribe, or individuals whose tribes have been scattered or destroyed.

Punies are very small creatures with dull striped fur and a single bright antenna.

Punies have the following racial traits:

- Tiny Vermin
- 30' movement
- +2 Dex, +2 Con, -6 Str, a Puni's starting Strength is always at least 1.
- Darkvision 60'.
- Unlike most vermin, Punies are not mindless and have an Intelligence score.
- +8 racial bonus to Hide checks in natural undergrowth
- +2 morale bonus to saves against all mind-affecting effects.
- As Tiny nonhumanoids, armor sized and fitted for Punies costs as much as normal armor of that type, weighs 1/10 as much, and only offers half as much protection. Tiny weapons cost ½ as much and weigh 1/10 as much.
- Luminesce (Sp): A Puni can cast *light* on itself as a spell-like ability, CL equal to character level.

### Ratoeey

Ratoeys are a hard-working race of creatures, often sticking to civilization because they have nothing better to do. Modern poets have spun many long pieces about the plight of the hard-working white-collared ratoeey, but the truth is that ratoeys thrive when stressed. Ratoeys may travel to get away from the stress of their professions, or because they actively seek out stressful situations.

Ratoeys are long rodents with noticeably large

teeth and silky coats.

- Medium Humanoid (Rodent)
- 30' movement
- +2 Con, -2 Str
- Metal Scent (Ex): A ratooey has the scent ability out to 30' (see the scent ability description), but this is limited to metal objects, creatures wearing metal armor, and creatures carrying significant quantities of metal. A ratooey has a +2 racial bonus to Appraise and Craft checks related to metalwork.
- Natural bite attack dealing 1d6 damage.
- A ratooey is immune to ability damage from nonmagical diseases (but not ability drain). He suffers a -2 penalty to saving throws against disease.
- +2 racial bonus to skill checks when threatened and/or distracted, and not taking 10 or 20.
- Low-light vision.

### Shamen

Shamen are a rare race who have become inundated with magic. As a result, all Shamen have an idiosyncrasy, typically a minor curse like uncontrollable sneezing or speaking in iambic pentameter, they can call their own and take great pride in it. Shamen are most often involved in mystical professions like soothsaying. Shamen who travel do so as part of their curse or because of the same wanderlust that can drive humans to adventure.

Shamen are identical to humans but tend to wear concealing robes as part of their curse.

Shamen have the following racial traits:

- Medium Humanoid (Human)
- +2 Int, +2 Wis, +2 Cha, -2 Str, -2 Dex, -2 Con
- 30' movement
- Darkvision 60'.
- Shamen have a +1 racial bonus to their caster level for the purposes of determining variable effects of spells.
- Seer's Eye (Su): When a Shamen rolls an Intelligence-based check and spends MP to improve the roll, he gains a +2 bonus per MP spent.
- +2 racial bonus to Spellcraft and Knowledge (Arcana) checks.
- Cursed (Su): Shamen have a -1 penalty to all attack rolls, skill checks, and saving throws. They do not benefit from luck bonuses.
- LA +1

*Shamen starting at level 1 have the following racial traits until they gain enough experience to be what would normally be a level 2 character:*

- Medium Humanoid (Human)
- +2 Int, +2 Wis, +2 Cha, -2 Str, -2 Dex, -2 Con
- 30' movement
- Shamen have a +1 racial bonus to their caster level for the purposes of determining variable effects of spells.
- +2 racial bonus to Spellcraft and Knowledge (Arcana) checks
- Uncontrollably Cursed (Su): Juvenile Shamen have a -4 luck penalty to all attack rolls, skill checks, and saving throws. They do not benefit from luck bonuses.

### Shy

Shy are jungle-dwellers, maintaining rigid tribal structures among the chaos of the wild. The ferocity of a dedicated Shy protecting his territory is well-known in the less civilized parts of the world. Shys rarely devote themselves to a profession that benefits those outside of their tribe, but banditry is common for lone Shys. Shys who travel usually do so at the behest of their tribe, or because they are outcast.

Shys are squat humanoids with stubby limbs and brightly colored skin, and always wear a tribal mask.

Shys have the following racial traits:

- Small Humanoid (Masked)
- +2 Dex, -2 Con
- 20' movement.
- +1 racial bonus to attack rolls with melee reach weapons.
- Shys are automatically proficient with the shiv, sling, and long spear
- War Cry (Su): When a Shy rolls an initiative check and spends MP to improve the roll, he gains a +2 bonus per MP spent.
- +4 racial bonus to saves against fear effects.
- +2 racial bonus to Hide and Intimidate checks.

### Yoshi

Yoshis are island-dwelling sentients, descended from dinosaurs. Their ravenous and omnivorous appetites lead them to swallow their prey whole, but Yoshis are quite amiable to creatures that don't taste good. Yoshi society is not organized enough for professions, though each masters some skill to contribute. Yoshis who travel usually do so to fulfill some self-appointed quest or to find a new food source for their home.

Yoshis are brightly colored bipedal reptiles with hooves.

Yoshis have the following racial traits:

- Medium Dragon

- +2 Dex, +2 Int, -2 Wis
- 40' movement
- Low-light vision, darkvision 60'.
- Immune to magical paralysis and sleep effects
- Quadruped (Ex): Although Yoshis do not have four legs, they are stable enough to be treated as such. Yoshis multiply their base carrying capacity by 150% and gain a +4 bonus to checks to resist being bull rushed and tripped.
- Tongue: A Yoshi has a natural ranged melee touch attack (as a whip) that deals no damage. On a successful hit, the Yoshi can initiate a grapple attempt as a free action. For such a grapple, the Yoshi moves 5' towards its target as a free action and its target moves up to 10' into its square to start the grapple normally (the Yoshi and its target each get to choose how exactly they move if multiple routes of equal length are possible). The Yoshi is not able to deal unarmed damage against its target in the round that it starts the grapple. Such a grapple does not provoke an attack of opportunity from the target (unless the Yoshi uses its tongue attack from a square that the target threatens), but both the Yoshi's movement and the target's movement provoke attacks of opportunity normally.
- +1 natural armor bonus to Defense.
- Energy resistance 5 for one of the following energy types: acid, cold, electricity, or fire, chosen at 1<sup>st</sup> level.
- +2 racial bonus to Jump and Survival checks.
- LA +1

*Yoshis starting at level 1 should use the following stats until they gain enough experience to be what would normally be a level 2 character:*

- Small Dragon
- +2 Dex, -2 Str, -2 Wis
- 30' movement
- Low-light vision, darkvision 60'.
- Immune to magical paralysis and sleep effects.
- Energy resistance 5 for one of the following energy types: acid, cold, electricity, or fire, chosen at 1<sup>st</sup> level.

Race	Adulthood	Middle Age	Old	Venerable	Maximum Age
Beanfolk	15	35	53	70	+2d10
Bob-Omb	12	25	40	60	+1d10
Cloudfolk	20	45	60	90	+2d20
Doogan	12	20	50	80	+1d10

Goomba	20	45	60	90	+2d20
Human	15	35	53	70	+2d20
Kitty Boo	-*	50	100	150	-*
Koopa	40	100	200	300	+2d%
Mushroomfolk	20	45	60	90	+2d20
Noki	40	100	200	300	+2d%
Nomadimouse	8	20	40	60	+1d10
Penguinfolk	30	60	90	120	+2d20
Pianta	30	60	100	150	+5d20
Puni	5	18	30	50	+1d10
Ratooney	16	40	80	120	+2d10
Shamen	20	45	60	90	+2d20
Shy	14	30	45	60	+2d10
Yoshi	2	5	12	20	+1d10

\*Kitty Boos are effectively immortal, but still age up until a certain point.

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Beanfolk, male	4' 10"	+2d12	120 lbs	x2d4
Beanfolk, female	4' 5"	+2d12	85 lbs	x2d4
Bob-Omb, male	4'	+2d6	150 lbs	x2d6
Bob-Omb, female	3' 10"	+2d6	140 lbs	x2d6
Bob-Omb, Small, male or female	2'	+1d6	50 lbs	x2d6
Cloudfolk, male or female	4'	+1d6	60 lbs	x2d6
Doogan, male	4'8"	+2d8	100 lbs	x2d4
Doogan, female	4'10"	+2d8	110 lbs	x2d4
Goomba, male	3'	+3d6	40 lbs	x2d6
Goomba, female	2' 9"	+3d6	35 lbs	x2d6
Human, male	4' 10"	+2d10	120 lbs	x2d4
Human, female	4' 5"	+2d10	85 lbs	x2d4
Kitty Boo, male or female	4' 10"	+1d4	10 lbs	x1
Koopa, male	4'	+2d6	125 lbs	x2d6
Koopa, female	3' 10"	+2d6	110 lbs	x2d6
Mushroomfolk, male	3'	+2d6	30 lbs	x2d4
Mushroomfolk, female	2' 9"	+2d6	25 lbs	x2d4
Noki, male	2' 3"	+2d4	45 lbs	x2d6

<b>Table 1-2: Height and Weight</b>				
Noki, female	2'	+2d4	40 lbs	x2d6
Nomadimouse, male or female	2'	+2d4	30 lbs	x2d10
Penguinfolk, male or female	3'	+2d6	60 lbs	x2d6
Pianta, male	6' 6"	+2d12	250 lbs	x2d6
Pianta, female	6' 3"	+2d12	225 lbs	x2d6
Young Pianta, male or female	4'	+2d12	120 lbs	x2d6
Puni, male	1'	+1d4	5 lbs	x1d4
Puni, female	1'	+1d6	5 lbs	x1d4
Ratoeey, male or female	6'	+3d6	80 lbs	x2d10
Shamen, male	4' 10"	+2d10	120 lbs	x2d4
Shamen, female	4' 5"	+2d10	85 lbs	x2d4
Shy, male	2' 6"	+3d6	35 lbs	x2d4
Shy, female	2'	+3d6	25 lbs	x2d4
Yoshi, male	5'	+2d6	130 lbs	x2d6
Yoshi, female	4' 10"	+2d6	125 lbs	x2d6
Young Yoshi, male or female	2'	+2d6	40 lbs	x2d4

## Chapter 2: Classes

Class levels in the Mushroom Kingdom are very different from those in the Player's Handbook. This chapter exhaustively covers the relevant changes.

### Magic Points

Hit Dice grant Magic Points in addition to Hit Points, and in the same manner. Before making a d20 roll, you can spend any amount of MP up to your class level to add that amount as an enhancement bonus to the roll. If you score a critical hit with an attack roll, the bonus applies to the critical confirmation roll. This is an extraordinary ability. You cannot use MP to enhance a d20 roll if you take 10 or 20. If the action takes more than 1 round to complete, you must spend the same amount of MP each round you are performing the action or you gain no benefit.

MP is also used to fuel class abilities that draw upon internal reserves of power, like spellcasting. MP is treated like hit points for the purpose of temporary ability score changes.

Characters who cast spells always have a caster level. Some spell-like abilities allow a character to use either his caster level or  $\frac{1}{2}$  his level, whichever is greater, to determine how powerful the effect is. All spells and spell-like abilities have a set MP cost based on their spell level, as noted on Table 2-1.

Spell Level	MP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

Characters can learn spells from spell scrolls, arcane formulae, or from other spellcasters. Doing so requires 8 hours of study and a successful Spellcraft check (DC 15 + spell level), after which the spellcaster permanently loses a number of MP equal to the spell's level and learns the spell. A character can only learn a spell in this manner if he is capable of learning it normally. Most

spellcasting classes have the option to negate this MP loss by forgetting other spells as they progress. Magic Points cannot be used to counterspell. Only *dispel magic* and similar effects act as effective counterspells.

A character cannot spend more MP than he actually has. If ability score loss or MP drain causes a character's MP to drop below 0, he becomes stunned (drop everything held, can't take actions, take a -2 penalty to AC, and become flat-footed) for one round, then suffers no more ill effects from having negative MP until his MP becomes positive again. A character always has a minimum of 1 MP per Magic Die. Level 1 PCs start with maximum MP for their Magic Die, just like hit points.

As a general guideline, 1 MP used efficiently deals 1d6 points of damage, prevents 6 points of damage, or heals 3 points of damage. Unlike Hit Dice, Magic Dice use a different ability modifier depending on how the class's training causes the character to draw his energy, noted in the class's description. This ability score is also used to determine the save DC of spells granted by that class.

### Caster Level

Rather than track caster levels by class, all characters have a base caster level for all spells and spell-like abilities. For spells, characters use the sum of all their levels that grant spellcasting (unless noted otherwise in the class description). For spell-like abilities, characters use the caster level specified or their actual caster level, whichever is greater. Most classes grant access to spells based on caster level.

### Dodge

Every class grants a bonus to AC. This is treated in the same manner as a Dexterity bonus, and stacks with any existing Dexterity bonus. Dodge bonuses from multiclassing stack. This bonus is lost if a character is flat-footed.

Dodge should not be confused with Defense, which is a property of armor similar to damage reduction.

### Combat Stances

Some classes grant combat stances. A combat stance is a method of fighting that usually involves penalty in exchange for a benefit. A character declares what combat stance he is using at the start of his round before he takes any actions, and gains the benefits and penalties of the combat stance until his next action. A character may benefit from a combat stance anytime he would normally be able

to perform actions. Thus, a flat-footed character would not be able to use a combat stance during a surprise round unless he was using it actively before the fight started.

## Basic Classes

Basic classes have no prerequisites. Every character can start taking levels in a basic class at level 1, though some powerful monster characters don't have to because they can qualify for advanced or prestige classes with their Hit Dice.

Base classes grant talents at odd-numbered levels and bonus feats at even-numbered levels. Talents and bonus feats are chosen from lists given in each class's description. These are in addition to the normal 1<sup>st</sup> level bonus feat and bonus feats granted every third level (and ability score increases granted every 4<sup>th</sup> level).

Characters can multiclass out of a base class freely, and are not required to finish it.

## Basher

Bashers are hardcore fighters no matter what their training, be it martial arts, swordplay, archery, or some less refined modes of combat. Anyone who focuses on hitting where it counts is a Basher.

**HD:** D8+Con mod

**MD:** D1+Cha mod

**Class Skills:** Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str), Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level:** (2+Int mod)x4

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+0	+0	Talent	+0
2	+2	+3	+0	+0	Bonus Feat	+1
3	+3	+3	+1	+1	Talent	+1
4	+4	+4	+1	+1	Bonus Feat	+1
5	+5	+4	+1	+1	Talent	+2
6	+6/+1	+5	+2	+2	Bonus Feat	+2
7	+7/+2	+5	+2	+2	Talent	+2
8	+8/+3	+6	+2	+2	Bonus Feat	+3
9	+9/+4	+6	+3	+3	Talent	+3
10	+10/+5	+7	+3	+3	Bonus Feat	+3

Bashers are automatically proficient with all simple weapons.

## Basher Talents

**Offensive Stance (Ex):** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using offensive stance, you gain a +1 bonus to attack and damage rolls and a -1 penalty to AC.

**Prereq:** None

**Improved Offensive Stance (Ex):** While using offensive stance, your bonus to attack and damage rolls is +2.

**Prereq:** Offensive Stance

**Vigor Up (Ex):** As a swift action, you may spend 2 MP to gain a +4 morale bonus to your Strength score for 3 rounds. For every Basher level you have, you may spend an additional MP to increase the duration by 2 rounds.

**Prereq:** Offensive Stance

**Greater Offensive Stance (Ex):** While using offensive stance, your bonus to attack and damage rolls is +3.

**Prereq:** Offensive Stance, Greater Offensive Stance

**Timed Hit (Ex):** After making a successful hit with an attack, but before rolling damage, you may spend 3 MP to attempt to confirm the attack as though it was a critical hit.

**Prereq:** None

**Smite (Ex):** You gain a +2 bonus to all melee damage rolls. You may take this talent multiple times, and its effects stack.

**Prereq:** None

**Multiblow (Ex):** As a full-round action, you may make two successive melee attacks with the same weapon against the same opponent. Both attacks use the same attack roll with a -4 penalty to determine success, but deal damage normally. Defense and other resistances apply separately against each attack made. Precision-based damage, such as a critical hit, or any other effect that only applies to a single attack only applies for the first attack.

**Prereq:** None

**Enhanced Multiblow (Ex):** When using multiblow, you may spend an extra 2 MP to impose



a -2 penalty to the attack roll add an extra attack. This does not impose an additional penalty to your attack roll. You may take this talent multiple times, each time allowing you to spend 2 more MP and increase the penalty by an additional 2.

**Prereq:** Multiblow

**Efficient Multiblow (Ex):** When using multiblow, your penalty to attack rolls is reduced by 2. You may take this talent multiple times, each time reducing the penalty by an additional 2.

**Prereq:** Multiblow

**Super Timed Hit (Ex):** You may spend an additional 3 MP before rolling to confirm a timed hit to increase your critical threat modifier by x2 (thus, a x2 modifier would become a x3 modifier, a x3 modifier would become a x4 modifier, and a x4 modifier would become a x5 modifier).

**Prereq:** Timed Hit

**Ultra Timed Hit (Ex):** You may spend an additional 5 MP before rolling to confirm a timed hit to deal maximum damage if you confirm the critical.

**Prereq:** Timed Hit, Super Timed Hit

**Martial Weapons Training (Ex):** You are proficient with all martial weapons.

**Prereq:** None

### Basher Bonus Feats

Bashers gain one of the following bonus feats every even-numbered level. Basher levels are considered Fighter levels for the purpose of qualifying for feats like Weapon Specialization.

*Athletic, Armor Pierce, Blind-Fight, Cleave, Deflect Arrows, Deft Hands, Exotic Weapon Proficiency, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Initiative, Improved Overrun, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Jump Attack, Martial Weapon Proficiency, Power Attack, Self-Sufficient, Snatch Arrows, Stunning Fist, Toughness, Two-Weapon Fighting, Weapon Focus, Weapon Specialization, Whirlwind Attack*

### Bandit

Bandits are fast, skill-oriented people. A duelist, thief, or even a locksmith could be a Bandit.

**HD:** D6+Con mod

**MD:** D6+Int mod

**Class Skills:** Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (Int) (Dungeoneering or Local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha) (Any), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level:** (8+Int mod)x4

**Skill Points/Level:** 8+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+2	+0	Talent	+1
2	+1	+0	+3	+0	Bonus Feat	+2
3	+2	+1	+3	+1	Talent	+2
4	+3	+1	+4	+1	Bonus Feat	+3
5	+3	+1	+4	+1	Talent	+3
6	+4	+2	+5	+2	Bonus Feat	+4
7	+5	+2	+5	+2	Talent	+4
8	+6/+1	+2	+6	+2	Bonus Feat	+5
9	+6/+1	+3	+6	+3	Talent	+5
10	+7/+2	+3	+7	+3	Bonus Feat	+6

Bandits are automatically proficient with three simple weapons, chosen at 1<sup>st</sup> level.

### Bandit Talents

**Steal (Ex):** As a full-round action, you may steal an object from a carried container (a backpack, a belt pouch, etc.) on an opponent of your choice within your normal reach. You spend 2 MP and provoke an attack of opportunity (but not from the target) when you do so. You and your target make opposed grapple checks, and if you win you see the contents of the container and may take one object of your choice from it that does not weigh more pounds than your Bandit level. If the object is very small and light, and there are many similar objects with it (such as coins), you may take as many objects per Bandit level as possible as long the total weight does not exceed your Bandit level. You

must have one hand free to use this ability, and the object ends up in your hand if you succeed.

**Prereq:** None

**Improved Steal (Ex):** You may spend an additional 2 MP before rolling for Steal to use your Sleight of Hand modifier in place of your grapple modifier before you roll.

**Prereq:** Steal

**Mug (Ex):** You may spend an additional 2 MP when using Steal to make a free melee attack against your target with a weapon, natural weapon, or unarmed strike before you make any rolls.

**Prereq:** Steal

**Advanced Steal (Ex):** You may spend an additional 2 MP when using Steal to see every item your opponent is carrying before you choose what to steal and make any rolls.

**Prereq:** Steal, Improved Steal

**Counterattack (Ex):** When you are attacked by an opponent within your reach who misses, he provokes an attack of opportunity from you. You may only make this attack of opportunity with a light weapon. The off-hand end of a double weapon still counts as a two-handed weapon for this purpose. This talent alone does not allow you to make more than one attack of opportunity in a round.

**Prereq:** None

**Improved Counterattack (Ex):** Attacks against you always provoke attacks of opportunity from you. This still has all of the restrictions of Counterattack.

**Prereq:** Counterattack

**Heavy Counterattack (Ex):** You may make an attack of opportunity with Counterattack and Improved Counterattack with a one-handed weapon.

**Prereq:** Counterattack

**Improved Heavy Counterattack (Ex):** You may make an attack of opportunity with Counterattack and Improved Counterattack with a two-handed weapon.

**Prereq:** Counterattack, Heavy Counterattack

**Fast (Ex):** One of your listed movement speeds increases by 10'. You may take this talent multiple times. Its effects stack.

**Prereq:** None

**Evasion Stance (Ex):** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using Evasion Stance, any effect that deals half damage for success on a Reflex save instead deals no damage on a successful save.

**Prereq:** None

**Vim Up (Ex):** As a swift action, you may spend 2 MP to gain a +4 morale bonus to your Dexterity score for 3 rounds. For every Bandit level you have, you may spend an additional MP to increase the duration by 2 rounds.

**Prereq:** Evasion Stance

**Improved Evasion Stance (Ex):** While using evasion stance, you always take half damage if you fail a save against an effect that allows a Reflex save for half damage.

**Prereq:** Evasion Stance

**Uncanny Dodge (Ex):** You no longer lose your Dexterity bonus to AC when you are caught flat-footed.

**Prereq:** Evasion Stance

**Improved Uncanny Dodge (Ex):** You can no longer be flanked.

**Prereq:** Evasion Stance, Uncanny Dodge

**Deadeye (Ex):** You gain a +2 bonus to all ranged damage rolls. You may take this talent multiple times, and its effects stack.

**Prereq:** None

#### Bandit Bonus Feats

Bandits gain one of the following bonus feats every even-numbered level.

*Acrobatic, Alertness, Athletic, Armor Pierce, Assistive, Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Deft Hands, Dodge, Far Shot, Greater Two-Weapon Fighting, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Precise Shot, Improved Trip, Improved Two-Weapon Fighting, Investigator, Lightning Reflexes, Manyshot, Negotiator, Nimble Fingers, Persuasive, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Run, Shot on the Run, Shroom Eater, Simple Weapon Proficiency, Skill Focus, Spring Attack, Stealthy, Thrill Seeker, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse.*

## Soldier

A Soldier is a tough guy, specializing in taking a lot of damage while staying on his feet, even if he doesn't actually intend to or like to be hit. A bouncer, guard, or wrestler could be a Soldier.

**HD:** D10+Con mod

**MD:** D1+Wis mod

**Class Skills:** Balance (Dex), Climb (Str), Craft (Int) (Any), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level:** (4+Int mod)x4

**Skill Points/Level:** 4+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+0	+2	Talent	+0
2	+1	+3	+0	+3	Bonus Feat	+1
3	+2	+3	+1	+3	Talent	+1
4	+3	+4	+1	+4	Bonus Feat	+1
5	+3	+4	+1	+4	Talent	+2
6	+4	+5	+2	+5	Bonus Feat	+2
7	+5	+5	+2	+5	Talent	+2
8	+6/+1	+6	+2	+6	Bonus Feat	+3
9	+6/+1	+6	+3	+6	Talent	+3
10	+7/+2	+7	+3	+7	Bonus Feat	+3

Soldiers are automatically proficient with light armor and two simple weapons, chosen at 1<sup>st</sup> level.

## Soldier Talents

**Guts Stance (Ex):** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using Guts Stance, any effect that deals half damage for success on a Fortitude or Will save instead deals no damage on a successful save.

**Prereq:** None

**Valor Up (Ex):** As a swift action, you may spend 2 MP to gain a +4 morale bonus to your Constitution score for 3 rounds. For every Soldier level you have, you may spend an additional MP to increase the duration by 2 rounds.

**Prereq:** Guts Stance

**Improved Guts Stance (Ex):** While using guts stance, you always take half damage if you fail a save against an effect that allows a Fortitude or Will save for half damage.

**Prereq:** Guts Stance

**Uncanny Health (Ex):** You cannot be poisoned.

**Prereq:** Guts Stance

**Improved Uncanny Health (Ex):** You cannot contract disease.

**Prereq:** Guts Stance, Uncanny Health

**Steely Mind (Su):** While using guts stance, you may add your Constitution modifier as a morale bonus to saves against spells with the mind-affecting descriptor.

**Prereq:** Guts Stance

**Timed Block (Ex):** When you are attacked but before any rolls are made, you may spend 1 MP to make an attack roll with a weapon you are wielding in place of your AC. You must be able to deal lethal damage with that weapon. If your attack roll is lower than your AC, you still use the roll in place of your AC. If used against a Timed Hit, your opponent resolves his attack as a normal attack.

**Prereq:** None

**Improved Timed Block (Ex):** You may spend 2 additional MP when using Timed Block to ignore the first 10 points of damage from your opponent if you are hit anyways.

**Prereq:** Timed Block

**Resistance (Ex):** When you take this talent, choose an energy type: acid, cold, electricity, fire, force, negative energy, or sonic. When you are hit by an attack that deals damage of that type, you may ignore an amount of damage equal to your Soldier levels plus your Constitution modifier. This stacks with all other kinds of damage reduction and Defense.

You may take this talent multiple times. Each time you take it, it applies to a different energy type.

**Prereq:** None

**Improved Resistance (Ex):** When you take this talent, choose a physical damage type: bludgeoning, slashing, or piercing. When you are hit by an attack that deals damage of that type, you may ignore an amount of damage equal to your Constitution modifier. This stacks with Defense and Damage

Reduction.

**Prereq:** Resistance

**Armor Training (Ex):** You are proficient with all armors and shields, including tower shields.

**Prereq:** None

### Soldier Bonus Feats

Soldiers gain one of the following bonus feats every even-numbered level.

*Animal Affinity, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Athletic, Blind-Fight, Combat Expertise, Deft Hands, Diehard, Dodge, Endurance, Great Fortitude, Improved Disarm, Improved Initiative, Improved Feint, Improved Grapple, Improved Shield Bash, Improved Trip, Improved Unarmed Strike, Whirlwind Attack, Mobility, Mounted Archery, Mounted Combat, Persuasive, Ride-By Attack, Self-Sufficient, Shield Proficiency, Skill Focus, Spirited Charge, Spring Attack, Stunning Fist, Toughness, Tower Shield Proficiency, Trample, Two-Weapon Defense*

### Mage

A Mage is a student of magic and knowledge. Mages with high Intelligence scores wield mighty magic, and Mages with low Intelligence scores are people who know a few interesting things but tend to bore young folks with their ramblings.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points at 1<sup>st</sup> Level:** (2+Int mod)x4

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Talent	+0
2	+1	+0	+0	+3	Bonus Feat	+1
3	+1	+1	+1	+3	Talent	+1
4	+2	+1	+1	+4	Bonus Feat	+1
5	+2	+1	+1	+4	Talent	+2
6	+3	+2	+2	+5	Bonus Feat	+2
7	+3	+2	+2	+5	Talent	+2
8	+4	+2	+2	+6	Bonus Feat	+3

**Table 2-5: The Mage**

9	+4	+3	+3	+6	Talent	+3
10	+5	+3	+3	+7	Bonus Feat	+3

Mages are automatically proficient with one simple weapon.

A 1<sup>st</sup> level Mage knows a number of cantrips equal to his Intelligence modifier, and 3 other spells. Each time he gains a level, he learns a new spell. Every time he gains access to a new spell level, he learns an additional spell. A Mage cannot learn a spell whose spell level is greater than his Intelligence score - 10. Mages use the Sorcerer/Wizard spell list but are limited to four schools of magic, determined at level 1, and the universal school. The saves DCs of a Mage's spells are equal to 10 + spell level + Int mod. A Mage adds his Mage level to his caster level.

A Mage does not need to prepare his spells, they are ingrained in his mind and he can cast them whenever he wishes by spending MP. Unless the Mage takes the Spell Knowledge talent or the Repertoire talent or feat, learning other spells is very strenuous. A Mage who has a scroll or formulae for a spell which is on his spell list but is unknown to him may memorize it by spending a day studying it and making a successful Spellcraft check, but the cost is the permanent reduction of his maximum MP by an amount equal to the spell's level (½ an MP if the spell is a cantrip).

**Table 2-6: Mage Spells**

Mage Level	Highest Spell Level Known	Spells Learned
1	1st	3+Int mod
2	1st	1
3	2nd	2
4	2nd	1
5	3rd	2
6	3rd	1
7	4th	2
8	4th	1
9	5th	2
10	5th	1

Each time a Mage gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss

from learning another spell of equal or lower spell level from a scroll (and gain the difference in MP).

## Mage Talents

**Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of light armor.

**Prereq:** None

**Improved Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of medium armor.

**Prereq:** Armored Caster

**Greater Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of heavy armor.

**Prereq:** Armored Caster, Improved Armored Caster

**Repertoire (Ex):** You learn a number of spells equal to your Intelligence modifier at the time you take this talent. In place of learning a spell, you may null the MP loss from one spell that you learned from a scroll (and gain the difference in MP). You may take this talent multiple times. Each time you take it, you learn different spells.

**Prereq:** None

**Spell Knowledge (Ex):** You gain access to an additional two schools of magic, and learn one extra spell from either list. You may take this talent multiple times. Each time you do, you gain access to another two schools of magic.

**Prereq:** None

**Spell Specialization (Ex):** Choose a number of spells equal to your Intelligence modifier at the time you take this talent. These spells cost 1 less MP when you cast them, to a minimum of 1 MP. You may take this talent multiple times, each time for a different set of spells.

**Prereq:** Repertoire

**Arcane Bolt (Sp):** You may produce a bolt of arcane energy as a standard action provoking an attack of opportunity costing 1 MP. You cannot use this ability defensively, and must make a Concentration check to use it if you are damaged while casting it (DC 10 + damage dealt). The

arcane bolt is a ranged touch effect with Close range (25' + 5/2 caster levels). It deals one die of damage, depending on the energy type chosen when it is cast. You may augment the arcane bolt to deal more damage of the same type by spending more MP. For every additional 2 MP spent, the bolt deals an additional die of damage. For every additional 3 MP spent, the bolt deals two additional dice of damage. The total dice of damage dealt by the bolt cannot exceed your caster level. At your option, the arcane bolt deals acid (1d8-1 per die, range is 50' + 5'/caster level), cold (1d6+1 per die), electricity (1d6, +3 bonus to attack roll), fire (1d8), force (1d4, ignore concealment and cover of any sort), or sonic (1d6-1 per die, ignore hardness and deal full damage if used against an object) damage.

**Prereq:** None

**Dissolving Bolt (Sp):** You may spend an additional 1 MP before casting an acid arcane bolt to force its target to make a Reflex save (DC 5 + damage) if the bolt hits. If the target fails his save, he takes a -1 penalty to Defense for the next 24 hours. This penalty can be cumulative, but it cannot reduce the target's Defense below 0.

**Prereq:** Arcane Bolt

**Freezing Bolt (Sp):** You may spend an additional 1 MP before casting a cold arcane bolt to force its target to make a Fortitude save (DC 5 + damage) if the bolt hits. If the target fails his save, he takes a penalty to his Dexterity equal to the damage dealt for the next 2d4 rounds.

**Prereq:** Arcane Bolt

**Paralyzing Bolt (Sp):** You may spend an additional 1 MP before casting an electricity arcane bolt to force its target to make a Fortitude save (DC 5 + damage) if the bolt hits. If the target fails his save, he becomes flat-footed for 1d4+1 rounds.

**Prereq:** Arcane Bolt

**Incendiary Bolt (Sp):** You may spend an additional 1 MP before casting a fire arcane bolt to force its target to make a Reflex save (DC 15) if the bolt hits. If the target fails his save, he catches on fire, as described in the DMG.

**Prereq:** Arcane Bolt

**Explosive Bolt (Sp):** You may spend an additional 1 MP before casting a force arcane bolt to force its target to make a Reflex save (DC 5 + damage) if the bolt hits. If the target fails his save, he is knocked 5/2 caster levels away from the caster. If he

collides with a stationary object, he is knocked prone and takes an additional 2d6 points of damage.  
**Prereq:** Arcane Bolt

**Thundering Bolt (Sp):** You may spend an additional 1 MP before casting a sonic arcane bolt to force its target to make a Fortitude save (DC 5 + damage) if the bolt hits. If the target fails his save, he is deafened permanently (-4 penalty to initiative, 20% chance of spell failure for spells with verbal components, can't make Listen checks).

**Prereq:** Arcane Bolt

**Mixed Bolt (Sp):** You may spend an additional 1 MP before casting an arcane bolt to add dice to the bolt of differing damage types. The bolt gains the benefits for each of the damage types added to it.

**Prereq:** Arcane Bolt

#### Mage Bonus Feats

Mages gain one of the following bonus feats every even-numbered level.

*Arcane Resort, Augment Summoning, Brew Potion, Charged, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Diligent, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Forge Ring, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Maximize Spell, Quicken Spell, Recharge, Repertoire, Scribe Scroll, Silent Spell, Spell Focus, Spell Mastery, Spell Penetration, Still Spell, Widen Spell.*

#### Healer

Healers manipulate the flow of positive and negative energy in beings to heal and protect. However, the same practice of energy flow can be applied in some spectacular ways, specifically elemental magic. Healers with low Wisdom scores are doctors, physicians, and religious leaders.

**HD:** D6+Con mod

**MD:** D10+Wis mod

**Class Skills:** Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (Int) (Any), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at 1<sup>st</sup> Level:** (4+Int mod)x4

**Skill Points/Level:** 4+Int mod

Table 2-7: The Healer						
Level	BAB	Fort	Ref	Will	Special	Dodge

Table 2-7: The Healer						
1	+0	+2	+0	+2	Talent	+0
2	+1	+3	+0	+3	Bonus Feat	+1
3	+1	+3	+1	+3	Talent	+1
4	+2	+4	+1	+4	Bonus Feat	+1
5	+2	+4	+1	+4	Talent	+2
6	+3	+5	+2	+5	Bonus Feat	+2
7	+3	+5	+2	+5	Talent	+2
8	+4	+6	+2	+6	Bonus Feat	+3
9	+4	+6	+3	+6	Talent	+3
10	+5	+7	+3	+7	Bonus Feat	+3

Healers are automatically proficient with one simple weapon and light armor.

A 1<sup>st</sup> level Healer knows a number of orisons equal to his Wisdom modifier, and 2 other spells. Each time he gains a level, he learns a new spell. A Healer cannot learn a spell whose spell level is greater than his Wisdom score - 10. Healers use the spell list noted below. The saves DCs of a Healer's spells are equal to 10 + spell level + Wis mod. A Healer adds his Healer level to his caster level.

A Healer uses the following spell list:

0: *cure minor wounds, detect poison, purify food and drink, read magic, virtue*

1: *bless, bless water, cure light wounds, deathwatch, endure elements, remove fear, sanctuary*

2: *aid, calm emotions, consecrate, cure moderate wounds, delay poison, gentle repose, lesser restoration, remove paralysis, shield other, status*

3: *create food and water, cure serious wounds, helping hand, prayer, remove blindness/deafness, remove curse, remove disease, speak with dead, valor*

4: *cure critical wounds, death ward, freedom of movement, imbue with spell ability, neutralize poison, restoration, sending*

5: *break enchantment, hallow, mass cure light wounds, raise dead*

6: *heal, mass cure moderate wounds, undeath to death*

7: *greater restoration, mass cure serious wounds, regenerate, resurrection*

8: *mass cure critical wounds*

9: *mass heal, soul bind, true resurrection*

A Healer does not need to prepare his spells, they are ingrained in his mind and he can cast them whenever he wishes by spending MP. Unless the Healer takes the Spell Knowledge talent or the

Repertoire talent or feat, learning other spells is very strenuous. A Healer who has a scroll or formulae for a spell which is on his spell list but is unknown to him may memorize it by spending a day studying it and making a successful Spellcraft check, but the cost is the permanent reduction of his maximum MP by an amount equal to the spell's level (½ an MP if the spell is an orison).

Healer Level	Highest Spell Level Known	Spells Learned
1	1st	2+Wis mod
2	1st	1
3	2nd	1
4	2nd	1
5	3rd	1
6	3rd	1
7	4th	1
8	4th	1
9	5th	1
10	5th	1

Each time a Healer gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll (and gain the difference in MP).

### Healer Talents

**Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of light armor.

**Prereq:** None

**Improved Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of medium armor.

**Prereq:** Armored Caster

**Greater Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of heavy armor.

**Prereq:** Armored Caster, Improved Armored Caster

**Combat Revivification (Sp):** As a standard action provoking an attack of opportunity, you can spend 1 MP to bring a touched, dying character to 1 hp.

**Prereq:** None

**Improved Revivification (Sp):** As a standard action provoking an attack of opportunity, you can spend 5 MP to bring a character who died after you took your last action back to life at 1 hp. Such a character does not lose Constitution or experience levels from this revivification. If the character died recently but you didn't get to him in time, you can still spend an additional 5 MP per round to revive him.

**Prereq:** Revivification

**Advanced Revivification (Sp):** You can spend 20 MP to bring a character who died in the last minute back to life at full hp. Such a character does not lose Constitution or experience levels from this revivification. For every additional 10 MP spent, this spell can be used another minute later.

**Prereq:** Revivification, Improved Revivification

**Repertoire (Ex):** You learn a number of spells equal to your Wisdom modifier at the time you take this talent. In place of learning a spell, you may null the MP loss from one spell that you learned from a scroll. You may take this talent multiple times. Each time you take it, you learn different spells.

**Prereq:** None

**Spell Specialization (Ex):** Choose a number of spells equal to your Intelligence modifier at the time you take this talent. These spells cost 1 less MP when you cast them, to a minimum of 1 MP. You may take this talent multiple times, each time for a different set of spells.

**Prereq:** Repertoire

**Spell Knowledge (Ex):** You gain access to one additional set of spells from one of the lists below, and learn one extra spell from that list. These spells are now on your spell list, you may learn them and use spell-completion items that cast them. You may take this talent multiple times. Each time you do, you gain access to another set of spells.

**Prereq:** None

Defense Set:

0: *resistance*

1: *alarm, endure elements, entropic shield, hold portal, protection, sanctuary*

2: *arcane lock, fire trap, protection from arrows, resist energy, shield other*  
 3: *dispel magic, glyph of warding, magic circle, obscure object, protection from energy, remove curse, vigor, vim*  
 4: *dimensional anchor, lesser globe of invulnerability, spell immunity*  
 5: *mark of justice, spell resistance*  
 6: *antimagic field, globe of invulnerability, greater glyph of warding*  
 7: *spell turning, refuge, repulsion*  
 8: *dimensional lock, protection from spells, greater spell immunity*  
 9: *prismatic sphere*

#### Earth/Fire Set:

0: *flare, light*  
 1: *burning hands, magic stone, summon monster I (earth or fire subtype only)*  
 2: *fire trap, flame blade, flaming sphere, heat metal, produce flame, soften earth and stone, summon monster II (earth or fire subtype only)*  
 3: *flame arrow, meld into stone, resist energy (fire only), stone shape, summon monster III (earth or fire subtype only), vigor*  
 4: *rusting grasph, spike stones, summon monster IV (earth or fire subtype only), wall of fire*  
 5: *fire shield, flame strike, summon monster V (earth or fire subtype only), transmute mud to rock, transmute rock to mud, wall of stone*  
 6: *fire seeds, move earth, stoneskin, summon monster VI (earth or fire subtype only)*  
 7: *earthquake, fire storm, summon monster VII (earth or fire subtype only)*  
 8: *incendiary cloud, iron body, repel metal and stone, summon monster VIII (earth or fire subtype only)*  
 9: *elemental swarm (earth or fire subtype only), summon monster IX (earth or fire subtype only)*

#### Life/Death Set:

0: *curse water, deathwatch, disrupt undead, inflict minor wounds, touch of fatigue*  
 1: *cause fear, death knell, doom, inflict light wounds, ray of enfeeblement*  
 2: *blindness/deafness, command undead, false life, gentle repose, ghoul touch, inflict moderate wounds, scare, spectral hand*  
 3: *animate dead, contagion, halt undead, inflict serious wounds, ray of exhaustion, speak with dead*  
 4: *blight, enervation, fear, inflict critical wounds, poison, vampiric touch*  
 5: *death ward, mass inflict light wounds, magic jar, slay living, symbol of pain, waves of fatigue*

6: *circle of death, create undead, harm, mass inflict moderate wounds, symbol of fear, undeath to death*  
 7: *control undead, finger of death, mass inflict serious wounds, symbol of weakness, waves of exhaustion*  
 8: *clone, create greater undead, horrid wilting, mass inflict critical wounds, symbol of death*  
 9: *energy drain, soul bind, wail of the banshee*

#### Plant/Animal Set:

0: *know direction*  
 1: *calm animals, charm animals, detect animals or plants, detect snares and pits, entangle, goodberry, hide from animals, magic fang, pass without trace, shillelagh, speak with animals, summon nature's ally I*  
 2: *animal messenger, animal trance, barkskin, hold animal, reduce animal, spider climb, summon nature's ally II, tree shape, warp wood, wood shape*  
 3: *diminish plants, dominate animal, greater magic fang, plant growth, speak with plants, summon nature's ally III*  
 4: *antiplant shell, blight, command plants, giant vermin, reincarnate, repel vermin, summon nature's ally IV*  
 5: *animal growth, awaken, baleful polymorph, commune with nature, insect plague, petal curse, summon nature's ally V, tree stride, wall of thorns*  
 6: *antilife shell, find the path, ironwood, liveoak, repel wood, spellstaff, summon nature's ally VI, transport via plants*  
 7: *animate plants, changestaff, creeping doom, summon nature's ally VII, transmute metal to wood*  
 8: *animal shapes, control plants, summon nature's ally VIII*  
 9: *shambler, shapechange, summon nature's ally IX*

#### Wind/Water Set:

0: *create water, ray of frost*  
 1: *obscuring mist, summon monster I (air, aquatic, or water subtype only)*  
 2: *chill metal, fog cloud, gust of wind, lesser bubble, summon monster II (air, aquatic, or water subtype only), whispering wind, wind wall*  
 3: *gaseous form, quench, summon monster III (air, aquatic, or water subtype only), water breathing, water walk*  
 4: *air walk, bubble, control water, summon monster IV (air, aquatic, or water subtype only)*  
 5: *greater bubble, control winds, ice storm, summon monster V (air, aquatic, or water subtype only)*  
 6: *summon monster VI (air, aquatic, or water subtype only), wind walk*



7: *acid fog chain lightning, cone of cold, control weather, summon monster VII (air, aquatic, or water subtype only)*

8: *summon monster VIII (air, aquatic, or water subtype only), whirlwind*

9: *horrid wilting, elemental swarm (air only), elemental swarm (air, aquatic, or water subtype only), summon monster IX (air, aquatic, or water subtype only)*

**Spell Specialization:** Choose a number of spells equal to your Wisdom modifier at the time you take this talent. These spells cost 1 less MP when you cast them. If you select any orisons, you may use them as spell-like abilities at will as long as you have at least 1 MP. You may take this talent multiple times, each time for a different set of spells.

**Prereq:** None

#### Healer Bonus Feats

Healers gain one of the following bonus feats every even-numbered level.

*Armor Proficiency (Medium), Armor Proficiency (Heavy), Assistive, Augment Summoning, Brew Potion, Charged, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Diligent, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Forge Ring, Greater Spell Focus, Greater Spell Penetration, Improved Improved Turning, Iron Will, Magical Aptitude, Maximize Spell, Natural Spell, Quicken Spell, Recharge, Repertoire, Scribe Scroll, Self-Sufficient, Silent Spell, Simple Weapon Proficiency, Spell Focus, Spell Mastery, Spell Penetration, Still Spell, Widen Spell*

#### Royal

Royals are politically important people, or those who serve under them. Even the relative of a village elder or a courtier can be a Royal. Royals have a wide variety of abilities that are very beneficial to allies.

**HD:** D6+Con mod

**MD:** D6+Cha mod

**Class Skills:** The Royal treats all skills as class skills.

**Skill Points at 1<sup>st</sup> Level:** (6+Int mod)x4

**Skill Points/Level:** 6+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+2	+2	Talent	+1
2	+1	+3	+3	+3	Bonus Feat	+2
3	+2	+3	+3	+3	Talent	+2
4	+3	+4	+4	+4	Bonus Feat	+3
5	+3	+4	+4	+4	Talent	+3
6	+4	+5	+5	+5	Bonus Feat	+4
7	+5	+5	+5	+5	Talent	+4
8	+6/+1	+6	+6	+6	Bonus Feat	+5
9	+6/+1	+6	+6	+6	Talent	+5
10	+7/+2	+7	+7	+7	Bonus Feat	+6

Royals are automatically proficient with all simple weapons.

A 1<sup>st</sup> level Royal knows a number of cantrips equal to his Charisma modifier. Every level after 1<sup>st</sup>, he learns a new spell. Every time he gains access to a new spell level after 1<sup>st</sup> level, he learns an additional spell. A Royal cannot learn a spell whose spell level is greater than his Charisma score - 10. A Royal adds his Royal level to his caster level. The saves DCs of a Royal's spells are equal to 10 + spell level + Cha mod.

0: *daze, detect magic, flare, ghost sound, light, mage hand, message, prestidigitation*

1: *alarm, animate rope, charm person, comprehend languages, cure light wounds, disguise self, expeditious retreat, feather fall, hypnotism, light, magic mouth, remove fear, silent image, sleep, summon monster I, summon nature's ally I, unseen servant, ventriloquism*

2: *alter self, animal messenger, animal trance, blur, calm emotions, cat's grace, cure moderate wounds, darkness, daze monster, detect thoughts, eagle's splendor, enthrall, fox's cunning, glitterdust, heroism, hold person, hypnotic pattern, invisibility, minor image, mirror image, scare, silence, suggestion, summon monster II, summon nature's ally II, tongues, valor, vigor, whispering wind*

3: *charm monster, confusion, cure serious wounds, daylight, deep slumber, fear, glibness, good hope, haste, invisibility sphere, major image, phantom steed, sculpt sound, see invisibility, slow, speak with animals, summon monster III, summon nature's ally III, tiny hut*

4: *cure critical wounds, detect scrying, dimension door, dominate person, greater invisibility, hallucinatory terrain, hold monster, legend lore, modify memory, rainbow pattern, repel vermin,*

*secure shelter, speak with plants, summon monster IV, summon nature's ally IV, zone of silence*  
 5: *dream, false vision, greater heroism, mass cure light wounds, mass suggestion, mirage arcana, mislead, nightmare, persistent image, seeming, summon monster V, summon nature's ally V*  
 6: *geas/quest, heroes' feast, irresistible dance, mass cat's grace, mass charm monster, mass cure moderate wounds, mass eagle's splendor, mass fox's cunning, permanent image, programmed image, project image, summon monster VI, summon nature's ally VI, veil*

A Royal does not need to prepare his spells, they are ingrained in his mind and he can cast them whenever he wishes by spending MP. Unless the Royal takes the Spell Knowledge talent or the Repertoire talent or feat, learning other spells is very strenuous. A Royal who has a scroll or formulae for a spell which is on his spell list but is unknown to him may memorize it by spending a day studying it and making a successful Spellcraft check, but the cost is the permanent reduction of his maximum MP by an amount equal to the spell's level (½ an MP if the spell is a cantrip).

Royal Level	Highest Spell Level Known	Spells Learned
1	0 <sup>th</sup>	Cha mod
2	1 <sup>st</sup>	2
3	1 <sup>st</sup>	1
4	1 <sup>st</sup>	1
5	2 <sup>nd</sup>	2
6	2 <sup>nd</sup>	1
7	2 <sup>nd</sup>	1
8	3 <sup>rd</sup>	2
9	3 <sup>rd</sup>	1
10	3 <sup>rd</sup>	1

Each time a Royal gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll (and gain the difference in MP).

### Royal Talents

**Armored Caster (Ex):** You can simplify the

somatic components of your spells, allowing you to ignore the spell failure chance of light armor.

**Prereq:** None

**Improved Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of medium armor.

**Prereq:** Armored Caster

**Greater Armored Caster (Ex):** You can simplify the somatic components of your spells, allowing you to ignore the spell failure chance of heavy armor.

**Prereq:** Armored Caster, Improved Armored Caster

**Offensive Inspirational Stance (Su):** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using offensive inspirational stance, you take a penalty to attack rolls of your choice, up to your base attack bonus (minimum 1) and all allies within 30' gain an equal morale bonus to attack rolls.

**Prereq:** None

**Rousing Inspirational Stance (Su):** While using offensive inspirational stance, you also may take a penalty to damage rolls of your choice, up to your base attack bonus (minimum 1) and all allies within 30' gain an equal morale bonus to weapon damage rolls (including natural weapons and unarmed strikes).

**Prereq:** Offensive Inspirational Stance

**Defensive Inspirational Stance (Su):** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using defensive inspirational stance, you also may take a penalty to your armor class of your choice up to your class dodge bonus and all allies within 30' gain an equal morale bonus to armor class.

**Prereq:** None

**Warding Inspirational Stance (Su):** While using defensive inspirational stance, you may also take a penalty to saving throws of your choice up to your best save's bonus (from class levels only, ignore bonuses from high ability scores, feats, and items) and all allies within 30' gain an equal morale bonus to saving throws.

**Prereq:** Defensive Inspirational Stance

**Skilled Inspirational Stance (Su):** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using skilled inspirational stance, you also may take a penalty to all skill checks up to your level + 3 and all allies within 30' gain an equal morale bonus to all skill checks.  
**Prereq:** None

**Great Inspirational Stance (Su):** Pick a feat you have. While using skilled inspirational stance, you may lose the benefit of that feat and all allies within 30' gain the benefit of it for one round if they meet the prerequisites of it. You may still use feats that you no longer meet the prerequisites for as long as their effects are not dependent on feats that you do not have. You may take this talent multiple times, each time for a different feat. If you have a feat multiple times, you may pick it that many times. When using skilled inspirational stance, you determine if you transfer each feat separately.  
**Prereq:** Skilled Inspirational Stance.

**Heroic Inspirational Stance (Su):** Pick an ability score. You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using heroic inspirational stance, you take a penalty to your chosen ability score of your choice and all allies within 30' gain an equal morale bonus to that ability score. You cannot use heroic inspirational stance to reduce any ability score below 1. You may take this talent multiple times, each time allowing you to penalize an additional ability score. When using heroic inspirational stance, you determine your penalties (if any) separately for each ability score.  
**Prereq:** Offensive Inspirational Stance, Defensive Inspirational Stance, Skilled Inspirational Stance

**Repertoire (Ex):** You learn a number of spells equal to your Charisma modifier at the time you take this talent. In place of learning a spell, you may null the MP loss from one spell that you learned from a scroll. You may take this talent multiple times. Each time you take it, you learn different spells.  
**Prereq:** None

**Spell Knowledge (Ex):** You learn any one spell whose spell level is less than the spell level of the highest-level spell you can learn. You may use this

to learn spells from other classes' lists. You may take this talent multiple times. Each time you do, you learn a new spell.

**Prereq:** None

**Martial Weapons Training (Ex):** You are proficient with all martial weapons.  
**Prereq:** None

**Armor Training (Ex):** You are proficient with all armors and shields, including tower shields.  
**Prereq:** None

### Royal Bonus Feats

Royals gain one of the following bonus feats every even-numbered level.

*Acrobatic, Agile, Alertness, Animal Affinity, Armor Pierce, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Assistive, Athletic, Augment Summoning, Charged, Combat Casting, Combat Expertise, Combat Reflexes, Deceitful, Deflect Arrows, Deft Hands, Diligent, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Exotic Weapon Proficiency, Extend Spell, Far Shot, Great Fortitude, Greater Spell Focus, Greater Spell Penetration, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Precise Shot, Improved Trip, Improved Unarmed Strike, Investigator, Iron Will, Leadership, Lightning Reflexes, Magical Aptitude, Manyshot, Martial Weapon Proficiency, Maximize Spell, Mobility, Mounted Archery, Mounted Combat, Negotiator, Nimble Fingers, Persuasive, Point Blank Shot, Precise Shot, Quick Draw, Quicken Spell, Rapid Reload, Rapid Shot, Recharge, Repertoire, Ride-By-Attack, Scribe Scroll, Self-Sufficient, Shield Proficiency, Shot on the Run, Silent Spell, Skill Focus, Snatch Arrows, Spell Focus, Spell Penetration, Spirited Charge, Spring Attack, Stealthy, Still Spell, Stunning Fist, Trample, Weapon Finesse, Weapon Focus, Whirlwind Attack, Widen Spell*

### Ordinaries

Some characters just aren't heroic, but still have decent combat abilities. This is true of most NPCs in the world. These characters are just plain ordinary, and as such, they're called Ordinaries. Ordinaries, unheroic characters, have all of the same class abilities of other characters, with one

notable exception. Ordinaries do not receive Talents and Bonus Feats when taking basic classes. This is equivalent to the rules in the Dungeon Master's Guide for NPC classes. Ordinaries are treated as being one level lower for the purpose of determining their Challenge Rating. Ordinaries still gain a feat at 1<sup>st</sup> level and every 3<sup>rd</sup> level thereafter.

## Advanced Classes

Advanced classes have prerequisites, and cannot usually be taken at level 1. Optimized characters can meet the prerequisites for most advanced classes at level 3, and take the first level for an advanced class at level 4. Monster characters that advance by class can meet the prerequisites for an advanced class with few or no class levels.

### Abjurer

Abjurers are masters of defensive magic.

**Prerequisites:** Spell Focus (Abjuration), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Counterspell	+0
2	+1	+0	+0	+3	Warding	+1
3	+1	+1	+1	+3	Dispelling Focus +2, Displaced Abjuration	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Auto-Defense	+2
6	+3	+2	+2	+5	Improved Counterspell	+3
7	+3	+2	+2	+5	Dispelling Focus +4	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Improved Auto-Defense	+4

10	+5	+3	+3	+7	Split Abjuration	+5
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Abjurers are proficient with no weapons or armors.

An Abjurer cannot learn a spell whose spell level is greater than his Intelligence score - 10. Abjurers have all spells from the abjuration school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of an Abjurer's spells are equal to 10 + spell level + Int mod. The Abjurer adds half his Abjurer level to his caster level, but for the purpose of casting abjuration spells (and only for casting abjuration spells), he adds his whole Abjurer level to his caster level.

The Abjurer's spells known are based on his caster level for abjuration spells. Each time the Abjurer gains a level, he learns two abjuration spells of his highest spell level known or lower.

Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time an Abjurer gains a level, he may swap out one spell he learned at a lower level for a

different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Counterspell (Sp):** An Abjurer can use the ready action to counter an opponent's spells. The Abjurer must choose the target on his turn who is within Medium range (100' + 10'/caster level). If the target casts a spell, the Abjurer makes a Spellcraft check (DC 15 + spell's level) as a free action to correctly identify it. If the Abjurer succeeds, and the target of the counterspell is within range for the spell being cast, he may spend an amount of MP equal to the MP spent by the target to cast the spell to completely negate it. The Abjurer cannot counter a spell whose spell level is too high for him to cast it.

**Warding (Sp):** A level 2 Abjurer can spend any amount of MP to give one touched creature Spell Resistance equal to the MP spent. This effect lasts for one round per Abjurer level or until dispelled. There is no limit to the amount of MP that may be spent for this ability.

**Dispelling Focus (Ex):** A level 3 Abjurer gains a +2 bonus to caster level checks when casting *dispel magic* and *greater dispel magic*. At level 7 this bonus increases to +4.

**Displaced Abjuration (Su):** A level 3 Abjurer can spend 2 MP when casting an abjuration spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Metamagic Focus:** A level 4 Abjurer gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Abjurer may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Auto-Defense (Su):** As an immediate action, fast enough to react to an attack before the attack roll is made, a level 5 Abjurer may spend an amount of MP up to his Abjurer level and add that number as an armor bonus to his armor class against a single attack.

**Improved Counterspell:** A level 6 Abjurer may counterspell spells of any spell level.

**Improved Auto-Defense:** While using Auto-Defense, a level 9 Abjurer also gains Defense equal to the MP spent for the affected attack.

**Split Abjuration (Su):** A level 10 Abjurer can spend up to 10 MP when casting an abjuration spell to have it affect an additional target for every 2 MP spent. Each target must be a valid target for the spell, and no two targets may be further than 30' apart.

### Athlete

Athletes are masters of sports, most of which involve sending large balls at great distances into small targets. The wide variety of skills used in sports have many practical applications in common adventuring situations.

**Prerequisites:** 6 ranks in Climb, Jump, and Swim.

**HD:** D8+Con mod

**MD:** D4+Wis mod

**Class Skills:** Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Handle Animal (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Swim (Str), Tumble (Dex).

**Skill Points/Level:** 6+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+2	+0	Powerful Trajectory, Iron Muscles	+1
2	+2	+3	+3	+0	Throwing Stance	+2
3	+3	+3	+3	+1	Jump Up	+2
4	+4	+4	+4	+1	Throwing Stance	+3
5	+5	+4	+4	+1	Skill Mastery	+3
6	+6	+5	+5	+2	Throwing Stance	+4
7	+7	+5	+5	+2	Defensive Roll	+4
8	+8	+6	+6	+2	Throwing Stance	+5
9	+9	+6	+6	+3	Avoidance	+5
10	+10	+7	+7	+3	Throwing Stance, Omnichucker	+6

The Athlete is automatically proficient with the

bolas, club, dagger, dart, javelin, light hammer, mallet (twohanded), net, sai, shortspear, shuriken, sling, spear, throwing axe, throwing mallet, and trident.

**Powerful Trajectory (Ex):** An Athlete adds double his Athlete level to his damage roll when he scores a critical hit (after multiplying damage) with a thrown weapon.

**Iron Muscles (Ex):** When determining the maximum MP an Athlete can spend on Climb, Jump, and Swim checks, his Athlete levels count double.

**Throwing Stance:** At level 2 and every level thereafter, the Athlete gains one of the following combat stances that he meets the prerequisites for. Alternately, the Athlete may reduce the penalties of one of his stances by 1, to a minimum of 0.

**Ricochet Shot:** While using ricochet shot stance, the Athlete takes a -1 penalty to attack rolls and on every successful thrown attack he may make a free attack against an opponent adjacent to his target at the same base attack bonus.

Prereq: None

**Improved Ricochet Shot:** While using ricochet shot stance, the Athlete may increase his attack penalty by -1 and increase the range for his second attack by 5'.

This stance may be chosen multiple times, each time increasing the penalty by -1 and the range by 5'.

Prereq: Ricochet Shot

**Superior Ricochet Shot:** When using ricochet shot stance, the Athlete may increase his attack penalty by -1 and make an additional free attack against an opponent adjacent to his last target if he hits with the extra attack. This stance may be chosen multiple times, each time increasing the penalty by -1 and allowing an additional attack against an opponent adjacent to the last target.

Prereq: Ricochet Shot

**Overhanded Hurl:** When using overhanded hurl stance, the Athlete may take a -1 penalty to damage rolls to apply his Strength modifier to attack rolls with thrown weapons.

Prereq: None

**Curveball:** When using curveball stance, the Athlete

may take a -1 penalty to attack rolls to apply his Dexterity modifier to damage rolls with thrown weapons.

Prereq: None

**Jump Up (Ex):** At level 3, an Athlete may spend 1 MP to rise from prone as a swift action without provoking an attack of opportunity.

**Skill Mastery (Ex):** At level 5, an Athlete may take 10 on Climb, Jump, and Swim checks even while distracted or threatened.

**Defensive Roll (Ex):** At level 7, when physical damage from an attack would normally deal enough damage to drop the Athlete to 0 hp or less, he may spend 4 MP to make a Reflex save (DC 5 + damage dealt) for half damage. Evasion stance applies to this save.

**Avoidance (Ex):** At level 9, the Athlete may spend 5 MP as a free action to not provoke any attacks of opportunity from an opponent for one round (from when the MP is spent until the start of his next round). This may be used against multiple opponents in a round by spending an additional 5 MP per opponent.

**Omnichucker (Ex):** A level 10 Athlete takes no penalty for nonproficiency when throwing objects, even improvised weapons, and uses all throwing weapons with a minimum range increment of 30' while using throwing stance.

### Berserker

Berserkers are reckless warriors with no fear of death.

**Prerequisites:** +3 BAB, Endurance, Diehard

**HD:** D12+Con mod

**MD:** D1+Wis mod

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+0	+0	Berserk Fighter	+0
2	+2	+3	+0	+0	Vigor Up	+1

3	+3	+3	+1	+1	Berserker Technique	+1
4	+4	+4	+1	+1	Peril Stance (+4)	+2
5	+5	+4	+1	+1	Endless Vigor	+2
6	+6	+5	+2	+2	Berserker Technique	+3
7	+7	+5	+2	+2	Vigor Stance	+3
8	+8	+6	+2	+2	Peril Stance (+8)	+4
9	+9	+6	+3	+3	Berserker Technique	+4
10	+10	+7	+3	+3	Final Peril	+5

The Berserker is automatically proficient with the battleaxe, double axe, greataxe, handaxe, throwing axe, urgosh, and waraxe (as a onehanded weapon).

**Berserk Fighter (Ex):** A Berserker is such a reckless fighter that he can keep fighting after suffering wounds that would outright kill lesser beings. The amount by which his hit points can be reduced below 0 before he dies is increased by an amount equal to double his Berserker level. Thus, a level 7 Berserker would need to be reduced to -24 hit points to be killed.

**Vigor Up (Ex):** A level 2 Berserker gains the Vigor up ability, as described in the Basher class abilities. He uses his Berserker levels to determine the duration of this ability, and if he has the Vigor Up talent from the Basher class, he may use the sum of his levels to determine the duration.

**Berserker Tech (Ex):** At level 3 and every third level thereafter, the Berserker gains one ability from the following list that he meets the prerequisites for. Alternately, he may choose to gain a bonus feat from the Basher or Soldier bonus feat lists.

**Super Peril:** The Berserker can use Peril Stance as long as his current hit point total is equal to his level or less.

Prerequisite: None

**Ultra Peril:** The Berserker can use Peril Stance as long as his current hit point total is equal to his level times his Constitution modifier or less.

Prerequisite: Super Peril

**Retribution:** While the Berserker is benefiting from the Diehard feat, he may add the difference between 0 and his current hit point total to his damage rolls.

Prerequisite: None

**Rage:** While the Berserker is benefiting from the Diehard feat, he may add the difference between 0 and his current hit point total to his attack rolls.

Prerequisite: Retribution

**Clearminded:** While the Berserker is benefiting from the Diehard feat, he may add the difference between 0 and his current hit point total to his armor class.

Prerequisite: None

**Quiescent:** While the Berserker is benefiting from the Diehard feat, he may add the difference between 0 and his current hit point total to his defense.

Prerequisite: Clearminded

**Peril Stance (Ex):** At level 4, the Berserker can use the Peril Stance. The Berserker can only use this stance when his hit point total is at 0 or less. While using this stance, the Berserker suffers 1 point of damage at the end of each round (in addition to hit points lost for using Diehard), and gains a +4 bonus to Strength.

At level 8, the Berserker can suffer an additional point of damage at the end of each round to gain a +8 bonus to Strength.

**Endless Vigor (Ex):** A level 5 Berserker does not need to spend MP to improve the duration of his Vigor Up ability, it lasts until the end of each encounter in which he uses it.

**Vigor Stance (Ex):** A level 7 Berserker can use Vigor Up as a stance without having to spend any MP, provided he has previously been damaged by an enemy in the current encounter. The effects of Vigor only last as long as the Berserker continues to use it as a stance.

**Final Peril (Ex):** A Berserker who suffers enough damage to kill him may spend 10 MP to keep going anyways. He can continue to fight as though under the benefit of the Diehard feat for a number of rounds equal to his Constitution modifier. At the end of this time, he drops dead, regardless. If the Berserker is healed sufficiently before the end of this duration, he instead falls unconscious until fully healed.

**Blood Mage**

Blood magic is the most simple arcana to discover

through independent research, as the process of substituting body energy for magical energy is an easy one. Its destructive nature also makes it difficult to find a mage willing to teach it. Those who master it are capable of astounding feats of arcane stamina.

**Prerequisites:** Great Fortitude, the ability to cast three necromancy spells, 6 ranks in Spellcraft, a Constitution score.

**HD:** D6+Con mod

**MD:** D8+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Forgery (Int), Heal (Wis), Intimidate (Cha), Knowledge (all skills individually) (Int), Profession (Wis), Spellcraft (Int)

**Skill Points/Level:** 4+Int mod

Table 3-X: The Blood Mage						
Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+0	+0	Blood casting (3:1)	+0
2	+1	+3	+0	+0	Focused pain	+1
3	+1	+3	+1	+1	Combat stance	+1
4	+2	+4	+1	+1	Blood casting (2:1)	+2
5	+2	+4	+1	+1	Vital arcana (1:1)	+2
6	+3	+5	+2	+2	Combat stance	+3
7	+3	+5	+2	+2	Blood casting (1:1)	+3
8	+4	+6	+2	+2	Expert vital arcana	+4
9	+4	+6	+3	+3	Combat stance	+4
10	+5	+7	+3	+3	Expert blood casting	+5

The Blood Mage is proficient with the dagger and sickle.

A Blood Mage cannot learn a spell whose spell level is greater than his Intelligence score - 10. Blood Mages use all spell lists they have access to from other class levels, and determine their save DCs appropriately. The Blood Mage adds his Blood Mage level to his caster level.

Each time the Blood Mage gains a level, he learns one spell of his highest spell level known or lower for the class he gains that spell from. If the Blood Mage has levels in a class that bases its spells known off of levels in that class rather than caster level, he may substitute his caster level for his levels in that class.

Each time a Blood Mage gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the

MP loss from learning another spell of equal or lower spell level from a scroll.

**Blood Casting (Ex):** A Blood Mage is capable of using his own life force to fuel his magic. If the Blood Mage does not have enough magic points to cast a spell, he may instead pay for its entire MP with 3 hit points per MP in the spell's cost. HP lost in this manner cannot be magically healed, it can only be regained through rest.

A level 4 Blood Mage using Blood Casting only has to pay 2 hit points per MP.

A level 7 Blood Mage using Blood Casting only has to pay 1 hit point per MP.

A level 10 Blood Mage only has to pay an amount of hit points equal to the spell's level (minimum 1).

**Focused Pain (Ex):** A level 2 Blood Mage who takes damage during an encounter can use his own blood as a material component for his spells for the rest of the encounter or until the damage is healed. Doing so grants him the benefit of the Eschew Materials feat, and he may substitute his Constitution modifier for his mental ability score modifiers for the purpose of determining the save DCs of his spells.

**Combat Stance (Su):** At level 3 and every third level thereafter, a Blood Mage gains a Combat Stance from the list below. He must meet the prerequisites for the stance to gain it. In place of a Combat Stance, a Blood Mage may reduce the penalties of one of his stances by 1, to a minimum of -0.

**Lifblood Stance:** While using lifblood stance, the Blood Mage heals 1 point of damage each minute, but spells he casts suffer a -1 penalty to their caster level.

Prereq: None

**Improved Lifblood Stance:** While using lifblood stance, the Blood Mage regains hit points at a quicker rate. He gains fast healing 1 and suffers a -2 penalty to caster level.

Prereq: Lifblood Stance

**Greater Lifblood Stance:** While using lifblood stance, the Blood Mage gains fast healing 2 and suffers a -3 penalty to caster level.

Prereq: Lifblood Stance, Improved Lifblood Stance

**Mana Rage:** While using mana rage, each time the



Blood Mage takes damage, ½ of the damage taken cannot be healed by magical healing or any other means besides actual rest. However, he also gains a number of temporary MP equal to ½ the damage he takes. This does not apply to self-inflicted damage.  
Prereq: None

**Improved Mana Rage:** While using mana rage, the Blood Mage gains all of the damage he takes as temporary MP. All of the damage he takes can only be healed through rest.  
Prereq: Mana Rage

**Greater Mana Rage:** While using improved mana rage, the Blood Mage can heal half of the damage taken through rest, as mana rage.  
Prereq: Mana Rage, Improved Mana Rage

**Mana Shield:** While using mana shield, the Blood Mage suffers 1/3 less damage, but the prevented damage is instead taken from his magic points.  
Prereq: None

**Improved Mana Shield:** While using mana shield, the Blood Mage may transfer ½ of his damage to his magic points.  
Prereq: Mana Shield

**Greater Mana Shield:** While using mana shield, the Blood Mage may transfer all of his damage to his magic points.

**Vital Arcana (Su):** A level 5 Blood Mage may use his life force to enhance his spells. When he applies metamagic to a spell, he may choose to pay the magic point increase from the metamagic with hit points instead of MP, at a one-per-one exchange rather than the Blood Casting rate. This cannot be used in conjunction with Blood Casting.  
A level 8 Blood Mage reduces the amount of HP he must spend for Vital Arcana to be equal to the spell level increase of the spell.

**Brawler**  
Brawlers are masters of unarmed combat, be it martial arts, wrestling, or even drunken fistfighting.

**Prerequisites:** BAB +3, Improved Unarmed Strike  
**HD:** D12+Con mod  
**MD:** D1+Wis mod  
**Class Skills:** Balance (Dex), Climb (Str), Concentration (Con), Craft (Int) (Any), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump

(Dex), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+0	+0	Living Weapon	+1
2	+1	+3	+0	+0	Combat Stance	+2
3	+2	+3	+1	+1	Breaker	+2
4	+3	+4	+1	+1	Combat Stance	+3
5	+3	+4	+1	+1	Gloved Strike	+3
6	+4	+5	+2	+2	Combat Stance	+4
7	+5	+5	+2	+2	Rattle	+4
8	+6	+6	+2	+2	Combat Stance	+5
9	+6	+6	+3	+3	Mercy Strike	+5
10	+7	+7	+3	+3	Iron Fist, Combat Stance	+6

Brawlers are proficient with no weapons or armor.

**Living Weapon (Ex):** This is identical to the Monk's Unarmed Strike ability, but damage is determined from the table below. A Brawler cannot use this ability while wearing armor or using a shield.

Brawler Level	Unarmed Strike Damage		
	Small	Medium	Large
1 <sup>st</sup> -2 <sup>nd</sup>	1d4	1d6	1d8
3 <sup>rd</sup> -4 <sup>th</sup>	1d6	1d8	1d10
5 <sup>th</sup> -6 <sup>th</sup>	1d8	1d10	2d6
7 <sup>th</sup> -8 <sup>th</sup>	1d10	2d6	2d8
9 <sup>th</sup> -10 <sup>th</sup>	2d6	2d8	3d6
			2d10

**Combat Stance:** At level 1 and every odd-numbered level after, a Brawler gains a combat stance from the list below. He must meet the prerequisites for the stance to gain it. In place of a Combat Stance, a Brawler may reduce the penalties of one of his stances by 1, to a minimum of -0.

**Armored Stance:** While using armored stance, the Brawler loses the ability to strike with any part of his body and still retains his living weapon ability while wearing armor or a shield.

Prereq: None

**Heavy Stance:** While using Heavy Stance, the Brawler's unarmed strike is considered a two-handed weapon for all purposes and he takes a -1 penalty to AC.

Prereq: None

**Improved Heavy Stance:** While using Heavy Stance, the Brawler also gains Defense equal to his Wisdom modifier and his penalty to AC increases to -2.

Prereq: Heavy Stance

**Medium Stance:** While using Medium Stance, the Brawler is considered one size category larger for opposed checks and he takes a -1 penalty to damage rolls.

Prereq: None

**Improved Medium Stance:** While using Medium Stance, the Brawler also applies his Wisdom modifier as a shield bonus to AC and his penalty to damage rolls increases to -2.

Prereq: Medium Stance

**Light Stance:** While using Light Stance, a Brawler uses his Dexterity modifier instead of his Strength modifier for damage rolls and he takes a -1 penalty to attack rolls.

Prereq: None

**Improved Light Stance:** While using Light Stance, a Brawler gains concealment (20% miss chance) and his penalty to attack rolls increases to -2.

Prereq: Light Stance

**Breaker (Ex):** A level 3 Brawler's unarmed strike may ignore any object's hardness if it is less than or equal to his Brawler level.

**Gloved Strike (Ex):** A level 5 Brawler who is wearing a gauntlet or spiked gauntlet may apply its enhancement bonus (as a weapon, if any) to unarmed attack and damage rolls. His unarmed strikes are treated as being made of its material for the purpose of overcoming damage reduction. The Brawler cannot use this ability if he is using the gauntleted hand for another purpose, such as holding a weapon or a shield.

**Rattle (Ex):** A level 7 Brawler may spend an amount of MP up to his Brawler level before making an unarmed attack dealing nonlethal damage to ignore an equal amount of his target's Defense.

**Mercy Strike (Ex):** When a level 9 Brawler chooses to deal nonlethal damage with his unarmed strike, he is treated as being one size category larger or two levels higher for the purpose of dealing damage.

**Iron Fist (Ex):** A level 10 Brawler may spend up to 10 MP before making a damage roll to add an equal amount as an enhancement bonus to the roll.

## Conjurer

Conjurers are masters of summoning magic.

**Prerequisites:** Spell Focus (Conjuration), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Mighty Summons	+0
2	+1	+0	+0	+3	Conjure Equipment	+1
3	+1	+1	+1	+3	Displaced Conjuration	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Quick Summoning	+2
6	+3	+2	+2	+5	Augment Summons	+3
7	+3	+2	+2	+5	Masterwork Conjuration	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Rapid Summons	+4
10	+5	+3	+3	+7	Imbued Conjuration	+5

Conjurers are proficient with no weapons or armors.

A Conjurer cannot learn a spell whose spell level is greater than his Intelligence score - 10. Conjurers have all spells from the conjuration school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of a Conjurer's spells are equal to 10 + spell level + Int mod. The Conjurer adds half his Conjurer level to his caster level, but for the purpose of casting conjuration spells (and only for casting conjuration spells), he adds his whole Conjurer level to his caster level.

The Conjurer's spells known are based on his caster level for conjuration spells. Each time the Conjurer gains a level, he learns two conjuration spells of his highest spell level known or lower.

Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Conjurer gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or

lower spell level from a scroll.

**Mighty Summons (Su):** Every celestial and fiendish creature summoned by a Conjurer may make a smite attack once while it is summoned, allowing it to make a normal melee attack deal extra damage equal to its HD (to a maximum of +20) against any foe.

**Conjure Equipment (Sp):** A level 2 Conjurer can craft items from raw magic as a full-round action by spending 3 MP. This is a conjuration (Summoning) effect. A conjured item must be a mundane, nonmasterwork, nonunique item costing no more than 50 gp, lasts for one hour per Conjurer level, and the Conjurer can only have one item in existence at a time unless the item is small and normally sold on the market in set quantities (such as a quiver of 20 arrows). The Conjurer must be able to carry and handle the item, as he crafts it in his hands. If a suit of armor, set of clothing, or shield is being crafted, the Conjurer may craft it on a creature or himself, allowing the creature to circumvent the process of donning or strapping it on and ensuring a perfect fit. The Conjurer can dismiss this effect as a free action. Conjured items cannot be used as spell components, and have a distinctive unreal glimmer.

**Displaced Conjuration (Su):** A level 3 Conjurer can spend 2 MP when casting a conjuration spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Metamagic Focus:** A level 4 Conjurer gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Conjurer may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Quick Summons:** A level 5 Conjurer can cast any Conjuration spell that normally requires 1 round to cast as a full-round action. Doing so is treated as metamagic, and requires the caster to spend an additional 2 MP.

**Augment Summons:** A level 6 Conjurer gains the Augment Summoning feat as a bonus feat if he did not already have it.

**Masterwork Conjuration:** A level 7 Conjurer who uses Conjure Equipment may spend an additional 2 MP while making an item to make it of masterwork quality. His gp limit for items created improves to 500 gp (including the change in price from masterwork quality), and he may have up to two items in existence at once if their total cost does not exceed 500 gp.

**Rapid Summons:** A level 9 Conjurer can cast any Conjuration spell of the (Summoning) subschool that normally requires 1 round to cast as a standard action.

**Imbued Conjuration:** A level 10 Conjurer who uses Conjure Equipment may spend up to 20 MP when crafting a masterwork item to apply a magical enhancement bonus equal to half the MP spent to it. Weapons and armor crafted in this manner have a maximum enhancement bonus of +5, and may have magical weapon properties added if the Conjurer meets the prerequisites for the properties. The Conjurer may create any item of up to 1000 gp in value (before magical enhancements) and up to three items may be in existence simultaneously if their total cost before enhancements does not exceed 1000 gp.

### Diplomat

Diplomats are masters of the spoken word, capable of talking their way out of the stickiest situations.

**Prerequisites:** Skill Focus (Diplomacy), 6 ranks in Diplomacy and Sense Motive.

**HD:** D6+Con mod

**MD:** D8+Cha mod

**Class Skills:** Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography, history, local, nobility and royalty) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha).

**Skill Points/Level:** 6+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Allegiance	+1
2	+1	+0	+0	+3	Silver tongue	+2
3	+2	+1	+1	+3	Diplomat stance	+2

4	+3	+1	+1	+4	Enchantment specialization	+3
5	+3	+1	+1	+4	Diplomatic immunity	+3
6	+4	+2	+2	+5	Diplomat stance +2	+4
7	+5	+2	+2	+5	Commanding	+4
8	+6	+2	+2	+6	Enchantment specialization	+5
9	+6	+3	+3	+6	Diplomat stance +3	+5
10	+7	+3	+3	+7	Reinforcement	+6

The Diplomat is automatically proficient with the longsword, rapier, and light armor.

A Diplomat cannot learn a spell whose spell level is greater than his Charisma score - 10. Diplomats use the Royal spell list. The save DCs of a Diplomat's spells are equal to 10 + spell level + Cha mod. The Diplomat adds his Diplomat level to his caster level.

The Diplomat's spells known are based on his caster level. Each time the Diplomat gains a level, he learns one spell of his highest spell level known or lower.

Caster Level	Highest Spell Level Known
1	0 <sup>th</sup>
2	1 <sup>st</sup>
3	1 <sup>st</sup>
4	1 <sup>st</sup>
5	2 <sup>nd</sup>
6	2 <sup>nd</sup>
7	2 <sup>nd</sup>
8	3 <sup>rd</sup>
9	3 <sup>rd</sup>
10	3 <sup>rd</sup>
11	4 <sup>th</sup>
12	4 <sup>th</sup>
13	5 <sup>th</sup>
14	5 <sup>th</sup>
15	5 <sup>th</sup>
16	6 <sup>th</sup>
17	6 <sup>th</sup>
18	6 <sup>th</sup>

Table 3-X: Diplomat Spells	
19	6 <sup>th</sup>
20	6 <sup>th</sup>

Each time a Diplomat gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Allegiance (Ex):** A level 1 Diplomat chooses a city, state, nation, or other entity that he represents, and is officially acknowledged by that entity. He gains a +4 circumstance bonus to Diplomacy, Gather Information, and Profession checks within that locale, and with individuals from it.

If at any time the Diplomat's chosen entity decides that he is no longer fit to represent it, he loses the Allegiance class feature and can no longer take levels in Diplomat, though he retains all other class features.

**Silver Tongue (Ex):** A level 2 Diplomat is adept at social backtracking. As an immediate action, he may spend 3 MP to reroll any Bluff, Diplomacy, or Intimidate check made to influence someone.

**Diplomat Stance (Ex):** A level 3 Diplomat can focus on social interaction at the expense of everything else. While using this combat stance, he gains a +1 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks, but suffers a -1 penalty to all other skills.

At level 6, this bonus increases to +2 and the penalty increases to -2.

At level 9, this bonus increases to +3 and the penalty increases to -3.

**Enchantment Specialization (Ex):** At levels 4 and 8, the Diplomat may choose a number of enchantment spells he can cast equal to his Charisma modifier and decrease the amount of MP he needs to spend to cast those spells by 1. This cannot reduce a spell's MP cost below 1.

**Diplomatic Immunity (Ex):** A level 5 Diplomat in a foreign entity that recognizes his own gains diplomatic immunity. Though he can be arrested and have property seized from him, he cannot be imprisoned for longer than 1d4+1 hours. This protection extends to one character per Diplomat level that he designates as a retainer, with approval

from his chosen entity.

If at any time the Diplomat's chosen entity decides that he is no longer fit to represent it, he loses the Diplomatic Immunity class feature and can no longer take levels in Diplomat, though he retains all other class features.

**Commanding (Sp):** A level 7 Diplomat can use the aid another action at a range of up to 10' per Diplomat level using only his voice (though he still must make an appropriate check), and he may assist multiple allies within that range if he makes multiple checks at a -2 penalty per additional ally.

**Reinforcement (Ex):** A level 10 Diplomat gains a +4 bonus whenever another character uses the aid another action on him, and grants a +4 bonus whenever he uses the Aid Another action on another character.

### Diviner

Diviners are masters of detection magic.

**Prerequisites:** Spell Focus (Divination), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Table 3-X: The Diviner						
Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Remote Interference	+0
2	+1	+0	+0	+3	Displaced Divination	+1
3	+1	+1	+1	+3	Remote Eye	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Insight (hp)	+2
6	+3	+2	+2	+5	Remote Eye (Darkvision 60')	+3
7	+3	+2	+2	+5	Insight (mp)	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Remote Eye (Channel)	+4
10	+5	+3	+3	+7	Truesight	+5

Diviners are proficient with no weapons or armors.

A Diviner cannot learn a spell whose spell level is greater than his Intelligence score - 10. Diviners have all spells from the divination school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of a Diviner's spells are equal to 10 + spell level + Int mod. The Diviner adds half his Diviner level to his caster level, but for the purpose of casting divination spells (and only for casting divination spells), he adds his whole Diviner level to his caster level.

The Diviner's spells known are based on his caster level for divination spells. Each time the Diviner gains a level, he learns two divination spells of his highest spell level known or lower.

Table 3-X: Diviner Spells	
Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Diviner gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Remote Interference (Ex):** A level 1 Diviner adds ½ his Diviner level to saving throws against spells of the divination school (minimum +1).

**Displaced Divination (Su):** A level 2 Diviner can spend 2 MP when casting a divination spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Remote Eye (Sp):** A level 3 Diviner can spend up to 4 MP per Diviner level to create a modified scrying sensor in his hand. The sensor lasts for 1 hour per MP spent. It is capable of normal vision and hearing with no range limit using the Diviner's skill modifiers. It does not benefit from any spells, effects, or racial traits the Diviner has. It moves at a speed of 10' per caster level each round, as directed by the Diviner as a free action. This is a Divination (Scrying).

A level 6 Diviner's Remote Eye has darkvision 60' and blindsense out to 30'.

A level 9 Diviner's Remote Eye can benefit from any spell from the divination school that the diviner can cast through it.

**Metamagic Focus:** A level 4 Diviner gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Diviner may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Insight (Sp):** A level 5 Diviner can spend 1 MP as a swift action to reveal the remaining hit points of one creature in his line of sight.

A level 7 Diviner may spend an additional MP to reveal the target's remaining MP also.

**Truesight (Sp):** A Diviner gains the continual benefit of a *true seeing* spell as though he had cast the spell on himself. If this ability is dispelled, he may resume using it on his next action as a free action.

### Enchanter

Enchanters are masters of mind-altering magic.

**Prerequisites:** Spell Focus (Enchantment), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Table 3-X: The Enchanter						
Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Defensive Mind Control	+0
2	+1	+0	+0	+3	Displaced Enchantment	+1
3	+1	+1	+1	+3	Empathic Aura	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Mind Read	+2
6	+3	+2	+2	+5	Empathic Aura (-5)	+3
7	+3	+2	+2	+5	Antipathic Aura	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Empathic Aura (-8)	+4
10	+5	+3	+3	+7	Enthrallment	+5

Conjurers are proficient with no weapons or armors.

An Enchanter cannot learn a spell whose spell level is greater than his Intelligence score - 10. Enchanters have all spells from the conjuration school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of an Enchanter's spells are equal to 10 + spell level + Int mod. The Enchanter adds half his Enchanter level to his caster level, but for the purpose of casting enchantment spells (and only for casting enchantment spells), he adds his whole Enchanter level to his caster level.

The Enchanter's spells known are based on his caster level for enchantment spells. Each time the Enchanter gains a level, he learns two enchantment spells of his highest spell level known or lower.

Table 3-X: Enchanter Spells	
Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>

Table 3-X: Enchanter Spells	
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time an Enchanter gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Defensive Mind Control (Ex):** A level 1 Enchanter adds ½ his Enchanter level to saving throws against spells of the enchantment school (minimum +1).

**Displaced Enchantment (Su):** A level 2 Enchanter can spend 2 MP when casting an enchantment spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Empathic Aura (Su):** A level 3 Enchanter exudes an aura of positive influence. All NPCs with as many or less Hit Dice as the Enchanter's Enchanter level within Close range (25' + 5'/2 caster levels) have an attitude one step more friendly towards the Enchanter (no save). This effect ends immediately if the Enchanter tries to influence the attitude of an affected creature, or if he or his perceived allies perform a hostile action against an affected creature. This cannot improve a creature's attitude

beyond Helpful.

At level 6, the Enchanter's empathic aura extends out to Medium range (100' + 10'/caster level) and improves attitude by two steps for creatures with as many or less Hit Dice than the Enchanter's Enchanter level - 5.

At level 9, the Enchanter's empathic aura extends out to Long range (400' + 40'/caster level) and improves attitude by three steps for creatures with as many or less Hit Dice than the Enchanter's Enchanter level - 8.

**Metamagic Focus:** A level 4 Enchanter gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Enchanter may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Mind Read (Sp):** A level 5 Enchanter has enough influence over the minds of those around him to see into them. As a free action, an Enchanter may spend 1 MP to read the surface thoughts of any creature within Medium range (100' + 10'/caster level) for one round. Creatures are allowed a Will save (DC 10 + Enchanter level + Int mod) to negate this effect, and creatures who succeed on their saves are immune to the Enchanter's Mind Read ability for 24 hours. This is a mind-affecting enchantment effect.

**Antipathic Aura (Sp):** A level 7 Enchanter can choose to exude an aura of negative influence. As a standard action, an Enchanter can spend 5 MP to designate a target within his Empathic Aura's range as an object of hatred. All NPCs with as many or less Hit Dice as the Enchanter's Enchanter level within his Empathic Aura have an attitude two steps less friendly towards the target (no save) as long as the Enchanter is within range. This cannot reduce a creature's attitude below Hostile.

**Enthrallment (Su):** A level 10 Enchanter's enchantments are exceptionally difficult to throw off. The Enchanter's mind-affecting spells do not expire when their duration ends. Instead, the target must make a new save against the same DC to end the effect, otherwise the spell continues to stay in effect for the same duration, allowing the target a new save against the same DC when that duration expires, and so on and so forth. This only applies to enchantment spells that allow a save and do not have a save of (harmless). If the target was willing when the spell was cast, or chooses to fail any of its

saves against the spell, the spell ends normally when its duration expires.

## Evoker

Evokers are masters of destructive magic.

**Prerequisites:** Spell Focus (Evocation), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Defensive Elementalism	+0
2	+1	+0	+0	+3	Displaced Evocation	+1
3	+1	+1	+1	+3	Geomancy (+1)	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Elemental Absorbency	+2
6	+3	+2	+2	+5	Geomancy (+2)	+3
7	+3	+2	+2	+5	Greater Elemental Absorbency	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Geomancy (+3)	+4
10	+5	+3	+3	+7	Split Evocation	+5

Evokers are proficient with no weapons or armors.

An Evoker cannot learn a spell whose spell level is greater than his Intelligence score - 10. Evokers have all spells from the evocation school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of an Evoker's spells are equal to 10 + spell level + Int mod. The Evoker adds half his Evoker level to his caster level, but for the purpose of casting evocation spells (and only for casting evocation spells), he adds his whole Evoker level to his caster level.

The Evoker's spells known are based on his caster



level for evocation spells. Each time the Evoker gains a level, he learns two evocation spells of his highest spell level known or lower.

Table 3-X: Evoker Spells	
Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time an Evoker gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Defensive Elementalism (Ex):** A level 1 Evoker adds ½ his Evoker level to saving throws against spells of the evocation school (minimum +1).

**Displaced Evocation (Su):** A level 2 Evoker can spend 2 MP when casting an evocation spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Geomancy (Su):** A level 3 Evoker can draw upon his environment to bolster his spells. Whenever an Evoker casts a spell with one of the sources listed on table Geomancy Foci matching its descriptor within the spell's range, he gains a +1 circumstance bonus to his caster level for that spell.

Table 3-X: Geomancy Foci	
Spell Descriptor	Elemental Source
Air	A moderate or stronger wind (11+ mph)
Cold	A Small or larger piece of ice
Darkness	A shadow cast by a Gargantuan or larger object or creature
Earth	A 20'x20' or larger patch of bare dirt or unworked stone
Electricity	A metal object weighing at least 200 pounds
Fire	A Small or larger fire
Force	An active force effect
Light	A 40'-radius or larger area of bright illumination
Sonic	An 80 decibel or louder source of noise (as loud as a vacuum cleaner)
Water	A Huge or larger volume of water

At level 6, the Evoker's caster level bonus improves to +2.

At level 9, the Evoker's caster level bonus improves to +3.

**Metamagic Focus:** A level 4 Evoker gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Evoker may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Elemental Absorbency (Su):** A level 5 Evoker can consume elemental energies around himself. If a spell with the Acid, Cold, Earth, Electricity, Fire, Force, Sonic, or Water descriptor affects the Evoker, its caster takes a cumulative -1 penalty to its caster level for a number of rounds equal to the Evoker's Evoker level. The Evoker is immune to this effect for spells he casts on himself, and he may suppress it as a standard action.

**Greater Elemental Absorbency:** A level 7 Evoker is trained enough to concentrate absorbed elemental energy into himself. When a caster suffers from Elemental Absorbency, the Evoker gains a number of temporary mp equal to ½ the mp cost of the spell cast on him. These mp may only be used to cast a

spell with the same descriptor as the spell cast on the Evoker.

**Split Evocation (Su):** A level 10 Evoker can spend up to 10 MP when casting an evocation spell to have it affect an additional target for every 2 MP spent. Each target must be a valid target for the spell, and no two targets may be further than 30' apart.

**Illusionist**

Illusionist are masters of deceptive magic.

**Prerequisites:** Spell Focus (Illusion), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Illusory Interference	+0
2	+1	+0	+0	+3	Displaced Illusion	+1
3	+1	+1	+1	+3	Personal Veil	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Personal Veil (+1)	+2
6	+3	+2	+2	+5	Shadow Mastery	+3
7	+3	+2	+2	+5	Personal Veil (+2)	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Personal Veil (+3)	+4
10	+5	+3	+3	+7	Reinforced Illusion	+5

Illusionists are proficient with no weapons or armors.

An Illusionist cannot learn a spell whose spell level is greater than his Intelligence score - 10. Illusionists have all spells from the illusion school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs

of an Illusionist's spells are equal to 10 + spell level + Int mod. The Illusionist adds half his Illusionist level to his caster level, but for the purpose of casting illusion spells (and only for casting illusion spells), he adds his whole Illusionist level to his caster level.

The Illusionist's spells known are based on his caster level for illusion spells. Each time the Illusionist gains a level, he learns two illusion spells of his highest spell level known or lower.

**Table 3-X: Illusionist Spells**

Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time an Illusionist gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Illusory Interference (Ex):** A level 1 Illusionist adds ½ his Illusionist level to saving throws against spells of the divination school (minimum +1).

**Displaced Illusion (Su):** A level 2 Illusionist can

spend 2 MP when casting an illusion spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Personal Veil (Sp):** A level 3 Illusionist can spend 5 MP to veil himself in a shell of illusion, obscuring his true form. This is otherwise identical to *disguise self*, but the Illusionist can assume almost any form, it only lasts as long as the Illusionist is conscious, and is visual, tactile, and auditory (the Illusionist can duplicate any sound his assumed form could make in addition to any sounds he could normally make, he could make it both feel and sound like he is wearing armor). This is an illusory shadow effect. The Illusionist cannot deal damage with the shell, he still uses his real weapons, but he may disguise his weapons with it. Creatures interacting with the shell's tactile or auditory effects are allowed a Will save to disbelieve it.

At level 5, the Illusionist can spend 7 MP to veil himself to appear as though he is one size category larger or smaller. When appearing as a smaller creature, he uses the space and reach of that size, but all other abilities remain unchanged. When appearing as a larger creature, the Illusionist uses the space (but not reach) of that size and takes size penalties to attack and AC, but all other abilities remain unchanged.

At level 7, the Illusionist can spend 9 MP to veil himself to appear as though he is two size categories larger or smaller.

At level 9, the Illusionist can spend 11 MP to veil himself to appear as though he is three size categories larger or smaller.

**Metamagic Focus:** A level 4 Illusionist gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Illusionist may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Shadow Mastery (Su):** A level 6 Illusionist may enforce his shadow effects. When the Illusionist casts a spell from the Shadow subschool, he may spend 2 MP to increase the shadow's effectiveness by one-tenth (10%). He may not spend more MP than his Illusionist level in this way.

**Reinforced Illusion (Su):** A level 10 Illusionist's illusions stand up to even the harshest skepticism.

Each round after making a successful save to disbelieve an illusion cast by the Illusionist, a creature must make a new save or resume being affected by the illusion. The creature still remembers that the effect was an illusion, and makes all future saves against it as though it had been told that it was an illusion (+4 bonus to the save). This applies to the Illusionist's Personal Veil ability.

## Knight

Knights are specialists in defensive tactics.

**Prerequisites:** Tower Shield Proficiency, 6 ranks in Craft (Armorsmithing)

**HD:** D12+Con mod

**MD:** D4+Wis mod

**Class Skills:** Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

**Skill Points/Level:** 2 + Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+0	+2	Knight Stance (Armor Class)	+0
2	+1	+3	+0	+3	Cover (Melee)	+1
3	+2	+3	+1	+3	Shield Focus (+1)	+1
4	+3	+4	+1	+4	Knight Stance (Saves)	+1
5	+3	+4	+1	+4	Cover (Ranged)	+2
6	+4	+5	+2	+5	Shield Focus (+2)	+2
7	+5	+5	+2	+5	Knight Stance (Defense)	+2
8	+6	+6	+2	+6	Cover Focus	+3
9	+6	+6	+3	+6	Shield Focus (+3)	+3
10	+7	+7	+3	+7	Iron Shield	+3

A Knight is proficient with all simple weapons and all shields.

**Knight Stance (Ex):** A Knight is always alert and can aid multiple allies against attacks. While using this combat stance, the Knight loses his shield bonus to AC and all allies within his natural reach add it to theirs. This does not stack with any

existing shield bonuses.

A level 4 Knight also grants his shield bonus as a cover bonus to Reflex saving throws.

A level 7 Knight also grants his shield bonus as a bonus to Defense.

**Cover (Ex):** A Knight's ability to defend his allies also allows him to deflect blows. A level 2 Knight can spend 1 MP to take a melee attack in place of an adjacent ally before any rolls are made. This applies to any effect that requires a melee attack roll, such as a touch spell.

A level 5 Knight may use his Cover ability against ranged attacks.

**Shield Focus (Ex):** At level 3, 6, and 9, the Knight's AC bonus while using a shield increases by the listed amount, effectively increasing its base AC bonus by the indicated amount. This applies to Knight Stance.

**Cover Focus (Ex):** A level 8 Knight may spend any amount of MP up to his Knight level and add the same as a shield bonus to AC (this stacks with any existing shield bonus) while using Cover.

**Iron Shield (Ex):** A level 10 Knight may spend up to 10 MP as a free action and add the same as an enhancement bonus to his shield until the beginning of his next turn.

#### Mana Bandit

Mana Bandits are thieves so skilled that they can even steal magic.

**Prerequisites:** Caster level 1, Magical Aptitude, 6 ranks in Sleight of Hand and Use Magic Device

**HD:** D6+Con mod

**MD:** D8+Cha mod

**Class Skills:** Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (arcana, dungeoneering, local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight Of Hand (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

**Skill Points/Level:** 6 + Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+2	+2	Steal Spell (1 school)	+1
2	+1	+0	+3	+3	Mana Thief	+2
3	+2	+1	+3	+3	Steal Spell (2 schools)	+2
4	+3	+1	+4	+4	Mana Thief	+3
5	+3	+1	+4	+4	Steal Spell (3 schools)	+3
6	+4	+2	+5	+5	Mana Thief	+4
7	+5	+2	+5	+5	Steal Spell (4 schools)	+4
8	+6	+2	+6	+6	Mana Thief	+5
9	+6	+3	+6	+6	Steal Spell (5 schools)	+5
10	+7	+3	+7	+7	Mana Thief	+6

A Mana Bandit is proficient with no weapons or armors.

The Mana Bandit adds his Mana Bandit level to his caster level.

**Steal Spell (Su):** The Mana Bandit can use the Steal Spell combat stance. Each time he gains an odd-numbered Mana Bandit level, he chooses one spell school. The Mana Bandit can only use the Steal Spell stance to steal a spell from a school he has chosen in this manner. The Mana Bandit can always steal universal spells.

While using the Steal Spell stance, the Mana Bandit suffers a -1 penalty to attack and damage rolls. Each time he damages a spellcaster (any creature that can use spells or spell-like abilities) with a melee attack, the spellcaster must make a Will save (DC 10 + Mana Bandit level + Cha mod) or lose the ability to cast one spell of the Mana Bandit's choice for 24 hours. The Mana Bandit can specify a spell he knows the spellcaster knows, or he can specify a spell by school and level and the spell he steals is chosen randomly from spells that fit the criteria. If the Mana Bandit tries to steal a spell the spellcaster does not have, this ability has no effect.

If the Mana Bandit successfully steals a spell that he can cast (he has a high enough mental ability score and his caster level is at least 2\*spell's level - 1), he may do so once within 24 hours of stealing it using his own MP and abilities. Casting the spell in this manner does not restore it to the spellcaster.

**Mana Thief (Su):** At every even-numbered level, the Mana Bandit gainst one of the following

abilities he meets the prerequisites for. Alternately, he can gain a bonus feat from the Bandit or Mage bonus feats list.

**Expanded Theft:** The Mana Bandit can steal spells from an additional spell school.

This ability may be taken multiple times.

Prerequisite: None

**Magic Leech:** When the Mana Bandit steals a spell, he can also cause the spellcaster to lose an amount of MP equal to the spell's level (minimum 1) and the Mana Bandit gains an equal amount of temporary MP or an amount equal to the spellcaster's current MP, whichever is less.

Prerequisite: None

**Improved Magic Leech:** Magic Leech steals an amount of MP equal to the MP that would be used to cast the spell stolen.

Prerequisite: Magic Leech

**Ranged Steal Spell:** The Mana Bandit can use Steal Spell each time he damages a spellcaster with a ranged attack and the spellcaster is within 30'.

Prerequisite: None

**Improved Ranged Steal Spell:** The Mana Bandit can use Steal Spell each time he damages a spellcaster with a ranged attack regardless of range.

Prerequisite: Ranged Steal Spell

**Magic Steal Spell:** The Mana Bandit can use Steal Spell each time he damages a spellcaster with a spell. He can only use this ability once per spell, and he can only steal from one spellcaster affected by the spell.

Prerequisite: None

**Improved Magic Steal Spell:** The Mana Bandit can use Magic Steal Spell against all spellcasters damaged by each spell.

Prerequisite: Magic Steal Spell

**Light Steal Spell:** The Mana Bandit can use Steal Spell even when his spell doesn't deal damage, so long as the spellcaster is affected by it.

Prerequisite: Magic Steal Spell

**Feat Steal:** The Mana Bandit can use Steal Spell to steal a Magic or Metamagic feat instead of a spell. The Mana Bandit can use this ability against non-spellcasters with Magic feats. The Mana Bandit gains the benefit of the stolen feat for a number of

hours equal to his Charisma modifier (minimum 1).

Prerequisite: None

### Mana Battery

Mana batteries are individuals who focus on being able to use what special techniques and spells they know without tiring, rather than improving any actual power or ability.

**Prerequisite:** Charged four times

**HD:** D1+Con mod

**MD:** D20+Wis mod

**Class Skills:** None. All skills are cross-class skills for a mana battery.

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+0	-	+0
2	+1	+0	+0	+0	-	+1
3	+1	+1	+1	+1	-	+1
4	+2	+1	+1	+1	-	+1
5	+2	+1	+1	+1	-	+2
6	+3	+2	+2	+2	-	+2
7	+3	+2	+2	+2	-	+2
8	+4	+2	+2	+2	-	+3
9	+4	+3	+3	+3	-	+3
10	+5	+3	+3	+3	-	+3

The mana battery is proficient with no weapons or armors.

### Meat Shield

Meat shields are individuals who focus on simply being difficult to kill, at the expense of all other skills.

**Prerequisite:** Toughness four times

**HD:** D20+Con mod

**MD:** D1+Wis mod

**Class Skills:** None. All skills are cross-class skills for a meat shield.

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+0	-	+0
2	+1	+0	+0	+0	-	+1

Level	BAB	Fort	Ref	Will	Special	Dodge
3	+1	+1	+1	+1	-	+1
4	+2	+1	+1	+1	-	+1
5	+2	+1	+1	+1	-	+2
6	+3	+2	+2	+2	-	+2
7	+3	+2	+2	+2	-	+2
8	+4	+2	+2	+2	-	+3
9	+4	+3	+3	+3	-	+3
10	+5	+3	+3	+3	-	+3

The meat shield is proficient with no weapons or armors.

### Natural Warrior

Natural Warriors are feral combatants who specialize in using their natural weapons to great effect.

**Prerequisites:** Weapon Focus for a natural attack (not unarmed strike), BAB +3.

**HD:** D12+Con mod

**MD:** D1+Wis mod

**Class Skills:** Balance (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Swim (Str)

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+2	+0	Improved Natural Attack, Magic Nail	+1
2	+2	+3	+3	+0	Natural Armor +1	+2
3	+3	+3	+3	+1	Vigor +4, Valor +4	+2
4	+4	+4	+4	+1	Improved Natural Attack	+3
5	+5	+4	+4	+1	Natural Armor +2	+3
6	+6	+5	+5	+2	Vigor +6, Valor +6, Sharp Nail	+4
7	+7	+5	+5	+2	Improved Natural Attack	+4
8	+8	+6	+6	+2	Natural Armor +3	+5
9	+9	+6	+6	+3	Vigor +8, Valor +8	+5
10	+10	+7	+7	+3	Improved Natural Attack, Iron Nail	+6

A Natural Warrior is proficient with no weapons or armor.

**Improved Natural Attack:** A Natural Warrior gains the Improved Natural Attack feat for all of his

weapons if he did not already have it. At level 4, 7, and 10, the Natural Warrior's natural weapon each improve in damage by one size category.

**Natural Armor (Ex):** At levels 2, 5, and 8, a Natural Warrior gains a natural armor bonus to Defense, or his existing natural armor bonus improves by 1. Natural armor Defense does not stack with Defense from worn armor.

**Magic Nail (Su):** A Natural Warrior's natural weapons are considered to be magic weapons for the purpose of overcoming DR/magic.

**Vigor (Sp):** A level 3 Natural Warrior gains the Vigor Up and Valor Up abilities, described in the Basher and Soldier class abilities. He uses his Natural Warrior levels to determine the duration of these abilities, and if he has the Vigor Up or Valor Up talent from the Basher or Soldier class, he may use the sum of his levels to determine the duration. At level 6, a Natural Warrior may spend 2 more MP to improve his ability score increases from Vigor Up and Valor Up to +6, and at level 9 he may spend an additional 2 MP to improve the ability score increases to +8. The amount of MP spent in this manner counts towards the normal limit for what would normally be increasing the duration of the effect.

**Sharp Nail (Ex):** At level 6, a Natural Warrior may spend any amount of MP before making a damage roll to ignore twice that amount in Damage Reduction.

**Iron Nail (Ex):** A level 10 Natural Warrior may spend up to 10 MP before making a damage roll for a natural attack to add an equal amount as an enhancement bonus to the roll.

### Nature Mage

Nature Mages tap into the the wild lifeflow of raw nature, without the aid of mind-affecting substances that are normally associated with such practices.

**Prerequisites:** Ability to cast *summon nature's ally II*, 6 ranks in Knowledge (Nature), and Endurance.

**HD:** D6+Con mod

**MD:** D10+Wis mod

**Class Skills:** Concentration (Con), Handle Animal (Cha), Heal (Wis), Knowledge (Int) (Geography, Nature), Listen (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str)

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Empathy	+0
2	+1	+0	+0	+3	Without A Trace	+1
3	+2	+1	+1	+3	Nature Aide	+1
4	+3	+1	+1	+4	Animal Guise	+2
5	+3	+1	+1	+4	Track	+2
6	+4	+2	+2	+5	Animal Cohort	+3
7	+5	+2	+2	+5	Natural Defense	+3
8	+6	+2	+2	+6	Animal Form	+4
9	+6	+3	+3	+6	Plant Form	+4
10	+7	+3	+3	+7	Greater Animal Cohort	+5

Nature Mages are proficient with no weapons or armors.

A Nature Mage cannot learn a spell whose spell level is greater than her Wisdom score - 10. Nature Mages use the Druid spell list. The save DCs of a Nature Mage's spells are equal to 10 + spell level + Wis mod. The Nature Mage adds her Nature Mage level to her caster level.

The Nature Mage's spells known are based on her caster level. Each time the Nature Mage gains a level, she learns two spells of her highest spell level known or lower.

Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>

15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Nature Mage gains a level, she may swap out one spell she learned at a lower level for a different spell she could have chosen. Alternately, she may forget a spell she chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Empathy (Ex):** A Nature Mage may use the Handle Animal skill in the same manner as the Diplomacy skill to influence unintelligent animals and magical beasts without needing to share a common language.

**Without A Trace (Ex):** A level 2 Nature Mage leaves no trail that can be detected through mundane means, even by scent.

**Nature Aide (Su):** A level 3 Nature Mage may empower all spells with the [Healing] descriptor, as the Empower Spell metamagic feat, at no MP cost when casting them on animals and magical beasts.

**Animal Guise (Sp):** As a spell-like ability, a level 4 Nature Mage may spend 4 MP to assume the appearance of any animal of her size or smaller. This is a purely cosmetic change except for the change in size, if any (which works in the same manner as the *reduce person* spell chain). The effect lasts for a number of hours equal to the Nature Mage's Nature Mage level.

**Track:** A level 5 Nature Mage gains Track as a bonus feat if she did not have it already.

**Animal Cohort (Ex):** A level 6 Nature Mage may attract an animal or magical beast cohort, as described in the Leadership feat. If the Nature Mage attracts an animal, its only limitation is its Hit Dice, which may not exceed the Nature Mage's Leadership score. An animal cohort advances by Hit Dice as noted for its entry, increasing in size as it progresses, and it may advance beyond the maximum Hit Dice for a creature of its type. If the

Nature Mage attracts a magical beast, it must have a listed cohort ECL and is treated normally for a cohort.

**Natural Defense (Ex):** A level 8 Nature Mage gains a natural armor bonus to Defense equal to her Constitution modifier. This does not stack with worn armor, but does stack with existing natural armor.

**Animal Form (Sp):** A level 8 Nature Mage learns the *polymorph* spell, limited to animal forms only. However, she may assume any animal form of any size whose Hit Dice is not greater than her caster level.

**Plant Form (Sp):** A level 9 Nature Mage may use the *polymorph* spell as a spell-like ability on herself to assume any plant form whose Hit Dice does not exceed her caster level. In addition, the Nature Mage may use *polymorph* to assume the form of an inanimate plant, though she retains her natural ability to perceive her surroundings.

**Greater Animal Cohort (Ex):** A level 10 Nature Mage's animal cohort gains all of the special abilities of a familiar, using the Nature Mage's caster level.

## Necromancer

Necromancers are masters of death magic.

**Prerequisites:** Spell Focus (Necromancy), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Bolstered Necromancy	+0
2	+1	+0	+0	+3	Displaced Necromancy	+1
3	+1	+1	+1	+3	Deathly Aura	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Command	+2

6	+3	+2	+2	+5	Superior Animation (Str)	+3
7	+3	+2	+2	+5	Dark Creation	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Superior Animation (Dex)	+4
10	+5	+3	+3	+7	Self-Reanimation	+5

Necromancers are proficient with no weapons or armors.

A Necromancer cannot learn a spell whose spell level is greater than his Intelligence score – 10. Necromancers have all spells from the necromancy school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of a Necromancer's spells are equal to 10 + spell level + Int mod. The Necromancer adds half his Necromancer level to his caster level, but for the purpose of casting necromancy spells (and only for casting necromancy spells), he adds his whole Necromancer level to his caster level.

The Necromancer's spells known are based on his caster level for necromancy spells. Each time the Necromancer gains a level, he learns two necromancy spells of his highest spell level known or lower.

Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>



Table 3-X: Necromancer Spells	
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Necromancer gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Bolstered Necromancy (Ex):** A level 1 Necromancer adds his Necromancer level to his caster level for necromancy spells to determine the maximum HD of undead he can control.

**Displaced Necromancy (Su):** A level 2 Necromancer can spend 2 MP when casting a necromancy spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Deathly Aura (Ex):** A level 3 Necromancer adds ½ his Necromancer level to saving throws against spells of the necromancy school.

**Metamagic Focus:** A level 4 Necromancer gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Necromancer may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Command (Su):** A level 5 Necromancer can channel negative energy to control undead. By spending 5 MP as a standard action, the Necromancer can make a caster level check (using his caster level for necromancy spells) and bring as many Hit Dice worth of undead within 60' under his control, starting with the closest. This requires line of effect. Undead controlled in this manner count towards the maximum Hit Dice worth of undead the Necromancer can control, and the Necromancer may choose to relinquish control over any previously controlled undead to meet his limit. Undead commanded in this manner remain under the Necromancer's control indefinitely. Intelligent undead are allowed a Will save against

this effect, and are affected differently. Intelligent undead have their attitude towards the caster improved to Helpful for one hour per caster level, and count towards the Necromancer's maximum Hit Dice of controllable undead for the duration.

**Superior Animation (Ex):** A level 6 Necromancer may use an extra 50 gp of powdered ruby as a material component when creating an undead creature to increase its Strength score by 2.

At level 9, the Necromancer may use an extra 50 gp of powdered emerald as a material component when creating an undead to increase its Dexterity score by 2. This may be used in conjunction with the level 6 ability to increase both ability scores by 2.

**Dark Creation (Ex):** A level 7 Necromancer can infuse a corpse with negative energy while creating it to cause it to grow. While creating undead, the Necromancer can simply use a more expensive material component to advance the undead by Hit Dice to what the material component would allow, up to the normal maximum for the undead's advancement. This may be used to advance creatures that advance by class to a maximum of 20 HD without changing their size.

**Self-Reanimation (Sp):** A level 10 Necromancer can supercede death. Only living Necromancers can use this ability. When the Necromancer dies, he retains a sense of his surroundings for one hour. This sense allows him to feel life forces within 10' per caster level (for necromancy spells, only creatures on the same plane of existence can be sensed), regardless of line of sight. The Necromancer cannot determine the types or positions of creatures, he only knows how many creatures are in the area, if there is a difference of 4 or more HD between any two creatures, and whether or not they are undead.

During this duration, the Necromancer may reanimate himself as a skeleton or zombie as a full-round action without needing any material components. When reanimated, the Necromancer loses one level (as though from *raise dead*) and retains his feats, mental ability scores, spellcasting abilities, and class features, but all physical abilities, such as Hit Dice, hit points, armor class, saves, and physical ability scores use whatever he is reanimating as. If the Necromancer has material components on his person when he reanimates, he may use them to bolster himself with Superior Animation and Dark Creation.

While undead, the Necromancer cannot benefit

from Self-Reanimation if he is slain a second time. The Necromancer can still speak and cast spells with verbal components. As an intelligent undead, the Necromancer is immune to mind-affecting effects, in addition to all other undead traits (besides weapon and armor proficiency). The Necromancer can rest to restore his magic points, but he cannot heal his hit points through rest. The Necromancer can restore himself to his living state through a 24-hour ritual, at the end of which he kills a living creature with at least as many Hit Dice as his level (using his class levels and racial HD after losing a level, not his undead Hit Dice or Necromancer level) by drowning it in a 5,000 gp mixture of lethal poisons and unholy water. A *wish* or *miracle* spell can also restore the Necromancer to life.

### Sharpshooter

Sharpshooters are master archers, capable of hitting anything from anywhere.

**Prerequisites:** Point Blank Shot, Far Shot, 6 ranks in Spot, BAB +2.

**HD:** D6+Con mod

**MD:** D6+Wis mod

**Class Skills:** Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points/Level:** 4+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+0	+0	Sharp Aim, Combat Stance	+1
2	+2	+3	+0	+0	Pinpoint Accuracy +1	+2
3	+3	+3	+1	+1	Combat Stance	+2
4	+4	+4	+1	+1	Pinpoint Accuracy +2	+3
5	+5	+4	+1	+1	Preserve (25%), Combat Stance	+3
6	+6	+5	+2	+2	Pinpoint Accuracy +3	+4
7	+7	+5	+2	+2	Preserve (50%), Combat Stance	+4
8	+8	+6	+2	+2	Pinpoint Accuracy +4	+5
9	+9	+6	+3	+3	Combat Stance	+5

10	+10	+7	+3	+3	Iron Pinpoint +5	Arrow, Accuracy	+6
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A Sharpshooter is proficient with all martial and simple ranged weapons.

**Sharp Aim (Ex):** A Sharpshooter adds his Sharpshooter level to ranged attack rolls to confirm critical hits.

**Pinpoint Accuracy (Ex):** A level 2 Sharpshooter may add his Dexterity bonus, to a maximum of +1, to his damage rolls with ranged attacks. This bonus does not stack with any damage bonus from his Strength modifier.

A level 4 Sharpshooter may add his Dexterity bonus to damage rolls, to a maximum of +2.

A level 6 Sharpshooter may add his Dexterity bonus to damage rolls, to a maximum of +3.

A level 8 Sharpshooter may add his Dexterity bonus to damage rolls, to a maximum of +4.

A level 10 Sharpshooter may add his Dexterity bonus to damage rolls, to a maximum of +5.

**Combat Stance:** At level 1 and every odd-numbered level after, a Sharpshooter gains a combat stance from the list below. He must meet the prerequisites for the stance to gain it. In place of a Combat Stance, a Sharpshooter may reduce the penalties of one of his stances by 1, to a minimum of -0.

**Trick Shot:** The Sharpshooter takes a -1 penalty to damage rolls but opponents with cover reduce the AC bonus of their cover by 2 against the Sharpshooter's ranged attacks. In addition, the Sharpshooter can hit an opponent he does not have line of sight to if he knows what square he is in and has a flat, relatively smooth surface (i.e., a brick wall) to skip an arrow, bolt, or bullet off of, but suffers a 50% miss chance.

Prereq: None

**Improved Trick Shot:** While using Trick Shot, the Sharpshooter may take a -2 penalty to damage rolls to ignore all cover opponents have and only suffers a 25% miss chance when skipping an arrow or bolt to hit an opponent he does not have line of sight to.

Prereq: Trick Shot

**Shrapnel Burst:** The Sharpshooter takes a -1 penalty to attack rolls, his ranged weapons deal damage as though they are two size categories smaller, and all

his ammunition breaks when fired. Because of the shattering effects of his attacks, the Sharpshooter may make a separate extra attack against all creatures adjacent to any creature or object he hits, even if he hits a square or intersection (AC 5). This does not ignore cover against the Sharpshooter.

Prereq: None

**Improved Shrapnel Burst:** When using Shrapnel Burst, the Sharpshooter may take a -2 penalty to attack rolls to improve his effective size category to be one smaller.

Prereq: Shrapnel Burst

**Greater Shrapnel Burst:** When using Shrapnel Burst, the Sharpshooter may take a -3 penalty to attack rolls to make his ranged weapons take no damage penalty.

Prereq: Shrapnel Burst, Improved Shrapnel Burst

**Reflex Shooting:** The Sharpshooter takes a -1 penalty to Armor Class and does not provoke attacks of opportunity when firing a ranged weapon.

Prereq: None

**Improved Reflex Shooting:** While using Reflex Shooting, the Sharpshooter takes a -2 penalty to Armor Class and threatens squares within his normal reach with his ranged weapon. He still needs to reload or draw arrows on his own action.

Prereq: Reflex Shooting

**Preserve (Ex):** A level 5 Sharpshooter's missed attacks only have a 75% chance to destroy his ammunition, and his hits only have a 25% chance to destroy his ammunition. Masterwork ammunition used by the Sharpshooter is never automatically destroyed, and instead uses these chances to be destroyed.

A level 7 Sharpshooter's missed attacks never destroy his ammunition, and his hits only have a 50% chance to destroy his ammunition.

**Iron Arrow (Ex):** A level 10 Sharpshooter can spend up to 10 MP before making a damage roll with a ranged weapon to add an equal amount as an enhancement bonus to the roll.

### Skill Monkey

Skill monkeys are individuals who focus on ability, at the expense of any actually useful skills.

**Prerequisite:** Open Minded four times.

**HD:** D1+Con mod

**MD:** D1+Int mod

**Class Skills:** All skills are class skills for a Skill Monkey.

**Skill Points/Level:** 20+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+0	-	+0
2	+1	+0	+0	+0	-	+1
3	+1	+1	+1	+1	-	+1
4	+2	+1	+1	+1	-	+1
5	+2	+1	+1	+1	-	+2
6	+3	+2	+2	+2	-	+2
7	+3	+2	+2	+2	-	+2
8	+4	+2	+2	+2	-	+3
9	+4	+3	+3	+3	-	+3
10	+5	+3	+3	+3	-	+3

The skill monkey is proficient with no weapons or armors.

### Spellblade

Spellblades master the two most dangerous weapons in the known world: steel and magic.

**Prerequisites:** BAB +2, ability to cast *magic weapon*, 6 ranks in Craft (Weaponsmithing)

**HD:** D8+Con mod

**MD:** D6+Cha mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Intimidate (Cha), Knowledge (Int) (Any), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha)

**Skill Points/Level:** 2 + Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+0	+2	Imbue (enhance)	+0
2	+2	+3	+0	+3	Craft Magic Arms and Armor	+1
3	+3	+3	+1	+3	Spell Stance (Weapon), Armored Casting (Light)	+1
4	+4	+4	+1	+4	Imbue (spell)	+1
5	+5	+4	+1	+4	Spell Stance (Equipment)	+2

6	+6	+5	+2	+5	Armored Casting (Medium)	+2
7	+7	+5	+2	+5	Imbue (enchantment)	+2
8	+8	+6	+2	+6	Spell Stance (Allies)	+3
9	+9	+6	+3	+6	Armored Casting (Heavy)	+3
10	+10	+7	+3	+7	Imbue (energy)	+3

A Spellblade is proficient with all simple and martial weapons.

The Spellblade adds ½ of his Spellblade level to his caster level. The save DCs for his spells are Charisma-based.

A Spellblade's spells known are based on his caster level. Each time the Spellblade gains a level, he learns one new spell from his highest spell level known or lower. Spellblades use their own spell list, noted below.

0: *daze, flare, touch of fatigue*

1: *cause fear, chill touch, divine favor, enlarge person, expeditious retreat, inflict light wounds, mage armor, magic stone, magic weapon, protection, reduce person, sanctuary, shield, shocking grasp, true strike*

2: *aid, barkskin, bear's endurance, blur, bull's strength, cat's grace, crushing despair, daze monster, false life, ghoul touch, heat metal, heroism, hold person, inflict moderate wounds, mirror image, produce flame, protection from arrows, pyrotechnics, rage, scare, shatter, shield other, spiritual weapon, touch of idiocy, valor, vigor, vim*

3: *blink, displacement, fear, greater magic weapon, haste, inflict serious wounds, keen edge, magic vestment, ray of exhaustion, slow, vampiric touch*

4: *bestow curse, divine power, fire shield, inflict critical wounds, phantasmal killer, resilient sphere, smite, stoneskin*

Caster Level	Highest Spell Level Known
.5	0 <sup>th</sup>
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>

5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	4 <sup>th</sup>
10+	4 <sup>th</sup>

Each time a Spellblade gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Imbue (Sp):** As a swift action, a Spellblade may spend 3 MP to grant one melee weapon he wields a +1 enhancement bonus to attack and damage rolls for a number of rounds equal to his Spellblade level. At level 4, he may spend 6 MP to make this a +2 bonus, 9 MP for a +3 bonus at level 6, 12 MP for a +4 bonus at level 8, and 15 MP for a +5 bonus at level 10. The weapon remains imbued until the duration expires or it leaves the Spellblade's hand.

At level 4, a Spellblade may spend 3 MP (in addition to any other MP costs) to cast a spell into a weapon as though it is a spell storing weapon, but the spell only stays imbued for a number of hours equal to his Spellblade level. He can hold the charge on his weapon.

At level 7, a Spellblade may change his weapon when Imbuing it with an enhancement bonus, reducing the enhancement bonus by any amount and adding an equal value of weapon abilities. This may be used to create a weapon with a base enhancement bonus of +0.

At level 10, a Spellblade may spend 10 MP to change his weapon to deal energy damage of a specific type (acid, cold, electricity, or fire) instead of physical damage for one minute.

**Craft Magic Arms and Armor:** A level 2 Spellblade gains the Craft Magic Arms and Armor feat as a bonus feat, even if he does not meet the prerequisites for it.

**Armored Casting (Ex):** A level 3 Spellblade may ignore the spell failure chance for light armor. This is identical to the Armored Casting talent tree.

A level 6 Spellblade may ignore the spell failure chance for medium armor.

A level 9 Spellblade may ignore the spell failure chance for heavy armor.

**Spell Stance (Su):** A level 3 Spellblade can more effectively cast combat spells. While using this combat stance, he takes a -1 penalty to AC and he may cast any spell with a range of touch and deliver it with his weapon in the same round. He may choose to only make a touch attack with his weapon to deliver the spell, or make a normal attack with his weapon and deliver the spell on a successful hit. A level 5 Spellblade may take a -2 penalty to AC while using Spell Stance to cast any spell with a casting time of one standard action or shorter on his equipment as a swift action.

A level 8 Spellblade may take a -3 penalty to AC while using Spell Stance to cast any spell with a save of (harmless) on himself or an ally as a swift action.

### Transmuter

Transmuters are masters of alteration magic.

**Prerequisites:** Spell Focus (Transmutation), Spellcraft 6 ranks.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Defensive Shifting	+0
2	+1	+0	+0	+3	Displaced Transmutation	+1
3	+1	+1	+1	+3	Shifting Ability (+2)	+1
4	+2	+1	+1	+4	Metamagic Focus	+2
5	+2	+1	+1	+4	Alter Aura	+2
6	+3	+2	+2	+5	Shifting Ability (+4)	+3
7	+3	+2	+2	+5	Everchanging Self	+3
8	+4	+2	+2	+6	Metamagic Focus	+4
9	+4	+3	+3	+6	Shifting Ability (+6)	+4
10	+5	+3	+3	+7	Entrapment	+5

Transmuters are proficient with no weapons or armors.

A Transmuter cannot learn a spell whose spell level is greater than his Intelligence score - 10.

Transmuters have all spells from the transmutation school on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of a Transmuter's spells are equal to 10 + spell level + Int mod. The Transmuter adds half his Transmuter level to his caster level, but for the purpose of casting transmutation spells (and only for casting transmutation spells), he adds his whole Transmuter level to his caster level.

The Transmuter's spells known are based on his caster level for transmutation spells. Each time the Transmuter gains a level, he learns two transmutation spells of his highest spell level known or lower.

Table 3-X: Transmuter Spells

Caster Level	Highest Spell Level Known
1	1 <sup>st</sup>
2	1 <sup>st</sup>
3	2 <sup>nd</sup>
4	2 <sup>nd</sup>
5	3 <sup>rd</sup>
6	3 <sup>rd</sup>
7	4 <sup>th</sup>
8	4 <sup>th</sup>
9	5 <sup>th</sup>
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Transmuter gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

**Defensive Shifting (Ex):** A level 1 Transmuter

adds ½ his Transmuter level to his saving throws against spells of the transmutation school (minimum +1).

**Displaced Transmutation (Su):** A level 2 Transmuter can spend 2 MP when casting a transmutation spell to increase its range. Medium-range spells become Long-range spells, Short-range spells become Medium-range spells, touch-range spells become Short-range spells, and personal-range spells become touch-range spells.

**Shifting Ability (Su):** A level 3 Transmuter is able to enhance particular physical attributes in himself. He may spend 2 MP to grant himself a +2 enhancement bonus to Strength, Dexterity, or Constitution which lasts for one hour per Transmuter level. At level 6, the Transmuter may spend an additional 2 MP to increase this bonus to +4. At level 9, the Transmuter may spend yet another 2 MP to increase the bonus to +6.

**Metamagic Focus:** A level 4 Transmuter gains one metamagic feat as a bonus feat. He gains another metamagic feat at level 8. Alternately, the Transmuter may select one metamagic feat he has and permanently reduce the MP increase from that feat by 1, to a minimum of 1.

**Alter Aura (Su):** A level 5 Transmuter's transmutations are difficult to detect. Any character who uses magical means to discern the true nature of a creature or object that has been magically altered by the Transmuter must make a Will save (DC 10 + ½ caster level + Intelligence modifier) or fail to identify the transmutation as a fake.

**Everchanging Self (Ex):** A level 7 Transmuter is so adept at shapeshifting that he gains the Shapechanger subtype, though this does not grant any actual shapeshifting ability beyond that granted by the spells he can cast. The Transmuter may spend a standard action to revert to his natural form while under the effect of any shapechanging effect.

**Entrapment (Su):** A level 10 Transmuter's transmutations are exceptionally difficult to throw off. The Transmuter's transmutation spells do not expire when their duration ends. Instead, the target must make a new save against the same DC to end the effect, otherwise the spell continues to stay in effect for the same duration, allowing the target a new save against the same DC when that duration expires, and so on until the target finally succeeds

on its save. This only applies to transmutation spells that allow a save and do not have a save of (harmless). If the target was willing or chose to fail its save when the spell was cast, the spell ends normally when its duration expires.

## Prestige Classes

Prestige classes are like Advanced Classes, but entail an even greater degree of specialization. Most prestige classes can be taken at level 7.

### Bandit Plus

Bandits are fast, skill-oriented people. A duelist, thief, or even a locksmith could be a Bandit.

**Prerequisite:** 13 ranks in six skills

**HD:** D6+Con mod

**MD:** D6+Int mod

**Class Skills:** Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (Int) (Dungeoneering or Local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha) (Any), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level:** (8+Int mod)x4

**Skill Points/Level:** 8+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+2	+0	Talent	+1
2	+1	+0	+3	+0	Bonus Feat	+2
3	+2	+1	+3	+1	Talent	+2
4	+3	+1	+4	+1	Bonus Feat	+3
5	+3	+1	+4	+1	Talent	+3
6	+4	+2	+5	+2	Bonus Feat	+4
7	+5	+2	+5	+2	Talent	+4
8	+6/+1	+2	+6	+2	Bonus Feat	+5
9	+6/+1	+3	+6	+3	Talent	+5
10	+7/+2	+3	+7	+3	Bonus Feat	+6

Bandits are proficient with no weapons or armor.

A Bandit Plus gains talents and bonus feats as a Bandit.

### Basher Plus

Bashers are hardcore fighters no matter what their training, be it martial arts, swordplay, archery, or some less refined modes of combat. Anyone who focuses on hitting where it counts is a Basher.

**Prerequisite:** BAB +10

**HD:** D8+Con mod

**MD:** D1+Cha mod

**Class Skills:** Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str), Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level:** (2+Int mod)x4

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+0	+0	Talent	+0
2	+2	+3	+0	+0	Bonus Feat	+1
3	+3	+3	+1	+1	Talent	+1
4	+4	+4	+1	+1	Bonus Feat	+1
5	+5	+4	+1	+1	Talent	+2
6	+6/+1	+5	+2	+2	Bonus Feat	+2
7	+7/+2	+5	+2	+2	Talent	+2
8	+8/+3	+6	+2	+2	Bonus Feat	+3
9	+9/+4	+6	+3	+3	Talent	+3
10	+10/+5	+7	+3	+3	Bonus Feat	+3

Bashers are proficient with no weapons or armor.

A Basher Plus gains talents and bonus feats as a Basher.

### Caricaturist

Caricaturists are master artists who focus on the more magical side of their trade. Master caricaturists are able to create almost perfect replicas of the world around them, and even bring them to life with magic.

**Prerequisite:** Ability to cast *summon monster* or *summon nature's ally*, Creative, and 8 ranks in Craft (painting), Craft (photography), or Craft (sculpture) and Skill Focus for that skill

**HD:** D6+Con mod

**MD:** D4+Cha mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha),

Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Points at 1<sup>st</sup> Level:** (4+Int mod)x4

**Skill Points/Level:** 4+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Imitation (attacks)	+0
2	+1	+0	+0	+3	Quickdraw, +1 caster level	+1
3	+1	+1	+1	+3	Hyper Stroke (1d6), +1 caster level	+1
4	+2	+1	+1	+4	Imitation (spells)	+2
5	+2	+1	+1	+4	Augment Summoning, +1 caster level	+2
6	+3	+2	+2	+5	Hyper Stroke (2d6), +1 caster level	+3
7	+3	+2	+2	+5	Imitation (any effect)	+3
8	+4	+2	+2	+6	Lasting Work, +1 caster level	+4
9	+4	+3	+3	+6	Hyper Stroke (3d6), +1 caster level	+4
10	+5	+3	+3	+7	Imitation (creature)	+5

Caricaturists are proficient with no weapons or armor.

**Imitation (Su):** A caricaturist can produce a brief imitation of a creature, long enough to duplicate a single melee attack. The attack must have occurred in the last round, it must have been performed within 20' per caricaturist level of the caricaturist and the caricaturist must have declared beforehand that he will copy the attack. The caricaturist can only declare that he will copy one attack with imitation each round, and he must declare it immediately before or after it occurs.

Using imitation requires the caricaturist to spend an amount of MP equal to ½ the level (total Hit Dice) of the creature that performed the attack. The caricaturist makes a melee attack against a target of his choosing with the exact same attack modifiers, damage, and other effects that the target had for the declared attack (though any modifiers based on the

creature attacked, such as Defense and cover, are based on who the caricaturist attacks).

For the following uses of imitation, the caricaturist can only declare the he is going to imitate one attack, spell, ability, or creature each round.

A level 4 caricaturist can also use imitation to mimic spells and spell-like abilities. This usage of imitation does provoke an attack of opportunity. When doing so, he must spend MP equal to the amount of MP used to cast the spell. The caricaturist must use the same spell options that the original caster used, but he may specify his own target or targets, if any.

A level 7 caricaturist can duplicate any ability he can detect, so long as it requires an action to perform. Doing so requires a full-round action and the caricaturist must spend an amount of MP equal to the imitated creature's level or the amount of MP the imitated creature spent to perform it, whichever is less. The caricaturist can use this ability to duplicate a full attack.

A level 10 caricaturist can completely replicate a creature. Doing so requires a full-round action and the caricaturist must spend an amount of MP equal to twice the target's level. This summons a duplicate of the target in exactly the state it was in when the caricaturist declared to imitate it, including any active spell effects, but the duplicate only has nonmagical (though probably still masterwork) duplicates of any magic items it carried. The duplicate only has an amount of MP equal to the target's level, and it is treated as temporary MP. The duplicate appears within 20' of the caricaturist, performs one round's worth of actions as the caricaturist commands, and disappears.

**Caster Level:** The caricaturist's spell list includes all Conjunction (summoning) and Conjunction (creation) spells. At the indicated levels, the caricaturist's caster level improves by 1 and he learns one new spell from his spell list.

**Quickdraw:** A level 2 caricaturist can speed up summoning spells. When casting *summon monster* or *summon nature's ally*, the caricaturist may spend 10 gp per spell level of pigments, rare rock, or concentrated chemicals as a material component and respectively make a DC 25 + spell level Craft (painting), Craft (sculpting), or Craft (photography) check to cast the spell as a full-round action instead of taking 1 round. If he fails the Craft check, the spell still has a casting time of 1 round and the material component is wasted.

**Hyper Stroke (Su):** A level 3 caricaturist can effectively invert the artistic process; instead of using his imagination to shape materials to represent the world around him, he can reshape the world around him to represent his imagination. On a successful ranged touch attack with a range of 5' per caricaturist level, the caricaturist deals the indicated amount of slashing, piercing, or bludgeoning damage at the caricaturist's option. In order to use this ability, the caricaturist must be wielding an appropriate Craft tool.

**Augment Summoning:** A level 5 caricaturist gains the Augment Summoning feat as a bonus feat if he did not already have it.

**Lasting Work (Ex):** A level 8 caricaturist can create summons that last indefinitely. This allows the caricaturist to change the duration of any *summon monster* or *summon nature's ally* spell to be instantaneous. In addition to the material component and Craft requirement of Quickdraw, the MP spent to cast the spell cannot be restored by any means until the summoned creature is slain, *banished*, or dismissed.

### Elementalhand

The ancient Oho Jee civilization (or the race that preceded the Oho Jee) was able to manipulate the elements as easily as modern society manipulates electricity (in some cases, they *did* manipulate electricity). The arts of Hand Power are still alive today, but very few practice it. Those who master this art wield its powers for great good or great evil. A character may start taking new levels a second time in the Elementalhand prestige class for a different energy type, allowing him to use its abilities for his other hand.

**Prerequisites:** BAB +6, Weapon Focus (Unarmed Strike), and two of the following: Great Fortitude, Iron Will, or Lightning Reflexes, must have survived an extreme elemental event (such as being struck by lightning or surviving a volcanic eruption).

**HD:** D8+Con mod

**MD:** D8+Cha mod

**Class Skills:** Balance (Dex), Concentration (Con), Craft (Any) (Int), Intimidate (Cha), Jump (Str), Knowledge (The Planes), Profession (Int), Spellcraft (Int), Swim (Str), Use Magic Device (Cha).



**Skill Points/Level:** 2 + Int mod

Table 3-X: The Elementalhand						
Level	BAB	Fort	Ref	Will	Special	Def
1	+0	+2	+2	+2	Hand Power	+1
2	+1	+3	+3	+3	Energy Resistance 5	+2
3	+2	+3	+3	+3	Hand Bolt	+2
4	+3	+4	+4	+4	Energy Resistance 10	+3
5	+3	+4	+4	+4	Hand Stroke	+3
6	+4	+5	+5	+5	Energy Resistance 15	+4
7	+5	+5	+5	+5	Hand Blast	+4
8	+6	+6	+6	+6	Energy Resistance 20	+5
9	+6	+6	+6	+6	Catch Energy	+5
10	+7	+7	+7	+7	Energy Immunity	+6

Elementalhands are proficient with no weapons or armors.

At level 1, the Elementalhand chooses one energy type as his favored energy: acid, cold, electricity, or fire.

**Hand Power (Sp):** As a move action, the Elementalhand may charge one hand with his favored energy, spending any amount of MP up to his Elementalhand level. This may be discharged as a standard action as a melee touch attack, or delivered with unarmed strike in the same manner that a touch spell is delivered. This deals 1d6 points of favored energy damage per MP charged. If the Elementalhand fails with a melee attack, he still holds the charge.

The Elementalhand cannot charge his hand if he is holding the charge on a touch spell or with the charge from this ability.

**Energy Resistance (Ex):** At the indicated levels, the Elementalhand gains the listed energy resistance, and eventual immunity for his favored energy. This does not confer any associated vulnerabilities, such as fire immunity and cold vulnerability.

**Hand Bolt:** A level 3 Elementalhand can discharge a bolt of his favored energy as a ranged touch attack with a range increment of 20' after charging his hand. This deals 2d6 points of favored energy damage per 3 MP.

**Hand Stroke:** A level 5 Elementalhand can discharge a 120' line of his favored energy, dealing 1d6 points of favored energy damage per 2 MP (Fortitude DC 10 + Elementalhand level + Cha mod for ½ damage) to each creature in the effect.

**Hand Blast:** A level 7 Elementalhand can discharge a 30' radius blast anywhere within 400' (but he still needs line of effect), dealing 1d6 points of favored energy damage per 2 MP (Reflex DC 10 + Elementalhand level + Cha mod for ½ damage) to each creature in the effect.

**Catch Energy:** A level 9 Elementalhand can absorb an effect that deals damage of his favored energy type. The effect must affect the Elementalhand, and he must fail (or choose to fail) all saving throws against the effect, allowing it to affect him normally (though energy resistance or immunity may still apply). If he does so, he may charge his hand with as many MP as were used to create the effect (up to his Elementalhand level) as an immediate action without having to spend MP.

#### Healer Plus

Healers manipulate the flow of positive and negative energy in beings to heal and protect. However, the same practice of energy flow can be applied in some spectacular ways. Healers with low Wisdom scores are doctors and physicians.

**Prerequisites:** Ability to cast a level 5 spell whose save DC is Wisdom-based, caster level 10.

**HD:** D6+Con mod

**MD:** D10+Wis mod

**Class Skills:** Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (Int) (Any), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at 1<sup>st</sup> Level:** (4+Int mod)x4

**Skill Points/Level:** 4+Int mod

Table 2-7: The Healer Plus						
Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+0	+2	Talent	+0
2	+1	+3	+0	+3	Bonus Feat	+1
3	+1	+3	+1	+3	Talent	+1
4	+2	+4	+1	+4	Bonus Feat	+1
5	+2	+4	+1	+4	Talent	+2
6	+3	+5	+2	+5	Bonus Feat	+2

7	+3	+5	+2	+5	Talent	+2
8	+4	+6	+2	+6	Bonus Feat	+3
9	+4	+6	+3	+6	Talent	+3
10	+5	+7	+3	+7	Bonus Feat	+3

Healers are proficient with no weapons or armors.

Each time a Healer Plus gains a level, he learns a new spell. Every time he gains access to a new spell level, he learns an additional spell. A Healer Plus cannot learn a spell whose spell level is greater than his Wisdom score - 10. Healer Pluses use the Healer spell list. If the Healer Plus already has levels in Healer, he uses any spell groups he gained from that base class. The saves DCs of a Healer Plus's spells are equal to 10 + spell level + Wis mod. A Healer Plus adds his Healer Plus level to his caster level.

Caster Level	Highest Spell Level Known
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Healer Plus gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll (and gain the difference in MP).

A Healer Plus gains talents and bonus feats as a Healer.

### Mage Plus

A Mage is a student of magic and knowledge. Mages with high Intelligence scores wield mighty magic, and Mages with low Intelligence scores are

people who know a few interesting things but tend to bore young folks with their ramblings.

**Prerequisites:** Ability to cast a level 5 spell whose save DC is Intelligence-based, caster level 10.

**HD:** D4+Con mod

**MD:** D10+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points at 1<sup>st</sup> Level:** (2+Int mod)x4

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Talent	+0
2	+1	+0	+0	+3	Bonus Feat	+1
3	+1	+1	+1	+3	Talent	+1
4	+2	+1	+1	+4	Bonus Feat	+1
5	+2	+1	+1	+4	Talent	+2
6	+3	+2	+2	+5	Bonus Feat	+2
7	+3	+2	+2	+5	Talent	+2
8	+4	+2	+2	+6	Bonus Feat	+3
9	+4	+3	+3	+6	Talent	+3
10	+5	+3	+3	+7	Bonus Feat	+3

Mages are proficient with no weapons or armors.

Each time a Mage Plus gains a level, he learns a new spell. Every time he gains access to a new spell level, he learns an additional spell. A Mage Plus cannot learn a spell whose spell level is greater than his Intelligence score - 10. Mage Pluses use the Mage spell list, limited to four schools of magic determined at level 1 and the universal school. If the Mage Plus already has levels in Mage, he uses the schools for that base class. The saves DCs of a Mage Plus's spells are equal to 10 + spell level + Int mod. A Mage Plus adds his Mage Plus level to his caster level.

Caster Level	Highest Spell Level Known
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>

17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Mage Plus gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll (and gain the difference in MP).

A Mage Plus gains talents and bonus feats as a Mage.

### Magikoopa

The organization of Magikoopas in the Mushroom Kingdom is dedicated to perfection of all things arcane. Once each year, they screen a few talented sorcerers for the best and the brightest koopas, and a handful of the most talented are selected for training in the dark arts.

Though only koopas are selected for this training, there have been at least ten recorded instances of other mages using magical guises to circumvent this requirement. A Magikoopa who is not a Koopa may be lucky enough to fool the society long enough to take levels in the Magikoopa class, but can only use Iron Shell, Iron Resistance, Tucked Casting, Silver Resistance, and Efficient Casting when shapechanged into a form that has the Tuck racial ability.

**Prerequisites:** Tuck racial ability, Armored Casting talent, Arcane Bolt talent, Craft Wand feat, ability to cast level 5 spells, must apply for apprenticeship by an elder Magikoopa.

**HD:** D4+Con mod

**MD:** D12+Int mod

**Class Skills:** Appraise (Int), Concentration (Con), Craft (Int) (Any), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Mage Wand	+0
2	+1	+0	+0	+3	Iron Shell	+1

3	+1	+1	+1	+3	Combat Stance	+1
4	+2	+1	+1	+4	Iron Resistance	+2
5	+2	+1	+1	+4	Tucked Casting	+2
6	+3	+2	+2	+5	Combat Stance	+3
7	+3	+2	+2	+5	Improved Tucked Casting	+3
8	+4	+2	+2	+6	Silver Resistance	+4
9	+4	+3	+3	+6	Combat Stance	+4
10	+5	+3	+3	+7	Efficient Casting	+5

Magikoopas are proficient with no weapons or armors.

A Magikoopa cannot learn a spell whose spell level is greater than his Intelligence score - 10. Magikoopas use the Sorcerer/Wizard spell list. The save DCs of a Magikoopa's spells are Intelligence-based. The Magikoopa adds his Magikoopa level to his caster level.

The Magikoopa's spells known are based on his caster level. Each time the Magikoopa gains a level, he learns two spells of his highest spell level known or lower.

Caster Level	Highest Spell Level Known
10	5 <sup>th</sup>
11	6 <sup>th</sup>
12	6 <sup>th</sup>
13	7 <sup>th</sup>
14	7 <sup>th</sup>
15	8 <sup>th</sup>
16	8 <sup>th</sup>
17	9 <sup>th</sup>
18	9 <sup>th</sup>
19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Magikoopa gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

Magikoopas are proficient with no weapons or

armors.

**Mage Wand (Ex):** A level 1 Magikooopa gains the ability to craft a specially prepared wand to channel magic through. Creating the wand takes one week of preparation, 25,000 gp of raw materials, and 30 Star Points (300 XP per level).

The wand is a golden, jewel-studded rod that can be wielded in combat as a +1 club, though the Magikooopa may further enchant and modify it if he desires. While wielding the wand, the Magikooopa adds his Magikooopa level to damage rolls for touch attacks, ranged touch attacks, and rays for spells and spell-like abilities. This only applies to energy or physical damage, not to other effects like ability damage or level drain.

**Iron Shell (Sp):** A level 2 Magikooopa can charge his natural defenses. As an immediate action, he may spend any amount of MP up to 1 MP per Magikooopa level to grant himself the same amount as a natural armor bonus to Defense for one round. This stacks with existing bonuses.

**Combat Stance (Su):** At level 3 and every third level after, a Magikooopa gains a combat stance from the list below. He must meet the prerequisites for the stance to gain it. In place of a Combat Stance, a Magikooopa may reduce the penalties of one of his stances by 1, to a minimum of -0.

**Concentrative Stance:** The Magikooopa takes a -1 penalty to caster level and gains a +1 bonus to his spells' save DCs.

Prereq: None

**Improved Concentrative Stance:** While using Concentrative Stance, the Magikooopa's spell save DCs improve by 1.

This stance may be taken multiple times, and its effects stack.

Prereq: Concentrative Stance

**Focused Concentrative Stance:** While using Concentrative Stance, the Magikooopa takes a -2 penalty to caster level and does not provoke attacks of opportunity from casting spells.

Prereq: Concentrative Stance

**Power Stance:** The Magikooopa takes a -1 penalty to his spells' save DCs and may reroll all spell damage dice that come up as "1" once.

**Improved Power Stance:** While using Improved

Power Stance, the Magikooopa may increase his penalty to save DCs by 2 to roll an extra die of spell damage per Magikooopa level for all spells and discard an equal number of the lowest-resulting dice.

**Iron Resistance (Sp):** A level 4 Magikooopa can charge his natural defenses. As a swift action, he may spend any amount of MP up to 1 MP per Magikooopa level to improve his racial energy resistance by 5 per MP spent.

**Tucked Casting (Ex):** A level 5 Magikooopa may spend 2 MP to cast any spell with a casting time of a standard action or less while tucked, even if it has somatic components. However, all opponents have total cover and concealment to him.

At level 7, the Magikooopa may spend an additional 2 MP while using Tucked Casting to ignore the total cover and concealment from his shell.

**Silver Resistance (Sp):** A level 8 Magikooopa can charge his natural defenses. As an immediate action, he may spend any amount of MP up to 2 MP per Magikooopa level to cause all effects that are reduced by his racial energy resistance to dissipate in a 5' per 2 MP spent burst centered on himself for one round, dealing as much damage as the effect before resistance (Reflex 10 + ½ caster level + Int mod for half damage).

**Self Casting (Ex):** A level 10 Magikooopa is able to channel arcane energy through his shell with great efficiency. He may cast any spell with a range of Personal or Touch on himself as a move action. Doing so increases the spell's MP cost by 2.

**Mimic**

The art of mimicry requires the ability to completely lose any sense of self and tap into something more flexible. Master mimics are capable of amazing feats of bodily legerdemain, even in the heat of combat.

**Prerequisites:** Skill Focus (Disguise), 12 ranks in Disguise, 6 ranks in Sense Motive and Spot.

**HD:** D6+Con mod

**MD:** D6+Wis mod

**Class Skills:** Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (Int) (Any), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Spot

(Wis), Tumble (Dex), Use Magic Device (Cha)  
**Skill Points/Level:** 6+Int mod

Table 3-X: The Mimic						
Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+2	+2	Mimic (Appearance)	+1
2	+1	+3	+3	+3	Mimic (Skill)	+2
3	+2	+3	+3	+3	Mimic (Ability)	+2
4	+3	+4	+4	+4	Mimic (Attack)	+3
5	+3	+4	+4	+4	Mimic (Defense)	+3
6	+4	+5	+5	+5	Mimic (Feat)	+4
7	+5	+5	+5	+5	Mimic (Equipment)	+4
8	+6	+6	+6	+6	Mimic (Quality)	+5
9	+6	+6	+6	+6	Mimic (Magic)	+5
10	+7	+7	+7	+7	Mimic (Immunity)	+6

A Mimic is proficient with no weapons or armor.

**Mimic (Su):** A Mimic can copy the abilities of living creatures with a mere touch. Copying an ability requires 1 MP and a successful touch attack (this may be delivered with an unarmed strike or natural attack), during which the Mimic specifies a single trait of his target to copy (the Mimic does not get to pick and choose, his choice is limited to what he knows about the target, but on a successful touch attack the Mimic does know the degree of the specified trait for the purpose of spending MP, as noted below). The Mimic may choose to copy up to ten abilities as a full-round action from a willing, helpless, or unconscious target. In addition to the MP spent to copy, each type of copy notes a permanent MP loss. Once spent to copy an ability, this MP cannot be regained through rest or restoration until the Mimic forfeits it or swaps it for a new ability. The Mimic cannot choose to copy a temporary effect, such as a held enchantment. A Mimic may keep an ability indefinitely, though the Mimic loses all of his copied abilities if he dies and is *raised*. A Mimic cannot suppress an ability, it can only be forfeited and lost until he copies another one. Forfeiting an ability is a free action (fast enough to lose the ability if an ability of the same category is to be swapped in), and does not restore any MP lost to maintain it.

A Mimic may copy as many abilities as he is able to in a round. The Mimic may choose to not copy an ability if he does not wish to spend (or doesn't have) the MP to maintain it or if he deems it to be less attractive than the ability he already has. When the Mimic copies an ability, it is based on the target's

characteristics at the moment of copying, any future changes to the target do not affect the Mimic. Abilities limited by the Mimic's own abilities use the Mimic's base abilities before any enhancements from equipment or spell effects unless noted otherwise.

**Appearance:** A Mimic's most basic ability is the art of disguise. This mimicry duplicates the effect of a *disguise self* spell, granting a +10 bonus to Disguise checks to appear as the copied creature. The effect is tactile (the Mimic actually changes physically) and does not allow a save for disbelief as it is not illusory. This requires the loss of 3 MP. If used on a likeness of a creature, such as a statue or a painting, the Disguise bonus is merely +5.

**Skill:** This mimicry grants the Mimic one rank per MP lost to one skill that the target has ranks in. The Mimic is treated as trained in any skill he acquires ranks in. In addition, the Mimic may lose an additional 5 MP to gain the benefit of any conditional, racial, or synergy bonuses to the skill that the target has (racial bonuses do not stack). This may not be used to improve the Mimic's skill ranks beyond the target's ranks in the skill, and the bonuses do not stack with the Mimic's racial or synergy bonuses, if any, in that skill.

**Ability:** This mimicry grants the Mimic a +2 bonus to one ability score per 3 MP spent, and a +1 bonus to the same ability score per additional 2 MP spent. This cannot improve the Mimic's ability score to be greater than the target's is before any nonracial bonuses.

**Attack:** This mimicry grants the Mimic a +1 bonus to attack rolls per 5 MP spent. The sum of this bonus and the Mimic's base attack bonus cannot exceed the target's base attack bonus. This does not grant the Mimic iterative attacks.

**Defense:** This mimicry grants the Mimic a +1 dodge bonus to AC per 5 MP spent, which stacks with any existing dodge bonus. The sum of this bonus and the Mimic's class dodge bonus cannot exceed the target's class dodge bonus. Alternately, this grants the Mimic a +1 natural armor bonus to Defense per 5 MP spent. This cannot be used to improve the Mimic's Defense (including any worn armor) beyond the target's natural armor.

**Feat:** This mimicry grants the Mimic the use of one extraordinary class ability or general feat that the

target has. This costs 3 MP per level of the target. The Mimic does not have to meet any prerequisites for the ability, but he cannot use any feats or abilities that make use of an ability that he does not have.

**Equipment:** This mimicry grants the Mimic a single piece of equipment. This costs 1 MP per 250 gp of the object's price. The equipment copy is sized for the Mimic and has all mundane and magical properties, but the magical properties of artifacts cannot be copied and any magical functions that are charge-dependent (even in uses per day) are not copied. This does not grant the Mimic proficiency or any ability to use the copy that he does not possess. The equipment is automatically forfeited if the Mimic is not touching it for one round.

**Quality:** This mimicry grants the Mimic a single supernatural class ability or magic feat that the target has. Alternately, it can grant the Mimic a single racial ability or racial feat the target has. This costs 3 MP per level of the target. The Mimic does not have to meet any prerequisites for the ability, but he cannot use any feats or abilities that make use of an ability he does not have.

**Magic:** This mimicry grants the Mimic a single spell or spell-like ability that the target has. This costs twice as many MP as the spell or spell-like ability does. The Mimic gains the ability to cast the spell using his own MP, the target's caster level, and the target's save DC. The Mimic must supply spell components for a spell that requires them.

**Immunity:** This mimicry grants the Mimic a single immunity that the target has. This costs 20 MP for an energy immunity and 15 MP for any other immunity. Alternately, it can grant the Mimic a single subtype the target has, assuming the subtype is not dependent on the target's type. This costs 10 MP.

### Raccoon Disciple

Some ordinary beings are able to set out upon the path of becoming closer to nature, and become quite extraordinary as a result.

**Prerequisites:** 7 ranks in 7 different skills, ability to cast 7 spells or spell-like abilities, must commune with a nature spirit.

**HD:** D10+Con mod

**MD:** D12+Wis mod

**Class Skills:** Balance (Dex), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex), Use Magic Device (Cha).

**Skill Points/Level:** 2 + Int mod

Level	BAB	Fort	Ref	Will	Special	Def
1	+1	+2	+2	+0	Natural Increase, Armor Magical Talent	+1
2	+2	+3	+3	+0	Ability Boost (Dex +2), Jump (+4)	+2
3	+3	+3	+3	+1	Quick Change, Speed (+10')	+2
4	+4	+4	+4	+1	Natural Increase, Armor Ability Boost (Dex +2)	+3
5	+5	+4	+4	+1	Senses	+3
6	+6	+5	+5	+2	Speed (+10'), Ability Boost (Con +2), Jump (+8)	+4
7	+7	+5	+5	+2	Natural Armor Increase	+4
8	+8	+6	+6	+2	Ability Boost (Cha +2)	+5
9	+9	+6	+6	+3	Speed (+10'), Slam	+5
10	+10	+7	+7	+3	Apotheosis	+6

Raccoon Disciples are proficient with no weapons or armors.

**Natural Armor Increase (Ex):** At first level and every third level thereafter, the Raccoon Disciple's hide thickens and its tail and ears become more pronounced, granting it a +1 natural armor bonus to Defense. This stacks with other armor bonuses.

**Magical Talent:** Every time the Raccoon Disciple gains a level in this class, he learns one spell from any spell list he knows spells from. This does not improve the Raccoon Disciple's caster level.

**Ability Boost (Ex):** As the Raccoon Disciple gains levels in this class, his ability scores improved as noted on the table above. These increases stack.

**Jump (Ex):** At level 2, the Raccoon Disciple gains a +4 racial bonus to Jump checks. At level 6, this bonus improves to +8.

**Quick Change (Su):** At level 3, the Raccoon

Disciple gains the ability to use the Disguise skill as a standard action without penalty.

**Speed (Ex):** At level 3 and every third level thereafter, the Raccoon Disciple's base land speed improves by 10'.

**Senses (Ex):** At level 5, the Raccoon Disciple gains darkvision 60' and low-light vision, or its existing darkvision or low-light vision range doubles.

**Slam (Ex):** At level 9, the Raccoon Disciple gains a natural slam attack, dealing damage as a bastard sword.

**Apotheosis (Ex):** At level 10, the Raccoon Disciple takes on the Raccoonian template. He gains +2 Str, +2 Con, +2 Int, +2 Wis, and +2 Cha. His natural armor bonus to Defense increases by 1. His type changes to Magical Beast.

### Royal Plus

Royals are politically important people, or those who serve under them. Even the relative of a village elder or a courtier can be a Royal. Royals have a wide variety of abilities that are very beneficial to allies.

**Prerequisites:** Ability to cast three level four spells whose save DCs are Charisma-based, caster level 10, 13 ranks in any skill

**HD:** D6+Con mod

**MD:** D6+Cha mod

**Class Skills:** The Royal treats all skills as class skills.

**Skill Points at 1<sup>st</sup> Level:** (6+Int mod)x4

**Skill Points/Level:** 6+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+2	+2	Talent	+1
2	+1	+3	+3	+3	Bonus Feat	+2
3	+2	+3	+3	+3	Talent	+2
4	+3	+4	+4	+4	Bonus Feat	+3
5	+3	+4	+4	+4	Talent	+3
6	+4	+5	+5	+5	Bonus Feat	+4
7	+5	+5	+5	+5	Talent	+4
8	+6/+1	+6	+6	+6	Bonus Feat	+5
9	+6/+1	+6	+6	+6	Talent	+5
10	+7/+2	+7	+7	+7	Bonus Feat	+6

Royals are proficient with no weapons or armors.

Each time a Royal Plus gains a level, he learns a new spell. Every time he gains access to a new spell level, he learns an additional spell. A Royal Plus cannot learn a spell whose spell level is greater than his Charisma score - 10. Royal Pluses use the Royal spell list. The save DCs of a Royal Plus's spells are equal to 10 + spell level + Cha mod. A Royal Plus adds his Royal Plus level to his caster level.

Caster Level	Highest Spell Level Known
11	4 <sup>th</sup>
12	4 <sup>th</sup>
13	5 <sup>th</sup>
14	5 <sup>th</sup>
15	5 <sup>th</sup>
16	6 <sup>th</sup>
17	6 <sup>th</sup>
18	6 <sup>th</sup>
19	6 <sup>th</sup>
20	6 <sup>th</sup>

Each time a Royal Plus gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll (and gain the difference in MP).

A Royal Plus gains talents and bonus feats as a Royal.

### Sensei

Great martial artists are able to train their own bodies to be the perfect weapon. Masters are able to use the bodies of others as weapons.

**Prerequisites:** Improved Unarmed Strike, Improved Grapple, Improved Trip, Improved Disarm, BAB +6, must defeat a Sensei in single combat

**HD:** D8+Con mod

**MD:** D1+Wis mod

**Class Skills:** Balance (Dex), Climb (Str),

Concentration (Con), Craft (Int) (Any), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Dex), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skill Points/Level:** 4+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+2	+0	+0	Gripping	+1
2	+2	+3	+0	+0	Megagrab (2)	+2
3	+3	+3	+1	+1	Wield Opponent	+2
4	+3	+4	+1	+1	Megagrab (3)	+3
5	+4	+4	+1	+1	Grapple Smash	+3
6	+5	+5	+2	+2	Wield Opponent (+1), Megagrab (4)	+4
7	+6	+5	+2	+2	Silver Bullet	+4
8	+6	+6	+2	+2	Megagrab (5)	+5
9	+7	+6	+3	+3	Wield Opponent (+2)	+5
10	+8	+7	+3	+3	Megagrab (6), Iron Grip	+6

A Sensei is proficient with no weapons or armors.

**Gripping (Ex):** A Sensei adds his Sensei level to grapple checks when he is initiating a grapple or damaging an opponent in a grapple.

**Megagrab (Ex):** A level 2 Sensei may move a grapple through an opponent's square to draw him into the grapple as a free action. He may move through multiple squares with one action to do so to multiple opponents as long as he succeeds each time. The Sensei makes an opposed grapple check and the target takes unarmed strike damage and is drawn into the grapple. If the Sensei fails the opposed grapple check, his move action ends and his opponent is pushed aside into an adjacent square. Opponents drawn into a grapple in this manner do not count towards the normal limit of four opponents per grapple unless the Sensei chooses to do so.

A level 2 Sensei may spend 2 MP to make two grapple checks and use the highest result when in a grapple with multiple opponents. He cannot make more grapple checks than he has opponents, and he only makes a single grapple check against opponents trying to escape the grapple.

A level 4 Sensei may spend 5 MP to make three grapple checks and use the highest result when in a grapple with three or more opponents.

A level 6 Sensei may spend 8 MP to make four grapple checks and use the highest result when in a grapple with four or more opponents.

A level 8 Sensei may spend 11 MP to make five grapple checks and use the highest result when in a grapple with five or more opponents.

A level 10 Sensei may spend 14 MP to make six grapple checks and use the highest result when in a grapple with six or more opponents.

**Wield Opponent (Ex):** A level 3 Sensei who is grappling a single opponent of his size or smaller can use him as a twohanded weapon, and threatens squares using his own reach or his opponent's, whichever is greater. A Long opponent threatens space as a Tall creature of its size. For each attack made with his opponent, the Sensei must make an opposed grapple check to make a melee attack dealing nonlethal bludgeoning damage based on his opponent's size and adding his Strength modifier as for a twohanded weapon. He does not add the benefit of his Gripping ability to this attack roll. On a successful hit, the Sensei's grappled opponent and attacked opponent both take equal damage (before Defense and Damage Reduction). If either is wearing armor or a shield with an enhancement bonus or made of a special material, it counts as such for the purpose of overcoming damage reduction or hardness. The Sensei may also slam his opponent against the ground (AC 5) or sunder an object.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d6
Gargantuan	2d8
Colossal	3d6

A level 6 Sensei can use Wield Opponent while grappling a single opponent one size category larger than himself.

A level 9 Sensei gains the ability to establish a hold on an opponent two size categories larger than himself and can use Wield Opponent against an opponent of any size.



**Grapple Smash (Ex):** A level 5 Sensei in a grapple with multiple opponents can damage all of them. Spending 1 MP per opponent as a full-round action, he may make an opposed grapple check against each opponent individually to deal unarmed strike damage to each one. The Sensei adds the total number of characters in the grapple, including himself, to his damage roll. The Sensei may use the benefit of Megagrab for a Grapple Smash.

**Silver Bullet (Ex):** A level 7 Sensei who has pinned an opponent can spend 10 MP to kill him outright as a full-round action. The Sensei makes an opposed grapple check and if he succeeds, his opponent must make a Fortitude save (DC 10 + Sensei level + Wis mod) or die. As with an unarmed strike, the Sensei may instead choose to deal nonlethal damage equal to the target's remaining hit points + 10. This is a death effect. The Sensei does not gain the benefit of his Gripping ability when using Silver Bullet.

**Iron Grip (Ex):** A level 10 Sensei may spend up to 10 MP before rolling damage for any attack made in a grapple to add an equal amount as an enhancement bonus to the damage roll.

#### Shell Warrior

Shell Warriors are shelled creatures who have mastered the art of fighting with their own shells. This is an ancient tradition among koopas, and those who follow it are treated with respect and honor.

**Prerequisites:** Tuck racial ability, Weapon Specialization (slam), Tackle, must be trained by another Shell Warrior.

**HD:** D10+Con mod

**MD:** D4+Wis mod

**Class Skills:** Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

**Skill Points at 1<sup>st</sup> Level:** (2+Int mod)x4

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+1	+2	+2	+0	Shell Stance (slam)	+0
2	+2	+3	+3	+0	Shell Stance (cover)	+1

3	+3	+3	+3	+1	Shell Stance (movement)	+1
4	+4	+4	+4	+1	Shell Stance (concealment)	+2
5	+5	+4	+4	+1	Shell Shot	+2

The Shell Warrior is proficient with no weapons or armor.

**Shell Stance (Ex):** The Shell Warrior masters a unique fighting style, in which he fights while tucked. Shell Stance can only be used while the koopa is using the Tuck ability. While using Shell Stance, the koopa can make slam attacks as normal, but suffers 50% concealment on all of his attacks.

At level 2, the Shell Warrior's cover bonus while tucked and using Shell Stance improves to +6.

At level 3, the Shell Warrior can move while tucked and using Shell Stance at ½ his normal speed.

At level 4, the Shell Warrior's concealment while tucked and using Shell Stance improves to 75%, and he only suffers 25% concealment for his own attacks.

**Shell Shot (Ex):** A level 5 Shell Warrior can hurl himself at his enemies with tremendous force. As a full-round action, he can spend 5 MP to move up to double his land speed (or reduced land speed if he is using Tuck, the Shell Warrior cannot use Tuck in the middle of the attack) in a straight line, allowing him to make a single slam attack against every enemy in his path. This movement provokes attacks of opportunity as normal. If the Shell Warrior uses this ability to attack aerial opponents or cross adverse terrain, he must make Jump checks as appropriate (and he is always treated as having a running start).

#### Star Mage

Star Mages are spellcasters who have tapped into the root source of magic: the stars. The paths that Star Mages tread to attain this power are more numerous than the constellations. Star Mages can use virtually any kind of magic.

**Prerequisites:** Knowledge (The Planes) 9 ranks, ability to cast three spells of level 3 or higher with save DCs dependent on Intelligence, Wisdom, and Charisma, must have been mentored or blessed by some creature with stellar heritage.

**HD:** D4+Con mod

**MD:** D4+Int mod+Wis mod+Cha mod

**Class Skills:** Concentration (Con), Decipher Script (Int), Knowledge (Int) (Any), Profession (Wis), Spellcraft (Int).

**Skill Points/Level:** 2+Int mod

Level	BAB	Fort	Ref	Will	Special	Dodge
1	+0	+0	+0	+2	Spell Resistance 15	+0
2	+1	+0	+0	+3	Spell Resistance 16	+1
3	+1	+1	+1	+3	Spell Resistance 18	+1
4	+2	+1	+1	+4	Spell Resistance 19	+2
5	+2	+1	+1	+4	Spell Resistance 21	+2
6	+3	+2	+2	+5	Spell Resistance 22	+3
7	+3	+2	+2	+5	Spell Resistance 24	+3
8	+4	+2	+2	+6	Spell Resistance 25	+4
9	+4	+3	+3	+6	Spell Resistance 27	+4
10	+5	+3	+3	+7	Spell Resistance 28	+5

A Star Mage cannot learn a spell whose spell level is greater than the ability that modifies its save DC minus 10. Star Mages have all spells on their spell list (using Cleric and Wizard versions of spells before any other versions). The save DCs of a Star Mage's spells are the same as the class from which they draw the spell. The Star Mage adds his Star Mage level to his caster level.

The Star Mage's spells known are based on his caster level. Each time the Star Mage gains a level, he learns three spells of his highest spell level known or lower.

Caster Level	Highest Spell Level Known
6	3 <sup>rd</sup>
7	3 <sup>rd</sup>
8	4 <sup>th</sup>
9	4 <sup>th</sup>
10	5 <sup>th</sup>
11	5 <sup>th</sup>
12	6 <sup>th</sup>
13	6 <sup>th</sup>
14	7 <sup>th</sup>
15	7 <sup>th</sup>
16	8 <sup>th</sup>
17	8 <sup>th</sup>
18	9 <sup>th</sup>

19	9 <sup>th</sup>
20	9 <sup>th</sup>

Each time a Star Mage gains a level, he may swap out one spell he learned at a lower level for a different spell he could have chosen. Alternately, he may forget a spell he chose earlier and null the MP loss from learning another spell of equal or lower spell level from a scroll.

Star Mages are proficient with no weapons or armor.

**Spell Resistance (Su):** A Star Mage gains the noted spell resistance as he advances in Star Mage levels.

### Experience Variant: Star Points

Learning and growing in the Mushroom is a little different than it is in other places. Every character gains Star Points (SP) from successfully finishing an encounter, though it is recommended that the Dungeon Master distribute SP awards all at once when the party has had appropriate time to reflect on their adventure (such as when they spend 8 hours to rest). This is an alternate experience point system.

SP are awarded to the party based on the difference between their average level (rounded up) and the challenge ratings of the encounters they face. Encounters composed of multiple monsters do not get modified, awards are given for each monster individually. If the party fights a large group of weak monsters that individually would give the party no SP, the DM may use the rules for treating multiple monsters as one higher-level encounter as normal. For the purpose of treasure, the effective level of an encounter should be determined as normal.

Level Difference	Star Points
-8	1
-7	2
-6	3
-5	5
-4	7

-3	10
-2	15
-1	20
+0	30
+1	40
+2	60
+3	80
+4	120
+5	160
+6	240
+7	320
+8	480

When SP is totaled at the end of the adventure, it is distributed evenly among all party members. Any leftover SP may be held in reserve, for use by spellcasters for item creation or experience components, or to be added to the total for distribution the next time the party gains SP.

To account for lower-level characters learning more than higher-level characters, for every 10 SP each character receives he must give 1 SP from that 10 to every character who is at a lower level than him. If a character is three or more levels lower than a character, he must give him an additional SP for every three levels the character is below his level. In exceptionally large or small parties, the DM may want to adjust these values to better meet these needs.

<b>Party Members</b>	<b>SP Gained Per Distribution to Lower-Level Characters</b>
2	3
3	7
4	10
5	13
6	17
7	20
8	23
9	27
10	30
11	33
12	37

Cohorts get the same amount of SP each level as the PC they follow, and 1 free SP per 10 if their effective level is lower than their master's by 3, plus

an additional SP for every two levels below that.

When a character has 100 or more SP, he subtracts 100 from his total and applies the benefits of gaining a level. A character cannot receive enough SP to gain two levels from one encounter, he only sets his total at one less than 100 SP and the rest is wasted if it is not spent towards item creation or spell components.

When crafting magical items, a character must spend SP. Refer to the table below and find the equivalent challenge rating of the item the character is trying to make based on its market price, moving to the more expensive entry if the price falls between two. The amount of SP that the character would normally gain for defeating such a creature in single combat (to a minimum of 1 SP) is how much SP must be spent to craft the item. If the crafter is making items in bulk, he may use the total cost of all of the items he is making to avoid losing SP to rounding errors.

<b>Crafted Magic Item's Market Price</b>	<b>Equivalent Challenge Rating</b>
250 gp	1/30*
375 gp	1/20*
500 gp	1/15*
750 gp	1/10*
1,500 gp	1/5*
1,875 gp	1/4*
2,500 gp	1/3*
3,750 gp	1/2*
5,000 gp	2/3*
7,500 gp	1
15,000 gp	2
22,500 gp	3
30,000 gp	4
37,500 gp	5
45,000 gp	6
52,500 gp	7
60,000 gp	8
67,500 gp	9
75,000 gp	10
82,500 gp	11
90,000 gp	12
97,500 gp	13
105,000 gp	14
112,500 gp	15

120,000 gp	16
127,500 gp	17
135,000 gp	18
142,500 gp	19
150,000 gp	20
157,500 gp	21
165,000 gp	22
172,500 gp	23
180,000 gp	24
187,500 gp	25
187,500 gp	26
195,000 gp	27
202,500 gp	28
217,500 gp	29
225,000 gp	30
*The SP cost is a fraction of the SP for a CR 1 monster	

Characters with level adjustment and/or racial hit dice must use their Effective Character Level (the sum of the character's level adjustment, racial hit dice, and actual class levels) in place of their character level for determining the party's average level, how much SP they relinquish to lower-level characters, and how much SP they spend on item creation.

Spells with experience components are instead listed with challenge ratings, causing the character to spend the amount of SP that he would normally gain to defeat a monster of the indicated challenge rating (to a minimum of 1 SP).

## Chapter 3: Skills

The following are expanded uses of existing skills from the Player's Handbook.

### Concentration

Meditate: The Concentration skill may also be used in the same manner as the Heal skill to accelerate MP restoration. Before resting, a character may spend a minute meditating to focus himself, and make a DC 15 Concentration check to double his natural MP restoration rate (normally equal to his character level). This may only be attempted once per day. If the character will be resting for 24 hours, he triples his MP restoration rate. This use of Concentration may only be attempted once per day, and cannot be used on other characters.

### Craft (Alchemy)

This skill is used to make chemicals and explosives.

### Knowledge (Arcana)

A DC 30 Knowledge (Arcana) check can identify one power of a star. For every increment of 5 by which the character beats the DC, the character identifies an additional power.

### Knowledge (Nature)

A DC 20 + caster level Knowledge (Nature) check can correctly identify the level, school, and descriptor of a mushroom's magical effect. The DM should roll this secretly. Failure by 5 or more gives the character a random school and descriptor. Characters cannot take 10 or 20 on this check.

### Knowledge (The Planes)

This skill may be used in the same manner as Knowledge (Arcana) to identify stars.

### Profession (Mycologist)

Mycology is the care and raising of specific mushrooms in less than ideal conditions. Mycology may be used in a manner similar to a Craft subskill to grow mushrooms. The base craft DC for any mushroom is  $20 + 3 * \text{spell level}$  (21 for cantrips). The mycologist only needs to spend one hour a day tending to each patch of mushrooms he is growing. Mushrooms require the proper tools for the job and a 20'-by-20' patch of dark, damp, and cool dirt to grow them. Growing specific mushrooms in a patch requires special chemical cocktails and spores to treat the soil with, which cost twice the market price of a single mushroom of the expected species. A successful patch yields  $2d4+1$  mushrooms, or an

average of 6. Once picked, mushrooms wilt in one week.

### Spellcraft

Identify Aura: A character using *detect magic* can identify the exact ability of the most powerful magical aura on a creature with a DC 25 Spellcraft check. For every increment of 5 by which he beats the DC, he can identify the next-weakest aura.

### Survival

A character may use the Survival skill in the same manner as the Knowledge (Nature) skill to identify mushrooms.

## Chapter 4: Feats

The following feats from the Player's Handbook do not work with the Mario D20 System, or have been altered in this chapter: combat expertise, deflect arrows, extra turning, far shot, greater weapon focus, greater weapon specialization, heighten spell, improved counterspell, improved precise shot, improved turning, natural spell, point blank shot, power attack, precise shot, snatch arrows, spell mastery, weapon specialization.

Characters with metamagic feats simply increase the MP cost of spells by 2 per spell level when applying metamagic. A spellcaster does not need to be able to cast spells of the requisite spell level when applying metamagic, but he does need to have a high enough ability score to cast spells of that level. Thus, a level 3 Mage could apply the Quicken metamagic feat to a level 1 spell, making it a level 4 spell, as long as he had 9 MP to cast it and an Intelligence of 14 or higher. Metamagic does not normally increase the casting time of a spell.

Feats with the [Magic] descriptor grant supernatural abilities. They do not function in an *antimagic field*, and leave a lingering aura equivalent to a spell whose caster level is equal to ½ the character's level. Feats without the [Magic] descriptor that cost MP are extraordinary abilities, and can be used anytime.

Feats with the [Racial] descriptor are limited to certain races or groups of races. Their exact prerequisites always specify which races may take them.

A subrace of a race that can take a racial feat may also take that racial feat, provided it does not lack any racial feature the feat is based upon.

A character using a juvenile form of a race who plans on taking the full abilities and level adjustment for his race at the first opportunity may take a racial feat that relies on an ability he does not yet have, but he does not gain the benefit of the feat until he has the appropriate ability. While he does not meet the prerequisites, a low-impact feat like Improved Initiative may be substituted for the feat until the character qualifies for it.

### Agile Trip [General]

You can force your opponents to react to your trip attempts by avoiding them.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip

**Benefit:** When tripping an opponent, your opponent must oppose your Strength check with a Dexterity check if his Dexterity modifier is lower

than his Strength modifier. If you are dismounting a mounted opponent, he makes a Ride check as normal.

**Normal:** A trip attempt can be opposed by either a Strength or Dexterity check.

A Bandit or Royal may take this feat as a bonus feat.

### Air Control [Magic]

You have an uncanny aerial ability, almost allowing you to “swim” through air.

**Prerequisite:** Skill Focus (Jump)

**Benefit:** As a free action while you are jumping, you may spend 1 MP to change your direction up to 90 degrees. If you are jumping as part of a charge, this does not interrupt it.

A Bandit or Royal may take this feat as a bonus feat.

### Ally Proficiency [Racial]

**Prerequisites:** Throw Ally racial ability, BAB +1

**Benefit:** You take no penalty when throwing allies.

**Normal:** Allies are treated as improvised weapons, and impose a -4 penalty to attack rolls.

### Armor Pierce [General]

You can strike at weak points in your opponent's armor, though you're more likely to miss when doing so.

**Prerequisite:** Dex 13

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. You may choose to subtract a number from all attack rolls and ignore an equal number from the Defense of any opponent you deal piercing damage to. This number may not exceed your base attack bonus.

If you attack with a weapon that uses your Dexterity modifier for attack rolls, such as a ranged weapon or a light weapon with the benefit of the Weapon Finesse feat, you ignore twice as much Defense.

Armor Pierce only works against characters with Defense, and not against any type of Damage Reduction.

If your opponent has fortification, you must make a d% roll as though rolling for a critical hit in order to benefit from this feat. Armor Pierce does not work against opponents who are immune to critical hits.

A Basher, Bandit, or Royal may take this feat as a bonus feat.

### Armor Specialization [General]

You can trust your armor to completely deflect blows, at the cost of leaving more weak points.

**Prerequisite:** Armor Proficiency (light)

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. You may choose to subtract a number from the Defense granted by your armor and add the same number as an armor bonus to your Armor Class. This number cannot exceed the Defense bonus of the armor. You may use this ability on other bonuses to Defense, such as natural armor and *mage shell*.

A Soldier, Bandit, or Royal may take this feat as a bonus feat.

Assistive [Magic]

You are very good at helping others with any task.

**Benefit:** When using the Aid Another action, you may spend MP to add an enhancement bonus to your ally's D20 roll as though it was your own. As an enhancement bonus, this does not stack with any bonus your ally may receive if he spends MP to improve his roll also.

A Bandit, Healer, or Royal may take this feat as a bonus feat.

Charged [General]

Your body brims with magical energy, ki flow, or just luck.

**Benefit:** You gain +3 MP.

You may take this feat multiple times. Its effects stack.

A Healer, Mage, or Royal may take this feat as a bonus feat.

Combat Expertise [General]

**Prerequisite:** Int 13

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. You do not benefit from combat expertise stance until you make a melee attack in a round. While using combat expertise stance you take a penalty up to -5 to attack rolls and add the same as a dodge bonus to AC. This number may not exceed your base attack bonus.

A Basher or Royal may take this feat as a bonus feat.

This replaces the Combat Expertise feat, due to the stances system used in these rules.

Craft Magic Aura [Item Creation]

**Prerequisite:** Caster level 13

**Benefit:** You can create auras, permanent enchantments on living beings. Applying an aura takes one day (8 hours) per 25,000 gp in its base price, and you must spend SP and gp as normal for

a magic item. The taker may choose to split the SP cost with you, causing each of you to spend half as much SP as would be appropriate for your levels. You can apply an aura on yourself.

A Mage, Healer, or Royal may take this feat as a bonus feat.

Creative [General]

**Benefit:** You get a +2 bonus on all Craft and Perform checks.

A Royal may take this feat as a bonus feat.

Deflect Arrows [General]

**Prerequisites:** Dex 13, Improved Unarmed Strike

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using deflect arrows stance, once per round you may deflect a ranged weapon directed against you and take no damage from it as a free action.

Unusually massive objects and spell effects cannot be deflected.

A Basher or Royal may take this feat as a bonus feat.

This replaces the Deflect Arrows feat, due to the stances system used in these rules.

Dismounting Trip [General]

You can pull your opponents out of their saddles with relative ease.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip

**Benefit:** When tripping a mounted opponent, you may spend 3 MP to force your opponent to oppose your Strength check with a Strength or Dexterity check. If he has any bonuses to Ride checks to stay in the saddle, he may apply those bonuses to the check. This may be used in conjunction with Agile Trip or Overpowering Trip.

**Normal:** A trip attempt against a mounted opponent may be opposed by a Ride check.

A Basher, Bandit, or Royal may take this feat as a bonus feat.

Dragon Breath [Racial]

You have mastered the time-honored yoshi art of firebreathing, though you probably don't actually breathe fire.

**Prerequisites:** Yoshi, Con 15

**Benefit:** When you take this feat, choose a line or a cone effect. As a standard action, you may breathe either a 30' cone or 60' line of energy matching your racial resistance. The effect deals 1d6 damage per 3 MP spent, up to 1d6 per level, and allows a

Reflex save (DC 10 + ½ level + Con mod) for half damage.

You may take this feat a second time in order to use it as either a cone or a line at your option.

#### Exotic Armor Proficiency [General]

Choose one kind of exotic armor, such as a soft kooopa shell.

**Prerequisites:** Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy)

**Benefit:** You gain proficiency with the chosen type of armor. When you wear it, you gain its full Defense bonus and the armor check penalty only applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

**Normal:** A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride. If it is light armor its Defense bonus is 1, 2 if it is medium, or 3 if it is heavy.

#### Extended Tongue [Racial]

Your tongue is much longer than normal for a yoshi.

**Prerequisite:** Yoshi

**Benefit:** Your tongue attack is 5' longer than normal. When you grapple an opponent with it, your opponent is dragged a correspondingly greater distance to meet you.

You may take this feat multiple times, and its effects stack.

#### Failure Affinity [Magic]

You can protect your equipment from magical attacks.

**Prerequisites:** Great Fortitude, Iron Will, Lightning Reflexes

**Benefit:** When rolling a saving throw, you automatically succeed on a roll of 19.

When you roll a natural 1 on a saving throw, you may spend 5 MP to ensure that none of your exposed items are damaged before any rolls are made. You still automatically fail a saving throw on a natural 1.

**Normal:** A natural 1 on a saving throw always forces a check for item damage, and a natural 20 is always a success.

A Bandit or Royal may take this feat as a bonus feat.

#### Far Shot [General]

**Prerequisites:** Point Blank Shot

**Benefit:** While using point blank shot stance, the range increment of any projectile weapon you use increases by one-half, and the range increment of any thrown weapon you use is doubled.

A Basher or Bandit may take this feat as a bonus feat.

#### Fast Peek [Racial]

**Prerequisites:** Boo, Peek, 9 ranks in Hide

**Benefit:** You may spend 8 additional MP to use your *invisibility* spell-like ability as a swift action.

**Normal:** Using any spell-like ability is a standard action.

#### Firmfooted [Racial]

**Prerequisite:** Cloudfolk

**Benefit:** You take no penalty for being on solid ground.

**Normal:** Cloudfolk take a -1 penalty to all attack rolls, skill checks, and saves while on solid ground.

#### Flexible [General]

You have a few hobbies.

**Benefit:** Choose two skills or subskills. These skills are always class skills for you, and you gain a +1 competence bonus to checks with them.

You may take this feat multiple times. Each time you do, you choose two different skills.

A Bandit or Royal may take this feat as a bonus feat.

#### Flurry [General]

**Prerequisites:** BAB +6, Weapon Focus

**Benefit:** When making a full attack, you may instead choose to make a number of attacks equal to one-half your base attack bonus (rounded down) with one weapon or natural weapon, but you do not add your base attack bonus to any of the attacks. You do not gain the benefit of any extra attacks, such as from wielding two weapons or a double weapon, when using Flurry.

A Basher, Bandit, or Royal may take this feat as a bonus feat.

#### Focus Strike [Magic]

You can line up a single, powerful blow.

**Prerequisite:** BAB +6

**Benefit:** As a full-round action, you may make a single attack with a +1 bonus to both the attack and damage roll. You may spend 3 MP to make a focus strike as a standard action.

A Basher may take this feat as a bonus feat.



### Frightful Presence [Racial]

**Prerequisites:** Boo or Shy, 9 ranks in Intimidate, Charisma 13

**Benefit:** You gain the fright stance. You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using the fright stance, you take a -1 penalty to AC and all creatures that come or pass within 10' of you and have less levels than you do must make a Will save (DC 10 + ½ level + Charisma modifier). Creatures who fail their saves are shaken (-2 penalty to attack rolls, saves, and skill checks) for 1d6+Cha mod rounds.

### Greater Dragon Breath [Racial]

Your firebreathing is more efficient.

**Prerequisites:** Yoshi, Con 15, Dragon Breath, Improved Dragon Breath

**Benefit:** Your breath weapon deals 1d6 damage per 1 MP spent.

### Greater Jump Attack [Magic]

**Prerequisites:** 5 ranks in Jump, Jump Attack, Improved Jump Attack

**Benefit:** When using the Improved Jump Attack feat, you may spend 1 MP before any rolls are made when you drop to deal an additional 1d8 damage. You may take this feat multiple times, each time you take it beyond the first you may deal an additional d8 of damage by spending an additional 1 MP.

A Basher may take this feat as a bonus feat.

### Greater Focus Strike [General]

You can line up a single, powerful blow.

**Prerequisites:** BAB +16, Focus Strike, Improved Focus Strike

**Benefit:** When using Focus Strike, you gain a +1 bonus to both the attack and damage roll. This feat's effects stack with Focus Strike and Improved Focus Strike, for a total of +3 to the attack and damage roll.

A Basher may take this feat as a bonus feat.

### Greater Power Expansion [Racial]

**Prerequisites:** Puni, Power Expansion, Improved Power Expansion, Dexterity 7, 12 ranks in any skill

**Benefit:** You can use the level 5 spell *greater enlarge person* on yourself as a spell-like ability, CL ½ character level or caster level, whichever is greater. This increases your size by three categories to Large.

### Greater Weapon Focus [General]

Choose a weapon you have Weapon Focus for. You may choose unarmed strike or grapple for this, or even ray or touch attack if you are a spellcaster.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, BAB +8

**Benefit:** You gain a +1 bonus to all attack rolls with the selected weapon. This stacks with other bonuses, including the bonus from Weapon Focus.

This feat may be taken multiple times, its effects do not stack, each time you take it it applies to a different weapon.

A Basher may take this feat as a bonus feat.

This replaces the Greater Weapon Focus feat, due to the lack of a Fighter class.

### Greater Weapon Specialization [General]

Choose a weapon you have Weapon Focus for. You may choose unarmed strike or grapple for this, or even ray or touch attack if you are a spellcaster.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus, Weapon Specialization, and Greater Weapon Focus with selected weapon, BAB +12

**Benefit:** You gain a +2 bonus to all damage rolls with the selected weapon. This stacks with other bonuses, including the bonus from Weapon Specialization.

This feat may be taken multiple times, its effects do not stack, each time you take it it applies to a different weapon.

A Basher may take this feat as a bonus feat.

This replaces the Greater Weapon Specialization feat, due to the lack of a Fighter class.

### Heavy Shell [Racial]

**Prerequisites:** Tuck racial ability, Light Shell

**Benefit:** Your natural Defense from your shell increases to 8, you gain Heavy Fortification (75% immunity to critical hits), and your shell's spell failure chance increases to 35%. Your shell gains an armor check penalty of -6 and a maximum Dexterity bonus of +1. Your shell is treated as heavy armor for all purposes.

### Heighten Spell [Metamagic]

**Benefit:** A heightened spell is treated as being one spell level higher for the purpose of all effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*). A heightened spell costs 2 more MP to cast and is one spell level higher.

A Mage or Royal may take this feat as a bonus feat.

### Heroic Familiar [General]

Your familiar is more heroic than most.

**Prerequisites:** Caster level 1, Summon Familiar

**Benefit:** Your familiar can spend its own MP or your MP to improve its D20 rolls, as a character does. It uses your caster level to determine the maximum MP it can spend on a single roll.

**Normal:** Familiar cannot spend MP to improve D20 rolls as characters do.

A Mage may take this feat as a bonus feat.

### Heroic Monster [Racial]

**Benefit:** You may treat your racial Hit Dice as class levels when determining the maximum MP you may spend on a D20 roll.

**Normal:** The maximum MP that may be spent on a D20 roll is equal to a character's total class levels.

### High Jump [General]

**Prerequisite:** Skill Focus (Jump)

**Benefit:** When you jump, your maximum vertical height is one-half the distance you cover (or one foot per increment of 2). This must be declared before the Jump check is made.

**Normal:** Your vertical jump height is one-quarter the horizontal distance you cover.

### Illuminating Aura [Racial]

Your light can reveal the unseen.

**Prerequisite:** Puni, Wis 13

**Benefit:** When using your racial *light* spell-like ability, you may spend an additional amount of MP up to your level. The range of bright illumination of your light increases by 5' per MP spent, the range of dim illumination beyond that increases by 5' per MP spent, and creatures making Search and Spot checks against creatures or objects within the bright illumination add the amount of MP spent as an enhancement bonus to their checks.

### Improved Dragon Breath [Racial]

Your firebreathing is more efficient.

**Prerequisites:** Yoshi, Con 15, Dragon Breath

**Benefit:** Your breath weapon deals 1d6 damage per 2 MP spent.

### Improved Flight [Racial]

**Prerequisites:** Fly speed, Dex 13

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using improved flight stance your flight maneuverability improves by one step.

You may take this feat multiple times, each time improving your flight maneuverability while using this stance an additional step.

### Improved Focus Strike [General]

You can line up a single, powerful blow.

**Prerequisites:** BAB +11, Focus Strike

When using Focus Strike, you gain a +1 bonus to both the attack and damage roll. This feat's effects stack with Focus Strike, for a total of +2 to the attack and damage roll.

A Basher may take this feat as a bonus feat.

### Improved Heighten Spell [Metamagic]

**Benefit:** When using the heighten spell metamagic feat, you may spend an additional 2 MP to increase the spell's effective level by an additional level and its actual spell level by one.

You may take this feat multiple times, each time allowing you to spend 2 more MP and increase the spell by one level to increase the effective level by one.

A Mage or Royal may take this feat as a bonus feat.

### Improved Jump Attack [Magic]

**Prerequisites:** 4 ranks in Jump, Jump Attack

**Benefit:** While jumping as part of a charge, you may spend 1 MP to drop straight down at any point in your movement as a free action, and continue the charge if possible. If doing so lands you in a square occupied by an enemy, you may end your charge and make an attack as normal without provoking an attack of opportunity, dealing an additional 1d8 points of damage. Even if you miss, you immediately land in a square of your choice adjacent to your enemy without provoking an attack of opportunity.

A Basher may take this feat as a bonus feat.

### Improved Natural Defense [Racial]

**Prerequisites:** Natural armor bonus to Defense of 1 or higher, 13 Con

**Benefit:** Your natural armor bonus to Defense improves by 1.

You may take this feat multiple times, its effects stack.

This replaces the Improved Natural Armor feat, due to the Defense system that replaces armor.

A Soldier may take this feat as a bonus feat.

### Improved Power Expansion [Racial]

**Prerequisites:** Puni, Power Expansion, 8 ranks in any skill

**Benefit:** You can use the level 3 spell *improved*

*enlarge person* on yourself as a spell-like ability, CL ½ character level or caster level, whichever is greater. This increases your size by two categories to Medium.

#### Improved Precise Shot [General]

**Prerequisites:** Dex 19, Point Blank Shot, Precise Shot, BAB +11

**Benefit:** While using point blank shot stance, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks. In addition, when using point blank shot stance, when you shoot or throw ranged weapons at a grappling opponent you automatically strike at the opponent you have chosen.

A Basher or Bandit may take this feat as a bonus feat.

#### Improved Resistance [Racial]

One of your energy resistances improves.

**Prerequisite:** Energy resistance

**Benefit:** Your energy resistance for one energy type chosen when you take this feat improves by 5.

You may take this feat multiple times, and its effects stack. Each time you take it, it may apply to a different energy resistance or improve the same resistance by 5.

A Soldier or Royal may take this feat as a bonus feat.

#### Improved Scent [Racial]

**Prerequisite:** Scent ability

**Benefit:** The range of your scent ability is doubled. You gain a +2 bonus to Wisdom checks related to your scent ability, and can pinpoint unseen creatures within 10'.

**Normal:** Creatures with the scent ability can only pinpoint unseen creatures within 5'.

#### Improved Smokeless [Racial]

**Prerequisite:** Bob-Omb, Smokeless

**Benefit:** You only need to spend 1 MP per die for your Explode racial ability.

**Normal:** A bob-omb's Explode racial ability costs 3 MP per die of damage.

#### Improved Superior Spell [Metamagic]

You can push the boundaries of weaker spells.

**Prerequisite:** Superior Spell

**Benefit:** When using Superior Spell, you may spend an additional 4 MP to raise the spell's

maximum effective level by an additional five caster levels and increase its spell level by 2.

You may take this feat multiple times, each time allowing you to spend 4 more MP to raise the maximum effective level by another five caster levels and increase its spell level by 2.

A Mage, Healer, or Royal may take this feat as a bonus feat.

#### Jump Attack [Magic]

You can circumvent most obstacles between yourself and a target while charging.

**Prerequisite:** 1 rank in Jump

**Benefit:** When you make a long jump as part of an action that requires you to move in a straight line, either charging or running, you may spend 1 MP to not provoke attacks of opportunity from anyone besides your opponent while you are airborne.

You can only use this feat once per charge. You still can be hit by characters who ready actions to attack you.

A Basher may take this feat as a bonus feat.

#### Last Resort [General]

**Benefit:** As a swift action, you may suffer 1 point of ability damage to all of your physical ability scores to gain 1 temporary MP (2 if you can cast spells), or 2 points of ability damage to gain an amount of MP equal ½ your level or your caster level, whichever is greater. The MP gained in this manner lasts for one hour. This ability damage cannot be healed magically, it can only be healed with rest.

A Mage, Healer, or Royal may take this feat as a bonus feat.

#### Light Shell [Racial]

**Prerequisite:** Tuck racial ability

**Benefit:** Your natural Defense from your shell increases to 4, you gain Medium Fortification (50% immunity to critical hits), and your shell's spell failure chance increases to 20%. Your shell gains an armor check penalty of -2 and a maximum Dexterity bonus of +4. Your shell is treated as medium armor for all purposes.

This natural armor bonus stacks with all other natural armor bonuses.

**Normal:** A shell grants Defense 2, an spell failure chance of 5%, no armor check penalty, no maximum Dexterity bonus, Light Fortification, and is treated as light armor.

#### Mage's Familiar [General]

Your familiar is capable of using spells that you

know.

**Prerequisites:** Caster level 2, Summon Familiar

**Benefit:** Your familiar can cast one spell that you know as a spell-like ability, using its own MP or your MP. It uses ½ your caster level as its caster level, and the save DC uses the familiar's ability scores and feats. If the spell has any focuses your familiar must have them on hand, and if the spell has an experience cost or costly material component you must expend it each time it casts the spell. The MP cost of the spell cannot be greater than ½ your caster level when you take this feat.

A Mage may take this feat as a bonus feat.

#### Master Alchemist [Magic]

You can imbue potions with your own power.

**Prerequisite:** Brew Potion

**Benefit:** As a swift action, you may spend up to 2 MP per caster level (or ½ your level if it is greater) to charge a held potion or oil with magic, improving its caster level to match ½ the amount of MP spent. If the potion is not used in one minute, it evaporates and its container implodes.

A Healer or Mage may take this feat as a bonus feat.

#### Mushroom Magic [Magic, Racial]

You can boost mushrooms with your own power.

**Prerequisite:** Fungus subtype, 9 ranks in Profession (Mycologist)

**Benefit:** As a swift action, you may apply any metamagic feats you care to cast to a mushroom by simply spending twice as much MP as would normally be necessary to augment a spell. If the mushroom is not used in one minute, it dissolves into fine ash.

#### Open Minded [General]

You are naturally able to reroute your memory, mind, and skill expertise.

**Benefit:** You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as ½ ranks. You cannot exceed the normal maximum ranks for your level in any skill.

You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

A Bandit, Mage, or Royal may take this feat as a bonus feat.

#### Overpowering Trip [General]

You can force your opponents to react to your trip attempts with brute force.

**Prerequisites:** Int 13, Combat Expertise, Improved

#### Trip

**Benefit:** When tripping an opponent, your opponent must oppose your Strength check with a Strength check if his Strength modifier is lower than his Dexterity modifier. If you are dismounting a mounted opponent, he still may make a Ride check as normal but applies his Strength modifier to the roll instead of his Dexterity modifier.

**Normal:** A trip attempt can be opposed by either a Strength or Dexterity check.

A Basher or Royal may take this feat as a bonus feat.

#### Peek [Racial]

**Prerequisites:** Boo, 6 ranks in Hide

**Benefit:** You may spend 4 additional MP to use your *invisibility* spell-like ability as a move action.

**Normal:** Using any spell-like ability is a standard action.

#### Peril Blast [Racial]

You can explode at the expense of your own health.

**Prerequisite:** Bob-omb, Con 15.

**Benefit:** You may use your explode racial ability even if you do not have enough MP to use it. In addition to the normal effects of having your MP reduced below 0 (which you suffer each time you use this ability), you take damage equal to twice the amount of MP spent.

**Normal:** You cannot spend MP you do not have.

#### Precise Shot [General]

**Prerequisites:** Point Blank Shot

**Benefit:** While using point blank shot stance, you can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

A Basher or Bandit may take this feat as a bonus feat.

#### Point Blank Shot [General]

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using point blank shot stance you gain a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30'.

A Basher or Bandit may take this feat as a bonus feat.

This replaces the Point Blank Shot feat, due to the stances system used in these rules.

#### Power Attack [General]

**Prerequisite:** Str 13

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. While using power attack stance you choose a number up to your base attack bonus and subtract the same from melee attack rolls and add it to melee damage rolls. If you attack with a two-handed weapon, or a one-handed weapon in two hands, the damage bonus is doubled. The damage bonus does not apply to light weapons (except for unarmed strikes and natural attacks), though the attack penalty still does. A double weapon is still considered a one-handed weapon and a light weapon, but you may still attack with one end and treat it as a two-handed weapon as normal.

A Basher may take this feat as a bonus feat.

This replaces the Power Attack feat, due to the stances system used in these rules.

#### Power Expansion [Racial]

You can draw upon internal reserves of energy to dramatically boost your size.

**Prerequisite:** Puni

**Benefit:** You can cast the level 1 spell *enlarge person* on yourself as a spell-like ability, CL  $\frac{1}{2}$  character level or caster level, whichever is greater. This increases your size by one category to Small.

#### Prehensile Tongue [Racial]

**Prerequisites:** Yoshi, Dex 15

**Benefit:** You may use your tongue to perform any manipulation within its reach that you could perform with one hand. You may also add its length to your vertical reach.

You can wield a light weapon or use an unarmed strike with your tongue and make attacks with it in the same manner as your tongue whip, but you do not threaten any squares with it.

You qualify for the Multiweapon Fighting feat.

#### Recharge [General]

**Benefit:** When you regain MP from rest, you may add your best mental ability modifier to your base MP regeneration rate.

You may take this feat multiple times. Its effects stack.

**Normal:** A character's base regeneration rate is equal to his level.

A Healer, Mage, or Royal may take this feat as a bonus feat.

#### Recover [General]

**Benefit:** When you regain hp from rest, you may add your Constitution modifier to your base hp

regeneration rate.

You may take this feat multiple times. Its effects stack.

**Normal:** A character's base regeneration rate is equal to his level.

A Basher, Bandit, or Soldier may take this feat as a bonus feat.

#### Repertoire [General]

Choose a class you have levels in. You learn a handful of easy spells from that class's spell list. This does not grant access to spells that the Repertoire talent grants.

**Prerequisite:** Caster level 1

**Benefit:** You learn a number of spells from the chosen class's spell list equal to its ability modifier of any spell level, up to the highest spell level you could cast – 1. This only applies to spells you would normally be able to learn from that class's spell list.

You may take this feat multiple times. Each time you take it, you learn a different set of spells, or a set of spells from a different class.

A Healer, Mage, or Royal may take this feat as a bonus feat.

#### Resilient Familiar [General]

Your familiar is tougher than most.

**Prerequisites:** Caster level 1, Summon Familiar

**Benefit:** Your familiar's natural armor bonus to Defense improves by +2.

This feat may be taken multiple times, and its effects stack.

A Mage may take this feat as a bonus feat.

#### Ricochet [Racial]

You can bounce thrown allies, allowing them to hit multiple targets.

**Prerequisites:** Throw Ally racial ability, Ally Proficiency, BAB +6

**Benefit:** On a successful hit with an ally, your ally may choose to hit a second enemy within 10' at the same attack and damage bonuses, then land within 10' of that enemy (or fall prone if the second attack misses).

You may take this feat multiple times. Each time you take it, your ally may bounce an additional time, though never at the same enemy twice in a round.

#### Savage [Racial]

**Prerequisite:** A natural weapon, such as a claw or bite attack

**Benefit:** When you take this feat, choose a natural

weapon. You gain a racial bonus to damage rolls equal to the number of feats with the [Racial] descriptor you have, including this one. If you have more than one of the same kind of natural weapon, this feat applies to all of them.

You may take this feat multiple times, each time for a different natural attack.

#### Shroom Eater [Magic]

Through long years of perfect practice, memorable meals, and repressed retching, you have perfected the art of mushroom connoisseurship.

**Benefit:** You may spend 1 MP to eat a mushroom or apply its spores to a willing target as a move action.

**Normal:** Eating a mushroom or applying it to an ally is a standard action.

A Healer or Royal may take this feat as a bonus feat.

#### Smokeless [Racial]

**Prerequisite:** Bob-Omb

**Benefit:** You only need to spend 2 MP per die for your Explode racial ability.

**Normal:** A bob-omb's Explode racial ability costs 3 MP per die of damage.

#### Snatch Arrows [General]

**Prerequisites:** Dex 15, Deflect Arrows, Improved Unarmed Strike.

**Benefit:** When using the Deflect Arrows stance you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

A Basher or Royal may take this feat as a bonus feat.

#### Solicit Familiar [General]

Your familiar can assist you in your spellcasting abilities.

**Prerequisites:** Caster level 1, Summon Familiar, base Will save +5

**Benefit:** As a swift action, you can have your familiar take over the responsibility of maintaining concentration on any single spell you have cast and are currently concentrating on. Your familiar can only concentrate on one spell at a time in this manner.

A Mage may take this feat as a bonus feat.

#### Spin Jump Attack [General]

**Prerequisites:** 5 ranks in Jump, Jump Attack, Improved Jump Attack

**Benefit:** When using the Improved Jump Attack feat, you may spend 5 MP when you drop to make a full attack against your enemy.

A Basher may take this feat as a bonus feat.

#### Sporebite [Racial]

Your spores are mildly poisonous.

**Prerequisites:** Fungus subtype, Con 19

**Benefit:** As a full-round action, you may spend 2 MP to spread a cloud of poisonous spores in the square you occupy and every adjacent square. The spores are an inhaled poison dealing 1 point of initial Constitution damage and 1d6 points of secondary damage (DC 10 + Con mod + ½ character level). The spores last for one minute or until dissipated. You are immune to your own poison.

#### Stance Focus [General]

Choose a stance. You can use that stance without much effort, allowing you to use it with other stances.

**Benefit:** You always gain the benefit of your chosen stance unless you choose not to do so at the start of your round. This allows you to choose a different stance at the start of your round, allowing you to benefit from that stance and all stances you have Stance Focus for. You still do not gain the benefit of your stance if you cannot act due to paralysis, unconsciousness, or a similar condition.

You may take this feat multiple times, each time for a different stance.

A Soldier or Royal may take this feat as a bonus feat.

#### Stunning Fist [General]

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, BAB +8

**Benefit:** You may spend 5 MP before making an unarmed attack or natural attack to force your opponent to make a Fortitude save (DC 10 + ½ level + Wis mod) if you deal damage. If your opponent fails the save, he is stunned (drops everything held, can't take actions, -2 penalty to AC, becomes flat-footed) for 1 round (until your next action). You cannot use Stunning Fist more than once per round. Creatures immune to critical hits are immune to this effect.

A Basher may take this feat as a bonus feat.

This replaces Stunning fist, due to the MP system.

#### Summon Familiar [General]

**Prerequisite:** Caster level 1

**Benefit:** You gain the ability to summon a familiar. Your familiar's abilities are determined by your caster level, rather than your levels in any class. If your familiar dies, you must make a DC 15 Fortitude save. Failure means you lose 20 SP, or 10 SP on a successful save. You may summon a new familiar to replace it after one month or when you have gained a level, whichever comes first. Your familiar has an MP pool equal to ½ your MP, and can spend it within the limits of its own abilities.

A Mage may take this feat as a bonus feat.

#### Superior Power Expansion [Racial]

**Prerequisites:** Puni, Power Expansion, Improved Power Expansion, Greater Power Expansion, Dexterity 9, 16 ranks in any skill

**Benefit:** You can use the level 7 spell *superior enlarge person* on yourself as a spell-like ability, CL ½ character level or caster level, whichever is greater. This increases your size by four categories to Huge.

#### Superior Spell [Metamagic]

You can push the boundaries of weaker spells.

**Benefit:** You may apply this feat to any spell that has a maximum effect based on caster level. The spell's maximum is raised by an effective five caster levels, based on how the spell's effect is determined by caster level. Thus, a *fireball* would deal 1d6 damage per caster level to a maximum of 15d6, *protection from energy* would absorb 12 points per caster level of energy to a maximum of 180 points, and *searing light* would deal 1d8 damage per two caster levels to a maximum of 7d8 (and 1d6 per caster level to a maximum of 15d6 against undead and 7d6 against objects and constructs). A Superior Spell costs 4 more MP to cast and is two spell levels higher.

A Mage, Healer, or Royal may take this feat as a bonus feat.

#### Superior Weapon Focus [General]

Choose a weapon you have Weapon Focus for. You may choose unarmed strike or grapple for this, or even ray or touch attack if you are a spellcaster.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization with selected weapon, BAB +16

**Benefit:** You gain a +1 bonus to all attack rolls with the selected weapon. This stacks with other bonuses, including the bonus from Weapon Focus

and Greater Weapon Focus.

This feat may be taken multiple times, its effects do not stack, each time you take it it applies to a different weapon.

A Basher may take this feat as a bonus feat.

#### Superior Weapon Specialization [General]

Choose a weapon you have Weapon Focus for. You may choose unarmed strike or grapple for this, or even ray or touch attack if you are a spellcaster.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus, Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, and Superior Weapon Focus with selected weapon, BAB +20

**Benefit:** You gain a +2 bonus to all damage rolls with the selected weapon. This stacks with other bonuses, including the bonus from Weapon Specialization and Greater Weapon Specialization.

This feat may be taken multiple times, its effects do not stack, each time you take it it applies to a different weapon.

A Basher may take this feat as a bonus feat.

#### Swift Strike [Magic]

You can strike with blinding speed when you have to.

**Prerequisites:** Improved Initiative, Combat Reflexes, Dex 19

**Benefit:** You can spend 9 MP to make a single attack (with a melee weapon, ranged weapon, unarmed strike, natural attack, held touch spell, etc.) as an immediate action, quick enough to react before or during an opponent's action. When you use this feat, you become nauseated (only capable of taking a single move action per turn) for 1 round.

A Bandit may take this feat as a bonus feat.

#### Tackle [General]

**Prerequisites:** Int 13, Combat Expertise, Improved Trip

**Benefit:** If you make a successful trip attack as part of a charge, you may spend 1 MP to continue charging in a straight line as though you had not attacked your target, possibly making consecutive trip attacks against multiple targets along your charge.

A Basher or Soldier may take this feat as a bonus feat.

#### Tenuous Grasp [Magic]

**Prerequisite:** Craft Wondrous Item

**Benefit:** Whenever you are struck while under the effects of a held enchantment, you may spend 1 MP

to make a DC 20 Charisma check to avoid losing it. A Bandit or Royal may take this feat as a bonus feat.

#### Thrill Seeker [General]

**Prerequisite:** Great Fortitude, Iron Will, or Lightning Reflexes

**Benefit:** The maximum MP you may add to a D20 roll increases by 5.

You may take this feat multiple times. Its effects stack.

A Bandit or Royal may take this feat as a bonus feat.

#### Ultimate Power Expansion [Racial]

**Prerequisite:** Puni, Power Expansion, Improved Power Expansion, Greater Power Expansion, Dexterity 11, 20 ranks in any skill

**Benefit:** You can increase your size by five categories to Gargantuan. This is treated as a level 9 spell-like ability, CL  $\frac{1}{2}$  character level or caster level, whichever is greater.

#### Unluck Stance [Magic, Racial]

**Prerequisite:** Shamen, Cha 21

**Benefit:** You must declare one combat stance at the start of your round, and its bonuses and penalties last until your next round. When using unluck stance, you and every creature within 30' suffers debilitatingly bad luck. Each time an affected creature makes an attack roll, saving throw, or skill check, he rolls twice and must use the worse of the two rolls.

#### Weapon Specialization [General]

Choose a weapon you have Weapon Focus for. You may choose unarmed strike or grapple for this, or even ray or touch attack if you are a spellcaster.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, BAB +4

**Benefit:** You gain a +2 bonus to damage rolls with the selected weapon

You may take this feat multiple times, each time for a different weapon.

A Basher may take this feat as one of his bonus feats.

This replaces the Weapon Specialization feat, due to the lack of a Fighter class.

#### Weathered [Racial]

You are well-adapted to high altitudes and the dangers found there.

**Prerequisite:** Cloudfolk

**Benefit:** You gain cold resistance 5, electricity

resistance 5, or sonic resistance 5, chosen when you take this feat.

You may take this feat multiple times to gain another type of energy resistance.



## Chapter 5: Items

This chapter extends the list of items found in the Player's Handbook. The Mushroom Kingdom's technology level is more advanced than that of a standard Dungeons & Dragons setting, but all of the equipment presented in the Player's Handbook remains available for purchase. However, many remote areas do not benefit from more advanced technologies, and they remain prohibitively expensive.

### Armor

Armor works differently in the Mushroom Kingdom, granting Defense rather than an AC bonus.

### Defense

Armor does not grant an armor bonus to AC. Instead, it grants Defense equal to what it would normally grant to AC. A character can ignore an amount of physical (slashing, piercing, and bludgeoning) damage per hit equal to his Defense.. Thus, a chain shirt grants 4 Defense, which is equivalent to DR 4/-. Defense stacks with damage reduction. All characters have a class-based dodge bonus to AC, which counts towards the maximum Dexterity bonus of armor. Shields grant bonuses to AC as normal.

Natural Defense never stacks with Defense from armor.

Enchanted armor, and any other spell or effect that grants an armor bonus to AC, is not able to soften blows, but it can deflect blows. Enchanted armor adds its enhancement bonus as an armor bonus to AC, as normal. Thus, a +2 chain shirt grants 4 Defense and a +2 armor bonus to AC, and *mage armor* cast on the wearer would improve the armor bonus to +4.

A character who is nonproficient with armor does not benefit as much from its protection, in addition to the other penalties for nonproficiency. Light armor only grants 1 Defense, medium armor only grants 2 Defense, and heavy armor only grants 3 Defense.

The spell failure chance of armor applies no matter what kind of spell the character is casting. Only the Armored Casting talents can allow a character to ignore the spell failure chance of armor.

Armor	Cost	Defense	Max Dex	ACP	SFC	30'	20'	Wgt
Exotic Light Armor								
Soft Shell	500 gp	+2	+0	-4	25%	30'	20'	25 lbs
Exotic Medium Armor								
Light Shell	1000 gp	+4	+0	-7	50%	20'	15'	50 lbs
Exotic Heavy Armor								
Heavy Shell	2000 gp	+8	+0	-10	75%	20'	15'	100 lbs
Extras								
Shell Plates	+100 gp	Base +1	Base -1	Base -1	+5%	-	-	+10 lbs
Shell Spikes	+150 gp	-	-	-	-	-	-	+10 lbs

**Heavy Shell:** This koopa shell is ill-fitting for anyone other than a shellless koopa (typically a dead koopa), and requires the Exotic Armor Proficiency (Heavy Shell) feat to use properly. It grants its wearer Heavy Fortification (75% immunity to critical hits). A shell can also be used as a weapon, as described in the Weapons section.

**Light Shell:** This koopa shell is ill-fitting for anyone other than a shellless koopa, and requires the Exotic Armor Proficiency (Light Shell) feat to use properly. It grants its wearer Medium Fortification (50% immunity to critical hits). A shell can also be used as a weapon, as described in the Weapons section.

**Shell Plates:** A koopa, or any other character with the Tuck racial ability, can have his shell plated with a layer of sheet metal to improve its Defense. Plating armor onto a shell requires the subject to be present for the entire crafting process. This may be used to improve the subject's total natural armor bonus from the shell up to +10. Shell plates cannot be enchanted because a shell plate cannot be a masterwork item and shells can be enchanted.

**Shell Spikes:** A koopa, or any other character with the Tuck racial ability, can be fitted with spiked armor, though the process is more complicated than it is for regular armor. Bolting spikes onto a shell requires the subject to be present for the entire crafting process. Because all creatures with the Tuck racial ability already have a natural slam attack, the spikes cannot be used as a weapon, but the koopa is still treated as wearing spiked armor for all purposes. A spiked shell grants a +1 damage

bonus to the character's slam attack and allows the character to deal piercing damage with it.

**Soft Shell:** This koopa shell is ill-fitting for anyone other than a shellless koopa, and requires the Exotic Armor Proficiency (Soft Shell) feat to use properly. It grants its wearer Light Fortification (25% immunity to critical hits). A shell can also be used as a weapon, as described in the Weapons section.

## Goods

Table 6-X: General Items		
Item	Cost	Weight
Briefcase	3 gp	2 lb <sup>1</sup>
Business Suit	10 gp	3 lb
Camcorder	35 gp	2 lb
Film	5 sp	-
Camera (35mm or digital)	50 gp	2 lb
Film or battery	6 sp	-
Developing	6 sp	-
Cannon	1,000 gp	600 lb
Computer, Desktop	175 gp	10 lb
Computer, Handheld	30 gp	½ lb
Computer, Notebook	250 gp	5 lb
Computer Printer	10 gp	3 lb
Computer Scanner	10 gp	3 lb
Detonating cord (50')	15 gp	2 lb
Dynamite (1 stick)	50 gp	1 lb
Fire Extinguisher	4 gp	3 lb
Flashlight	2 gp	1 lb
Formal Wear	20 gp	3 lb
Kit, Mwk Mushroom Growing	1500 gp	50 lb
Kit, Portable Mushroom Growing	1000 gp	30 lb
Kit, Mushroom Growing	300 gp	50 lb
Kitty Ears	5 sp	-
Light Sticks (5)	3 sp	1 lb
Luggage, Tiny	6 gp	5 lb
Luggage, Small	8 gp	10 lb
Luggage, Medium	10 gp	15 lb
Mushroom	Varies	1 lb
Night-vision Goggles	50 gp	3 lb
Phone, Cellular	5 gp	-

Table 6-X: General Items		
Phone, Satellite	50 gp	2 lb
Radio, Two-way	25 gp	1 lb
Recorder	5 gp	1 lb
Tape and battery	3 sp	-
Tear Gas	50 gp	1 lb
Windup Bob-Omb	100 gp	3 lb

1: These items weigh one-quarter this amount for Small characters. Small containers also carry one-quarter the normal amount.

**Briefcase:** A briefcase can carry up to 5 pounds worth of gear. It has a cheap lock (Open Lock DC 20, break DC 10).

**Business Suit:** This outfit of clothing generally includes a jacket or blazer, and it tends to look sharp and well groomed without looking overly formal.

**Camcorder:** This portable video camera can be used to record activity, up to 5 straight hours. It can be played back using a television or the eyepiece. After one full recording the battery must be recharged and a new tape is needed. Activating or deactivating a camera is a free action.

**Camera:** The trademark of a professional photographer. Film cameras can use many different kinds of film and lenses, and produce high-quality pictures. Digital cameras have much poorer quality, but can be uploaded straight to a computer. Lining up and taking a steady shot is a full-round action that provokes an attack of opportunity.

Conventional cameras use film and digital cameras use batteries, either is good for 24 photos. In either case reloading a camera is a full-round action.

Photo developing produces two prints of every shot, or one of each with any two blown up to a larger size. Depending on the locale, photos can be developed at drug stores or other outlets in 1 hour or 24 hours. In really remote areas, developing may require film to be sent away, sometimes taking more than a week to return. A character with an alchemist's lab, a dark area, and 2 sp of the necessary material can develop photos with a successful DC 15 Craft (photography) check.

A camera is necessary for the Craft (photography) skill. Crafting photographs for money requires an expenditure of gp for travel, time, wasted film, and other raw materials, as normal for the Craft skill.

**Cannon:** A cannon is basically an upscaled gun not meant to be moved. It fires shells dealing 4d6 points of bludgeoning damage, with a range increment of 150' and a critical threat range of 19-

20/x2. Its size makes it difficult to aim, Large creatures suffer a -2 penalty to attack rolls, Medium creatures suffer a -4 penalty to attack rolls, and Small creatures suffer a -6 penalty to attack rolls. It only requires one man to operate, but it takes creatures smaller than Large two full-round actions to reload after firing. Thus, most armies make sure a team is present to speed up the process.

A cannon takes up a space 5' across.

**Computer, Desktop:** This includes a keyboard, mouse, monitor, speakers, disk drive, and modem.

**Computer, Handheld:** This small PDA can be used to review, store, and upload files, but it has no direct online functionality. It is possible to have periodic updates like news and electronic mail automatically uploaded to a handheld computer as soon as they are available, provided the user is has wireless coverage. Its battery lasts for 24 hours before needing to be recharged.

**Computer, Notebook:** This slim and portable computer has nearly all of the functionality that a desktop computer does. Its battery lasts for 8 hours of constant use before needing to be recharged.

**Computer Printer:** This color inkjet can be used with a computer to print files. Black and white prints require 1 cp per two pages of paper and ink, while at-home processing of digital camera photos requires 6 sp worth, as described for photo processing.

Spell scrolls can be printed using expensive specially prepared inks and paper, as normal. This does not change the time necessary to scribe a scroll.

**Computer Scanner:** This color flatbed scanner can be used to copy images and documents to a computer.

Spell scrolls cannot be scanned, they only result in a corrupt file.

**Detonating Cord:** This rope has an explosive core. When lit, it burns at approximately 135,000 feet per round, quickly enough to cause several dispersed explosives to detonate simultaneously. It can be wrapped around a tree, post, or other object to cut it neatly in half. Creatures in the same square as an exploding length of detonating cord take 2d6 points of fire damage.

Detonating cord can be doubled up, increasing the damage it deals by 1d6 per extra cord in the same square (to a maximum of 6d6).

**Dynamite:** This stable explosive is common and straightforward. Its fuse can be lit as a move action by a lighter or other flame, the time it takes to explode is based on the length of the fuse, anywhere from within the same round to within several

minutes. Cutting the fuse to the desired length is a move action. When it explodes, it deals 2d6 points of damage to all creatures and objects in a 10' burst. If thrown, it has a range increment of 5'.

Dynamite can be stacked for demolitions purposes. For each additional stick added, it deals an additional 1d6 damage (to a maximum of 10d6) and its burst radius increases by 5' (to a maximum of 20').

**Fire Extinguisher:** This apparatus sprays chemicals onto a flame, allowing its user to extinguish fires in an adjacent 10'-by-10' square as a standard action. It contains enough material for two such uses.

**Flashlight:** This handheld battery-powered light is rugged enough to withstand the normal hazards of adventuring. It provides good illumination in a 30' cone, and shadowy illumination 60' beyond that. Its battery lasts for 6 hours before it needs to be recharged. Switching it on or off is a move action.

**Formal Wear:** From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can be much more expensive.

**Kitty Ears:** The icebreaker of choice for Boos who wish to blend in with civilized crowds, this is a silly-looking headband made to fit a 5'-wide head. A kitty boo headband negates a kitty boo's Charisma-based racial skill modifiers.

**Light Stick:** This disposable plastic stick can be stressed and shaken as a full-round action, causing the alchemical liquids within to create light for 6 hours. This provides shadowy illumination in a 5' radius. Once activated, a stick cannot be turned off or reused.

**Luggage:** This is a reinforced metal box with padded inserts, good for long trips. A Tiny box holds 10 lbs, a Small box holds 40 lbs, and a Medium box holds 75 lbs.

**Mushroom:** The world-famous mushrooms of the Mushroom Kingdom are almost always derived from magical fungus stock. Eating a mushroom or sprinkling its spores is a standard action, granting its target an instantaneous effect or a held enchantment. As a standard action, a mushroom can be thrown with a range increment of 10' to douse its target with its spores. Unwilling targets require a touch attack to hit.

Mushrooms granting instantaneous effects cost 20\*spell level\*caster level gp, while mushrooms granting held enchantments cost half as much as normal. Mushrooms always grant spell effects at the lowest possible caster level. A mushroom of any type only remains fresh for one week after

being picked, after which it rots into a wilt mushroom. A DC 10 Knowledge (Nature) check can detect when a mushroom has turned for the first 1d4 days, after which its nature becomes obvious. Mushrooms on the open market tend to be 1d6+1 days old. Some economies use precise expiration stamps on mushrooms, but such mushrooms can cost up to twice as much.

**Mushroom Growing Kit:** This collection of apparatus is quite similar to an alchemist's kit, but contains every conceivable object relating to the proper care and cultivation of mushrooms (described in the Skills chapter). This is necessary to grow mushrooms. Anything less is improvised, and imposes a -10 penalty to the check.

**Mushroom Growing Kit, Mwk:** This high-quality mushroom growing kit grants a +2 bonus to skill checks to cultivate mushrooms.

**Mushroom Growing Kit, Portable:** This bulky kit contains everything the standard mushroom growing kit does, but in smaller amounts. It contains a sealed box of soil which can be used by a travelling mycologist to cultivate a single mushroom for half the market price.

Table 6-X: Mushrooms		
Species	Cost	Effect
Blue Squishy	225 gp	<i>Water breathing</i> held enchantment
Dancing Red	560 gp	<i>Flame strike</i> , DC 16
Green Putrid	120 gp	<i>Acid arrow</i>
Kingdom Standard	20 gp	<i>Cure light wounds</i>
Kingdom Super	300 gp	<i>Cure serious wounds</i>
Kingdom Ultra	900 gp	<i>Heal</i>
Life	2,125 gp	<i>Raise dead</i> (only in the round the target dies)
One-up	6,125 gp	<i>Raise dead</i>
One-up Super	28,060 gp	<i>True resurrection</i>
Mega	25 gp	<i>Enlarge person</i> held enchantment
Mega Super	375 gp	<i>Improved enlarge person</i> held enchantment
Mega Ultra	1,125 gp	<i>Greater enlarge person</i> held enchantment
Mega Mega	2,275 gp	<i>Superior enlarge person</i> held enchantment
Mini	25 gp	<i>Reduce person</i> held enchantment
Mini Super	375 gp	<i>Improved reduce person</i> held enchantment

Table 6-X: Mushrooms		
Mini Ultra	1,125 gp	<i>Greater reduce person</i> held enchantment
Mini Mega	2,275 gp	<i>Superior reduce person</i> held enchantment
Orange Shimmering	150 gp	<i>Blur</i> held enchantment
Pale Red	10 gp	<i>Flare</i> , DC 10
Petrishroom	1,320 gp	<i>Flesh to stone</i> , DC 19
Break	1,320	<i>Stone to flesh</i>
Radiant Red	2,400 gp	<i>Fire storm</i> , DC 22
Violet Cloudy	375 gp	<i>Fly</i> held enchantment
Volt Shroom	375 gp	<i>Electrify</i> as a held enchantment
White Spectrum	1 gp	Eater's tongue randomly changes colors for one hour
Wilt (any spoiled mushroom)	1 sp	Heal 1 hp of damage, ingested poison (1 Con/1d4 Con, Fort DC 19)
Yellow Luminescent	7 gp, 5 sp	<i>Light</i> as a held enchantment
Yellow Solar	2,400 gp	<i>Sunburst</i> , DC 22

Identifying a mushroom is described in the Skills chapter. A mushroom may be eaten or fed to an ally as a standard action, and can be thrown as a ranged attack with an increment of 10', causing its spores to burst over its target.

**Night-vision Goggles:** These bulky goggles impair vision when worn, and their wearer suffers a -4 penalty to all Spot and Search checks. However, they grant low-light vision for up to 3 hours before they need to be recharged.

**Phone, Cellular:** A digital communications device that comes in a hand-held model with a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service. In the Mushroom Kingdom, this is within 2d6 miles of any village, town, or city. Dialing with a phone or attaching an earpiece is a move action, talking to someone on a phone is a simple free action.

**Phone, Satellite:** This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere aboveground, even in remote areas well beyond the extent of cell phone service.

**Radio, Two-way:** This hand-held transceiver communicates with any other radio within range operating on the same frequency. It comes with an attached headset. It has a range of 15 miles outdoors, and lasts for 48 hours before its battery

needs to be replaced. Activating or deactivating a radio in your hand is a free action, changing its channel is a move action.

**Recorder:** This tiny recorder, about the size of a deck of playing cards, can record up to eight hours of audio and play it back at will. Its limited microphone only picks up conversational sounds within 10'. After one full recording, both the tape and batteries need to be replaced. A recording can be uploaded to a computer or removed from the player at any time. Manipulating a recorder in your hand is a free action.

**Tear Gas:** This grenade releases a caustic gas, used to disperse crowds and deal with hostage situations. On the round that it is thrown, it releases an inhaled poison (DC 15, initial nauseated for 1d6 rounds, secondary none) in a 10' cube. The gas produced is otherwise identical to that of a smokestick.

**Windup Bob-Omb:** A windup bob-omb is a highly compressed explosive device approximately four inches in diameter, favored by adventurers and ne'er-do-wells. A bob-omb has AC 8, hardness 5, and 3 hit points, and has a 50% chance to explode when destroyed. A bob-omb is wound as a standard action, during which the number of rounds until its detonation is specified (up to five, as low as immediately after the prepper's action, the prepper may specify the initiative count the bomb acts on). Each round on the prepper's action until its explosion, a bob-omb walks (or tries to walk) 10' in a random direction (using a d8 twice to determine the compass direction on each 5' of movement), and explodes after moving on the final round. All creatures within 30' of the bob-omb when it explodes take 2d6 points of fire damage (Ref 13 for ½ damage), and all unattended brittle objects (anything with a hardness of 1 or more) take 4d6 points of bludgeoning damage.

## Magic Items

A magic item that grants its bearer the ability to cast a spell at his own caster level (or ½ his caster level) by spending his own MP costs 300 gp times its MP cost squared.

### Held Enchantments

A held enchantment is a command-activated wondrous item in the form of a small and light token that grants its user an effect that lasts until he is damaged. The item grants its effect when the wielder holds it and a command word is spoken,

after which it disintegrates into a worthless powder. The effect created by a held enchantment cannot have a duration of "Instantaneous" or "Permanent". A character may only benefit from one held enchantment at a time. A held enchantment duplicates a spell effect, and costs an amount equal to the spell level \* caster level \* 50 gp if the duration of the spell is measured in rounds, 40 gp if the duration is measured in minutes, 30 gp if the duration is measured in hours, and 20 gp if the duration is measured in days. A held enchantment that grants a template or a set of class abilities costs an amount equal to the ECL adjustment squared \* 200 gp. Many mushrooms grant held enchantments when consumed.

**Feather Charm:** The user of this white and gold feather gains a flight speed of 60' with a maneuverability of good until he is damaged. The user cannot use the run action while flying, and suffers a reduction in speed if he is wearing medium or heavy armor or carrying a medium or heavy load. Faint transmutation; CL 5<sup>th</sup>; Craft Wondrous Item, *fly*; Price 375 gp.

**Fire Flower:** The user of this burning red flower gains fire resistance 10 and the ability to hurl balls of flame. As a move action, he may fill his hand with up to 4 MP worth of fire. This may be discharged in either of the following ways:

Touch: 1d6 fire damage per MP charged as a touch attack, charge may be held.

Bolt: 2d6 fire damage per 3 MP charged as a ranged touch attack (increment 20').

If the user is damaged while holding a charge, the charge is lost.

Weak evocation; CL 4<sup>th</sup>; Craft Wondrous Item, *burning hands*, *scorching ray*; Price 3,200 gp.

**Maple Leaf:** The user of this bright orange leaf gains the Raccoonian template until he is damaged. Moderate transmutation; CL 7<sup>th</sup>; Craft Wondrous Item, *disguise self*, *fox's cunning*, *polymorph*; Price 1,800 gp.

**Metal Cap:** The user of this shiny reflective hat gains the benefit of the *iron body* spell until he is damaged.

Strong transmutation; CL 15<sup>th</sup>; Craft Wondrous Item, *iron body*; Price 4,800 gp

**Power Balloon:** The user of this pink balloon gains the benefit of the *inflation* spell until he is damaged. Faint transmutation; CL 5<sup>th</sup>; Craft Wondrous Item,

*inflation*; Price 750 gp

**Starman:** The user of this shiny star-shaped piece of starmetal gains the benefit of *star's rampage* until he is damaged.

Strong evocation; CL 15<sup>th</sup>, Craft Wondrous Item, *star's rampage*; 6,750

## Magic Auras

An aura is a permanent enchantment on a creature, referred to as the “taker”, that enhances its natural abilities, grants it the ability to invoke a spell, grants it a spell that triggers after a certain event, or some other magical effect. The base price of an aura is based on its effect, in the same manner as a magic item that does not require an equipment slot. Bonuses granted by auras are always intrinsic bonuses. If an aura grants an intrinsic bonus or feat, it functions normally in an antimagic field. Auras can be *disjunctioned* and *dispelled*, as normal for magic items, but *disjunction* does not destroy an aura.

Applying an aura to a taker takes one day per 25,000 gp in its base price, and the crafter must spend SP and gp as normal for a magic item. The taker only needs to be present for the last day of the creation process. The crafter and the taker may split the SP cost, each spending half as much SP as normal for his level. An aura may be crafted into a charm, incantation, or comestible, granting its effects to a taker when used in an appropriate manner.

A character using *detect magic* on a taker can only detect the school and power of the strongest aura.

A taker may only have one aura per 3 levels. Any more auras added are suppressed, any auras that become excess due to level drain are suppressed.

Auras can never be removed from a taker. They are imprinted on the soul, and the taker keeps his auras even if his body is destroyed and brought back by *true resurrection*.

**Ability Aura:** The taker is naturally more able, expressed as an intrinsic bonus to all ability scores.

Transmutation; CL 13<sup>th</sup>; Craft Magic Aura, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; +2, 42,000 gp; +4, 168,000 gp; +6, 378,000 gp

**Protection Aura:** The taker is naturally harder to hit, expressed as an intrinsic bonus to AC. The taker retains this bonus against touch attacks and while flat-footed.

Abjuration; CL 13<sup>th</sup>; Craft Magic Aura, *mage armor*; +1, 5,000 gp; +2, 20,000 gp; +3, 45,000 gp; +4, 80,000 gp; +5, 125,000 gp; +6, 180,000 gp; +7, 245,000 gp; +8, 320,000 gp; +9, 405,000 gp; +10, 500,000 gp

**Spell Aura:** The taker can activate a spell with a command word. This aura may only be used once, after which it destroys itself. The spell either targets the taker or is centered on him, as appropriate for its range. Any variable options the spell may have, such as the destination of a *teleport*, are determined when the aura is being crafted. The crafter of the aura must supply the spell during creation (through a scroll, by expending a charge from a wand, etc).

Any school; Variable CL; Craft Magic Aura, spell to be used; 0<sup>th</sup> 50 gp; 1<sup>st</sup> 100 gp; 2<sup>nd</sup> 600 gp, 3<sup>rd</sup> 1,500 gp, 4<sup>th</sup> 2,800 gp, 5<sup>th</sup> 4,500 gp, 6<sup>th</sup> 6,600 gp, 7<sup>th</sup> 9,100 gp, 8<sup>th</sup> 12,000 gp, 9<sup>th</sup> 15,300 gp (in addition to the cost of any material components and focuses, and five times the cost of any experience component)

## Spell Staffs

A spell staff grants spells to its wielder, just like a spell wand. However, a spell staff grants its wielder multiple spells of any spell levels from multiple schools and from any spell lists. Spell staffs can also grant spells with metamagic feats already applied.

Spell staffs are built the same as normal staffs, and require the Craft Staff item creation feat.

A spell staff's base price is 300 gp times the MP cost of its highest-level spell squared, plus 150 gp times the total MP cost of all its other spells squared, plus the price of any expensive spell focuses.

**Spell Staff of Life and Death:** This marble staff glows when held near living creatures, and blackens when held near undead. It allows use of the following spells:

- *Animate dead* (7 MP)
- *Death knell* (5 MP)
- *Death ward* (9 MP)
- *Deathwatch* (3 MP)
- *Detect undead* (3 MP)
- *Raise dead* (11 MP)
- *Virtue* (1 MP)

Moderate conjuration; CL 9<sup>th</sup>; Craft Staff, *animate dead*, *deathknell*, *death ward*, *deathwatch*, *detect undead*, *raise dead*, *virtue*; Price 130,050 gp

## Spell Wands

A spell wand is a magic item that relies entirely on the abilities of its wielder, unlike a standard wand which is limited to 50 uses at a predetermined power level. 25% of randomly generated wands are spell wands, with 1d4 spells from the same subschool or with the same descriptor. A spell wand grants its wielder the ability to cast a specific spell of up to 4th level, but instead of using charges the wand requires its wielder to spend his own MP.

Spell wands tend to be more ornate than standard wands, as they are built to last. A spell wand is 6 to 24 inches long and about half an inch thick. Most spell wands are made of precious metals, such as gold or silver, and are ornately detailed with carvings and precious gems. A typical spell wand has AC 7, 10 hit points, hardness 5, and a break DC of 20. Spell wands weigh at least one pound.

Unlike a wand, a spell wand is not activated; the wielder simply casts the spell while holding it in one hand. A spell wand is not a spell trigger item, and its wielder is under all the normal considerations for spellcasting. If the spell has somatic components, waving the wand is sufficient to meet this requirement, allowing the wielder to hold a weapon or material component in his free hand. If the spell has expensive material components or experience components, the caster must expend these each time the spell is cast. If the spell has an expensive focus, it is usually built into the wand and added to the base price. The spell is cast using its wielder's caster level (even if the wielder would normally be incapable of casting the spell) or 1/2 the character's level, whichever is greater.

Spell wands are ornately decorated. Roll d%. A 01 indicates the wand is intelligent. 02-31 result indicates the spell wand is plain metal, and 32-100 indicates the wand's purpose is fairly obvious (a spell wand of *fireball* would be an ivory rod with flickering red gems). Spell wands require the Craft Wand item creation feat.

A spell wand's base price is 300 gp times its spell's MP cost squared, plus the price of any expensive spell focuses needed for the spell. A spell wand may hold multiple spells, in the same manner as a spell scroll, in which case its price is 300 gp times its strongest spell's MP cost squared plus 150 gp times the total MP cost squared of all its other spells. Such a spell wand may hold any number of spells of up to 4th level, but all spells must be from the same spell school and spell list. When

determining the base price of a spell wand with multiple spells, use the total MP cost of all of its spells.

The following are example spell wands, a spellcaster can create a spell wand with whatever abilities he wishes.

**Healing Wand:** This polished wooden rod is etched with green runes. It grants its wielder the ability to cast *cure minor wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, and *cure critical wounds* at his caster level or ½ his level.

Weak evocation; CL 7<sup>th</sup>; Craft Wand, *cure minor wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *cure critical wounds*; 53,100 gp

**Fire Wand:** This white rod has a cluster of rubies set into a knob at its tip. It grants its wielder the ability to cast *burning hands*, *scorching ray*, and *fireball* at his caster level or ½ his level.

Weak evocation; CL 5<sup>th</sup>; Craft Wand, *burning hands*, *scorching ray*, *fireball*; 24,300 gp

## Weapons

Heroes are not great for the equipment they use. Heroes are great for their natural abilities. A fencer will use a sword in combat, and he may have had the sword enchanted to slice through any material, but the bottom line is that the fencer would be just as heroic with a stick due to his natural abilities.

DMs should consider quality over quantity with equipment. Instead of the "golf bag" of weapons, a character should have one good weapon that he always uses. In fact, many great heroes don't use weapons, relying on what they were born with instead.

Simple Weapons	Cost	Damage (Sml)	Damage (Med)	Critical	Range Inc	Weight	Type
Light Melee							
Throwing Mallet	4 gp	1d3	1d4	x2	10'	2 lb	Blud
One-Handed Melee							
Shiv	5 sp	1d2	1d3	x4	-	1 lb	Pierc
Stun gun	10 gp	1d2	1d3	-	-	1 lb	Elec
Two-Handed Melee							
Mallet	35 gp	1d6	1d8	x3	10'	4 lb	Blud
Ranged							
Shell				x2			Blud
Soft Shell	500 gp	1d3	1d4		30'	25 lb	
Light Shell	1000 gp	1d4	1d6		20'	50 lbs	

Table 6-2: Weapons							
Heavy Shell	2000 gp	1d6	1d8		15'	100 lbs	
Taser	15 gp	1d3	1d4	-	5'	2 lb	Elec
Martial Weapons	Cost	Damage (Sml)	Damage (Med)	Critical	Range Inc	Weight	Type
Light Melee							
One-Handed Melee							
Two-Handed Melee							
Steel Staff	10 gp	1d6/1d6	1d8/1d8	x2	-	4 lb	Blud
Greathammer	25 gp	1d10	2d6	x3	-	10 lb	Blud
Ranged							
Boomerang	-	1d2	1d3	X2	10'	1 lb	Blud
Exotic Weapons	Cost	Damage (Sml)	Damage (Med)	Critical	Range Inc	Weight	Type
Light Melee							
Claw	20 gp	1d4	1d6	X3	-	1 lb	Blud Slash and Pierc
Goomba Skullcap	10 gp	1d4	1d6	19-20/x2	-	3 lb	Blud
Parasol	1 gp	1d4	1d6	x2	-	2 lb	Blud
One-Handed Melee							
Goomba Skullnail	15 gp	1d6	1d8	19-20/x2	-	6 lb	Blud and Pierc
Mallet	35 gp	1d8	1d10	x2	20'	4 lb	Blud
Two-Handed Melee							
Ball and Chain	25 gp	1d8	1d10	X2	-	25 lb	Blud and Pierc
Megahammer	75 gp	2d6	2d8	x3	-	20 lb	Blud
Harpoon	50 gp	1d10	2d6	x3	10'	15 lb	Pierc
Zweihander	100 gp	2d6	2d8	19-20/x2	-	10 lb	Slash
Ranged							
FLUDD	5,000 gp	1d4	1d6	x2	30'	10 lb (50 full)	Blud
Longrifle	300 gp	2d6	3d6	19-20/x2	200'	15 lb	Pierc
Bullets (20)	10 gp	-	-	-	-	1 lb	-
Pistol	100 gp	1d10	2d6	19-20/x2	150'	10 lb	Pierc
Bullets (20)	10 gp	-	-	-	-	1 lb	-
Pistol, six-shot	200 gp	1d10	2d6	19-20/x2	150'	12 lb	Pierc
Bullets (20)	10 gp	-	-	-	-	1 lb	-
Poltergust 3000	10,000 gp	special	special	-	special	20 lb	special
Shotgun	250 gp	special	special	x3	special	12 lb	Slash and pierc
Shells (20)	30 gp	-	-	-	-	2 lb	-

**Ball and Chain:** This heavy spiked sphere is attached to a long length of chain with numerous plates built into it to provide a good grip for gauntlet-clad hands. It has reach, allowing its wielder to strike opponents 10' away, and unlike a

normal reach weapon it can be used to strike adjacent foes. A ball and chain can be used to make trip attacks, and its wielder can choose to drop the chain to avoid being tripped on his own trip attempt.

**Boomerang:** This curved piece of wood is used for hunting small game. You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a boomerang. If you miss your target, the boomerang returns to your square at the start of your next action. You may make a DC 10 Dexterity check to catch it, otherwise it falls in your square.

**Claw:** This glove or gauntlet has numerous razors and spikes built into it, causing the wounds it leaves to be remarkably similar to those left by a mauling. A character wearing a claw cannot be disarmed.

**FLUDD:** The Flash Liquidizer Ultra Dousing Device is intended for use as a cleaning tool in hard-to-reach areas, but works quite well in combat too. Its modular design accepts multiple nozzle heads for specialized functions, but its default is a simple spray nozzle. The FLUDD must be strapped on to be properly used, taking up the same equipment slot and imposing the same penalties as scale mail without granting any Defense, but the wielder does not need to draw it and can keep both hands free as long as he isn't firing. The FLUDD carries 5 gallons of its own ammunition, water, and uses one gallon each time it is fired. The wielder may refill 2 gallons as a swift action while submerged in water. The FLUDD deals nonlethal damage, but its wielder may take a -4 penalty (in addition to the nonproficiency penalty for not having the Exotic Weapon Proficiency feat) to deal lethal damage with it. As a full-round action, a character may empty the FLUDD's tank in all directions in a 60' burst, dealing 1d4 points of nonlethal bludgeoning damage per gallon (1d3 for small wielders) to each creature in the effect. Creatures are not allowed a save to avoid this effect. Concentrated-fire can be exceedingly effective against creatures that can be broken up or smothered. The FLUDD typically deals 3d6 points of lethal damage (2d6 for small wielders) to oozes, swarms, and other dispersible or dousable creatures, though the exact effects are up to the DM.

**Greathammer:** This weapon is a relatively new invention. It is unknown why such a simplistic, logical progression of the light hammer and war hammer was never created up until now, as it is an obvious improvement over the cumbersome greatclub (besides its cost). This weapon may be thrown.



**Harpoon:** This massive spear requires a Strength score of 13 or higher to use at all, even for a character proficient with it. This is a reach weapon, and it can also be thrown.

**Longrifle:** A longrifle is a single-round high-powered gunpowder weapon, which operates in the same manner as a heavy crossbow.

**Mallet:** A mallet is too large to use in one hand without special training; thus, it is an exotic weapon. A character with a Strength score of 13 or higher can use a mallet two-handed as a simple weapon.

**Megahammer:** This massive hammer requires a Strength score of 13 or higher to use at all, even for a character proficient with it.

**Parasol:** If you take the Exotic Weapon Proficiency feat for the parasol, you gain a +2 shield bonus to AC while wielding it and may choose to wield it as a light weapon (though you still must wield it in both hands). Otherwise, it is treated as an improvised club.

As a standard action, you may use a parasol to break a fall, and you may do so quickly enough to react to falling from any height. Doing so allows you to treat the fall as being 10' shorter.

As a full-round action, you may use a parasol to grant yourself total concealment (50% miss chance).

**Pistol:** A pistol is a single-round gunpowder weapon, which operates in the same manner as a light crossbow.

**Pistol, Six-Shot:** This improved model of a standard pistol can be loaded with up to six bullets, as a repeating crossbow, but each bullet must be loaded separately. An empty six-shot requires 3 rounds to fully load.

**Poltergust 3000:** The Poltergust can be used as a standard action to create a *gust of wind* effect for five rounds per minute, which can be spread throughout the minute as the wielder sees fit. Instead of a Fortitude DC, the effect uses an attack roll from the wielder each round as an opposed check. The Poltergust is an exotic weapon, and imposes a -4 nonproficiency penalty if the wielder is not proficient with it. The wielder may choose to have the effect go towards or away from himself. As a full-round action, a wielder proficient with the Poltergust 3000 may sweep a 180-degree area with the effect, but doing so does not damage, knock down, check, or move objects of Fine size or larger. If the Poltergust 3000 brings any creature into the wielder's square, the wielder may attempt to grapple it with a +4 equipment bonus, even if it is incorporeal or normally incapable of being

grappled. If the wielder succeeds on the grapple and the creature is not incorporeal, a swarm, or an ooze, the creature automatically becomes grappled (if possible) without taking damage. While grappling in such a manner, the wielder has a +4 equipment bonus to all checks and can make an opposed grapple check as an attack to throw the creature 1d6×5 feet in any direction. If the creature is incorporeal, a swarm, or an ooze (or generally shapeless and compressible), it must make another Fortitude save against a new attack roll or be trapped in the Poltergust's containment tank as though with an *imprisonment* spell. Some elementals can also be trapped in such a manner, specifically air, fire, and water elementals. The Poltergust can store up to 100 HD of creatures before it ceases functioning and must be cleaned manually (releasing every creature trapped inside) or emptied with special processing and capture equipment.

**Shell:** This two-handed weapon is the shell from a dead koopa, or a similar creature. Some koopa tribes practice use of the shells of their ancestors as weapons. A shell is never destroyed on a successful hit, instead falling 5' away from its target, or landing at the end of its range on a miss. Shells do not need to be sized for their wielders, and a character with the Exotic Weapon Proficiency (Shell) feat is proficient with shells of all sizes. Shells can also be used as armor, described in the armor section.

**Shiv:** This crude instrument is somewhere between a dagger and a short sword, designed to put a good amount of force on a single point. It is favored by tribal cultures for ceremonial use, and by ne'er-dowells for its easy construction.

**Shotgun:** A shotgun is a single-round gunpowder weapon, meant for close-range combat. When fired, the wielder makes an attack roll against every creature in a 50' cone. The weapon deals 5d6 damage at its closest if it hits, but it deals one die less of damage for every 10' between the wielder and his target. A shotgun operates in the same manner as a heavy crossbow.

**Skullcap, Goomba:** The Goomba Skullcap is considered a martial weapon for Goombas.

**Skullnail, Goomba:** See Goomba Skullcap

**Steel Staff:** A steel staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a steel staff in one hand can't use it as a double weapon, only one end

of the weapon can be used in any given round.

**Stun Gun:** Similar to a taser, this prod is used to disable individuals. On a successful melee attack, the target takes electricity damage. Defense granted by non-metal armor and natural armor applies against this damage. If the target suffers damage from this attack, it must make a Fortitude save (DC 15) or be paralyzed for 1d6 rounds. One used, a stun gun must be recharged to use again.

**Taser:** A taser uses spring-loaded darts to deliver an electrical current to a target. On a successful hit, the target takes electricity damage. Defense granted by non-metal armor and natural armor applies against this damage. If the target suffers damage from this attack, it must make a Fortitude save (DC 15) or be paralyzed for 1d6 rounds. Once used, a taser must be recharged to use again. A taser is treated as a thrown weapon for the purpose of determining its range.

**Zweihander:** This massive sword requires a Strength score of 13 or higher to use at all, even for a character proficient with it.

## Special Materials

The following are materials found in the Mushroom Kingdom.

**Bluesteel:** This durable alloy has a supernaturally defensive aura. Items made of bluesteel weigh three times as much as their normal counterparts, cost twice as much, and have twice as many hit points. Armor and shields made of bluesteel grant a +4 equipment bonus to Defense against rolls to confirm critical hits.

Bluesteel has hardness 8 and 60 hit points per inch of thickness.

**Cloud:** Cloudfolk build with clouds as easily as humans build with stone and mortar. Though there are as many different kinds of cloud as there are kinds of wood, the most common building cloud has hardness 2 and 12 hp per inch of thickness.

Weapons and armor made of cloud are light, but soft. Cloud weapons are the same as normal weapons of their type, but weigh half as much and have a -2 penalty to damage rolls. Cloud armor is the same as normal armor of its type, but it weighs half as much and has a -2 penalty to its Defense bonus. Shields made of cloud require such large amounts of material to remain effective as shields that they receive no significant bonuses.

**Plastic:** Cheap, but durable. Any weapon, shield, or suit of armor normally made of metal can be made of plastic instead. Plastic armor reduces its Defense bonus by 2, plastic shields reduce their AC bonus by 1, and plastic weapons suffer a -1 penalty to attack and a -2 penalty to damage. However, items made of plastic also weigh half as much. Plastic has hardness 3 and 20 hit points per inch of thickness.

**Redsteel:** This durable alloy has a supernaturally offensive aura. Items made of redsteel weigh twice as much as their normal counterparts, cost three times as much, and have twice as many hit points. Weapons made of redsteel grant a +4 equipment bonus to rolls to confirm critical hits. Redsteel has hardness 8 and 60 hit points per inch of thickness.

**Starmetal Alloy:** This ultra-dense metal reacts strongly to magical power, and is used as a steel alloy to create the finest arms on earth, and sometimes in the heavens. Starmetal weapons, shields, and armors always have enhancement bonuses based on their wielder's MP. This enhancement bonus is equal to the ratio of the wielder's MP to his level rounded down. If the wielder spends MP to augment an attack in such a manner that would cause the weapon's enhancement to drop, a starmetal weapon's enhancement does not drop until after the attack and damage rolls have been made. Weapons and armor made of starmetal alloy cost 10,000 gp more than their mundane counterparts, weigh five times as much, and have ten times as many hp. Starmetal weapons and armor cannot be enchanted unless they are used to create artifacts.

**Stipe:** Most architecture in the Mushroom Kingdom is composed of mycosculpture (mushrooms coaxed into growing into specific shapes). Two major breeds of giant mushroom are used for construction, one that grows well in dark, damp places, and one that has a bright, chlorophyll-filled cap that can thrive in wet, well-lit places. Mushroom walls have hardness 4 and 15 hit points per inch of thickness.

## Chapter 6: Magic

### Spells

The following spells do not function within the Mario D20 rules: align weapon, astral projection, blasphemy, bless weapon, chaos hammer, cloak of chaos, commune, detect chaos, detect evil, detect good, detect law, dictum, dispel chaos/evil/good/law, divination, holy aura, holy smite, holy sword, holy word, magic circle against chaos/evil/good/law, mordenkainen's lucubration (mage's lucubration), miracle, protection from chaos/evil/good/law, rary's mnemonic enhancer, shield of law, undetectable alignment, unholy aura, unholy blight, word of chaos.

Due to the lack of divine magic, alignment plays a very minor role in the Mario D20 Rules. Alignment descriptors and alignment-dependent effects of spells in the Player's Handbook should be ignored, several major alignment-based spells have been rewritten in this chapter for use with this consideration. DMs are encouraged to find better and more meaningful methods to define character personalities (like actually *developing* a character). The use of magic by characters is covered in the beginning of Classes chapter and under each class's description.

#### Acid Armor

Transmutation [Acid]

**Level:** Mage 4, Nature Mage 4, Wind/Water 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

You melt your body slightly, making yourself harder to injure. This grants you a +2 cumulative natural armor bonus to Defense, or your existing natural armor bonus gains a cumulative +2 enhancement bonus to Defense. You also gain 25% fortification against critical hits, or your existing fortification increases by 25%. Finally, you gain fire resistance 5 or your existing fire resistance increases by 5.

However, you also suffer a cumulative -4 penalty to Strength and a -2 penalty to Dexterity, though this spell cannot reduce an ability score below 0.

All of the effects of this spell are cumulative.

#### Acid Hurl

Evocation

**Level:** Mage 2, Wind/Water 2

**Components:** V, S

**Casting Time:** 1 attack

**Range:** See text

**Effect:** One ranged touch attack

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You conjure a ball of acid in one hand, which can be thrown at your enemies. The ball is thrown as a thrown weapon with a range increment of 10', dealing 1d8+Int mod damage on a successful touch attack (Healers can use their Wisdom modifier for this). You may use this spell as part of or all of two-weapon fighting or a full attack, casting it separately for each attack.

#### Air Morph

Transmutation [Air]

**Level:** Mage 8, Wind/Water 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/caster level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target of the spell gains the air subtype and a fly speed of 120' with a maneuverability of Perfect.

*Material Component:* A piece of skin, bit of nail, or scale from a creature with the air subtype.

#### Astonish

Illusion (Figment) [Mind-Affecting]

**Level:** Mage 0, Royal 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None, see text

**Spell Resistance:** Yes

You flash a brief image of your choosing before the target. This is sufficient to distract a character who is casting a spell or concentrating on a skill, forcing a Concentration check (DC equal to what this spell's save DC would be plus the level of the spell being cast). If you choose an image of particular importance to the target, such as a loved one in peril or a creature or object that it bears strong hatred or fear towards, the target suffers a -4 penalty to its Concentration check.

Aurora Flash  
Enchantment (Compulsion) [Mind-Affecting]

**Level:** Mage 4, Royal 4

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Personal

**Effect:** 120' burst centered on the caster

**Duration:** 1 min/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You create a bright, hypnotic flash, causing all creatures that can see you to fall into a deep slumber. You may specify one creature per caster level to not be affected. This effect is identical to the *sleep* spell, but it affects 2 HD per caster level and creatures of up to 8 Hit Dice.

*Material Component:* A pinch of powdered crystals.

Baton Pass

Conjuration (Teleportation)

**Level:** Mage 2, Royal 2, Spellblade 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 levels)

**Target:** You and one ally within range, or any two allies in range; see text

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. You can bring along objects up to your maximum load, but not other creatures.

A spellblade can cast this spell to swap positions with an ally, but not to swap the positions of two allies.

*Focus:* A stick.

Bide

Abjuration [Force]

**Level:** Defense 2, Mage 2, Spellblade 2

**Components:** V, S, F

**Casting Time:** 1 standard action, see text

**Duration:** Concentration, see text

**Range:** 30'-radius burst, centered on caster

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You absorb damage dealt to you and release it in a focused blast. You automatically succeed on any Concentration checks to cast this spell, and provoke an attack of opportunity every round you concentrate on it. When you cease concentrating,

this spell deals twice the amount of lethal damage plus exactly the amount of nonlethal damage that you suffered while casting and concentrating on it (after Defense, DR, and energy resistance). The damage dealt by this spell is lethal damage, and you are not affected by it.

*Focus:* A small battery.

Bubble, Lesser

Conjuration [Water]

**Level:** Mage 1, Wind/Water 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 levels)

**Effect:** Ranged touch attack

**Duration:** Instantaneous

**Saving Throw:** Ref half

**Spell Resistance:** Yes

You create a globe of high-pressure water, or air if you cast this spell underwater, and throw it at a target. This spell deals 1d6 points of bludgeoning damage per caster level (to a maximum of 5d6, Reflex save for ½) on a successful touch attack and 1 point of damage to every creature adjacent to the target (including the target, Reflex negates), even if the touch attack misses. Every creature affected by this spell only makes one save, regardless of how it is affected by it.

*Material Component:* A loop of string.

Bubble

Conjuration [Water]

**Level:** Mage 3, Wind/Water 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Target:** Up to fifteen creatures, no two of which can be more than 15' apart

**Duration:** Instantaneous

**Saving Throw:** Ref half, see text

**Spell Resistance:** Yes

You create many globes of high-pressure water, or air if you cast this spell underwater, and direct them to fly at multiple targets. This spell creates one globe per caster level, up to 10 globes, each dealing 1d6 points of bludgeoning damage (Reflex save for ½), in addition to one point of damage to its target and every creature adjacent to it (Reflex negates). You may shoot these globes to hit one target or multiple targets. Each creature only makes one save, regardless of how it takes damage from this spell.

*Material Component:* A loop of string.

### Bubble, Greater

Conjuration [Water]

**Level:** Mage 5, Wind/Water 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Effect:** 5'-diameter globe

**Duration:** 1 round/level (D)

**Saving Throw:** Ref half, see text

**Spell Resistance:** Yes

You create a single globe of high-pressure water, or air if you cast this spell underwater, and direct it. The globe moves at 30' per round, can ascend or jump up to 30' to strike a target, and can float in three dimensions if cast underwater. If it enters a space with a creature, it stops moving for the round and deals 5d6 points of bludgeoning damage to that creature, though a successful Reflex save negates that damage. The globe rolls over barriers less than 4' tall and squeezes through spaces more than 2' wide.

The globe moves as long as you actively direct it (a move action); otherwise it merely stays at rest. Each time it is attacked (considered an object with hardness 0, AC 5), you must make a caster level check against the damage dealt to it or the spell ends. The sphere is resilient and massive, but it does not deal damage by simply occupying a square, and it cannot gain enough momentum to deal damage to a creature if it starts the round in the same square as it. It cannot push aside unwilling creatures or batter down large obstacles. The spell's effect ends if it exceeds the spell's range.

When the spell ends (through you dismissing it, directing it to leave the spell range, or after the duration ends) the globe "pops", dealing 1d6 points of bludgeoning damage per caster level (to a maximum of 15d6) to all creatures within 20' of it (Reflex save for ½ damage), and 1 point of damage per caster level (to a maximum of 15 points of damage) to all creatures within 40' of it (Reflex negates). Each affected creature only makes one save regardless of how it takes damage.

*Material Component:* A loop of string.

### Cold Morph

Transmutation [Cold]

**Level:** Mage 4, Wind/Water 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/caster level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target of the spell gains the cold subtype, granting it immunity to cold damage and fire vulnerability.

*Material Component:* A piece of skin, bit of nail, or scale from a monster with the cold subtype.

### Diamond Saw

Conjuration [Cold]

**Level:** Mage 6, Wind/Water 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Effect:** One disc

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (see text)

You throw a 5'-diameter serrated wheel of ice at a creature, dealing 1d6 points of damage per caster level (maximum 20d6) on a successful ranged touch attack. Half of the damage is cold and the other half is slashing. Creatures that successfully resist this spell do not take the cold damage. This spell deals quadruple damage on a critical hit.

*Material Component:* A paper snowflake.

### Dimension Tip

Conjuration (Teleportation)

**Level:** Mage 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One Medium-sized or smaller creature, or one object weighing 300 lbs or less

**Duration:** 1 round/level; see text

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You tip the target out of the standard dimensional plane, trapping him outside of the normal universe. From the subject's point of view, he suddenly becomes detached and unable to interact with objects and creatures in the world for the duration, though he can still see a fuzzy representation of his surroundings. He can hear what is happening in reality, walk on terrain and large objects, and interact with his equipment and himself normally. He can even pass through creatures and any object of his size or smaller, though forces and environmental effects still harm and hinder him. He can only guess at the locations of objects and creatures he can pass through, and he cannot interact with reality in any manner.

If more than one creature is dimension tipped at the same time, even by different spells or casters, each

creature can clearly see and interact normally with other dimension tipped creatures and objects.

In each round of the target's turn, he is allowed a DC 15 Wisdom check to end the spell. He returns at the beginning his next action if successful, and can act normally then.

If the space the target returns to is occupied upon his return to reality, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary. Magical divinations cannot detect or find an affected creature or object unless they work across planes. A targeted *dispel* cast in the space a target is currently perpendicular to will bring him back. A *true seeing* effect reveals the exact location of an affected creature for this purpose.

At caster level 7<sup>th</sup>, you can affect a Large or smaller creature and up to 600 lbs. At 9<sup>th</sup>, you can affect Huge or smaller creatures and up to 1200 lbs.

*Material Component:* A slip of paper.

#### Dimension Tip, Mass

Conjuration (Teleportation)

**Level:** Mage 5

**Range:** Close

**Target:** One Medium-sized or smaller creature, or object weighing no more than 300 lbs, per caster level

As *dimension tip*, except as noted here. Creatures make their Wisdom checks individually to return themselves to reality.

At caster level 11<sup>th</sup>, you can affect Large or smaller creatures and up to 600 lbs per object. At 13<sup>th</sup>, you can affect Huge or smaller creatures and up to 1200 lbs per object.

#### Dimensional Banishment

Conjuration (Teleportation)

**Level:** Mage 6

**Range:** Touch

**Target:** One Medium-sized or smaller creature, or one object weighing 300 lbs or less

**Duration:** Permanent; see text

As *dimension tip*, except as noted here. The target is only allowed a single Wisdom check to escape the effect 24 hours after the spell is cast, after that he is forever trapped outside of reality.

At caster level 13<sup>th</sup>, you can affect Large or smaller creatures and up to 600 lbs per object. At 15<sup>th</sup>, you can affect Huge or smaller creatures and up to 1200 lbs per object.

#### Doom Desire

Necromancy

**Level:** Life/Death 2, Mage 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 levels)

**Effect:** Stationary point, see text

**Duration:** 2 rounds (D)

**Saving Throw:** Will half

**Spell Resistance:** Yes

You create a floating pinpoint of negative energy in the air. When this spell ends (but not if it is dismissed) it explodes silently, dealing 1d6 damage per caster level (to a maximum of 5d6) to all creatures in a 20'-radius burst.

*Material Component:* A broken blade.

#### Dream Eater

Necromancy [Mind-Affecting]

**Level:** Mage 1, Royal 1

**Components:** S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 levels)

**Target:** One sleeping creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** No

You consume dreamstuff from the target's subconscious. The target takes 1d6 points of damage per caster level, to a maximum of 5d6, and you heal the same amount. If this spell reduces the target below 0 hp, you instead heal a number of hit points equal to its current hit point total (to a minimum of 0).

*Material Component:* A copper needle.

#### Earth Morph

Transmutation [Earth]

**Level:** Earth/Fire 8, Mage 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/caster level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target of the spell gains the earth subtype, tremorsense 30', a burrow speed equal to its base land speed, and the earth glide trait (allowing it to pass through earth and stone as easily as water without leaving a trace).

*Material Component:* A piece of skin, bit of nail, or scale from a creature with the earth subtype.

#### Electrify

Abjuration [Electricity]

**Level:** Mage 3, Wind/Water 3  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Target:** One creature (see text)

**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

You charge the target with electricity, making him dangerous to touch. Each round, the first creature to hit the target with a melee attack suffers 4d6 points of electricity damage.  
*Material Component:* A doorknob.

#### Electrowhip

Evocation [Electricity]  
**Level:** Mage 4, Wind/Water 5

**Components:** V, S, M  
**Range:** Close (25' + 5'/2 levels)  
**Effect:** Ranged touch attack

**Duration:** 1 round/level; see text  
**Saving Throw:** Reflex partial, see text  
**Spell Resistance:** Yes

You produce a constant stream of electricity from one hand, and can lash out with it as an attack during the spell's duration. Each time you hit a creature with it, you deal 1d6 points of electricity damage per 2 caster levels, to a maximum of 5d6. Creatures damaged by this spell must make a Reflex save or be sickened for one round.

*Material Component:* A small chip of quartz.

#### Encore

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Mage 1, Royal 1  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Medium (100' + 10'/level)  
**Target:** One creature

**Duration:** 1 round  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

Your encouragement forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of MP, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

*Material Component:* A rose.

Enlarge Person, Improved  
Transmutation

**Level:** Mage 3, Royal 3, Spellblade 3

This spell functions as *enlarge person* except as noted above. The target's height triples and its weight is multiplied by 27. This increase changes the creature's size category by two steps. The target gains a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a -2 penalty to attack rolls and AC due to its increased size. If a Large humanoid's size increases to Gargantuan, its penalties to attack and AC are each -3 instead.

*Improved enlarge person* counters and dispels *reduce person* and *improved reduce person*.

*Improved enlarge person* can be made permanent with a *permanency* spell for the SP of a CR 3 encounter (1,000 XP).

Enlarge Person, Greater  
Transmutation

**Level:** Mage 5, Royal 5

This spell functions as *enlarge person* except as noted above. The target's height quadruples and its weight is multiplied by 64. This increase changes the creature's size category by three steps. The target gains a +6 size bonus to Strength, a -6 size penalty to Dexterity (to a minimum of 1), and a -4 penalty to attack rolls and AC due to its increased size. If a Large humanoid's size increases to Colossal, its penalties to attack and AC are each -7 instead. If a Small humanoid's size increases to Huge, its penalties to attack and AC are each -3 instead.

*Greater enlarge person* counters and dispels *reduce person*, *improved reduce person*, and *greater reduce person*.

*Greater enlarge person* can be made permanent with a *permanency* spell for the SP of a CR 7 monster (2,000 XP).

Enlarge Person, Superior  
Transmutation

**Level:** Mage 7

**Target:** One humanoid creature of Medium size or smaller

This spell functions as *enlarge person* except as noted above. The target's height is multiplied by 6 and its weight is multiplied by 216. This increase changes the creature's size category by four steps. The target gains a +8 size bonus to Strength, a -8 size penalty to Dexterity (to a minimum of 1), and a -8 penalty to attack rolls and AC due to its increased size. If a Small humanoid's size increases to Gargantuan, its penalties to attack and AC are each -5 instead.

*Superior enlarge person* counters and dispels

*reduce person, improved reduce person, greater reduce person, and superior reduce person.* Superior *enlarge person* can be made permanent with a *permanency* spell for the SP of a CR 13 monster (4,000 XP).

#### Fire Hurl

Evocation [Fire]

**Level:** Earth/Fire 2, Mage 2

**Components:** V, S

**Casting Time:** 1 attack

**Range:** See text

**Effect:** One ranged touch attack

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You conjure a ball of flame in one hand, which can be thrown at your enemies. The ball is thrown as a thrown weapon with a range increment of 10', dealing 1d8+Int mod damage on a successful touch attack (Healers can use their Wisdom modifier for this). You may use this spell as part of or all of two-weapon fighting or a full attack, casting it separately for each attack.

#### Fire Morph

Transmutation [Fire]

**Level:** Earth/Fire 4, Mage 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/caster level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target of the spell gains the fire subtype, granting it immunity to fire damage and cold vulnerability.

*Material Component:* A piece of skin, bit of nail, or scale from a monster with the fire subtype.

#### Flame Whip

Evocation [Fire]

**Level:** Mage 4, Earth/Fire 5

**Components:** V, S, M

**Range:** Close (25' + 5'/2 levels)

**Effect:** Ranged touch attack

**Duration:** 1 round/level; see text

**Saving Throw:** Reflex partial, see text

**Spell Resistance:** Yes

You produce a constant stream of flame from one hand, and can lash out with it as an attack during the spell's duration. Each time you hit a creature with it, you deal 1d6 points of fire damage per 2

caster levels, to a maximum of 5d6. Creatures and objects damaged by this spell must make a Reflex save or catch on fire, and must beat the spell's Reflex DC to extinguish themselves. Fires started by this spell do not end when its duration ends.

*Material Component:* A small chip of ruby.

#### Flutter Hush

Enchantment (Compulsion) [Mind-affecting]

**Level:** Mage 3, Royal 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of the spell is rendered mute, incapable of speaking, activating items with command words, and casting spells with verbal components.

*Material Component:* A bird's flight feather.

#### Force Screen

Abjuration

**Level:** Defense 3, Mage 3, Royal 3, Spellblade 3

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Personal

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** None

You project a field of improbability around yourself, making a fleeting protective shield. You gain a +4 deflection bonus to AC. For every 4 caster levels beyond 5<sup>th</sup>, the deflection bonus increases by +1, to a maximum of +8 at 21<sup>st</sup>.

You can manifest this spell instantly, quickly enough to gain its benefits in an emergency. You can cast this spell even when it's not your turn, however you must cast it prior to your opponent's attack roll to gain its benefit against that attack.

#### Hex

Necromancy

**Level:** Royal 5, Mage 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You place a curse on the subject. Choose one of the following three effects.



- -6 decrease to all six ability scores (minimum 1)
- -10 penalty to attack rolls, saves, ability checks, and skill checks
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no action

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, or *wish* spell.

*Hex* counters and dispels *break enchantment*.

### Hyper Beam

Evocation [Force]

**Level:** Mage 7

**Components:** V, S, M

**Casting Time:** 1 full-round action

**Range:** Medium (100' + 10'/level)

**Effect:** Line plus spread

**Duration:** Instantaneous; see text

**Saving Throw:** None

**Spell Resistance:** Yes

You charge up a dangerous quantity of energy and release it in a wide beam. This spell's effect is a line plus a 5'-radius spread from every point on that line. Affected creatures take 1d6 points of damage per caster level, to a maximum of 20d6.

You are immune to the damage dealt by this spell. If this spell's burst effect destroys a barrier, the line effect continues through unimpeded.

You are stunned until the end of your next turn after casting this spell.

*Material Component:* A clove of garlic.

### Incorporeal Morph

Transmutation

**Level:** Life/Death 8, Mage 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/caster level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target of the spell gains the incorporeal subtype, and all of its equipment become incorporeal. It gains no benefit from armor, natural armor, and shields, but it does benefit from deflection bonuses and force effects. It gains a deflection bonus to AC equal to its Charisma modifier, to a minimum of +1. Its Strength score becomes null, so its Dexterity score applies to all attack rolls and it gains no Strength bonus to damage rolls. Any equipment separated from the

creature becomes corporeal when the spell ends. The creature's nonvisual senses are ineffective except against other incorporeal creatures.

While incorporeal, the creature can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for positive energy, negative energy, force effects such as magic missile, or attacks made with ghost touch weapons). If the creature is undead, holy water has a 50% chance to affect it.

The creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is bigger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect. An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

*Material Component:* A bone, bit of skin, or powder from an undead creature.

### Inflation

Transmutation [Air]

**Level:** Mage 3, Wind/Water 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You transmute the target's body and equipment into a balloon shape. The target's size increases by one category, it suffers a -6 penalty to Strength and Dexterity (to a minimum of 1), and it gains DR 10/piercing. This size increase does not change the target's reach. The target loses all movement modes it had and gains a fly speed of 10' with a maneuverability of clumsy. The target is considered to be two size categories smaller than its original size for the purpose of being pushed back by winds, and it becomes buoyant in water, floating upwards at a rate of 60'/round if submerged. The target's abilities are otherwise unchanged, and it can act normally.

*Focus:* An air pump.

### Ink Bubble

Conjuration [Water]

**Level:** Mage 2, Wind/Water 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5/2 levels)

**Effect:** Ranged touch attack

**Duration:** Instantaneous, see text

**Saving Throw:** Ref half, Fort negates (see text)

**Spell Resistance:** Yes

You create a globe of high-pressure ink, or smoke if you cast this spell underwater, and throw it at a target. This spell deals 1d6 points of bludgeoning damage per caster level (to a maximum of 10d6, Reflex ½) on a successful touch attack and 1 point of damage to every creature adjacent to the target (including the target, Reflex negates), even if the touch attack misses. Every creature affected by this spell only makes one Reflex save, regardless of how it is affected by this spell. On a successful hit, the target must make a Fortitude save or be blinded for 1 minute per caster level.

*Material Component:* A loop of string and a bottle.

### Kuribo's Tread

Transmutation

**Level:** Mage 3, Spellblade 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates (harmless); see text

**Spell Resistance:** Yes

You greatly enlarge the target's feet and toughen them. The target becomes immune to caltrops and similar ground-based attacks, and suffers no penalty moving over difficult terrain. The target suffers a -4 penalty to Climb and Tumble checks.

For the duration of this spell, the target can also trample opponents. As a full-round action, the target can move up to twice its speed and literally run over any opponent of its size category or smaller merely by moving into its space, provided it enters all squares the opponent occupies (if it does not, the affected creature may make an attack of opportunity at a -4 penalty). If the target ends its space in an opponent's space, it moves back along its movement until to the last location it could occupy, or to the nearest open location, whichever is closer.

Trampled creatures suffer damage as a mace of the target's size, plus 1-½ the target's Strength modifier. Affected creatures are allowed either an attack of opportunity against the target at a -4 penalty, or a Reflex save for ½ damage (DC 13 + target's Str mod) at their option. A creature can only be trampled by the same target once per round

*Material Component:* The sole of a shoe.

### Mage Shell

Abjuration

**Level:** Defense 1, Mage 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

An invisible but tangible field of force surrounds the subject of a mage shell spell, providing a +4 armor bonus to Defense.

Unlike mundane armor, mage shell entails no armor check penalty, spell failure chance, or speed reduction. Since mage shell is made of force, incorporeal creatures can't bypass it the way they do normal armor.

*Focus:* A piece of cured leather.

### Magic Circle

Abjuration

**Level:** Defense 3, Mage 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** 10-ft.-radius emanation from touched

creature

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No; see text

All creatures within the area gain the effects of a *protection* spell, and no summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle* can be focused inward rather than outward. When focused inward, the spell binds a called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and

requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection* and vice versa.

This spell replaces *magic circle against good/evil/law/chaos*.

**Material Component:** A little powdered silver with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

Mana Gift, Lesser

Evocation

**Level:** Mage 1, Healer 1, Royal 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 1 minute; see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

The target gains 1d4 temporary MP. These last for 1 minute or until used. These MP cannot be used to cast lesser mana gift, *mana gift*, *mass mana gift*, or *greater mana gift*.

You cannot target yourself with this spell, and temporary MP cannot be used to cast it.

**Focus:** A crystal rod worth 100 gp.

Mana Gift

Evocation

**Level:** Mage 3, Healer 3, Royal 3

As *lesser mana gift*, except as noted here.

The target gains 2d4 temporary MP.

### Mana Gift, Greater

Evocation

**Level:** Mage 5, Healer 5, Royal 5

As *lesser mana gift*, except as noted here.

The target gains 3d4 temporary MP.

### Mana Gift, Mass

Evocation

**Level:** Mage 6, Healer 6, Royal 6

**Range:** Close (25' + 5/2 levels)

**Target:** One creature per caster level

As *lesser mana gift*, except as noted here.

Each affected creature gains 2d4 temporary MP.

### Petal Curse

Transmutation

**Level:** Plant/Animal 5, Mage 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Target:** One creature or object

**Duration:** Permanent

**Saving Throw:** Fortitude negates, Will partial; see text

**Spell Resistance:** Yes

As *polymorph*, except the target and all of its equipment changes into a mushroom of the same size with Defense 5, a Strength and Dexterity score of 1, fast healing 1, and blindsense 30'. The target becomes immune to poison, sleep effects, paralysis, stunning, and critical hits. The target becomes rooted to the ground, but can be plucked in order to move it as a standard action with a DC 17 Strength check without provoking AoO. The target's weight remains unchanged. The creature can still gesture and cast spells with somatic components, but it is mute and cannot cast spells with verbal components.

If the target fails its Fortitude save, it must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and becomes an object. It still retains its class and level, as well as passive benefits deriving therefrom.

The creature remains a mushroom until a *polymorph* or *remove curse* spell is used to remove the effect.

A creature with the shapechanger subtype can revert to its natural form as a standard action if it succeeds on its Will save.

*Material Component:* A wilt shroom (1 sp).

### Petal Dance

Transmutation

**Level:** Plant/Animal 9, Mage 9

**Target:** One creature or object per caster level within a 40'-radius spread

This spell functions as *petal curse*, except as noted above.

### Power Leech

Necromancy [Mind-Affecting]

**Level:** Mage 4, Life/Death 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25' + 5/2 levels)

**Target:** Any creature

**Duration:** Concentration, up to 1 round/level; see text

**Saving Throw:** Will negates

**Power Resistance:** Yes

Your brow erupts with an arc of crackling dark energy that connects to your foe, draining it of 1d8 MP and adding 1 of those points to your own (unless that gain would cause you to exceed your maximum). The drain continues each round you maintain concentration while the target is within range. If the target is reduced to 0 MP, the spell ends.

Concentrating to maintain this spell is a full-round action instead of a standard action.

### Protection

Abjuration

**Level:** Defense 1, Mage 1, Spellblade 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No; see text

This spell wards a creature from attacks by violent creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures with intent to harm the target.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the

caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection* effect. If the *protection* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of intent.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

This spell replaces *protection from good/evil/law/chaos*.

**Material Component:** A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

### Reduce Person, Improved

Transmutation

**Level:** Mage 3, Royal 3, Spellblade 3

This spell functions as *reduce person* except as noted above. The target's height is reduced to one third, and its weight is divided by 27. This decrease changes the creature's size category by two steps. The target gains a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum of 1), and a +2 bonus to attack rolls and AC due to its reduced size. If a Small humanoid's size decreases to Diminutive, its bonuses to attack and AC are each +3 instead.

*Improved reduce person* counters and dispels *enlarge person* and *improved enlarge person*.

*Improved reduce person* can be made permanent with a *permanency* spell for the SP of a CR 3 monster (1,000 XP).

### Reduce Person, Greater

Transmutation

**Level:** Mage 5, Royal 5

This spell functions as *reduce person* except as noted above. The target's height is divided by 5 and its weight is divided by 125. This decrease changes the creature's size category by three steps. The target gains a +6 size bonus to Dexterity, a -6 size

penalty to Strength (to a minimum of 1), and a +4 bonus to attack rolls and AC due to its decreased size. If a Small humanoid's size decreases to Fine, its bonuses to attack and AC are each +7 instead. If a Large humanoid's size decreases to Tiny, its bonuses to attack and AC are each +3 instead.

*Greater reduce person* counters and dispels *enlarge person*, *improved enlarge person*, and *greater enlarge person*.

*Greater reduce person* can be made permanent with a *permanency* spell for the SP of a CR 7 monster (2,000 XP).

### Reduce Person, Superior

Transmutation

**Level:** Mage 7

**Target:** One humanoid creature of Medium size or larger

This spell functions as *reduce person* except as noted above. The target's height is divided by 10 and its weight is divided by 1,000. This decrease changes the creature's size category by four steps. The target gains a +8 size bonus to Dexterity, a -8 size penalty to Strength (to a minimum of 1), and a +8 bonus to attack rolls and AC due to its decreased size. If a Large humanoid's size decreases to Diminutive, its bonuses to attack and AC are each +5 instead.

*Superior reduce person* counters and dispels *enlarge person*, *improved enlarge person*, *greater enlarge person*, and *superior enlarge person*.

*Superior reduce person* can be made permanent with a *permanency* spell for the SP of a CR 13 monster (4,000 XP).

### S'crow Funk

Transmutation

**Level:** Mage 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 15'

**Area:** Cone-shaped burst

**Duration:** Instantaneous, see text

**Saving Throw:** Reflex negates, Fortitude negates, see text

**Spell Resistance:** Yes

You spray a poisonous mutative dust from your hands, causing all creatures who fail their Reflex saves to take 1 point of Dexterity drain (this ability drain is an instantaneous effect). All creatures who are affected by this Dexterity drain must make a Fortitude save or be transformed into scarecrows for one week per caster level. Afflicted creatures cannot perform any action involving an attack roll

(but can still make opposed rolls), take a -4 penalty to Dexterity, move at half speed, and take double damage from fire effects.

Creatures turned into scarecrows by this spell can have its effects dispelled by *remove curse* or *polymorph*. This does not cure the Dexterity drain.

#### Shadowbeam

Evocation [Darkness]

**Level:** Life/Death 7, Mage 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60'

**Area:** Line from your hand

**Duration:** 1 round/level or until all beams are exhausted

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** Yes

For the duration of this spell, you can use a standard action to evoke a blinding beam of intense darkness each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). This spell ends when its duration runs out or your allotment of beams is exhausted. Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures without darkvision or low-light vision take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

#### Shadowburst

Evocation [Darkness]

**Level:** Life/Death 8, Mage 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400' + 40'/level)

**Area:** 80'-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** Yes

Shadowburst causes a globe of freezing darkness to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. Creatures without darkvision or low-light vision take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

Shadowburst dispels any light spells of lower than 9th level within its area.

*Material Component:* A piece of moonstone and a velvet cloth.

#### Showdown

Conjuration (Teleportation)

**Level:** Mage 4, Royal 4, Spellblade 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 levels)

**Target:** One willing creature and another creature, neither of which can be larger than Medium-sized

**Duration:** 1 round/level; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

If both targets fail to resist this spell (either with a successful saving throw or spell resistance), they are shunted into a dimensional subspace, as *dimension tip*. The spell ends if either target makes a successful Wisdom check, but either target may choose to forego the check. If either of the targets falls unconscious or dies, the spell ends.

When a spellblade casts this spell, he can only target himself as a willing creature.

*Material Component:* A handkerchief.

#### Sidestep Warp

Conjuration (Teleportation)

**Level:** Mage 2, Defense 3

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Personal

**Duration:** Instantaneous

You immediately teleport yourself and your possessions (up to a light load) 5' in any direction. You can cast this spell as an immediate action, quickly enough to react to an emergency. If there is nothing to support you in the space you enter, you immediately fall.

You can only perform a single move or standard action in the round after casting this spell.

#### Slide

Transmutation

**Level:** Air/Water 1, Mage 1, Royal 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** You or one willing creature or one unattended object (total weight up to 100 lb./level); see text

**Duration:** 1 min/level (D)

**Saving Throw:** None

**Power Resistance:** Yes (harmless, object)

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you cast this spell on yourself or another creature, the target magically retains its equilibrium. The slider's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.)

The target can slide up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the target's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you cast this spell on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

*Material Component:* A piece of soap

### Smite

Evocation

**Level:** Spellblade 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Area:** 20'-radius burst

**Duration:** 1 min./level (D)

**Saving Throw:** Will partial (see text)

**Spell Resistance:** No; see text

You draw down holy power to smite your enemies. Only creatures with harmful intent or no intent against the caster are affected; all creatures friendly to the caster are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each hostile creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an outsider, Will for ½ damage) and causes it to become blinded for 1 round, *slowed* for 1d6 rounds, sickened for 1d4 rounds, or dazed for one round at the caster's option (Will negates). A successful Will saving throw reduces damage to half and negates the secondary effect.

The spell deals only half damage to creatures who are indifferent to the caster, and they are not affected by the nondamaging effect. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

This spell replaces *chaos hammer*, *holy smite*, *order's wrath*, and *unholy smite*.

### Soften

Transmutation

**Level:** Mage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** 1 minute/level (D)

**Saving Throw:** Fortitude negates (object); see text

**Spell Resistance:** Yes

The target's component structure becomes softer.

Against creatures, this imposes a 1d4+1 penalty to the target's natural armor bonus to Defense. Against objects, this reduces their hardness by 1d4+1 and the armor bonus to Defense they offer (for a shield or suit of armor) by the same.

### Somaria's Cube

Conjuration (Creation)

**Level:** Mage 1, Earth/Fire 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 levels); see text

**Effect:** One 5' cube

**Duration:** 1 minute/level

**Spell Resistance:** Yes (see text)

**Saving Throw:** Reflex half (see text)

You summon a solid 5' cube into the target space. You may specify the color and texture of the cube, and you may choose to have your *arcane mark* appear on any of its surfaces, but it is otherwise identical to worked stone with hardness 8 and 5 hit points per caster level. The cube weighs 10,000 pounds, or five tons.

As a standard action, you may make the cube silently detonate, dealing 1d6 damage per caster level to all creatures adjacent to it. Any creative use of the block to deal damage (usually dropping it on an enemy) cannot deal more damage than this, and the cube is destroyed the instant it deals damage to anything.

*Material Component:* A flake of sandstone.

*Somaria's cube* can be made permanent with a *permanency* spell for the SP of a CR 2 monster (500 XP).

### Somaria's Cube Drop

Conjuration (Creation)

**Level:** Mage 3, Earth/Fire 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 levels, see text)

**Effect:** One 5' cube

**Duration:** 1 round (see text)

**Spell Resistance:** No

**Saving Throw:** Reflex negates (see text)

You summon a block to fall on a creature or object. The conjured block can be conjured into any point above the spell's range, even if that would put it out of the range of the spell. The block deals 1d6 damage for every 10' it falls, to a maximum of 1d6 per 2 caster levels. If a creature hit by the block fails its Reflex save, it must also make a DC 10 + Int mod (or Wis for a healer) Strength check or be pinned under rubble for the duration, unable to take

any actions that require movement.

#### Somaria's Cube Set

**Level:** Mage 3, Earth/Fire 3

**Range:** Medium (100' + 10'/level); see text

**Effect:** One 5' cube per caster level, to a maximum of 10 (S)

As *somaria's cube*, except as noted here. Each cube is detonated separately as a standard action. You may conjure cubes on top of each other, as though summoning them one at a time.

#### Star Drop, Least

Conjuration

**Level:** Mage 0, Royal 0, Earth/Fire 0

**Components:** V, S

**Casting Time:** 1 round

**Range:** Long (400' + 40'/level)

**Target:** One creature

**Duration:** Concentration, up to one round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

You tear star dust from the firmament to crash down on the head of your target. Each round on your action, the target takes 1 point of bludgeoning and piercing damage as a shard of astral material (glowing glass that becomes dull and worthless sand after one round) falls on him. The shards are treated as magic weapons for the purpose of overcoming Damage Reduction, but are affected by Defense normally.

This spell works indoors and underground. When cast at night under a clear sky, the target is not allowed a save to negate the damage.

#### Star Drop, Lesser

Conjuration

**Level:** Mage 1, Royal 2, Earth/Fire 2

**Components:** V, S

**Casting Time:** 1 round

**Range:** Long (400' + 40'/level)

**Target:** One creature

**Duration:** Concentration, up to one round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

You tear star shards from the firmament to crash down on the head of your target. Each round on your action, the target takes 1d6 points of bludgeoning and piercing damage plus 1 point of damage per caster level (to a maximum of 1d6 + 5) as a shard of astral material (glowing glass that becomes dull and worthless sand after one round) falls on him. The shards are treated as magic weapons for the purpose of overcoming Damage

Reduction, but are affected by Defense normally.

This spell works indoors and underground. When cast at night under a clear sky, the target is not allowed a save to negate the damage.

#### Star Drop

Conjuration

**Level:** Mage 3, Royal 4, Earth/Fire 4

**Components:** V, S

**Casting Time:** 1 round

**Range:** Long (400' + 40'/level)

**Target:** One creature per caster level, no two of which can be more than 30' apart

**Duration:** Concentration, up to one round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

You tear star pieces from the firmament to crash down on the heads of many targets. Each round on your action, each target takes 3d6 points of bludgeoning and piercing damage plus 1 point of damage per caster level (to a maximum of 3d6 + 10) as a shard of astral material (glowing glass that becomes dull and worthless sand after one round) falls on him. The shards are treated as magic weapons for the purpose of overcoming Damage Reduction, but are affected by Defense normally.

This spell works indoors and underground. When cast at night under a clear sky, the target is not allowed a save to negate the damage.

#### Star Drop, Greater

Conjuration

**Level:** Mage 5, Royal 6, Earth/Fire 6

**Components:** V, S

**Casting Time:** 1 round

**Range:** Long (400' + 40'/level)

**Effect:** 60'-radius cylinder

**Duration:** Concentration, up to one round/level

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** No

You tear stars from the firmament to crash down on the heads of many targets. Each round on your action, each target takes 7d6 points of bludgeoning and piercing damage plus 1 point of damage per caster level (to a maximum of 7d6 + 15) as a shard of astral material (glowing glass that becomes dull and worthless sand after one round) falls on him. The shards are treated as magic weapons for the purpose of overcoming Damage Reduction, but are affected by Defense normally.

This spell works indoors and underground. When cast at night under a clear sky, the target is not allowed a save to negate the damage.



Star Drop, Greatest  
Conjuration

**Level:** Mage 7, Royal 8, Earth/Fire 8

**Components:** V, S

**Casting Time:** 1 round

**Range:** Long (400' + 40'/level)

**Effect:** 60'-radius cylinder

**Duration:** Concentration, up to one round/level

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** No

You tear ancient stars from the firmament to crash down on the heads of many targets. Each round on your action, each target takes 7d6 points of bludgeoning and piercing damage plus 1 point of damage per caster level (to a maximum of 7d6 + 20) as a shard of astral material (glowing glass that becomes dull and worthless sand after one round) falls on him. The shards are treated as magic weapons for the purpose of overcoming Damage Reduction, but are affected by Defense normally.

This spell works indoors and underground. When cast at night under a clear sky, the target is not allowed a save to negate the damage.

Star's Rampage

Evocation

**Level:** Mage 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal (see text)

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** Will negates (object, see text)

**Spell Resistance:** Yes (object, see text)

Your body brims over with energy, causing you to become a near-invincible being of destruction. You gain a +4 enhancement bonus to attack rolls, skill checks, saving throws, and armor class. You also gain 50 temporary hit points, which go away when this spell ends.

In addition, you gain a natural touch attack dealing 1d6 points of damage per two caster levels, to a maximum of 15d6, though a Will saving throw negates this damage. You can use this touch attack in place of an attack. Any creature striking you with an unarmed strike, natural attack, or melee weapon must make a Fortitude save or be stunned for one round. Both effects allow spell resistance.

*Material Component:* A potion of *heroism*, which you drink (and whose effects are subsumed by the spell).

Static Electroshock

Evocation [Electricity]

**Level:** Mage 4, Wind/Water 5

**Components:** V, S, M

**Casting Time:** 1 round

**Effect:** 60' emanation centered on caster

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You surround yourself with a field of powerful electric current. Each round, all creatures within the spell's effect take 1d6 points of electricity damage for every 5' they move within the spell's effect. This damage is dealt all at once at the end of each creature's turn. The caster is not affected by this spell.

*Material Component:* A tuft of carpet and a doorknob.

Temporal Static

Transmutation

**Level:** Mage 1, Royal 1, Spellblade 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 caster levels)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of the spell experiences random fractures in its timeline for a few seconds, causing it to reroll its initiative. If cast on an object that has initiative-based effects, its initiative count changes.

*Focus:* A broken mirror.

Temporal Static, Beneficial

Transmutation

**Level:** Mage 2, Royal 2, Spellblade 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25' + 5'/2 caster levels)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of the spell experiences a fractured and extended timeline for a few seconds, changing its order in the initiative to be immediately after the caster's, allowing it to begin its next turn immediately. If cast on an object that has initiative-based effects, its initiative count changes.

The caster cannot cast this spell on himself.

*Focus:* A broken mirror.

Temporal Static, Detrimental

Transmutation

**Level:** Mage 2, Royal 2, Spellblade 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25' + 5/2 caster levels)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of the spell experiences a fractured and compressed timeline for a few seconds, changing its order in the initiative to be immediately before the caster's, effectively delaying its turn. If cast on an object that has initiative-based effects, its initiative count changes.

*Focus:* A broken mirror.

Time Bank, Lesser

Transmutation

**Level:** Mage 3, Royal 2, Spellblade 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25' + 5/2 levels)

**Duration:** 1 round/caster level

You "store" a few moments of time in an hourglass for later use while you cast this spell. You may have one such hourglass in existence at a time. For the spell's duration, the target of the spell may perform any standard action as a swift action (like casting a quickened spell). Doing so immediately ends the spell's effect.

Spellblades may only cast this spell with a range of personal.

*Focus:* An empty crystal hourglass worth 100 gp.

Time Bank

Transmutation

**Level:** Mage 5, Royal 3, Spellblade 3

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** Close (25' + 5/2 levels)

**Duration:** 1 round/caster level

You "store" a few moments of time in an hourglass for later use while you cast this spell. You may have one such hourglass in existence at a time. For the spell's duration, the target of this spell may perform a full round's worth of actions as an swift action (like casting a quickened spell). Doing so immediately ends the spell's effect.

Spellblades may only cast this spell with a range of personal.

*Focus:* An empty crystal hourglass worth 100 gp.

Time Bank, Greater

Transmutation

**Level:** Mage 6, Royal 4, Spellblade 4

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** Close (25' + 5/2 caster levels)

**Target:** One living creature

**Duration:** 1 round/caster level

You "store" a few moments of time in an hourglass for later use while you cast this spell. You may have one such hourglass in existence at a time. For the spell's duration, the target of the spell may perform a full round's worth of actions as an immediate action (like casting a quickened spell as an out-of-turn action). Doing so immediately ends the spell's effect.

*Focus:* An empty crystal hourglass worth 100 gp.

Tri-Attack

Evocation [Cold, Electricity, Fire]

**Level:** Mage 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Effect:** Ranged touch attack

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

You fire a chaotic combination of elemental energy from your fingertips. This deals 1d6 points of damage per caster level (to a maximum of 15d6), one third of which is fire damage, one third is cold damage, and one third is electricity damage. An affected creature must make a Fortitude save or be paralyzed for 1d4 rounds and a Reflex save or immediately catch fire (each round, the creature suffers 1d6 damage and must make a Reflex save against this spell's DC to extinguish the flames, it gains a +4 bonus to the save if it or an ally spends a full-round action trying to extinguish the flames).

Twilight Arc, Lesser

Evocation [Light, Darkness]

**Level:** Life/Death 1, Mage 1, Royal 1

**Components:** V, S

**Casting Time:** 1 standard action; see text

**Range:** Close (25' + 5/2 levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Reflex negates, Fortitude partial

**Spell Resistance:** Yes

You emit a coruscating arc of alternating light and darkness, dealing 1d6 points of damage per caster level (to a maximum of 5d6) and the target must make a Fortitude save or be dazzled (-1 to attack, Search, and Spot) for one round per caster level.

If an ally can cast *lesser twilight arc*, *twilight arc*, or *greater twilight arc* and the target is within range when you cast this spell, he may cast it as an immediate action to bolster you. *Lesser twilight arc* grants a +1 enhancement bonus to your caster level and a +1 enhancement bonus to the save DC. *Twilight arc* grants a +2 enhancement bonus to your caster level and a +2 enhancement bonus to the save DC. *Greater twilight arc* grants a +3 enhancement bonus to your caster level and a +3 enhancement bonus to the save DC.

#### Twilight Arc

Evocation [Light, Darkness]

**Level:** Life/Death 3, Mage 3, Royal 3

**Range:** Medium (100' + 10'/level)

**Duration:** Instantaneous, see text

**Saving Throw:** Reflex negates, Fortitude partial

As *lesser twilight arc*, but the spell deals 1d6 damage (to a maximum of 10d6) and the target must make a Fortitude save or be blinded for one round per caster level.

#### Twilight Arc, Greater

Evocation [Light, Darkness]

**Level:** Life/Death 5, Mage 5, Royal 5

**Range:** Long (400' + 40'/level)

**Duration:** Instantaneous, see text

**Saving Throw:** Reflex negates, Fortitude partial, Will partial

As *lesser twilight arc*, but the spell deals 1d6 damage (to a maximum of 15d6), the target must make a Fortitude save or be blinded for one round per caster level, and the target must make a Will save or be stunned for one round.

#### Undead Morph

Necromancy

**Level:** Life/Death 7, Mage 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living, corporeal creature

**Duration:** 1 hour/caster level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target of the spell becomes undead. Its type changes to undead, but it retains all of its original traits besides those noted here.

It loses its Constitution score, and uses its Charisma score for Concentration checks. It gains darkvision out to 60'. It gains immunity to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability

drain, energy drain, ability damage to physical ability scores, fatigue, and exhaustion. It becomes immune to any effect that requires a Fortitude save unless it works on objects or is harmless. It is not at risk of death from massive damage, but is destroyed if reduced to 0 hit points or lower. Negative energy heals it and positive energy harms it, though it still is healed by fast healing. The target does not need to breathe, eat, or sleep for the duration.

**Material Component:** A bone, bit of skin, or powder from an undead creature.

#### Valor

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Defense 3, Healer 3, Mage 3, Royal 2,

Spellblade 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Targets:** One willing living creature per three levels, no two of which may be more than 30' apart

**Duration:** Concentration, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell unbalances emotions in the caster's allies to strengthen them.

Each affected creature gains a +4 morale bonus to Constitution.

#### Vigor

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Defense 3, Mage 3, Royal 2, Spellblade 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Targets:** One willing living creature per three levels, no two of which may be more than 30' apart

**Duration:** Concentration, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell unbalances emotions in the caster's allies to make them tougher.

Each affected creature gains a +4 morale bonus to Strength.

#### Vim

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Defense 3, Mage 3, Royal 2, Spellblade 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100' + 10'/level)

**Targets:** One willing living creature per three levels, no two of which may be more than 30' apart

**Duration:** Concentration, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell unbalances emotions in the caster's allies to improve their reflexes.

Each affected creature gains a +4 morale bonus to Dexterity.

Viro Plasm

Necromancy

**Level:** Mage 6, Plant/Animal 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

You release a debilitating cocktail of toxins into the target's bloodstream with a successful melee touch attack. The poison deals 2d6 points of damage to the target's Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma scores immediately and even if the target succeeds on his first save he takes another 1d6 points of ability drain to all six ability scores one minute later (though you do not gain temporary hit points from the effect).

*Material Component:* A hornet's stinger.

Water Morph

Transmutation [Water]

**Level:** Mage 5, Wind/Water 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/caster level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The target of the spell gains the water subtype, the ability to breathe water, a +8 racial bonus to Swim checks, the ability to take 10 on all Swim checks, a swim speed at double its base land speed, and the ability to use the run action underwater.

*Material Component:* A piece of skin, bit of nail, or scale from a creature with the water subtype.

Zap Cannon

Evocation [Electricity]

**Level:** Mage 9

**Components:** V, S, M

**Casting Time:** 2 full-round actions

**Range:** Long (400' + 40'/level)

**Effect:** Line plus spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You charge up an insane amount of electricity and release it in a wide beam. This spell's effect is a line plus a 10'-radius spread from every point on that line. Affected creatures take 1d6 points of electricity damage per caster level, to a maximum of 25d6. All creatures damaged by this spell must make a Fortitude save or be paralyzed for 2d6 rounds.

You gain immunity to electricity during your action in the round that you finish casting this spell, and can fall 10' without harm. If this spell's burst effect destroys a barrier, the line effect continues through unimpeded.

*Material Component:* A firearm sight.

## Chapter 7: Creatures

This chapter uses the old stat block for general monster entries and the new stat block for specific monster entries. Every monster is statted out using the standard statistics block, then at different levels of advancement using the encounter block outlined below. Each power level is intended for use with level 1-5, 6-10, 11-15, and 16-20 parties respectively.

### Monsters

The following monsters from standard D&D products fit into the Mario D20 setting with little need for change: animals (all), animated object, assassin vine, dinosaurs (all), dire animals (all), giant eagle, elementals (all), funguses (all), ghost, golems (all), kraken, mimic, mummy, oozes (all), giant owl, shambling mound, shield guardian, shocker lizard, skeleton, spectre, swarms (all), tentaculos, vampire, vermin (all), will-o'-wisp, winter wolf, worg, zombie.

#### Revised Statistics Block

**SIZE TYPE (SUBTYPE)****Hit Dice:** #d### (# hp)**Magic Dice:** #d# (# mp)**Initiative:** +#**Speed:** ##'**Armor Class:** # (BREAKDOWN), touch #, flat-footed #**Defense:** #**Base Attack/Grapple:** +#/+#**Attack:** WEAPON +# melee/ranged (DAMAGE)**Full Attack:** WEAPON +# melee/ranged (DAMAGE)**Space/Reach:** #/#'**Special Attacks:** SPECIAL ATTACKS**Special Qualities:** SPECIAL QUALITIES**Saves:** Fort +#, Ref +#, Will +#**Abilities:** Str # Dex # Con # Int # Wis # Cha #**Skills:** SKILL MODIFIERS**Feats:** FEATS**Environment:** CLIMATE AND TERRAIN**Organization:** CREATURE GROUPS**Challenge Rating:** CR**Treasure:** TREASURE**Advancement:** HD ADVANCEMENT**Level Adjustment:** +#

#### Revised Encounter Block

**NAME** CR**RACE** CLASS**SIZE** TYPE (SUBTYPE)**Init** +#; Senses VISION, Listen +##, Spot +##**AC** ## (BREAKDOWN), touch ##, flat-footed ##**Defense** ##**Def Options** OPTIONS**hp** ## (## HD) **DR** ##**mp** ## (## MD) **AUGMENT LEVEL****Immune** IMMUNITIES**Resist** RESISTANCES**Fort** +## **Ref** +## **Will** +##**Weakness** WEAKNESSES**Speed** ##' (# squares)**Melee** **WEAPON** +##/+#  
(DAMAGE/CRITICAL)**Ranged** **WEAPON** +##/+#  
(DAMAGE/CRITICAL)**Space** #'; **Reach** #'**Base Atk** +#; **Grp** +#**Atk Options** OPTIONS**Special Actions** ABILITIES REQUIRING  
ACTIONS**Combat Stances** STANCES**Combat Gear** EQUIPMENT**Spells** (CL #):

2 - ...

1 - ...

0 - ...

**Abilities** Str ##, Dex ##, Con ##, Int ##, Wis ##,  
Cha ##**SA** SPECIAL ATTACKS**SQ** SPECIAL QUALITIES**Talents** TALENTS**Feats** FEATS**Ranks** SKILL RANKS**Skills** SKILLS WITH TOTAL MODIFIERS**Possessions** OTHER EQUIPMENT**ABILITY BREAKDOWNS**

Avaromorph  
**Small Monstrous Humanoid**  
**Hit Dice:** 2d8-2 (7 hp)  
**Magic Dice:** 2d4-4 (2 mp)  
**Initiative:** +5  
**Speed:** 30'  
**Armor Class:** 13 (+1 size, +1 class, +1 Dex), touch 13, flat-footed 11  
**Defense:** 0  
**Base Attack/Grapple:** +2/-1  
**Attack:** Sting +4 melee (1d6+1 piercing)  
**Full Attack:** Sting +4 melee (1d6+1 piercing)  
**Space/Reach:** 5'/5'  
**Special Attacks:** steal  
**Special Qualities:** metal scent  
**Saves:** Fort -1, Ref +4, Will +4  
**Abilities:** Str 12 Dex 13 Con 8 Int 7 Wis 13 Cha 6  
**Skills:** Listen +6  
**Feats:** Improved Initiative  
**Environment:** Any temperate  
**Organization:** Solitary, pair, or band (4-10)  
**Challenge Rating:** 1  
**Treasure:** Triple coins  
**Advancement:** By class  
**Level Adjustment:** -

Avaromorphs are a diverse set of animal-like monsters sharing a single trait: a love for treasure.

Spearhead CR 1  
Small Monstrous Humanoid  
**Init** +5; Senses metal scent, Listen +6, Spot +1  
  
**AC** 13 (+1 size, +1 class, +1 Dex), touch 13, flat-footed 11  
**Defense** 0  
**hp** 7 (2 HD)  
**mp** 2 (2 MD) 0  
**Fort** -1 **Ref** +4 **Will** +4  
  
**Speed** 30' (6 squares)  
**Melee sting** +4 (1d6+1 piercing)  
**Space** 5'; **Reach** 5'  
**Base Atk** +2; **Grp** -1  
**Special Actions** steal  
  
**Abilities** Str 12, Dex 13, Con 8, Int 7, Wis 13, Cha 6  
**Feats** Improved Initiative  
**Ranks** Listen 5  
**Skills** Listen +6

**Steal (Ex):** A spearhead can spend 2 MP and make an opposed grapple check as a full-round action to steal one item in an opponent's container.

Spearheads are green-skinned creatures with thorny noses which they use to defend themselves. Although petty scavengers, they greatly treasure valuables. They almost always fight with superior numbers.

### **Dangerous Duck CR 8**

Medium Monstrous Humanoid

**Init** +3; Senses metal scent, Listen +11, Spot +11

**AC** 17 (+3 Dex, +4 class), touch 17, flat-footed 10

**Defense** 2

**Def Options** counterattack

**hp** 20 (8 HD)

**mp** 36 (8 MD) 8

**Fort** +0 **Ref** +9 **Will** +6

**Speed** 20' (6 squares), fly 10' (average), swim 30'

**Melee bite** +8 (1d4 piercing)

**Ranged boomerang** +11 (1d3+2 bludgeoning) increment 10'

**Space** 5'; **Reach** 5'

**Base Atk** +8; **Grp** +8

**Atk Options** improved trip

**Combat Stances** combat expertise

**Combat Gear** 3 boomerangs

**Abilities** Str 11, Dex 16, Con 7, Int 14, Wis 11, Cha 7

**Talents** Mug, Counterattack, Improved Counterattack, Deadeye

**Feats** Heroic Monster, Combat Expertise, Improved Trip

**Ranks** Listen 11, Search 11, Spot 11, Swim 11

**Skills** Listen +11, Search +13, Spot +11, Swim +19

**Steal (Ex):** A dangerous duck can spend 2 MP and make an opposed grapple check as a full-round action to steal one item in an opponent's container. Before any rolls are made, it can spend an additional 2 MP to make a free melee attack against that opponent.

**Counterattack (Ex):** All attacks against a dangerous duck provoke an attack of opportunity from it.

**Improved Trip:** The dangerous duck does not provoke an attack of opportunity when tripping an opponent, and gains a +4 bonus to opposed Strength checks to trip an opponent.

### **Giant Spear Guy CR 13**

Huge Giant (Augmented Monstrous Humanoid)

**Init** +2; Senses low-light vision (x8 distance in low light), metal scent (x2 distance), Listen +23, Spot +3

**AC** 12 (-2 size, +6 class, -2 Dex), touch 12, flat-footed 6

**Defense** 9

**hp** 86 (17 HD)

**mp** 17 (17 MD) 17

**Fort** +10 **Ref** +6 **Will** +9

**Speed** 60' (12 squares)

**Melee longspear** +19 (4d6+12 piercing/x3)

**Space** 15'; **Reach** 15' (30' with spear)

**Base Atk** +13; **Grp** +28

**Special Actions** steal

**Abilities** Str 24, Dex 7, Con 12, Int 7, Wis 13, Cha 6

**Feats** Improved Initiative, Alertness, Heroic Monster, Improved Scent, Weapon Focus (longspear), Weapon Specialization (longspear)

**Ranks** Listen 20

**Skills** Listen +23

**Steal (Ex):** A giant spear guy can spend 2 MP and make an opposed grapple check as a full-round action to steal one item in an opponent's container.

**Improved Scent (Ex):** A giant spear guy's scent range is doubled, it gains a +2 bonus to Wisdom checks related to scent, and it can pinpoint unseen metal within 10'.

Giant spear guys are almost as lazy as they are greedy. They don't bother with mugging or intimidation (though carrying a thirty-foot pointy stick is certainly intimidating), they just take anything from anyone without fanfare and with little struggle. Any creature bold or reckless enough to protest to this treatment is promptly pinned to the ground with a giant spear and squished.

**Thornskull CR 16**

Tiny Undead

**Init** +9; Senses blindsight 120', Listen -5, Spot -5**AC** 29 (+2 size, +8 class, +9 Dex), touch 29, flat-footed 12**Defense** 6**Def Options** deathspikes**hp** 162 (25 HD) **DR** 10/magic**mp** 25 (25 MD) 0**Regeneration** 5, damaged by positive energy**Immune** Mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, physical ability damage, fatigue, any nonharmless effect that requires a Fortitude save or doesn't work on objects**SR** 35**Fort** +8 **Ref** +17 **Will** +3**Speed** climb 80' (16 squares)**Melee bite** +10/+5/+0 (1d3-4) plus poison**Space** 2-½'; **Reach** 0'**Base Atk** +12; **Grp** +0**Abilities** Str 2, Dex 28, Con -, Int -, Wis 1, Cha 1**Deathspikes (Su):** Any creature who directly damages a thornskull (such as by hitting it with a weapon or affecting it with a spell), suffers an amount of negative energy damage equal to twice the damage he dealt before damage reduction and defense.**Poison (Ex):** Touch, DC 22 (3d6 Wis/death).**Boo****Medium Undead****Hit Dice:** 4d12 (26 hp)**Magic Dice:** 4d1+8 (12 mp)**Initiative:** +3**Speed:** Fly 20' (Perfect)**Armor Class:** 14 (+1 class, +3 Dex), touch 14, flat-footed 10**Defense:** 0**Base Attack/Grapple:** +2/+0**Attack:** Slam +0 melee (1d6-2) plus poison**Full Attack:** Slam +0 melee (1d6-2) plus poison**Space/Reach:** 5/5'**Special Attacks:** Mass haunting, poison**Special Qualities:** Darkvision 60', undead traits, *invisibility*, DR 5/magic**Saves:** Fort +1, Ref +4, Will +4**Abilities:** Str 6 Dex 16 Con - Int 12 Wis 10 Cha 15**Skills:** Disguise +9, Hide +10, Intimidate +13, Listen +7, Move Silently +14**Feats:** Dodge, Peek**Environment:** Any**Organization:** Flock (3-8), swarm (10-40), infestation (50-100), catastrophe (200-500)**Challenge Rating:** CR 3**Treasure:** double coins, standard goods and items**Advancement:** 4-9 (Medium), 10-20 (Large), 21-30 (Huge)**Level Adjustment:** +2

Boos have a +4 racial bonus to Intimidate and Move Silently checks.

A boo's tongue has a contact poison (DC 12, 1d6 Dex/1d6 Str). The save DC is Constitution-based.

**Invisibility (Sp):** A boo can cast invisibility on itself and others as a caster of its Hit Dice. Due to the Peek feat (most boos take this feat), it may do so as a move action.**Mass Haunting (Sp):** Boos become significantly more powerful when there are more of them. Based on how many boos are within one mile (including the boo), a boo gains additional spell-like abilities as a caster of its Hit Dice as noted below. The save DCs for these abilities are Charisma-based.

Table 7-X: Mass Haunting Spell-like Abilities	
Boos	Spell-like ability
10	<i>Dancing lights</i> (1 MP)
20	<i>Ghost sound</i> (1 MP)



Table 7-X: Mass Haunting Spell-like Abilities	
30	<i>Silent image</i> (3 MP)
40	<i>Cause fear</i> (3 MP)
50	<i>Hold portal</i> (3 MP)
60	<i>Levitate</i> (5 MP)
70	<i>Animate objects</i> (13 MP)
80	<i>Mirage arcana</i> (11 MP)
90	<i>Control weather</i> (15 MP)
100	<i>Imprisonment</i> (19 MP)

Boos are spirits who have been dead for so long that they have lost all semblance of what they were in life. Boos are perfectly round, it being the most simple shape for them to hold, though they still retain simple eyes, mouths, and arms.

Boos are very mischievous, loving trouble most when they're directly responsible for it. The kinds of pranks boos will attempt can range from inconvenient to downright dangerous. Being dead, boos do not put much value on the life of a living soul, but they will go to great lengths to make sure an especially fun creature stays alive.

Boos prefer hit-and-run tactics in combat. A boo's tongue is an effective weapon, and its saliva is mildly toxic. In small groups a few boos will attack while the rest use *invisibility* to keep them concealed, then wait until their targets suffer the full effects of the poison before attacking again.

As sentient undead, boos can heal normally through rest.

### Boos As Characters

A boo character uses the following statistics:

- Medium Undead
- 20' fly (Perfect)
- +6 Dex, +4 Cha, +2 Int, -4 Str, no Constitution
- 4 racial Hit Dice, granting BAB +2, Fort +1, Ref +1, Will +1, 7 \* (4 + Int mod skill points), 4d12 hit points, and 4d1 magic points (Cha mod), a +1 ability score increase, and one feat
- Natural 1d6 slam attack with poison
- DR 5/magic
- Darkvision 60'
- Mass Haunting
- *Invisibility* as a spell-like ability, using Hit Dice or ½ level as caster level
- +4 racial bonus to Intimidate and Move Silently checks
- LA +2

### Boo CR 3

Medium Undead

**Init** +3; Senses darkvision 60', Listen +7, Spot +0

**AC** 14 (+1 class, +3 Dex), touch 14, flat-footed 10 plus Dodge

**Defense** 0

**hp** 26 (4 HD) **DR** 5/magic

**mp** 12 (4 MD) 0

**Immune** Mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, physical ability damage, fatigue, any nonharmless effect that requires a Fortitude save or doesn't work on objects

**Fort** +1 **Ref** +4 **Will** +4

**Weakness** Damaged by positive energy, healed by negative energy

**Speed** Fly 20' (Perfect) (4 squares)

**Melee slam** +0 (1d6-2) plus poison

**Space** 5'; **Reach** 5'

**Base Atk** +2; **Grp** +0

**Special Actions** mass haunting

**Combat Gear** 1 vial of holy water

**Spells** (CL 4):

*Invisibility* (5 MP, move action)

**Abilities** Str 6, Dex 16, Con -, Int 12, Wis 10, Cha 15

**SA** *Invisibility*, mass haunting

**SQ** Undead traits

**Feats** Dodge, Peek

**Ranks** Disguise 7, Hide 7, Intimidate 7, Listen 7, Move Silently 7

**Skills** Disguise +9, Hide +10, Intimidate +13, Listen +7, Move Silently +14

**Possessions** 8,000 sp, crystal snow globe with ebony mansion inside (450 gp value)

**Poison (Ex):** Contact, DC 12, 1d6 Dex/1d6 Str.

**Mass Haunting (Sp):** Gain additional spell-like abilities as noted on the Mass Haunting Spell-Like Abilities table.

**Boo Wounder CR 8**

Medium Undead

**Init** +4; Senses darkvision 60', Listen +12, Spot +3**AC** 16 (+3 class, +3 Dex), touch 16, flat-footed 10 plus Dodge**Defense** 0**hp** 43 (9 HD) **DR** 5/magic**mp** 54 (9 MD) 5**Immune** Mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, physical ability damage, fatigue, most effects that require a Fortitude save**Fort** +5 **Ref** +7 **Will** +11**Weakness** Damaged by positive energy, healed by negative energy**Speed** Fly 20' (Perfect) (4 squares)**Melee slam** +1 (1d6-3) plus poison**Space** 5'; **Reach** 5'**Base Atk** +4; **Grp** +1**Special Actions** mass haunting**Combat Gear** 2 tanglefoot bags, 3 vials of acid, 1 vial of holy water**Spells** (CL 5):3 – *animate dead*, *inflict serious wounds* (DC 16)2 – *command undead*, *ghoul touch* (DC 15), *inflict moderate wounds* (DC 15), *invisibility* (*Spell-like*, *move action*), *scare* (DC 15), *spectral hand*1 – *cause fear* (DC 14), *death knell*, *inflict light wounds* (DC 14)0 – *deathwatch*, *inflict minor wounds* (DC 13), *virtue***Abilities** Str 4, Dex 20, Con -, Int 12, Wis 17, Cha 17**SA** *Invisibility*, mass haunting**SQ** Undead traits**Talents** Spell Knowledge (Life/Death), Repertoire**Feats** Dodge, Peek, Heighten Spell, Silent Spell, Improved Heighten Spell (2x)**Ranks** Disguise 9.5, Hide 9.5, Intimidate 9.5, Listen 9.5, Move Silently 9.5**Skills** Disguise +12, Hide +14, Intimidate +16, Listen +12, Move Silently +18**Possessions** 200 pp, +1 alchemical silver dagger,**Poison (Ex):** Contact, DC 12, 1d6 Dex/1d6 Str.**Mass Haunting (Sp):** Gain additional spell-like abilities as noted on the Mass Haunting Spell-Like Abilities table.**Big Boo CR 13**

Large Undead

**Init** +4; Senses darkvision 60', Listen +7, Spot +0**AC** 19 (-1 size, +6 class, +4 Dex), touch 19, flat-footed 9**Defense** 5**DR** 10/magic**hp** 130 (20 HD)**mp** 40 (20 MD) 0**Immune** Mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, physical ability damage, fatigue, any nonharmless effect that requires a Fortitude save or doesn't work on objects**Fort** +6 **Ref** +10 **Will** +6**Weakness** Damaged by positive energy, healed by negative energy**Speed** Fly 20' (Perfect) (4 squares)**Melee slam** +12 (1d8+3) plus poison**Space** 5'; **Reach** 5'**Base Atk** +10; **Grp** +17**Special Actions** mass haunting, swallow whole**Combat Stances** Fright Stance**Spells** (CL 20):*Invisibility* (5 MP, swift action)**Abilities** Str 17, Dex 18, Con -, Int 14, Wis 10, Cha 13**SA** *Invisibility*, mass haunting, swallow whole**SQ** Undead traits**Feats** Improved Grapple, Peek, Fast Peek, Frightful Presence, Heroic Monster, Ability Focus (Poison), Improved Grab**Ranks** Disguise 23, Hide 23, Intimidate 23, Listen 23, Move Silently 23**Skills** Disguise +24, Hide +23, Intimidate +28, Listen +23, Move Silently +31**Possessions** 1,500 pp, 2,500 gp, 4,000 sp, 10,000 cp**Poison (Ex):** Contact, DC 22, 1d6 Dex/1d6 Str.**Mass Haunting (Sp):** A Big Boo only contributes to mass haunting, it cannot actually use it.**Swallow Whole (Ex):** Swallow a grappled Medium or smaller opponent with a successful opposed grapple check. Gullet deals 1 damage, 2d6 negative energy, 20 hp, AC 10, Defense 2.**Fright Stance (Ex):** -1 AC, all within 10' level 19 or less shaken for 1d6 + 1 rounds (Will DC 21 negates)

## Cheep-Cheep

### Medium Magical Beast (Aquatic)

**Hit Dice:** 1d10+1 (6 hp)

**Magic Dice:** 1d12 (6 mp) 0

**Initiative:** +1

**Speed:** swim 40', fly 40' (Good)

**Armor Class:** 13 (+1 class, +2 Dex), touch 13, flat-footed 10

**Defense:** 1

**Base Attack/Grapple:** +1/+0

**Attack:** Bite +0 melee (1d6-1 bludgeoning and slashing and piercing)

**Full Attack:** Bite +0 melee (1d6-1 bludgeoning and slashing and piercing)

**Space/Reach:** 5'/5'

**Special Qualities:** Low-light vision, *create water*

**Saves:** Fort +4, Ref +5, Will +1

**Abilities:** Str 9 Dex 15 Con 12 Int 2 Wis 13 Cha 10

**Skills:** Jump +3, Swim +7

**Feats:** Jump Attack

**Environment:** any aquatic

**Organization:** pack (2d4) or school (5d6)

**Challenge Rating:** 1

**Treasure:** Standard

**Advancement:** 1-6 (Medium), 7-12 (Large), 13-21 (Huge)

**Level Adjustment:** - (+2 for saltwater cheep)

- Low-light vision
- Natural bite attack dealing 1d6 damage
- *Create water* as a spell-like ability, caster level ½ character level or existing caster level, whichever is higher.
- LA +2

Cheep-Cheep are aerial predators, leaping to attack landbound prey then diving back beneath the waves before circling for another attack.

A summoner can swap out any monster on the *summon monster II* list for a celestial cheep-cheep. Saltwater cheep are more docile, and actually possess a distinct culture and civilization. Cheep value arts that stimulate the senses, such as gourmet and massage. Their architecture usually consists of shells of coral decorated with living sea flora.

### Cheep-Cheep As Characters

A saltwater cheep character uses the following statistics:

- Medium Magical Beast (Aquatic)
- 5' speed, 40' swim, 40' fly (Poor)
- +4 Dex, +2 Con, +2 Wis, -2 Str, -2 Int
- 1 racial Hit Die, granting BAB +1, Fort +2, Ref +2, Will +0, 4 \* (2 + Int mod skill points), 1d12 hit points, and 1d10 magic points (Cha mod)
- +1 natural armor bonus to Defense
- Gills (Ex): A saltwater cheep can hold its breath out of water for a number of hours equal to ½ its Constitution score.

**Freshwater Cheep CR 1**

Medium Magical Beast (Aquatic)

**Init** +1; Senses low-light vision, Listen +1, Spot +1**AC** 13 (+1 class, +2 Dex), touch 13, flat-footed 10**Defense** 1**hp** 6 (1 HD)**mp** 6 (1 MD) 0**Fort** +3 **Ref** +3 **Will** +0**Speed** swim 40' (8 squares), fly 40' (Good)**Melee bite** +0 (1d6-1 bludgeoning and slashing and piercing)**Space** 5'; **Reach** 5'**Base Atk** +1; **Grp** +0**Atk Options** jump attack**Spells** (CL 1)0 - *create water***Abilities** Str 9, Dex 15, Con 12, Int 2, Wis 13, Cha 10**SQ** Low-light vision**Feats** Jump Attack**Ranks** Jump 4**Skills** Jump +3, Swim +7**Possessions** potion of *eagle's splendor***Jump Attack:** When jumping as part of a charge, spend 1 MP to not provoke AoO from enemies other than the target.

Force of Nature

**Small Elemental (Cold)****Hit Dice:** 3d8-6 (7 hp)**Magic Dice:** 3d8-3 (10 mp)**Initiative:** +1**Speed:** 20'**Armor Class:** 9 (+1 size, +1 class, -3 Dex), touch 9, flat-footed 8**Defense:** 3**Base Attack/Grapple:** +2/-6**Attack:** Touch attack +0 melee (3d6 cold)**Full Attack:** Touch attack +0 melee (3d6 cold)**Space/Reach:** 5'/5'**Special Attacks:** spell-like abilities, freeze aura**Special Qualities:** elemental traits, tremorsense 30', slide**Saves:** Fort +1, Ref -2, Will -1**Abilities:** Str 2 Dex 5 Con 7 Int 3 Wis 6 Cha 9**Skills:** Spot +4**Feats:** Improved Initiative, Weapon Focus (melee touch attack)**Environment:** Cold plains**Organization:** Single, pair, or tray (4-10)**Challenge Rating:** 2**Treasure:** Standard**Advancement:** 3-8 (Small), 9-14 (Medium), 15-20 (Large), 21-26 (Huge), 27-34 (Gargantuan)**Level Adjustment:** +1

A force of nature is climate incarnate. These elemental creatures form spontaneously whenever extreme environments are saturated with magic for long periods of time. The force of nature given here is a winter elemental.

A summoner can swap out any monster on the *summon monster III* list for a freezy. A summoner can swap out any monster on the *summon monster IX* list for a lunar lithite.

A level 7 spellcaster with the Improved Familiar feat can choose a freezy as a familiar.

**Spell-like Abilities (Sp):** A freezy can use *ray of frost* as a spell-like ability. The caster level is equal to ½ its Hit Dice, and the save DC is Charisma-based.

**Slide (Ex):** A freezy has the permanent benefit of a *slide* effect, as the spell. It gains a 15' enhancement bonus to its speed, gains a +15' circumstance bonus when moving uphill, and suffers a -15' penalty when moving downhill.

**Freeze Aura (Ex):** A freezy radiates an aura of supernatural cold. On its action, all creatures within

30' suffer 1d6 points of damage. Any creature that strikes a freezy with a natural attack or unarmed strike suffers 3d6 damage.

**Freezy CR 2**

Small Elemental (Cold, Native)

**Init** +1; Senses tremorsense 30', darkvision 60', Listen -2, Spot +4

**AC** 9 (+1 size, +1 class, -3 Dex), touch 9, flat-footed 8

**Defense** 3

**hp** 7 (3 HD)

**mp** 10 (3 MD) 0

**Immune** cold, poison, sleep, paralysis, stunning, critical hits, flanking

**Fort** +1 **Ref** -2 **Will** -1

**Weakness** fire

**Speed** 20' (4 squares) plus *slide* (35', 20' uphill, 50' downhill)

**Melee touch** +0 (3d6 cold)

**Ranged touch** +0

**Space** 5'; **Reach** 5'

**Base Atk** +2; **Grp** -6

**Spell-like Abilities** (CL 1):

*ray of frost* (1 MP)

**Abilities** Str 2, Dex 5, Con 7, Int 3, Wis 6, Cha 9

**SA** freeze aura

**Feats** Improved Initiative, Weapon Focus (melee touch attack)

**Ranks** Spot 6

**Skills** Spot +4

**Slide (Ex):** A freezy has the permanent benefit of a *slide* effect, as the spell.

**Freeze Aura (Ex):** A freezy radiates an aura of supernatural cold. On its action, all creatures within 30' suffer 1d6 points of damage. Any creature that strikes a freezy with a natural attack or unarmed strike suffers 3d6 damage.

**Lunar Lithite CR 7**

Large Elemental (Earth, Native)

**Init** +2; Senses darkvision 60', Listen +9, Spot +9**AC** 14 (-1 size, +3 class, +2 Dex), touch 14, flat-footed 9**Defense** 8**hp** 66 (7 HD) **DR** 5/magic**mp** 52 (7 MD) 0**Immune** poison, sleep, paralysis, stunning, critical hits, flanking**Resist** cold 10, fire 10**SR** 18**Fort** +10 **Ref** +4 **Will** +1**Weakness** sonic**Speed** Fly 30' (Perfect)**Melee slam** +3 (1d8-1 bludgeoning)**Ranged touch** +6**Space** 10'; **Reach** 5'**Base Atk** +5; **Grp** +8**Spells** (CL 7, as Mage; Enchantment, Evocation, Illusion, Necromancy):4 – *aurora flash* (DC 17), *confusion* (DC 17)3 – *deep slumber* (DC 16), *flutter hush* (DC 16), *ray of exhaustion* (DC 16), *twilight arc* (DC 16)2 – *darkness*, *glitterdust* (DC 15), *invisibility*, *minor image* (DC 15)1 – *charm person* (DC 14), *color spray* (DC 14), *lesser twilight arc* (DC 14), *sleep* (DC 14)0 – *dancing lights*, *light*, *lullaby* (DC 13)**Abilities** Str 9, Dex 14, Con 21, Int 17, Wis 9, Cha 6**Feats** Heighten Spell (3x)**Ranks** Concentration 10, Listen 10, Move Silently 10, Spellcraft 10, Spot 10**Skills** Concentration +15, Listen +9, Move Silently +12, Spellcraft +13, Spot +9**Tweester CR 12**

Gargantuan Elemental (Air, Native)

**Init** +7; Senses darkvision 60', Listen -1, Spot +22**AC** 26 (-4 size, +8 class, +7 Dex, +5 deflection), touch 26, flat-footed 11**Defense** 10**hp** 105 (16 HD) **DR** 10/magic**mp** 73 80 (16 MD) 0**Immune** poison, sleep, paralysis, stunning, critical hits, flanking**Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10**Def Options** elemental storm**Fort** +7 **Ref** +17 **Will** +4**Speed** fly 100' (Clumsy)**Melee slam** +11/+6/+1 (2d10+3 bludgeoning plus elemental storm)**Space** 20'; **Reach** 15'**Base Atk** +12; **Grp** +27**Special Actions** swift strike**Spell-like Abilities** (CL 8):*gust of wind* (5 MP, DC 17)**Abilities** Str 17, Dex 24, Con 14, Int 3, Wis 8, Cha 21**SA** whirlwind**Feats** Improved Initiative, Lightning Reflexes, Dodge, Mobility, Spring Attack, Swift Strike, Power Attack**Ranks** Spot 23**Skills** Spot +22**Swift Strike (Su):** A tweester may spend 9 MP to make a single attack as an immediate action. It can only take a single move action on its next action after doing so.**Elemental Storm (Su):** If a tweester suffers acid, cold, electricity, fire, or sonic damage, even if it is negated by its energy resistance, its slam attack and whirlwind ability deal an extra 1d6 damage of that energy type for 1 round. If a tweester is affected by multiple energy types, it deals an extra 1d6 damage for each energy type.**Power Attack:** A tweester can take up to a -12 penalty to attack rolls, and add the same amount to damage rolls.**Whirlwind (Ex):** A tweester's movement does not provoke attacks of opportunity, even if it enters a space another creature occupies. Any creature that touches or enters the whirlwind (on its own or if the tweester moves over it) must make a DC 21 Reflex save or suffer 2d10 points of damage. Creatures of

Huge size or smaller must also succeed on a second Reflex save or be picked up and held suspended by the tweester, automatically taking damage each round. The save DC is Strength-based.

A creature that can fly is allowed a Reflex save each round to escape. The creature still takes damage, but can leave if the save is successful.

Creatures trapped by the tweester cannot move except to go where the tweester carries them or to escape the whirlwind.

Creatures caught by the tweester can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the tweester take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The tweester can only have as many creatures trapped inside itself at one time as will fit inside its volume.

The tweester can eject any carried creature whenever it wishes, depositing them wherever it happens to be.

### **Solar Plasma CR 17**

Huge Elemental (Fire, Native)

**Init** +2; Senses darkvision 60', Listen -2, Spot +28

**AC** 30 (-2 size, -2 Dex, +15 class, +9 deflection), touch 30, flat-footed 15

**Defense** 8

**hp** 225 (30 HD) **DR** 15/magic

**mp** 405 (30 MD) 0

**Immune** fire, poison, sleep, paralysis, stunning, critical hits, flanking

**SR** 35

**Fort** +13 **Ref** +15 **Will** +8

**Weakness** cold

**Speed** fly 20' (Perfect)

**Melee slam** +27 (1d10+7 bludgeoning and slashing + 3d6 fire)

**Ranged touch** +20

**Space** 15'; **Reach** 10'

**Base Atk** +22; **Grp** +37

**Spell-like Abilities** (CL 20):

*meteor swarm* (19 MP, DC 30)

*sunburst* (17 MP, DC 29), empowered 3/day

*sunbeam* (15 MP, DC 28)

*antilife shell* (13 MP)

*wall of fire* (11 MP, DC 26), quickened 3/day

*flame strike* (9 MP, DC 25), quickened 3/day

*command plants* (9 MP, DC 23)

*heat metal* (5 MP, DC 21), quickened 3/day

**Abilities** Str 24, Dex 6, Con 17, Int 3, Wis 3, Cha 28

**SA** burning aura

**Feats** Improved Initiative, Alertness, Quicken Spell-like Ability (heat metal), Ability Focus (flame strike), Ability Focus (sunburst), Ability Focus (wall of fire), Ability Focus (sunbeam), Empower Spell-like Ability (sunburst), Quicken Spell-like Ability (wall of fire), Ability Focus (meteor swarm), Quicken Spell-like Ability (flame strike)

**Ranks** Spot 30

**Skills** Spot +28

**Burning Aura (Ex):** All creatures within 60' of a solar plasma suffer 5d6 fire damage each round on its action. In addition, all creatures and objects in the effect must make a Reflex save (DC 34) or catch fire. The solar plasma can suppress this effect as a free action.

Fuzzys

**Tiny Vermin**

**Hit Dice:** 2d8+2 (11 hp)

**Magic Dice:** 2d1-2 (2 mp)

**Initiative:** +1

**Speed:** 20'

**Armor Class:** 15 (+2 size, +2 class, +1 Dex), touch 15, flat-footed 12

**Defense:** 1

**Base Attack/Grapple:** +1/+1

**Attack:** sting +4 melee (1d2-4 piercing)

**Full Attack:** sting +4 melee (1d2-4 piercing)

**Space/Reach:** 2-½/0'

**Special Attacks:** Attach, blood drain

**Special Qualities:** Darkvision 60', light sensitivity

**Saves:** Fort +4, Ref +1, Will -1

**Abilities:** Str 3, Dex 12, Con 13, Int 3, Wis 9, Cha 11

**Skills:** Hide +9\*, Jump +9, Swim +4

**Feats:** Weapon Finesse

**Environment:** Underground

**Organization:** pack (2-8) or swarm (20-200)

**Challenge Rating:** 2

**Treasure:** None

**Advancement:** 2-8 (Tiny), 9-20 (Small)

**Level Adjustment:** +1

Fuzzys have a +8 racial bonus to Jump and Swim checks.

\*Fuzzys have a +8 racial bonus to Hide checks against stone and dirt due to their natural coloration.

Fuzzys are vicious bloodsucking parasites that inhabit wet and dark places. Most fuzzys resemble balls of greasy hair with a few sharp protrusions. Fuzzys travel in groups, though their social relationships are indifferent at best. They naturally prey upon small insects, but blood is like a sugar-loaded beverage to them. Fuzzys typically attack and kill fish when they can get them, but they will swarm any warm-blooded creatures that they can find.

**Light Sensitivity (Ex):** Fuzzys are dazzled in sunlight or other bright light, taking a -1 penalty to attack rolls, Search checks, and Spot checks.

**Attach (Ex):** If a fuzzy hits with a sting attack, it uses suction to latch onto the opponent's body, regardless of whether it deals damage. An attached fuzzy is effectively grappling its prey, and may deal automatic sting damage as a full-round action, ignoring defense. The fuzzy loses its Dexterity

bonus to AC and has an AC of 12, but holds on with great tenacity. Fuzzys have a +12 racial bonus on grapple checks. An attached fuzzy can be struck with a weapon or grappled itself. To remove an attached fuzzy through grappling, the opponent must achieve a pin against the fuzzy.

**Blood Drain (Ex):** A fuzzy drains blood, dealing 1d4 points of Constitution damage each time it deals sting damage. For every point of Constitution lost in this manner, the fuzzy gains 5 temporary hit points.

Fuzzys can only take so much blood. Fuzzys that deal more Constitution damage than their Hit Dice within one minute become gorged (effectively sickened, -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for 1 hour. A gorged fuzzy may continue to feed without further penalty, though most will break off from a fight after becoming gorged.



**Fuzzy CR 2**

Tiny Vermin

**Init** +1; Senses darkvision 60', Listen -1, Spot -1**AC** 15 (+2 size, +2 class, +1 Dex), touch 15, flat-footed 12**Defense** 1**hp** 11 (2 HD)**mp** 2 (2 MD) 0**Fort** +4 **Ref** +1 **Will** -1**Speed** 20' (4 squares)**Melee sting** +4 (1d2-4)**Space** 2-½'; **Reach** 0'**Base Atk** +1; **Grp** +1**Abilities** Str 3, Dex 12, Con 13, Int 3, Wis 9, Cha 11**SA** blood drain, attach**SQ** Darkvision 60', light sensitivity**Feats** Weapon Finesse**Ranks** Jump 5

+8 racial bonus to Jump and Swim checks

+8 racial bonus to Hide checks against stone and dirt (not factored below)

**Skills** Hide +9, Jump +9, Swim +4

**Attach (Ex):** If a fuzzy hits with a sting attack, it latches onto its opponent even if it doesn't deal damage. An attached fuzzy is considered to be grappling and deals automatic sting damage as a full-round action, ignoring defense. The fuzzy is flat-footed while doing so. An attached fuzzy can be struck with a weapon or grappled itself. To remove an attached fuzzy through grappling, the opponent must achieve a pin.

**Blood Drain (Ex):** A fuzzy's sting attack deals 1d4 points of Constitution damage each time it deals damage. For every point of Constitution lost in this manner, the fuzzy gains 5 temporary hit points.

Fuzzys that deal more Constitution damage than their Hit Dice within one minute become gorged (effectively sickened, -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for 1 hour. A gorged fuzzy may continue to feed without further penalty, though most will break off after gorging.

**Pink Fuzzy CR 7**

Small Vermin

**Init** +2; Senses darkvision 60', Listen +1, Spot +1**AC** 19 (+1 size, +6 class, +2 Dex), touch 19, flat-footed 11**Defense** 5**hp** 55 (10 HD)**mp** 0 (special) 10**SR** 20**Fort** +8 **Ref** +5 **Will** +4**Speed** 20' (4 squares)**Melee sting** +10/+5 (1d2-2)**Space** 5'; **Reach** 5'**Base Atk** +7; **Grp** +13**Special Actions** attach, magic drain**Spells** (CL 10)3 – *cure moderate wounds*, *fireball* (DC 16), *lightning bolt* (DC 16)**Abilities** Str 7, Dex 14, Con 13, Int 5, Wis 13, Cha 17**SA** magic drain, attach**SQ** darkvision 60', light sensitivity**Feats** Weapon Finesse, Heroic Monster, Still Spell, Quicken Spell**Ranks** Jump 13

+8 racial bonus to Jump and Swim checks

+8 racial bonus to Hide checks against stone and dirt (not factored below)

**Skills** Hide +6, Jump +19, Swim +6

**Attach (Ex):** If a fuzzy hits with a sting attack, it latches onto its opponent even if it doesn't deal damage. An attached fuzzy is considered to be grappling and deals automatic sting damage as a full-round action, ignoring defense. The fuzzy is flat-footed while doing so. An attached fuzzy can be struck with a weapon or grappled itself. To remove an attached fuzzy through grappling, the opponent must achieve a pin.

**Magic Drain (Ex):** A pink fuzzy's sting attack works differently than most. If the pink fuzzy's opponent has MP, he instead takes no damage and loses 3d6 MP (no save), and the pink fuzzy gains an equal amount of temporary MP.

Pink fuzzys do not become gorged..

**Green Fuzzy CR 12**

Small Vermin

**Init** +2; Senses darkvision 60', Listen -1, Spot -1**AC** 21 (+1 size, +8 class, +2 Dex), touch 21, flat-footed 11**Defense** 7**hp** 112 (15 HD)**mp** 15 (15 MD) 0**Fort** +12 **Ref** +7 **Will** +4**Speed** 30' (6 squares), climb 20'**Melee sting** +13 (1d2-1) plus poison**Space** 5'; **Reach** 5'**Base Atk** +12; **Grp** +19**Atk Options** jump attack**Special Actions** attach, blood drain**Abilities** Str 9, Dex 14, Con 17, Int 3, Wis 9, Cha 11**SA** Blood drain, attach**SQ** Darkvision 60', light sensitivity, split**Feats** Weapon Finesse, Improved Grapple, Jump Attack, Improved Jump Attack, Greater Jump Attack**Ranks** Jump 18

+8 racial bonus to Jump and Swim checks

+8 racial bonus to Hide checks against stone and dirt (not factored below)

**Skills** Hide +6, Jump +25, Swim +7**Poison (Ex):** Contact, exposure each round in grapple on fuzzy's turn, 1d6 Dex/paralysis for 1d4 hours. Save DC 20, Constitution-based.**Split (Ex):** When a green fuzzy takes damage, it divides into two identical fuzzys, each with half of the original's remaining hit points (round down).**Attach (Ex):** If a fuzzy hits with a sting attack, it latches onto its opponent even if it doesn't deal damage. An attached fuzzy is considered to be grappling and deals automatic sting damage as a full-round action, ignoring defense. The fuzzy is flat-footed while doing so. An attached fuzzy can be struck with a weapon or grappled itself. To remove an attached fuzzy through grappling, the opponent must achieve a pin.**Blood Drain (Ex):** A fuzzy's sting attack deals 1d4 points of Constitution damage each time it deals damage. For every point of Constitution lost in this manner, the fuzzy gains 5 temporary hit points. Green fuzzys do not become gorged.**Jump Attack:** When jumping as part of a charge, spend 1 MP to not provoke AoO from enemies other than the target. When using jump attack,

spend 2 MP to deal an extra 2d8 damage on a successful hit.

## Goomba

### Small Humanoid (Fungus)

**Hit Dice:** 1d8 (4 hp)

**Magic Dice:** 1d1 (1 mp)

**Initiative:** -1

**Speed:** 20'

**Armor Class:** 10 (+1 size, -1 Dex), touch 10, flat-footed 10

**Defense:** 0

**Base Attack/Grapple:** +1/-1

**Attack:** bite +3 melee (1d4+1 bludgeoning, piercing, and slashing)

**Full Attack:** bite +3 melee (1d4+1 bludgeoning, piercing, and slashing)

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** darkvision 60', goomba racial traits (see Races chapter)

**Saves:** Fort +2, Ref -1, Will +0

**Abilities:** Str 13 Dex 8 Con 11 Int 10 Wis 11 Cha 10

**Skills:** Jump +5, Survival +4

**Feats:** Jump Attack

**Environment:** any underground or any temperate

**Organization:** pair, squad (1d6+1), or troop (3d6)

**Challenge Rating:** ½

**Treasure:** Standard

**Advancement:** By class

**Level Adjustment:** +0

Goomba Racial Traits (Ex): Goombas have a +4 racial bonus to saves to resist poison and a +2 racial bonus to Survival or Knowledge (Nature) checks made to identify mushrooms.

## Goomba Grunt CR ½

Goomba Ordinary Basher 1

Small Humanoid (Fungus)

**Init** +0; Senses darkvision 60', Listen -1, Spot -1

**AC** 11 (+1 size), touch 11, flat-footed 11

**Defense** 0

**hp** 10 (1 HD)

**mp** 2 (1 MD) 1

**Fort** +4 **Ref** +0 **Will** -1

+4 racial bonus to saves versus poison

**Speed** 20' (4 squares)

**Melee Bite** +5 (1d4+3 bludgeoning and piercing and slashing)

**Space** 5'; **Reach** 5'

**Base Atk** +1; **Grp** +0

**Atk Options** jump attack

**Abilities** Str 17 Dex 11 Con 14 Int 10 Wis 8 Cha 12

**Feats** Jump Attack

**Ranks** Jump 4, Survival 4

**Skills** Jump +7, Survival +3

**Possessions** Mushroom

**Jump Attack:** When jumping as part of a charge, spend 1 MP to not provoke AoO from enemies other than the target.

Goombas are a degenerate offshoot of mushroomfolk. Compared to mushroomfolk, goombas have more of their body on their cap, a large toothy maw, brown wrinkled skin, and a natural musty odor.

Although civilized goombas are peaceable and dedicated, a notable number of goombas take up petty banditry. Also, goombas have a long and illustrious history as bread-and-butter units in armies. Goombas never fight alone, even if it means banding with non-goombas.

Goombas tend to forego strategy for brute force. Goombas are ruthless fighters in melee, and fight without care for wounds or pain. Combat with goombas always starts with a charge against the nearest character, and quickly progresses to a flank to cut off retreat.

## Gloomba CR 5

Goomba Bandit 5  
Small Humanoid (Fungus)  
**Init** +6; Senses darkvision 60', Listen +7, Spot +7

**AC** 17 (+2 Dex, +3 class, +1 armor, +1 size), touch 16, flat-footed 12

**Defense** 3

**hp** 25 (5 HD)

**mp** 25 (5 MD) 10

**Fort** +2 **Ref** +6 **Will** +0

+4 racial bonus to saves versus poison

**Speed** 20' (4 squares)

**Melee bite** +5 (1d4+2 bludgeoning and piercing and slashing)

**Ranged dagger** +6 (1d3+2 piercing or slashing/19-20) 10'

**Space** 5'; **Reach** 5'

**Base Atk** +3; **Grp** +1

**Special Actions** steal

**Combat Stances** evasion stance, armor pierce

**Combat Gear** 2 bags of caltrops, 5 mwk daggers, +1 studded leather armor

**Abilities** Str 14, Dex 14, Con 13, Int 12, Wis 8, Cha 10

**Talents** Steal, Evasion Stance, Uncanny Dodge

**Feats** Light Armor Proficiency, Improved Initiative, Armor Pierce, Thrill Seeker

**Ranks** Bluff 8, Hide 8, Jump 8, Knowledge (Dungeoneering) 8, Listen 8, Move Silently 8, Search 8, Sense Motive 8, Spot 8

**Skills** Bluff +8, Hide +10, Jump +10, Knowledge (Dungeoneering) +9, Listen +7, Move Silently +10, Search +9, Sense Motive +7, Spot +7

**Steal (Ex):** A gloomba can spend 2 MP and make an opposed grapple check as a full-round action to steal one item in an opponent's container.

**Evasion Stance:** A gloomba can take no damage on successful Reflex saves for half damage, and cannot be flanked.

**Armor Pierce:** A gloomba can suffer up to a -3 penalty to attack rolls to ignore the same amount of Defense for one round.

## Hyper Goomba CR 10

Hyper Goomba Basher 8  
Small Humanoid (Fungus)  
**Init** +0; Senses darkvision 60', Listen -1, Spot -1

**AC** 17 (+1 size, +5 class, +1 armor), touch 16, flat-footed 12

**Defense** 2

**hp** 39 (8 HD)

**mp** 16 (8 MD) 8

**Fort** +8 **Ref** +0 **Will** -1

+4 racial bonus to saves versus poison

**Speed** 20' (4 squares)

**Melee bite** +15/+10 (1d4+16 bludgeoning and piercing and slashing)

**Melee vigor bite** +17/+12 (1d4+18 bludgeoning and piercing and slashing)

**Melee skullnail** +16/+11 (1d6+21 bludgeoning and piercing/19-20)

**Melee vigor skullnail** +18/+13 (1d6+24 bludgeoning and piercing/19-20)

**Space** 5'; **Reach** 5'

**Base Atk** +6; **Grp** +10

**Vigor grapple** +12

**Atk Options** jump attack

**Special Actions** vigor up

**Combat Stances** power attack

**Combat Gear** +1 goomba skullnail, +1 leather armor

**Abilities** Str 27 Dex 11 Con 10 Int 10 Wis 8 Cha 12

**Talents** Vigor Up (10), Smite (4x)

**SQ**

**Feats** Great Fortitude, Jump Attack, Improved Jump Attack, Power Attack, Endurance, Diehard, Martial Weapon Proficiency (skullnail), Skill Focus (Jump)

**Ranks** Jump 11, Survival 11

**Skills** Jump +22, Survival +10

**Power Attack:** A hyper goomba can take up to a -8 penalty to attack rolls, and add the same amount to damage rolls. The damage bonus is doubled for attacks with twohanded weapons, specifically the hyper goomba's skullnail.

**Vigor Up:** As a swift action, a hyper goomba can spend 2 MP to modify its abilities as noted above. This lasts for 3 rounds plus an additional round per MP spent, to a maximum of 13 rounds.

**Diehard:** Hyper goombas can still act as though

staggered when reduced below 0 hit points.

**Jump Attack:** When jumping as part of a charge, spend 1 MP to not provoke AoO from enemies other than the target. When using jump attack, spend 1 MP to deal an extra 1d8 damage on a successful hit.

Hyper goombas are reckless berserkers, rushing head-first into combat. It is theorized that this is a typical adaptation to environments with predators that eat any sort of fungal humanoids, but many notable mushroomfolk scholars have discredited this theory.

### Goomba Knight CR 15

Startouched Goomba Basher 2/Soldier 5/Royal 7  
Small Humanoid (Fungus)

**Init** +1; Senses darkvision 60', Listen +12, Spot +7

**AC** 20 (+1 size, +2 armor, -3 Dex, +5 class, +5 shield), touch 13, flat-footed 10

**Defense** 8

**Def Options** timed block

**Resist** fire and negative energy 13

**hp** 175 (14 HD)

**mp** 40 (14 MD) 14

**Fort** +20 **Ref** +3 **Will** +9

+4 racial bonus to saves versus poison

**Space** 5'; **Reach** 5'

**Base Atk** +10; **Grp** +3

**Speed** 15' (3 squares)

**Melee** **skullnail** +11/+6 (2d6+4 nonlethal bludgeoning and piercing/19-20)

**Combat Stances** combat expertise, offensive inspirational stance

**Special Actions** sporebite

**Spells** (CL 7)

2 – *cure moderate wounds, heroism, valor*

1 – *alarm, cure light wounds, unseen servant*

0 – *message*

**Abilities** Str 13 Dex 4 Con 26 Int 8 Wis 10 Cha 12

**Talents** Martial Weapons Training, Timed Block, Resistance (negative energy, fire), Armored Caster, Improved Armored Caster, Greater Armored Caster, Offensive Inspirational Stance

**Feats** Improved Initiative, Jump Attack, Improved Jump Attack, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Tower Shield Proficiency, Combat Expertise, Improved Disarm, Weapon Focus (Skullnail), Sporebite

**Ranks** Concentration 7, Heal 12, Jump 17, Listen 12, Spot 7

**Skills** Concentration +15 (+19 for defensive casting), Heal +12, Jump +18, Listen +12, Spot +7

**Possessions** +3 merciful goomba skullnail, +2 full plate, +1 tower shield

**Combat Expertise:** A goomba knight can take up to a -5 penalty to attack rolls and add the same to his AC for one round.

**Offensive Inspirational Stance:** A goomba knight can take up to a -10 penalty to damage rolls and grant all allies within 30' an equal morale bonus to damage rolls.

**Timed Block:** A goomba knight can spend 1 MP to make a weapon attack roll in place of his AC against one attack.

**Sporebite:** A goomba knight can spend 2 MP as full-round action to release an inhaled poison into all adjacent spaces (DC 25, 1d6 Con/1d6 Con).

**Jump Attack:** When jumping as part of a charge, spend 1 MP to not provoke AoO from enemies other than the target. When using jump attack, spend 1 MP to deal an extra 1d8 damage on a successful hit.

## Koopa

### Medium Humanoid (Reptilian)

**Hit Dice:** 1d10 (9 hp)

**Magic Dice:** 1d1 (1 mp)

**Initiative:** -1

**Speed:** 20'

**Armor Class:** 9 (-1 Dex), touch 9, flat-footed 9

**Defense:** 2

**Base Attack/Grapple:** +0/+1

**Attack:** slam +1 melee (1d4 bludgeoning)

**Full Attack:** slam +1 melee (1d4 bludgeoning)

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** tuck, koopa racial traits (see Races chapter), acid resistance 5, light fortification

**Saves:** Fort +2, Ref -1, Will +0

**Abilities:** Str 11 Dex 8 Con 13 Int 10 Wis 11 Cha 10

**Skills:** Climb +6, Jump +6, Listen +4, Spot +4

**Feats:** Toughness

**Environment:** any temperate

**Organization:** pair, squad (1d6+1), or troop (3d6)

**Challenge Rating:** ½

**Treasure:** Standard

**Advancement:** By class

**Level Adjustment:** +0

**Koopa Racial Traits (Ex):** Koopas do not suffer any reduction in speed for carrying a medium or heavy load. Koopas have a +2 racial bonus to Climb and Jump checks.

**Tuck (Ex):** A Koopa may tuck his head, arms, and legs into his shell as a move action without provoking an attack of opportunity. However, this causes the Koopa to fall prone (unless he already was prone). This grants total concealment (50% miss chance) and cover (+4 cover bonus to AC and Reflex saves). A Koopa can remain tucked indefinitely. While tucked, a Koopa can take no actions involving movement other than rising from prone. A Koopa retains his Tuck bonuses while standing up (specifically against attacks of opportunity incurred), but not after.

Though the average Koopa mentality is to avoid fighting at all costs, Koopas who defend themselves trust their natural defenses. They prefer to fight defensively, and try to avoid blows and strike when their opponents are tired out.

**Koopa Troopa CR 1**

Koopa Soldier Ordinary 2  
 Medium Humanoid (Reptilian)  
**Init** -2; Senses Listen +6, Spot +6

**AC** 9 (+1 class, -2 Dex), touch 9, flat-footed 8  
 Medium Fortification  
**Defense** 4  
**hp** 21 (2 HD)  
**mp** 4 (2 MD) 2  
**Resist** Acid 5  
**Fort** +3 **Ref** +0 **Will** +1

**Speed** 20' (4 squares)  
**Melee Slam** +3 (1d4+2 bludgeoning)  
**Space** 5'; **Reach** 5'  
**Base Atk** +1; **Grp** +3  
**Special Actions** tuck

**Abilities** Str 14, Dex 6, Con 17, Int 12, Wis 13, Cha 10  
**Feats** Light Shell  
**Ranks** Climb 5, Jump 5, Listen 5, Profession (Mercenary) 5, Spot 5  
**Skills** Climb +7, Jump +7, Listen +6, Profession (Mercenary) +6, Spot +6

**Tuck (Ex):** As a move action, a koopa can fall prone and gain total concealment and cover as a move action.

**Magikoopa Apprentice CR 6**

Koopa Mage 6  
 Medium Humanoid (Reptilian)  
**Init** +0; Senses Listen +1, Spot +1

**AC** 12 (+2 class), touch 12, flat-footed 0  
 Light Fortification  
**Defense** 2  
**hp** 34 (6 HD)  
**mp** 55 (6 MD) 6  
**Resist** Electricity 15  
**Fort** +2 **Ref** +5 **Will** +6

**Speed** 20' (4 squares)  
**Melee slam** +3 (1d4 bludgeoning)  
**Ranged touch** +3  
**Space** 5'; **Reach** 5'  
**Base Atk** +3; **Grp** +3  
**Special Actions** arcane bolt, tuck

**Spells** (CL 6)  
 3 – *haste, slow* (DC 16), *summon monster III*  
 2 – *levitate* (DC 15), *minor image* (DC 15), *summon monster II*  
 1 – *charm person* (DC 14), *enlarge person, reduce person* (DC 14), *summon monster I*  
 0 – *daze* (DC 13), *mage hand, open/close*

**Abilities** Str 10, Dex 11, Con 16, Int 16, Wis 12, Cha 8

**Talents** Armored Caster, Arcane Bolt, Mixed Arcane Bolt

**Feats** Improved Resistance (x2), Silent Spell, Still Spell, Extend Spell, Quicken Spell

**Ranks** Concentration 9, Decipher Script 9, Knowledge (Arcana) 9, Knowledge (Architecture and Engineering) 3, Knowledge (The Planes) 9, Spellcraft 9

**Skills** Concentration +14, Decipher Script +12, Knowledge (Arcana) +12, Knowledge (Architecture and Engineering) +6, Knowledge (The Planes) +12, Spellcraft +12

**Possessions** wand of magic missile (50 charges), scroll of tri-attack

**Tuck (Ex):** As a move action, a koopa can fall prone and gain total concealment and cover as a move action.

A typical magikoopa's arcane bolt is one die of all six energy types for maximum bonuses.

**Parakoopa CR 11**

Para-Koopa Basher 10

Medium Humanoid (Reptilian)

**Init** -2; Senses low-light vision, Listen +6, Spot +6**AC** 12 (+3 class, -1 Dex), touch 9, flat-footed 8

Medium Fortification

**Defense** 4**Def Options** dodge**hp** 88 (10 HD)**mp** 10 (10 MD) 10**Resist** Fire 5**Fort** +11 **Ref** +4 **Will** +4**Speed** 20' (4 squares), fly 40' (Perfect)**Melee slam** +14/+14 (1d4+9 bludgeoning)**Space** 5'; **Reach** 5'**Base Atk** +10; **Grp** +13**Special Actions** tuck, timed hit**Attack Options** flyby attack, cleave, improved bull rush, power attack**Combat Gear** 2 ultra mushrooms**Abilities** Str 16, Dex 8, Con 19, Int 12, Wis 13, Cha 10**Talents** Timed Hit, Super Timed Hit, Ultra Timed Hit, Smite (x2)**Feats** Lightning Reflexes, Improved Flight (2x), Power Attack, Cleave, Improved Bull Rush, Great Cleave, Weapon Focus (Slam), Dodge, Weapon Specialization (Slam)**Ranks** Handle Animal 13, Profession (Acrobat) 13, Survival 13**Skills** Handle Animal +13, Profession (Acrobat) +14, Survival +14**Tuck (Ex):** As a move action, a koopa can fall prone and gain total concealment and cover as a move action.**Timed Hit:** Before rolling damage on a successful hit, a parakoopa can spend 3 MP to roll to confirm the hit as a critical hit, 3 MP to increase the critical's multiplier by one step, and 5 MP to deal maximum damage if the critical is confirmed.**Flyby Attack:** A parakoopa may make a move action while flying and attack an enemy at any point along the move. He does not provoke attacks of opportunity from that opponent for moving.**Cleave:** If a parakoopa drops an opponent, he gets a free attack with the same modifiers.**Dodge:** A parakoopa can declare one opponent he gains a +1 dodge bonus to AC against during his action.**Improved Bull Rush:** A parakoopa gains a +4

bonus to Strength checks to bull rush an opponent, his opponent cannot choose to get out of the way, and he does not provoke an attack of opportunity from the opponent.

**Power Attack:** A parakoopa may take up to a -10 penalty to attack rolls and add the same as a bonus to melee damage rolls. The damage bonus is doubled for twohanded weapons.



**Koopatrol CR 16**

Koopas Soldier 5/Mage 1/Spellblade 10

Medium Humanoid (Reptilian)

**Init** -2; Senses darkvision 60', Listen +20, Spot +20**AC** 19 (+4 armor, +4 class, -2 Dex, +3 deflection), touch 15, flat-footed 15

Heavy Fortification

**Defense** 10**hp** 111 (16 HD)**mp** 87 (16 MD) 16**Resist** Cold 5, Fire 7, Electricity 7, Force 7**Fort** +16 **Ref** +4 **Will** +17**Speed** 20' (4 squares)**Melee Slam** +15/+10 (1d6+7 bludgeoning)**Space** 5'; **Reach** 5'**Base Atk** +9; **Grp** +13**Special Actions** imbue, tuck**Combat Stances** power attack, combat expertise, guts stance, spell stance**Spells** (CL 6)4 – *smite* (DC 14)3 – *fear* (DC 13), *greater magic weapon*, *keen edge*, *vampiric touch*2 – *false life*, *heat metal* (12), *hold person* (12), *protection from arrows*1 – *enlarge person* (13), *magic weapon*, *protection*, *shield*0 – *flare* (12), *ray of frost*, *resistance***Abilities** Str 19, Dex 6, Con 15, Int 14, Wis 12, Cha 10**Talents** Resistance (Fire, Electricity), Guts Stance, Armored Casting (Heavy)**Feats** Endurance, Combat Expertise, Improved Disarm, Lightning Reflexes, Light Shell, Heavy Shell, Power Attack, Improved Natural Attack, Craft Magic Arms and Armor**Ranks** Climb 8, Craft (Weaponsmithing) 8, Intimidate 8, Jump 8, Listen 19, Spot 19**Skills** Climb +5, Craft (Weaponsmithing) +10, Intimidate +8, Jump +5, Listen +20, Spot +20**Possessions** armor plates (2x), +4 shell, +2 armor spikes, helm of darkvision, ring of protection +3**Tuck (Ex):** As a move action, a koopas can fall prone and gain total concealment and cover as a move action.**Imbue (Su):** As a swift action, a koopatrol may spend up to 15 MP and add one-third that amount as an enhancement bonus to a wielded weapon for 10 rounds. He may spend 3 MP to store a spell in a weapon for the same duration. He may spend 8 MP

to change his weapon's material to overcome DR for the same duration. He may spend 10 MP to change his weapon's damage type to acid, cold, electricity, or fire for the same duration.

**Power Attack:** A koopatrol can take up to a -8 penalty to attack rolls, and add the same as a bonus to melee damage rolls for one round. The damage bonus is doubled for attacks with twohanded weapons.**Combat Expertise Stance:** A koopatrol can take up to a -5 penalty to attack rolls and add the same to his AC for one round.**Guts Stance:** A koopatrol using this stance takes no damage on a successful save against effects that allow Fortitude or Will saves for half damage.**Spell Stance:** A koopatrol using this stance suffers a -3 penalty to AC, but can deliver touch spells with his weapon, cast spells with a range of personal that normally require a standard action as a swift action, and cast spells that normally require a standard action and have a save of (harmless) on himself or an ally as a swift action.

## Mana Beast

### Small Magical Beast (Extraplanar)

**Hit Dice:** 1d10-1 (4 hp)

**Magic Dice:** 1d12+1 (7 mp)

**Initiative:** +1

**Speed:** 40', burrow 5'

**Armor Class:** 13 (+1 size, +1 Dex, +1 class), touch 13, flat-footed 11

**Defense:** 1

**Base Attack/Grapple:** +1/-5

**Attack:** bite +0 melee (1d4-2)

**Full Attack:** bite +0 melee (1d4-2)

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** scent, darkvision 60', low-light vision

**Saves:** Fort +1, Ref +3, Will +1

**Abilities:** Str 6 Dex 12 Con 9 Int 3 Wis 13 Cha 12

**Skills:** Jump +10

**Feats:** Jump Attack

**Environment:** Any forests

**Organization:** Solitary, pair, flock (5-10), or stampede (11-20)

**Challenge Rating:** ½

**Treasure:** Standard

**Advancement:** 2-4 (Small), 5-8 (Medium), 9-15 (Large)

**Level Adjustment:** -

Mana beasts have a +8 racial bonus to Jump checks. Mana beasts apply their Dexterity modifier to Climb and Jump checks.

Mana beasts are creatures from a world brimming with magic. Their magical resonance makes them good targets for intermediate summoners. The above mana beast is rabbit-like in manner and disposition, other mana beasts can vary greatly in their abilities.

A summoner can swap out any monster from the *summon monster I* list for a mana beast. Any monster from the *summon monster IV* list can be swapped for a mana mole.

## Mana Mole CR 3

Medium Magical Beast (Extraplanar)

**Init** +3; Senses scent, darkvision 60', low-light vision, tremorsense 20', Listen +11, Spot +3

**AC** 12 (-1 Dex, +3 class), touch 12, flat-footed 9

**Defense** 6

**Def Options** spikes

**hp** 37 (5 HD)

**mp** 37 (5 MD) 0

**Fort** +6 **Ref** +3 **Will** +2

**Speed** 20' (4 squares), burrow 20'

**Melee claw/claw** +8/+8 (1d4+3 slashing)

**Space** 5'; **Reach** 5'

**Base Atk** +5; **Grp** +8

**Special Actions** spike blast

**Abilities** Str 16, Dex 8, Con 15, Int 3, Wis 13, Cha 8

**SA** spike blast

**SQ** body spikes

**Feats** Improved Initiative, Alertness

**Ranks** Listen 8

**Skills** Listen +11

**Body Spikes (Ex):** Any creature attacking a mana mole with an unarmed strike or natural attack suffers 1d6 points of piercing damage.

**Spike Blast (Ex):** A mana mole can spend 6 MP to shoot spines from its back at everything within a 30' burst as a standard action. This deals 3d6 points of piercing damage, though affected creatures are allowed a Reflex save (DC 15) for half damage. The save DC is Strength-based.

### Desert Gel CR 8

Large Ooze (Extraplanar, Fire)

**Init** -5; Senses darkvision 120', Listen +11, Spot +11

**AC** 7 (-1 size, -5 Dex, +3 class), touch 7, flat-footed 4

**Defense** 10

**hp** 105 (10 HD)

**mp** 115 (10 MD) 0

**Immune** fire, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking,

**Fort** +8 **Ref** -2 **Will** +1

**Weakness** cold

**Speed** 15' (3 squares)

**Melee slam** +3 (1d8-3 plus 3d6 fire)

**Space** 10'; **Reach** 10'

**Base Atk** +7; **Grp** +8

**Spells** (CL 10<sup>th</sup>, the save DCs are Charisma-based):

4 – *fire shield*, *wall of fire*

3 – *fireball* (DC 24)

2 – *flaming sphere* (DC 23), *scorching ray*

1 – *burning hands* (DC 22)

**Abilities** Str 4, Dex 1, Con 21, Int 16, Wis 7, Cha 28

**Feats** Eschew Materials, Spell Focus (evocation), Greater Spell Focus (evocation), Quicken Spell

**Ranks** Concentration 13, Knowledge (arcana) 13, Listen 13, Spellcraft 13, Spot 13

**Skills** Concentration +18, Knowledge (arcana) +16, Listen +11, Spellcraft +16, Spot +11

### Toxic Danger CR 18

Huge Aberration (Extraplanar)

**Init** +4; Senses blindsight 120', Listen +34

**AC** 14 (-4 Dex, -2 size, +10 class), touch 14, flat-footed 4

**Defense** 6

**hp** 615 (30 HD)

**mp** 60 (30 MD) 0

**Regeneration** 10, damaged by fire and cold

**Immune** acid, poison

**Resist** fire 20, electricity 20,

**Fort** +26 **Ref** +6 **Will** +17

**Weakness** blind

**Speed** 30' (6 squares)

**Melee bite/three tentacles** +32/+32/+32/+32 (3d6 bludgeoning, slashing, and piercing plus 4d6 acid plus bite poison/2d6 bludgeoning)

**Space** 15'; **Reach** 15'

**Base Atk** +30; **Grp** +44

**Atk Options** improved grab

**Special Actions** breath weapon

**Abilities** Str 23, Dex 2, Con 42, Int 3, Wis 13, Cha 1

**Feats** Ability Focus (breath poison), Ability Focus (bite poison), Power Attack, Improved Bull Rush, Awesome Blow, Multiattack, Improved Multiattack, Improved Natural Attack (bite), Improved Natural Attack (tentacles), Improved Initiative, Superior Initiative

**Ranks** Listen 33

**Skills** Listen +34

**Bite Poison (Ex):** DC 43, death/3d6 Con. The save DC is Constitution-based.

**Breath Weapon (Ex):** A toxic danger can spend 30 MP to release a 240' cone of horrible gas (DC 43 Reflex negates). This deadly cocktail of inhaled poisons contains each of the following separate DC 43 poisons (the save DC is Constitution-based):

- paralysis for 2d4 rounds/2d6 Str
- exhaustion/2d6 Dex
- 2d6 Con/petrification
- 2d6 Int/deafness
- *confusion* for 2d4 rounds/2d6 Wis
- 2d6 Cha/blindness

**Improved Grab (Ex):** A toxic danger can start a grapple attempt as free action on a successful melee attack against a Large or smaller creature.

Mr. I

**Medium Aberration**

**Hit Dice:** 4d8 (18 hp)

**Magic Dice:** 4d6+20 (34 mp)

**Initiative:** -5

**Speed:** Fly 5' (Perfect)

**Armor Class:** 7 (-5 Dex, +2 class), touch 7, flat-footed 5

**Defense:** 0

**Base Attack/Grapple:** +3/-2

**Attack:** Tear -2 ranged touch increment 20'

**Full Attack:** Tear -2 ranged touch increment 20'

**Space/Reach:** 5'/-

**Special Attacks:** Gaze

**Special Qualities:** See-all, darkvision 120', light vulnerability

**Saves:** Fort +1, Ref -4, Will +9

**Abilities:** Str 1 Dex 1 Con 11 Int 2 Wis 21 Cha 1

**Skills:** Spot +17

**Feats:** Alertness, Skill Focus (Spot)

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** Standard

**Advancement:** Medium, Large (9-14), Huge (15-22), Gargantuan (23-30), Colossal (31-45)

**Level Adjustment:** -

**Poison (Ex):** A Mr. I's secretions are a hallucinogenic contact poison, delivered by its ranged touch attack and to any creature that hits it with an unarmed strike or natural attack. DC 12 1d3 Wis/1d3 Dex.

**See-All (Ex):** A Mr. I cannot be flanked or caught flat-footed.

**Gaze (Su):** Any creature that is subject to a Mr. I's unnerving gaze attack must make a DC 17 Will save or be checked, unable move closer to the Mr. I for 1 minute. If the creature cannot see the Mr. I, it is checked from the last location it saw it in. This is a mind-affecting compulsion. A creature that successfully saves against this effect is not affected by that Mr. I's gaze attack for 24 hours. The save DC is Wisdom-based.

A Mr. I may spend 8 MP to actively gaze at a creature as a swift action.

**Light Vulnerability (Ex):** A Mr. I is treated as an undead creature for the purpose of spells with the Light descriptor.

**Sr. I CR 13**

Gargantuan Aberration

**Init** -5; Senses darkvision 120', Listen +22, Spot +42

**AC** 13 (-4 size, -5 Dex, +12 class), touch 13, flat-footed 1

**Defense** 5

**Def Options** split, poison

**hp** 152 (25 HD)

**mp** 575 (25 MD) 25

**Fort** +9 **Ref** +3 **Will** +24

**Weakness** light vulnerability

**Speed** fly 5' (Perfect)

**Space** 20'; **Reach** -

**Base Atk** +18; **Grp** +26

**Special Actions** ocular laser

**Combat Stances** Unluck Stance

**Abilities** Str 3, Dex 1, Con 13, Int 3, Wis 31, Cha 4  
**SA** gaze

**Feats** Alertness, Skill Focus (Spot), Toughness (5x), Unluck Stance, Heroic Monster

**Ranks** Spot 28

**Skills** Spot +42

**Split (Ex):** For every 5 points of damage dealt to Sr. I, a Medium-sized Mini I pops off into an adjacent space. Each is treated as an object with 5 hit points, AC 5, and hardness 5. One round after popping off (after the initiative count of the damage), each merges with Mr. I, healing 5 hit points. If Mr. I is knocked unconscious or slain, a Mini I will instead revive it at 5 hit points.

**Ocular Laser (Su):** As a full-round action, Sr. I can release a 240' line of light that produces a 10' burst at every point along its length, dealing 5d6 points of damage plus an additional 5d6 for every Mini I in combat. Reflex DC 32 for half damage (the save DC is Wisdom-based).

**Gaze (Su):** All creatures that can see Sr. I must make a DC Will save each round or be checked (unable to approach it or where they think it is) for 1 minute. Creatures that succeed on their saves are not affected by this effect for 24 hours. Sr. I can also force a creature to make an additional save on its round as a standard action.

This is a mind-affecting compulsion effect.

**Light Vulnerability (Ex):** Sr. I is treated as an undead creature for the purpose of spells with the Light descriptor.

**Unluck Stance (Su):** Sr. I and all creatures within 30' who make an attack roll, saving throw, or skill

check roll twice, using the worse of the two rolls.

## Piranha Plant

### Medium Plant

**Hit Dice:** 8d8+16 (52 hp)

**Magic Dice:** 8d6+8 (36 mp)

**Initiative:** -2

**Speed:** 0'

**Armor Class:** 12 (-2 Dex, +4 class), touch 12, flat-footed 8

**Defense:** 4

**Base Attack/Grapple:** +6/+14

**Attack:** Bite +10 melee (1d6+4)

**Full Attack:** Bite +10/+5 melee (1d6+4)

**Space/Reach:** 5'/5'

**Special Attacks:** improved grab, swallow whole

**Special Qualities:** low-light vision, tremorsense 10', plant traits, rooted, vulnerability to fire and cold

**Saves:** Fort +8, Ref +0, Will +3

**Abilities:** Str 19 Dex 7 Con 14 Int - Wis 12 Cha 10

**Skills:** \*Hide +18

**Feats:** -

**Environment:** warm forests

**Organization:** single or patch (2d6)

**Challenge Rating:** 4

**Treasure:** Goods

**Advancement:** 8-12 (Medium), 13-20 (Large), 21-28 (Huge)

**Level Adjustment:** -

A summoner can swap out any creature from its *summon monster VI* list for a fiendish piranha plant. A fiendish fire plant can be swapped with any creature from the *summon monster VIII* list. A fiendish ultra toxin plant can be swapped out with any creature from the *summon monster IX* list. In any case, a summoned piranha plant remains rooted to the spot it is summoned in for the duration of the spell.

Piranha plants are carnivorous jungle flowers that grow in dark areas with poor soil. Their method of survival is to lay dormant until a living creature comes within reach, then devour it before it can flee. Unlike other carnivorous plants, piranha plants are very neat, as they swallow their prey whole and clean up any scraps left over.

\*A piranha plant has a +20 racial bonus to Hide checks in any natural setting.

**Improved Grab (Ex):** To use this ability, the piranha plant must hit a Small or smaller creature with a 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 try to swallow the foe the following round. Larger piranha plants can grab larger creatures, typically the same size as the creatures they can swallow whole (see below).

**Rooted (Ex):** A piranha plant is normally immobile, incapable of moving. This makes it incapable of being bull rushed or tripped, and all attempts to do so automatically fail.

**Swallow Whole (Ex):** A piranha plant can try to swallow a grabbed opponent of Small size or smaller by making a successful grapple check. Once inside, the opponent takes 1 point of crushing damage and 1d6 points of acid damage per round from the plant's digestive tract. A swallowed creature can cut its way out by dealing 10 points of damage to the plant's digestive tract (AC 10, Defense 2). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A piranha plant's gullet can hold 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures. Larger piranha plants can swallow larger creatures.

#### **Piranha Plant CR 4**

Medium Plant

**Init** -2; Senses low-light vision, tremorsense 10', Listen +1, Spot +1

**AC** 12 (-2 Dex, +4 class), touch 12, flat-footed 8

**Defense** 4

**hp** 52 (8 HD)

**mp** 36 (8 MD) 0

**Immune** critical hits, mind-affecting effects, poison, sleep, polymorph, stunning

**Fort** +8 **Ref** +0 **Will** +3

**Weakness** vulnerability to fire and cold

**Speed** 0' (0 squares)

**Melee bite** +10/+5 (1d6+4 bludgeoning and piercing and slashing)

**Space** 5'; **Reach** 5'

**Base Atk** +6; **Grp** +14

**Atk Options** improved grab, swallow whole

**Abilities** Str 19, Dex 7, Con 14, Int -, Wis 12, Cha 10

**SQ** rooted

**Skills** Hide -2

+20 racial bonus to Hide checks in natural undergrowth.

**Rooted (Ex):** Because it is immobile, a Piranha Plant can't be bull rushed or tripped.

**Improved Grab (Ex):** A piranha plant can start a grapple attempt as free action on a successful bite attack against a Small or smaller creature.

**Swallow Whole (Ex):** A piranha plant can swallow a grabbed Small or smaller opponent with a successful opposed grapple check. The piranha plant's gullet deals 1 point of bludgeoning damage and 1d6 points of acid damage each round, has 10 hp, AC 10, and Defense 2.

**Fire Plant CR 9**

Large Plant (Fire)

**Init** -3; Senses low-light vision, tremorsense 10', Listen +1, Spot +1**AC** 14 (-1 size, -3 Dex, +8 class), touch 14, flat-footed 6**Defense** 8**hp** 104 (16 HD)**mp** 72 (16 MD) 0**Immune** fire, critical hits, mind-affecting effects, poison, sleep, polymorph, stunning**Fort** +12 **Ref** +2 **Will** +6**Weakness** vulnerability to cold**Speed** 0' (0 squares)**Melee bite** +18/+13/+8 (1d8+6 bludgeoning and piercing and slashing)**Ranged touch spit** +9/+4/-1 (1d6+6 fire) increment 20'**Space** 10'; **Reach** 10'**Base Atk** +12; **Grp** +22**Atk Options** improved grab (Medium), swallow whole**Spells** (CL 8)3: *fireball* (DC 15)**Abilities** Str 23, Dex 5, Con 14, Int -, Wis 12, Cha 10**SQ** rooted, fire immunity**Skills** Hide -7

+20 racial bonus to Hide checks in natural undergrowth.

**Swallow Whole (Ex):** A piranha plant can swallow a grabbed Medium or smaller opponent with a successful opposed grapple check. The piranha plant's gullet deals 1d6 points of bludgeoning damage and 1d6 points of fire damage each round, has 25 hp, AC 10, and Defense 4.Fire Plants are a water-loving subspecies of piranha plant. They tend to be much more aggressive than piranha plants, and will unleash fire attacks on anything. An ice-spewing variant of this plant exists under the same conditions, immune to cold, *not* vulnerable to fire, but vulnerable to electricity.**Ultra Toxin Plant CR 14**

Huge Plant

**Init** -4; Senses low-light vision, tremorsense 10', Listen +1, Spot +1**AC** 22 (-2 size, -4 Dex, +18 class), touch 22, flat-footed 4**Defense** 18**hp** 234 (36 HD)**mp** 162 (36 MD) 0**Immune** critical hits, mind-affecting effects, poison, sleep, polymorph, stunning**Fort** +22 **Ref** +14 **Will** +19**Weakness** vulnerability to cold and fire**Speed** 0' (0 squares)**Melee bite** +34/+29/+24/+19 (1d10+9 bludgeoning and piercing and slashing) with poison (DC 30, 1d6 Con/1d6 Con)**Ranged touch spit** +21/+16/+11/+6 (1d8+9 acid) increment 20'**Space** 15'; **Reach** 15'**Base Atk** +27; **Grp** +44**Atk Options** improved grab (Large), swallow whole**Abilities** Str 28, Dex 3, Con 14, Int -, Wis 12, Cha 10**SQ** rooted, plant traits**Skills** Hide -12

+20 racial bonus to Hide checks in natural undergrowth.

**Swallow Whole (Ex):** A piranha plant can swallow a grabbed Large or smaller opponent with a successful opposed grapple check. The piranha plant's gullet deals 1d6 points of bludgeoning damage and 3d6 points of acid damage each round, has 50 hp, AC 10, and Defense 9.

An Ultra Toxin Plant is a monstrous deathtrap, ensuing a swift doom for anyone foolish enough to get within reach of its poisonous maw. Anything it can't get its teeth on gets doused with a spray of foul-smelling acid. This plant will eat anything that it can fit into its mouth.

### Floramax CR 19

Colossal Plant (Cold, Fire)

**Init** -5; Senses low-light vision, tremorsense 10', Listen +1, Spot +1

**AC** 17 (-8 size, -5 Dex, +20 class), touch 17, flat-footed -3

**Defense** 20

**hp** 260 (40 HD); Fast healing 10

**mp** 180 (40 MD) 0

**Immune** fire, cold, critical hits, mind-affecting, poison, sleep, polymorph, stunning, flanking

**Fort** +22 **Ref** +14 **Will** +19

**Weakness** vulnerability to acid

**Speed** 0' (0 squares)

**Melee bites** +33/+33/+33/+33/+33 (one 3d6+11 and four 2d6+11) all with poison (DC 32, 1d6 Str/1d6 Str)

**Ranged touch spit** +17/+17/+17/+17/+17 (2d6+11 fire) increment 20'

**Ranged touch spit** +17/+17/+17/+17/+17 (2d6+11 cold) increment 20'

**Space** 30'; **Reach** 30'

**Base Atk** +30; **Grp** +73

**Atk Options** improved grab, swallow whole

**Abilities** Str 33, Dex 1, Con 14, Int -, Wis 12, Cha 10

**SQ** rooted, plant traits

**Swallow Whole (Ex):** A piranha plant can swallow a grabbed Gargantuan or smaller opponent (Large or smaller with its secondary four heads) with a successful opposed grapple check. The piranha plant's gullet deals 2d6 points of bludgeoning damage, 1d6 points of cold damage, and 1d6 points of fire damage each round, has 100 hp, AC 10, and Defense 10.

**Fiveheaded (Ex):** The Floramax can make five attacks at its highest BAB. Its heads can be sundered (see the hydra monster description). Each head has 52 hp and regrows in one minute. The Floramax can't be flanked.

The Floramax is the result of magical experimentation upon normal Piranha Plants. Its twisting, spiked trunk is laden with smaller heads, each capable of a Strength-sapping bite and energy breath, topped by a monstrous noggin that could gulp down an entire adventuring party.

Pocket Monster

**Tiny Magical Beast (Extraplanar)**

**Hit Dice:** 1d10 (5 hp)

**Magic Dice:** 1d12+2 (8 mp)

**Initiative:** +5

**Speed:** 30'

**Armor Class:** 14 (+2 size, +1 Dex, +1 class), touch 14, flat-footed 12

**Defense:** 1

**Base Attack/Grapple:** +1/-8

**Attack:** Bite +2 melee (1d3-1)

**Full Attack:** Bite +2 melee (1d3-1)

**Space/Reach:** 2-1/2'/0'

**Special Attacks:** Generic special

**Special Qualities:** Darkvision 60', low-light vision, scent

**Saves:** Fort +2, Ref +3, Will +1

**Abilities:** Str 9 Dex 12 Con 11 Int 3 Wis 12 Cha 14

**Skills:** Climb +0, Jump +1, Swim +0

**Feats:** Improved Initiative

**Environment:** Any

**Organization:** Single, pair, nest (2-5 plus 200% noncombatants)

**Challenge Rating:** 1

**Treasure:** 50% goods

**Advancement:** 2-5 (Small), 6-12 (Medium), 13-18 (Large), 19-25 (Huge), 26-32 (Gargantuan), 33-40 (Colossal)

**Level Adjustment:** +2 (cohort)

A summoner can swap out any monster from the *summon monster II* list for a pocket rodent. Any monster from the *summon monster IV* list can be swapped for an electric rodent. Any monster from the *summon monster IX* list can be swapped for a fire lizard.

The term "pocket monster" covers a wide range of species whose dimensional attunement makes them quite easy to summon. The abilities given here represent a pocket rodent.

Pocket monster cohorts advance by Magical Beast Hit Dice. Pocket rodents increase their +2 level adjustment by +1 for every size category above Tiny. Electric rodents advance as pocket rodents but with a +3 base level adjustment. In either case, the cohort may opt to not advance by size.

**Generic Special (Ex):** As a standard action, a pocket monster can spend 4 MP to make a melee attack dealing 1d10+1 points of damage. An advanced pocket monster deals 1d10 + Hit Dice damage with this attack.



**Electric Rodent CR 2**

Tiny Magical Beast (Extraplanar)

**Init** +5; Senses darkvision 60', low-light vision, scent, Listen +1, Spot +1**AC** 15 (+2 size, +1 Dex, +2 class), touch 15, flat-footed 12**Defense** 1**hp** 16 (3 HD)**mp** 25 (3 MD) 0**Resist** electricity 20**Fort** +3 **Ref** +4 **Will** +2**Weakness** earth weakness**Speed** 30' (6 squares)**Melee bite** +5 (1d3)**Ranged touch** +6**Space** 2-½'; **Reach** 0'**Base Atk** +3; **Grp** -6**Special Actions** electric special**Abilities** Str 11, Dex 12, Con 11, Int 3, Wis 12, Cha 14**Feats** Improved Initiative, Ability Focus (electric special)**Ranks** Jump 6**Skills** Jump +6**Earth Weakness (Ex):** An electric rodent suffers a -4 penalty to saving throws against spells and effects with the [Earth] descriptor.**Electric Special (Su):** An electric rodent can spend 3 MP to release an electrical discharge against any opponent within 30'. On a successful ranged touch attack, this deals 2d6 points of electricity damage. If the target takes damage, it must make a Fortitude save (DC 15) with a +4 racial bonus or be paralyzed for 1 round. The save DC is Charisma-based.**Pink Balloon CR 6**

Small Magical Beast (Extraplanar)

**Init** +1; Senses darkvision 60', low-light vision, scent, Listen +2, Spot +2**AC** 15 (+1 size, +1 Dex, +3 class), touch 15, flat-footed 12**Defense** 3**hp** 42 (5 HD) **DR** 10/piercing**mp** 52 (5 MD) 0**Fort** +7 **Ref** +5 **Will** +5**Weakness** air weakness**Speed** 30' (6 squares), fly 10' (perfect)**Melee slam** +4 (1d4+1)**Space** 2-½'; **Reach** 0'**Base Atk** +3; **Grp** -6**Special Actions** sonic special**Abilities** Str 13, Dex 12, Con 16, Int 3, Wis 14, Cha 19**Feats** Skill Focus (perform), Iron Will**Ranks** Perform (sing) 8**Skills** Perform (sing) +15**Possessions** 2 vials of ink, feather quill**Air Weakness (Ex):** An pink balloon is treated as being two size categories smaller for the purpose of strong winds.**Sonic Special (Su):** A pink balloon can spend 7 MP to let out a riveting lullaby, making a Perform check to do so. All creatures that can hear the pink balloon must make a Will save against the pink balloon's Perform check or instantly fall asleep, as the *sleep* spell without any Hit Die limit, for up to 8 hours. This is a mind-affecting sonic effect.

### Fire Lizard CR 12

Large Magical Beast (Fire, Extraplanar)

**Init** +1; Senses darkvision 120', low-light vision, scent, blindsight 30', Listen +1, Spot +1

**AC** 27 (-1 size, +4 Dex, +15 class), touch 27, flat-footed 9

**Defense** 16

**hp** 192 (16 HD)

**mp** 320 (16 MD) 0

**Fort** +21 **Ref** +21 **Will** +16

**Immune** fire

**Weakness** cold vulnerability, external flame

**Speed** 30' (6 squares), fly 60' (Poor)

**Melee** **claw/claw/bite/slam** +21/+21/+19/+19 (1d8+6/1d8+6/1d10+9/2d6+3 plus 1d6 fire)

**Space** 10'; **Reach** 5' (10' with slam)

**Base Atk** +16; **Grp** +26

**Special Actions** breath weapon

**Abilities** Str 23, Dex 13, Con 13, Int 4, Wis 12, Cha 25

**Feats** Ability Focus, Multiattack, Improved Natural Attack (3x), Hover

**Ranks** Intimidate 19

**Skills** Intimidate +26

**External Flame (Ex):** A fire lizard affected by a spell with the [Water] descriptor suffers 1d6 points of damage per spell level, even if it successfully saves against the spell and is not damaged by the spell. A fire lizard immersed in water must make a DC 15 Fortitude save each round or drop to -1 hit points and begin dying.

**Breath Weapon (Ex):** A fire lizard can spend 12 MP to unleash a breath weapon dealing 8d6 points of fire damage in a 120' cone. All creatures and objects are allowed a Reflex save for half damage (DC 21), those that fail their Reflex saves catch fire. The save DC is Constitution-based.

### Legendary Icebird CR 16

Huge Magical Beast (Cold, Extraplanar)

**Init** +8; Senses darkvision 240', low-light vision, scent, blindsight 60', Listen +6, Spot +39

**AC** 27 (-2 size, +4 Dex, +15 class), touch 27, flat-footed 8

**Defense** 6

**hp** 285 (30 HD) **DR** 20/magic

**mp** 495 (30 MD) 30

**Fort** +21 **Ref** +21 **Will** +16

**Immune** cold

**Weakness** fire vulnerability, electricity vulnerability

**Speed** 20' (4 squares), fly 240' (Average)

**Melee** **rake/bite** +27/+25 (1d8-1 plus 1d6 cold/2d6-1 plus 1d6 cold) plus chill

**Space** 15'; **Reach** 10'

**Base Atk** +30; **Grp** +37

**Spell-like Abilities** (CL 15<sup>th</sup>)

*cone of cold* (11 MP, DC 25), empowered 3/day

*ice storm* (9 MP)

*sleet storm* (7 MP), quickened 3/day

**Abilities** Str 9, Dex 18, Con 19, Int 7, Wis 23, Cha 31

**Feats** Heroic Monster, Improved Initiative, Multiattack, Flyby Attack, Hover, Multiattack, Snatch, Wingover, Quicken Spell-like Ability, Empower Spell-like Ability, Craft Magic Aura

**SQ** cold aura

**Ranks** Spot 33

**Skills** Spot +39

**Cold Aura (Su):** The temperature within 500' of the legendary icebird is 50 degrees below what is normal for the area. The resulting changes are instantaneous, turning rain into snow and hail, causing water in temperate environments to freeze, and other weather effects that slowly thaw 2d6 hours after the icebird's passing.

**Chill (Ex):** Creatures struck by the legendary icebird's melee attacks are affected as *chill metal* (DC 35, CL 15<sup>th</sup>). The save DC is Charisma-based.

## Pixl

### Small Fey

**Hit Dice:** 2d6+0 (7 hp)

**Magic Dice:** 2d10+4 (15 mp)

**Initiative:** +2

**Speed:** 5', fly 30' (Perfect)

**Armor Class:** 17 (+1 size, +2 Dex, +2 deflection, +2 class), touch 17, flat-footed 13

**Defense:** 0

**Base Attack/Grapple:** +1/-6

**Attack:** ancient spark +4 melee touch (1d6+2 fire)

**Full Attack:** ancient spark +4 melee touch (1d6+2 fire)

**Space/Reach:** 5'/5'

**Special Attacks:** *pyrotechnics* (2 MP)

**Special Qualities:** DR 5/magic, fire resistance 5, low-light vision

**Saves:** Fort +0, Ref +5, Will +4

**Abilities:** Str 6 Dex 15 Con 11 Int 11 Wis 12 Cha 14

**Skills:** Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (the planes) +6, Listen +7, Sense Motive +7, Spot +7

**Feats:** Weapon Finesse

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** Standard

**Advancement:** By class

**Level Adjustment:** +1

**Pyrotechnics (Sp):** A pixl can cast the *pyrotechnics* spell as a caster of his level, and he only has to spend MP equal to its spell level to do so. The save DC is Charisma-based.

Pixls are artificial creatures forged from dying souls tied to pure hearts. The techniques used to create pixls have been lost to the ages, so there have been no new pixls in recent times. However, pixls are immortal, they can be thousands of years old, and many of them were created.

The specific pixl given above is fire-oriented and uses *pyrotechnics* as its spell-like ability.

### Pixls As Characters

A pixl character uses the following statistics:

- Small Fey
- 5' speed, fly 30' (Perfect)
- -4 Str, +4 Dex, +2 Wis, +4 Cha
- Low-light vision
- 2 racial Hit Dice, granting BAB +1, Fort +0, Ref +3, Will +3, 5 \* (6 + Int mod skill points),

2d6 hit points, and 2d10 magic points (Cha mod).

- Pixls have a +2 racial bonus to their caster level for the purposes of determining variable effects of spells.
- A pixl adds its Charisma bonus as a deflection bonus to its AC.
- One spell-like ability of a single spell of 2<sup>nd</sup> level or lower. The spell's MP cost is equal to its spell level (minimum 1). The save DC is Charisma-based.
- DR 5/magic.
- Energy resistance 5 against acid, cold, electricity, fire, or sonic.
- Natural melee touch attack, dealing 1d6+Cha mod points of energy damage matching the pixl's energy resistance.
- LA +1

## Podaboo

### **Tiny Elemental (Fire)**

**Hit Dice:** 3d8-6 (4 hp)

**Magic Dice:** 3d8+6 (16 mp)

**Initiative:** +3

**Speed:** Fly 20' (Good), swim 40'

**Armor Class:** 16 (+2 size, +3 Dexterity, +1 class), touch 16, flat-footed 12

**Defense:** 0

**Base Attack/Grapple:** +4/-7

**Attack:** Fire touch +3 melee or +9 ranged (1d6 fire) increment 15'

**Full Attack:** Fire touch +3 melee or +9 ranged (1d6 fire) increment 15'

**Space/Reach:** 2-1/2'/0'

**Special Attacks:** Burn

**Special Qualities:** Darkvision 60', elemental traits, immunity to fire, vulnerability to cold

**Saves:** Fort -1, Ref +6, Will +2

**Abilities:** Str 4 Dex 17 Con 7 Int 6 Wis 12 Cha 15

**Skills:** Swim +6

**Feats:** Point Blank Shot, Far Shot, Dodge

**Environment:** Warm mountains

**Organization:** Solo, ember (2-5), or conflagration (10-30)

**Challenge Rating:** 2

**Treasure:** None

**Advancement:** 3-6 (Tiny), 7-12 (Small), 13-18 (Medium), 19-25 (Large), 26-30 (Huge)

**Level Adjustment:** +2

A summoner can swap out any monster from the *summon monster IV* list for a podaboo.

**Burn (Ex):** Any creature striking a podaboo with an unarmed strike or natural attack takes 1d6 points of fire damage and must make a DC 15 Reflex save or catch fire.

## Royal Koopa

### **Medium Monstrous Humanoid**

**Hit Dice:** 6d8+24 (45 hp)

**Magic Dice:** 6d4+6 (21 mp)

**Initiative:** -2

**Speed:** 20'

**Armor Class:** 10 (-2 Dex, +2 class), touch 10, flat-footed 8

**Defense:** 10

**Base Attack/Grapple:** +6/+11

**Attack:** Claw +11 melee (1d6+5) or slam +11 melee (1d8+7) or ranged touch attack +4

**Full Attack:** Claw/Claw/Bite +11/+11/+9 melee (1d6+5/1d6+5/1d8+7) or slam +11/+6 melee (1d8+7) or ranged touch attack +4/-1

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Breath Weapon

**Special Qualities:** Fire resistance 20, tuck

**Saves:** Fort +6, Ref +3, Will +4

**Abilities:** Str 20, Dex 6, Con 19, Int 8, Wis 8, Cha 13

**Skills:** Intimidate +10

**Feats:** Multiattack, Power Attack, Heroic Monster

**Environment:** Warm mountains

**Organization:** Solitary plus underlings (20-200 ECL 2 soldiers and bashers, 5-50 ECL 4 elites, 1-3 ECL 5 advisors)

**Challenge Rating:** 5

**Treasure:** Triple standard

**Advancement:** 7-8 (Medium), 9-13 (Large), 14-20 (Huge), 21-26 (Gargantuan), 27+ (Colossal)

**Level Adjustment:** +3

**Breath Weapon (Ex):** As an attack action, a royal koopa can spend 6 MP to spit a ball of fire. This deals 4d6 points of fire damage to one creature within 60' on a successful ranged touch attack.

Alternately, the royal koopa can spend up to 2 MP per Hit Die to breathe flames into a 30' cone or 60' line, dealing 1d6 points of fire damage per 2 MP spent. Affected creatures are allowed a Reflex save for half damage (DC 17), the save DC is Constitution-based.

**Tuck (Ex):** As a move action, a royal koopa can fall prone and gain total concealment and cover as a move action.

Shy

**Small Humanoid (Masked)**

**Hit Dice:** 1d6-2 (1 hp)

**Magic Dice:** 1d6 (3 mp)

**Initiative:** +6

**Speed:** 20'

**Armor Class:** 14 (+1 size, +2 Dex, +1 class), touch 14, flat-footed 11

**Defense:** 2

**Base Attack/Grapple:** +0/-4

**Attack:** Ranged spear +3 (1d6+1 piercing/x3) increment 20', or melee reach long spear +3 (1d6+1 piercing/x3)

**Full Attack:** Ranged spear +3 (1d6+1 piercing/x3) increment 20', or melee reach long spear +3 (1d6+1 piercing/x3)

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** war cry, shy traits

**Saves:** Fort -2, Ref +3, Will +0

**Abilities:** Str 13 Dex 14 Con 7 Int 10 Wis 11 Cha 8

**Skills:** Climb +5, Escape Artist +6, Hide +6, Jump +5, Listen +4, Spot +4, Survival +4, Swim +5

**Feats:** Improved Initiative

**Environment:** Warm forests

**Organization:** Scouting party (2-4), warband (10-20), or tribe (50-200 plus 10% noncombatants)

**Challenge Rating:** ½

**Treasure:** Standard

**Advancement:** By class

**Level Adjustment:** +0

**Shy Shaman CR 2**

Shy Mage 1/Healer 1

Small Humanoid (Masked)

**Init** +6; Senses Listen +2, Spot +2

**AC** 13 (+1 size, +2 Dex), touch 13, flat-footed 11

**Defense** 3

**hp** 4 (2 HD)

**mp** 15 (2 MD) 2

**Fort** +1 **Ref** +2 **Will** +6

**Speed** 20' (4 squares)

**Melee shiv** +1 (1d2-1 piercing/x4)

**Ranged touch** +3

**Space 5'; Reach 5'**

**Base Atk** +0; **Grp** -5

**Special Actions** combat revivification

**Spells** (CL 2):

1 – *bless*, *remove fear*, *reduce person* (DC 13), *soften* (DC 13), *summon monster I*

0 – *acid splash*, *detect poison*, *least star drop* (DC 12), *virtue*

**Abilities** Str 8, Dex 14, Con 8, Int 15, Wis 14, Cha 13

**SQ** shy traits, war cry

**Talents** Armored Casting, Combat Revivification

**Feats** Improved Initiative

**Ranks** Concentration 5, Craft (alchemy) 4, Heal 3, Knowledge (Nature) 5, Spellcraft 5

**Skills** Concentration +4, Craft (alchemy) +6, Heal +5, Knowledge (Nature) +7, Spellcraft +7

**Possessions** Small studded leather armor, ceremonial knife (masterwork shiv)

**Shy Traits (Ex):** +1 racial bonus to attack rolls with melee weapons, automatic weapon proficiencies, +4 racial bonus to saving throws against fear effects, +2 racial bonus to Hide and Intimidate checks

**War Cry (Su):** When a shy rolls initiative and spends MP to improve the roll, he gains a +2 bonus per MP spent.

**Combat Revivification (Sp):** As a standard action, a shy shaman can spend 1 MP to bring a touched, dying character to 1 hp.

## Star Knight

The Star Knights are the watchers of the stars. Their exact dominion is unknown, but their stellar heritage is indisputable.

### Small Outsider (Native, Extraplanar)

**Hit Dice:** 4d8 (14 hp)

**Magic Dice:** 4d8+4 (18 mp)

**Initiative:** +4

**Speed:** 20'

**Armor Class:** 14 (+3 class, +1 size), touch 14, flat-footed 11

**Defense:** 0

**Base Attack/Grapple:** +4/-1

**Attack:** slam +3 melee (1d6-2 bludgeoning)

**Full Attack:** slam +3 melee (1d6-2 bludgeoning)

**Space/Reach:** 5'/5'

**Special Attacks:** -

**Special Qualities:** darkvision 60', DR 5/magic

**Saves:** Fort +4, Ref +4, Will +5

**Abilities:** Str 7, Dex 11, Con 10, Int 9, Wis 13, Cha 12

**Skills:** Hide +7, Listen +8, Move Silently +7, Spot +8, Tumble +7

**Feats:** Combat Expertise, Improved Initiative

**Environment:** Star Worlds

**Organization:** solitary or constellation (2d6)

**Challenge Rating:** 2

**Treasure:** None

**Advancement:** 4-18 HD (Small), 18-30 HD (Medium)

**Level Adjustment:** +1

A summoner can swap out any monster from the *summon monster V* list for a waddle knight.

The body of a Star Knight is always spherical, representative of the most perfect shape, with four well-defined, simple limbs. Star Knights that have traveled through the worlds below are noted for their voracious appetites and blind courage, which may or may not be the reasons such individuals do not dwell among the stars.

## Waddle Knight CR 2

Small Outsider (Native, Extraplanar)

**Init** +4; Senses darkvision 60', Listen +8, Spot +8

**AC** 14 (+1 size, +3 class), touch 14, flat-footed 11

**Defense** 0

**hp** 14 (4 HD); **DR** 5/magic

**mp** 18 (4 MD) 0

**Fort** +4 **Ref** +4 **Will** +5

**Speed** 20' (4 squares)

**Melee slam** +3 (1d6-2 bludgeoning)

**Melee spear** +3 (1d6-2 piercing, x3 critical)

**Ranged spear** +5 (1d6-2 piercing, x3 critical) increment 20'

**Space** 5'; **Reach** 5'

**Base Atk** +3; **Grp** -1

**Combat Stances** combat expertise

**Abilities** Str 7, Dex 11, Con 10, Int 9, Wis 13, Cha 12

**SQ** DR 5/magic

**Feats** Combat Expertise, Improved Initiative

**Ranks** Hide 7, Listen 7, Move Silently 7, Spot 7, Tumble 7

**Skills** Hide +7, Listen +8, Move Silently +7, Spot +8, Tumble +7

The waddle knight is the least powerful caste of the star knights. Its body is spherical as normal for a star knight, tending towards chubbiness around the lower hemisphere, and covered with short brown fur. Waddle Knights also have slightly larger and more expressive eyes than normal, typically blue.

Waddle knights hunt stellar rodents, usually using coordinated groups to flush out game into the open where the slowest creatures are quickly taken down. Waddle knights tend to avoid any creatures of the same size or larger, both predators and herbivores. If threatened by an unfamiliar creature, a waddle knight's first impulse is to flee.

In combat, waddle knights will immediately attempt to flee. If such a maneuver is impossible, waddle knights will fight until escape is possible. Waddle knights unable to run away will engage a weak-looking character, use tumbling, five-foot steps, and withdraw actions frequently to get around frontliners without provoking attacks of opportunity, and will throw their spears to slow pursuers.

### Warpstar Knight CR 10

Small outsider (Native, Extraplanar, Air)

**Init** +3; **Senses** darkvision 60', Listen +2, Spot +17

**AC** 17 (-1 Dex, +1 size, +7 class), touch 17, flat-footed 10

**Defense** 0

**hp** 72 (12 HD, 48); **DR** 5/magic

**mp** 50 (12 MD, 84) 12

**Fort** +8 (+10), **Ref** +7, **Will** +10

**Speed** 30', fly 30' (Perfect)

**Melee slam** +14/+7/+2 melee (1d6+1 bludgeoning)

**Melee mimicked mwk greatsword** +15 melee (1d10+1 slashing, 19-20/x2 critical)

**Space** 5'; **Reach** 5'

**Base Atk** +12/+7/+2; **Grp** +9

**Combat Stances** combat expertise

**Atk Options** improved trip, tackle

**Special Attacks** air blast, flame rush

**Abilities** Str 12, Dex 9, Con 15 (11), Int 13, Wis 14, Cha 17

**SQ** Air Blast, DR 5/magic, Mimic Abilities (+4 Constitution, Improved Initiative, mwk greatsword, Flame Rush)

**Feats** Combat Expertise, Improved Trip, Tackle, Run, Heroic Monster, (Improved Initiative)

**Ranks** Escape Artist 15, Knowledge (The Planes) 15, Perform (Dance) 15, Sense Motive 15, Spot 15, Tumble 15, Use Magic Device 15

**Skills** Escape Artist +14, Knowledge (The Planes) +16, Perform (Dance) +18, Sense Motive +17, Spot +17, Tumble +14, Use Magic Device +18

**Air Blast (Su):** The Warpstar Knight can create a *gust of wind* effect as a spell-like ability, directed towards or away from itself. Any creature that would be pushed into the Warpstar Knight's square instead stops and provokes an attack of opportunity.

**Flame Rush (Sp):** As a full-round action, the Warpstar Knight may spend 5 MP to travel in a 60' line, dealing 5d6 points of fire damage to every creature it passes through. Affected creatures are allowed a Reflex save (DC 18) for half damage. Creatures damaged by this effect are not allowed attacks of opportunity against the Warpstar Knight.

**Improved Trip:** The warpstar knight does not provoke an attack of opportunity when tripping an opponent, and gains a +4 bonus to opposed Strength checks to trip an opponent.

**Tackle:** A warpstar knight who successfully trips an opponent as part of a charge can spend 1 MP to continue charging in a straight line. This can be

used to trip multiple opponents in a charge.

**Combat Expertise:** A warpstar knight can take up to a -5 penalty to attack rolls and add the same as a bonus to his AC.

The Warpstar Knight is a fearless combatant, in stark contrast to Waddle Knights. It has all of the class abilities of a level 10 Mimic. It's homestar is its domain, but it will venture far and wide when it finds a quest worthy of its talents. The Knight given here has a smattering of general abilities (all from stellar beings) that it considers useful, but it will quickly pick up abilities appropriate to the environment it finds itself in.

### **Aegaes Knight CR 15**

Medium Outsider (Native, Extraplanar, Air)

**Init** +3; Senses darkvision 60', Listen +22, Spot +22

**AC** 25 (+8 class, +3 Dex, +4 armor), tch 21, flat 14

**Defense** 4

**hp** 54 (15 HD); **DR** 5/magic

**mp** 54 (15 MD) 0

**Fort** +8 **Ref** +12 **Will** +13

**Speed** 20' (4 squares), fly 20' (Perfect)

**Melee almighty sword** +21/+16/+11 (+1 per 15 mp) (2d6+10 slashing + 1d6 fire + 1 per 15 mp, 19-20/x2 plus shockwave)

**Melee slam** +19/+14/+9 (1d8+4 bludgeoning)

**Space** 5'; **Reach** 5'

**Base Atk** +15; **Grp** +19

**Atk Options** improved sunder, ultra timed hit

**Combat Stances** offensive stance, power attack

**Combat Gear** Almighty Sword (starmetal greatsword minor artifact, +1d6 fire damage, +4 enhancement bonus to Strength and Dexterity, on a critical hit it deals 3d6 sonic to creatures in a 120' line intersecting the target Reflex 19 for ½ damage), mwk longsword, +4 chain shirt, 3 potions of *cure serious wounds*

**Abilities** Str 15 (19), Dex 13 (17), Con 9, Int 14, Wis 18, Cha 12

**SQ DR** 5/magic

**Talents** Offensive Stance, Improved Offensive Stance, Greater Offensive Stance (+2), Vigor Up, Timed Hit, Super Timed Hit, Ultra Timed Hit

**Feats** Weapon Focus (greatsword), Power Attack, Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, Improved Sunder

**Ranks** Appraise 18, Heal 18, Intimidate 18, Jump 18, Knowledge (The Planes) 18, Listen 18, Sense Motive 18, Spot 18, Tumble 18, Use Magic Device 18

**Skills** Appraise +20, Heal +22, Intimidate +19, Jump +21, Knowledge (The Planes) +20, Listen +22, Sense Motive +22, Spot +22, Tumble +20, Use Magic Device +19

**Possessions** mask of battlesight (*analyze dewomer* 3/day)

**Offensive Stance:** The Aegaes Knight suffers a -1 penalty to AC and gains a +5 bonus to attack and damage rolls

**Power Attack:** The Aegaes Knight suffers up to a -15 penalty to attack rolls, and adds the same as a

bonus to melee damage rolls. This bonus is doubled with twohanded weapons.

**Improved Sunder:** The Aegaes Knight does not provoke an attack of opportunity when sundering an object, and gains a +4 bonus to attack rolls to hit an object held or carried by another creature.

**Ultra Timed Hit:** On a successful hit, the Aegaes Knight can spend 3 MP to attempt to confirm the hit as a critical, 3 MP to improve his weapon's multiplier by one step if the critical is confirmed, and 5 MP to deal maximum damage if the critical is confirmed.

Quite unlike the Warpstar Knight, the Aegaes Knight will choose what it perceives to be a vulnerable location in need of protection and guard it with its life. The Aegaes Knight refuses to participate in unfair fights, fleeing if underhanded tactics are used against him.



### Penguin King CR 20

Medium Outsider (Extraplanar, Native)

**Init** -2; Senses darkvision 60', Listen +1, Spot +1

**AC** 27 (+11 class, -2 Dex, +5 armor, +3 deflection), touch 22, flat-footed 16

**Defense** 4

**hp** 153 (20 HD); **DR** 20/magic

**mp** 153 (20 MD) 20

**Immune** cold

**Fort** +15 **Ref** +10 **Will** +13

**Weakness** fire vulnerability

**Speed** 30' (6 squares), swim 30'

**Melee greathammer** +27/+22/+17/+12 (+1 per 20 mp) (3d6+9 bludgeoning +1 per 20 mp)

**Ranged mallet** +19/+14/+9/+4 (+1 within 30') (2d6+9 bludgeoning +1 within 30') 40'

**Space** 5'; **Reach** 5'

**Base Atk** +25; **Grp** +29

**Combat Stances** power attack

**Combat Gear** Large starmetal greathammer, 20 Large mwk mallets, +5 vestment (+4 enhancement bonus to Strength)

**Spells** (CL 10, as Royal):

3 – *confusion* (DC 16), *cure serious wounds*, *haste*

2 – *daze monster* (DC 15), *heroism*, *vigor*

1 – *expeditious retreat*, *feather fall*, *hypnotism* (DC 14)

0 – *daze* (DC 13), *detect magic*, *flare* (DC 13)

**Abilities** Str 23, Dex 6, Con 17, Int 9, Wis 12, Cha 17

**SQ** Powerful Build

**Feats** Heroic Monster, Exotic Weapon Proficiency (greathammer), Power Attack, Weapon Focus (greathammer), Quick Draw, Point Blank Shot, Far Shot

**Ranks** Bluff 23, Climb 23, Diplomacy 23, Intimidate 23, Sense Motive 23, Swim 23, Use Magic Device 23

**Skills** Bluff +26, Climb +29, Diplomacy +26, Intimidate +26, Sense Motive +24, Swim +38, Use Magic Device +26

**Possessions** crown of radiance (add Charisma modifier to AC)

**Powerful Build (Ex):** The Penguin King is considered to be one size category larger for the purpose of what weapons it is able to wield and opposed checks.

### Ultimate Warrior

#### Small Aberration (Extraplanar)

**Hit Dice:** 5d8+15 (37 hp)

**Magic Dice:** 5d6+10 (27 mp)

**Initiative:** +2

**Speed:** Fly 60' (Perfect)

**Armor Class:** 15 (+1 size, +2 Dex, +2 class), touch 15, flat-footed 11

**Defense:** 0

**Base Attack/Grapple:** +4/+5

**Attack:** Bite +7 melee (1d4+1) plus energy drain

**Full Attack:** Bite +7 melee (1d4+1) plus energy drain

**Space/Reach:** 5'/5'

**Special Attacks:** Attach, energy drain

**Special Qualities:** Negative energy vulnerability, cold immunity, immune to disease, ice torpor, electricity vulnerability, DR 5/magic, scent, blindsight 60'

**Saves:** Fort +3, Ref +3, Will +6

**Abilities:** Str 12 Dex 15 Con 17 Int 2 Wis 15 Cha 14

**Skills:** Listen +10

**Feats:** Improved Grapple, Weapon Focus (bite)

**Environment:**

**Organization:** Single, pair (2), swarm (2d6 plus 1 Alpha), hive (5d6 plus 3d6 Alpha plus 2d6 Gamma plus 1d6 Omega plus 1 Zeta)

**Challenge Rating:** 3

**Treasure:** -

**Advancement:** 5-10 (Small), 11-20 (Medium), 21-30 (Large), 31-40 (Huge), 41-50 (Gargantuan)

**Level Adjustment:** -

A summoner can swap out any monster from the *summon monster V* list for a larval warrior. Any monster from the *summon monster VII* list can be swapped for an alpha warrior. Any monster from the *summon monster IX* list can be swapped out a gamma warrior.

**Attach (Ex):** If an ultimate warrior hits a creature with its bite attack, it automatically latches onto it and deals bite damage each round it remains attached. An attached ultimate warrior loses its Dexterity bonus to Armor Class and has an AC of 11. An attached ultimate warrior can be struck with a weapon or grappled itself. To remove an ultimate warrior through grappling, the opponent must achieve a pin against it.

**Energy Drain (Su):** Each time a living creature takes damage from an ultimate warrior's bite attack,

it suffers one cumulative negative level. After 24 hours, the creature may make a Fortitude save (DC 15) for each negative level to negate it, otherwise it becomes permanent. The save DC is Constitution-based. For each such negative level bestowed, the ultimate warrior gains 5 temporary hit points. Creatures slain in this manner are reduced to fragile husks, which disintegrate into ash at the slightest touch. Only *true resurrection* is capable of reviving a creature slain by an ultimate warrior's energy drain ability.

**Ice Torpor (Ex):** Though they are not harmed by cold, ultimate warriors can be subdued by it. An ultimate warrior that suffers cold damage must make a Fortitude save (DC damage dealt - Hit Dice) or become stunned for 1d6 rounds.

Ultimate warriors are the remnant of an ancient civilization. Legend has it that the civilization created them to defeat a far greater evil, but this raises the even more troubling question of what manner of evil would require such a vicious hunter to destroy it.

The abilities presented here represent a larvae of this deadly, enigmatic species. Ultimate warrior larvae resemble a jellyfish with a few opaque central organs, and the underside sports several large mandibles that it uses to drain life from its victims. Though blind, they can detect their prey through a combination of keen olfactory and auditory senses. They float aimlessly in search of food, attacking relentlessly when they find it. If an ultimate warrior retains 50 temporary hit points from its energy drain ability for one hour, it will advance by one Hit Die.

If ultimate warriors mature in the proper environment, they become large quadrupedal predators, but still subsist on life energy. Environmental factors play a large role in their development, and the forms presented here represent their advancement in their natural environment.

The most advanced ultimate warriors reproduce through egg-laying, though none of the forms presented here are capable of it. Some types of magical influence can jump-start their reproductive cycle in unpredictable ways, such as causing a larvae to duplicate itself through fission when it reaches 10 Hit Dice, budding off a weak 1 Hit Die larvae instead of advancing by Hit Dice, or simply growing to massive proportions.

### **Alpha Warrior CR 7**

Medium Aberration (Extraplanar)

**Init** +2; Senses blindsight 60', scent, Listen +18

**AC** 18 (+6 class, +2 Dex), touch 18, flat-footed 10

**Defense** 3

**DR** 5/magic

**hp** 110 (13 HD)

**mp** 71 (13 MD) 0

**Immune** Cold, disease

**Fort** +8 **Ref** +6 **Will** +10

**Weakness** Ice torpor, electricity vulnerability, negative energy vulnerability, blind

**Speed** Fly 40' (Perfect)

**Melee** **claw/claw/bite** +12/+12/+10 (1d4+1, 1d4+1, 1d6+2) plus energy drain

**Space** 5'; **Reach** 5'

**Base Atk** +9; **Grp** +15

**Abilities** Str 14 Dex 15 Con 19 Int 3 Wis 15 Cha 14

**SA** Energy drain

**SQ** Ice torpor

**Feats** Improved Grapple, Weapon Focus (bite), Weapon Focus (claw), Blind-Fight, Multiattack

**Ranks** Listen 16

**Skills** Listen +18

**Ice Torpor:** If hit by a cold attack, make a Fort save (DC damage - 13) or be stunned for 1d6 rounds.

**Energy Drain (Su):** Bitten or clawed opponents take one negative level, Fort recovery (DC 20).

### Gamma Warrior CR 11

Medium Aberration (Extraplanar)

**Init** +2; Senses blindsight 90', scent, darkvision 60', Listen +20

**AC** 19 (+7 class, +2 Dex), touch 19, flat-footed 10

**Defense** 6

**DR** 5/magic

**hp** 157 (15 HD)

**mp** 82 (15 MD) 0

**Immune** Cold, disease

**Fort** +11 **Ref** +7 **Will** +11

**Weakness** Ice torpor, negative energy vulnerability, blind

**Speed** Fly 30' (Perfect), burrow 10'

**Melee** **claw/claw/bite** +14/+14/+12 (1d4+1, 1d4+1, 1d6+2) plus energy drain

**Space** 5'; **Reach** 5'

**Base Atk** +11; **Grp** +17

**Special Actions** beam

**Abilities** Str 14 Dex 15 Con 23 Int 3 Wis 15 Cha 14

**SA** Energy drain, beam

**SQ** Ice torpor

**Feats** Improved Grapple, Weapon Focus (bite), Weapon Focus (claw), Blind-Fight, Multiattack

**Ranks** Listen 18

**Skills** Listen +20

**Beam (Sp):** 5 MP, all creatures in a 20' cone take 3d6 electricity damage (Reflex DC 23 for ½). Any creature that fails its first save must make a Fortitude save (DC 23) or be stunned for one round.

**Ice Torpor:** If hit by a cold attack, make a Fort save (DC damage - 15) or be stunned for 1d6 rounds.

**Energy Drain (Su):** Clawed or bitten opponents take one negative level, Fort recovery (DC 23). The warrior gains 5 temporary hit points.

### Zeta Warrior CR 15

Large (Long) Aberration (Extraplanar)

**Init** +1; Senses blindsight 120', scent, darkvision 120', Listen +26

**AC** 20 (-1 size, +10 class, +1 Dex), touch 20, flat-footed 9

**Defense** 9

**DR** 5/magic

**hp** 241 (21 HD)

**mp** 115 (21 MD) 0

**Immune** Cold, disease

**Resist** Fire 5

**DR** 5/magic

**Fort** +14 **Ref** +8 **Will** +14

**Weakness** Ice torpor, negative energy vulnerability, blind

**Speed** 30' (6 squares), fly 20' (Perfect), burrow 10'

**Melee** **claw/claw/bite** +20/+20/+18 (1d6+2, 1d6+2, 1d8+5) plus energy drain

**Space** 10'; **Reach** 5'

**Base Atk** +15; **Grp** +28

**Atk Options** improved bull rush

**Special Actions** burst

**Combat Stances** power attack

**Abilities** Str 20 Dex 13 Con 25 Int 3 Wis 15 Cha 14

**SA** Energy drain, burst

**SQ** Ice torpor

**Feats** Improved Grapple, Weapon Focus (bite), Weapon Focus (claw), Blind-Fight, Multiattack, Power Attack, Improved Bull Rush

**Ranks** Listen 24

**Skills** Listen +26

**Burst (Sp):** 5 MP, all creatures in a 20' cone take 5d6 fire damage (Reflex DC 27 for ½).

**Ice Torpor:** If hit by a cold attack, make a Fort save (DC damage -21) or be stunned for 1d6 rounds.

**Energy Drain (Su):** Clawed or bitten opponents take one negative level, Fort recovery (DC 27). The warrior gains 5 temporary hit points.

**Power Attack:** Take up to -15 penalty to attack rolls, add same to damage.

**Improved Bull Rush:** No AoO when bull rushing, +4 bonus to opposed Strength check to push back.

## Omega Warrior CR 19

Huge (Long) Aberration (Extraplanar)

**Init** +0; Senses blindsight 240', scent, darkvision 240', Listen +37

**AC** 24 (-2 size, +16 class), touch 24, flat-footed 8

**Defense** 12

**DR** 5/magic

**hp** 432 (32 HD)

**mp** 176 (32 MD) 0

**Immune** Cold, disease

**Resist** Fire 10

**Fort** +19 **Ref** +10 **Will** +20

**Weakness** Ice torpor, negative energy vulnerability

**Speed** 30' (6 squares), fly 10' (Perfect), burrow 10'

**Melee** **claw/claw/bite** +29/+29/+29 (1d8+3, 1d8+3, 1d10+6) plus energy drain, improved grab, awesome blow

**Space** 15'; **Reach** 10'

**Base Atk** +24; **Grp** +42

**Atk Options** improved bull rush

**Special Actions** burst

**Combat Stances** power attack

**Abilities** Str 22 Dex 11 Con 28 Int 3 Wis 15 Cha 14

**SA** Energy drain, burst

**Feats** Improved Grapple, Weapon Focus (bite), Weapon Focus (claw), Blind-Fight, Multiattack, Power Attack, Improved Bull Rush, Awesome Blow, Ability Focus (energy drain), Snatch, Improved Multiattack

**Ranks** Listen 35

**Skills** Listen +37

**Burst (Sp):** 10 MP, all creatures in a 20' cone take 10d6 fire damage (Reflex DC 35 for ½).

**Ice Torpor:** If hit by a cold attack, make a Fort save (DC damage - 32) or be stunned for 1d6 rounds.

**Energy Drain (Su):** Clawed or bitten opponents take one negative level, Fort recovery (DC 37). The warrior gains 5 temporary hit points.

**Power Attack:** Take up to -24 penalty to attack rolls, add same to damage.

**Improved Bull Rush:** No AoO when bull rushing, +4 bonus to opposed Strength check to push back.

**Awesome Blow:** Knock smaller opponents 10' and prone (Reflex DC damage dealt negates).

**Improved Grab (Ex):** Automatic grapple attempts. Take -20 to grapple checks to not be considered grappled.

## Templates

### Boo

A typical boo is a ghost that has been undead long enough to have lost all semblance of form. Newly undead boos are much closer to what they were in life. The boo template may be applied to any living creature with a Charisma score of 9 or higher.

A boo's abilities are changed as follows:

- +2 Dex, -2 Str, no Constitution score. Recalculate the boo's hit points and it applies its Charisma modifier to Concentration checks.
- Can heal through rest.
- Type changes to undead, Hit Dice, Magic Dice, saves, and skill points remain the same. Gains the augmented subtype for its original type.
- Immunity to all mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects. Immune to critical hits, nonlethal damage, ability drain, energy drain. Immune to physical ability damage and exhaustion. Immune to any effect that requires a Fortitude save unless it works on objects or is harmless.
- Gains DR 5/magic.
- *Invisibility* as a spell-like ability, CL equal to ½ total Hit Dice or caster level (minimum 1).
- Flight at a maneuverability of Perfect at its original base land speed.
- Gains the Mass Haunting ability, allowing it to count as a boo for determining how many boos are present, but it is not able to gain any spell-like abilities.
- +4 racial bonus to Move Silently and Intimidate checks.
- Gains darkvision 60'.
- +2 CR
- +3 LA

### Hyper

A hyper creature has unnaturally pronounced choler, causing it to be easily provoked and violent. The hyper template may be applied to any creature with a Constitution score.

A hyper creature's abilities are changed as follows:

- +8 Strength, -4 Constitution.
- Gains the Vigor Up talent as a level 10 Basher.
- Gains Great Fortitude as a bonus feat.
- -2 penalty to Will and Reflex saves.
- +2 CR
- +2 LA

### Para-Creature

A para-creature has large fluffy wings, making it capable of sustained flight. Almost every

monstrous species in the world has a winged subspecies of this form. The para-creature template may be applied to any creature that does not already have the ability to fly.

A Para-Creature's abilities are changed as follows:

- +2 Dex, +2 Con.
- Flight with a maneuverability of Average at double its base land speed.
- Gains a natural slam/slam attack routine, dealing damage as two clubs for its size (1d6 Medium).
- Low-light vision if it did not already have it.
- Lightning Reflexes as a bonus feat.
- +1 CR
- +2 LA

### Raccoonian

A raccoonian is a creature that has been blessed by nature spirits with innate magical power, pointed ears, and a cute, fluffy tail. The raccoonian template may be applied to any living creature with an Intelligence score.

A raccoonian's abilities are changed as follows:

- Type changes to Magical Beast. Do not change existing Hit Dice, but existing racial Magic Dice increase by one step, up to d12. Class MD remain unchanged.
- +2 Str, +4 Dex, +4 Con, +2 Int, +2 Wis, +4 Cha
- Base land speed increases by 30'.
- +4 natural armor bonus to Defense.
- Gains a natural slam attack as a bastard sword for its size (1d10 Medium).
- +8 racial bonus to Jump checks.
- Quick Change (Su): Can use the Disguise skill as a standard action without penalty.
- Darkvision 60' and low-light vision, or existing darkvision and low-light vision range doubles.
- +2 CR
- +3 LA

### Star-Blessed

A star-blessed creature is any creature that is unnaturally potent in a certain ability, at the cost of weakness in other abilities.

A Star-Blessed (Strength) creature's abilities are changed as follows:

- +8 Str, -2 Dex, -2 Con, -2 Int, -2 Wis, -2 Cha
- When a Star-Blessed creature spends MP to improve a Strength check or a Strength-based skill check, he gains a +2 bonus per MP spent.
- Immune to Strength damage and Strength drain.
- +1 CR.
- +1 LA.

A Star-Blessed (Dexterity) creature's abilities are changed as follows:

- +8 Dex, -2 Str, -2 Con, -2 Int, -2 Wis, -2 Cha
- When a Star-Blessed creature spends MP to improve a Dexterity check or a Dexterity-based skill check, he gains a +2 bonus per MP spent.
- Immune to Dexterity damage and Dexterity drain.
- +1 CR.
- +1 LA.

A Star-Blessed (Constitution) creature's abilities are changed as follows:

- +8 Con, -2 Str, -2 Dex, -2 Int, -2 Wis, -2 Cha
- When a Star-Blessed creature spends MP to improve a Constitution check or a Constitution-based skill check, he gains a +2 bonus per MP spent.
- Immune to Constitution damage and Constitution drain.
- +1 CR.
- +1 LA.

A Star-Blessed (Intelligence) creature's abilities are changed as follows:

- +8 Int, -2 Str, -2 Dex, -2 Con, -2 Wis, -2 Cha
- When a Star-Blessed creature spends MP to improve an Intelligence check or an Intelligence-based skill check, he gains a +2 bonus per MP spent.
- Immune to Intelligence damage and Intelligence drain.
- +1 CR.
- +1 LA.

A Star-Blessed (Wisdom) creature's abilities are changed as follows:

- +8 Wis, -2 Str, -2 Dex, -2 Con, -2 Int, -2 Cha
- When a Star-Blessed creature spends MP to improve a Wisdom check or a Wisdom-based skill check, he gains a +2 bonus per MP spent.
- Immune to Wisdom damage and Wisdom drain.
- +1 CR.
- +1 LA.

A Star-Blessed (Charisma) creature's abilities are changed as follows:

- +8 Cha, -2 Str, -2 Dex, -2 Con, -2 Int, -2 Wis
- When a Star-Blessed creature spends MP to improve a Charisma check or a Charisma-based skill check, he gains a +2 bonus per MP spent.
- Immune to Charisma damage and Charisma drain.
- +1 CR.
- +1 LA.

### Titan

On a far-off island in a far-off ocean, or so it is rumored, there is an island inhabited by monsters who are basically similar to those you could find in

the spooky woods next to your own town, except they've all grown to gigantic proportions and stomp around the island all day looking for tiny people like you to gobble up. Or so it is rumored.

The titan template is an inherited template that can be applied to any creature. It can also be applied multiple times to boost a creature's size as large as is plausible, each time reapplying its effects.

A titanic creature's abilities are changed as follows:

- Size increases by one category.
- The creature gains the Giant type and the augmented subtype, though it is treated as both a Giant and a creature of its original type for the purpose of spells and effects. Do not recalculate existing Hit Dice.
- +4 Str, -2 Dex
- +10' speed
- It gains low-light vision, or its existing low-light vision range doubles if it already has it.
- Its natural armor bonus to Defense increases by +3, or it gains a +3 natural armor bonus to Defense if it did not already have one.
- It gains 5 Giant Hit Dice, granting d8 hit points, d4 magic points, +3 BAB, +4 Fort, +1 Ref, +1 Will, (2 + Int mod) \* 5 skill points, and +2 dodge.
- CR +4
- LA +1

## Advancing Monsters

When advancing monsters by Hit Dice, the following values are used for mp and class Defense.

Creature Type	Magic Dice	Defense
Aberration	d6	Average
Animal	d1	Good
Construct	d1	Poor
Dragon	d12	Average
Elemental	d8	Average
Fey	d10	Good
Giant	d4	Poor
Humanoid	By Class	By Class
Magical Beast	d12	Good
Monstrous Humanoid	d4	Average
Ooze	d4	Poor
Outsider	d8	Average
Plant	d6	Average

Creature Type	Magic Dice	Defense
Undead	d1	Poor
Vermin	d1	Good

Poor:  $1/3 + 1/3$  HD

Average:  $1/2$  HD

Good:  $1 + 1/2$  HD

The Magic Die modifier of a monster is based on what it draws its power from. Intelligence for skill, Wisdom for instinct, and Charisma for power. This is different for each creature. A monster character uses the ability score modifier that his first class level uses.

Exceptionally powerful monsters gain Talents from one of the six base classes every odd-numbered Hit Die and advance with Challenge Ratings equal to their Hit Dice instead of a fraction of their Hit Dice.

## Appendix

### CHANGES FROM D&D

Armor grants DR, or Defense, instead of a bonus to AC, this is balanced by armor proficiencies being hard to get, and armor bonuses being reduced for characters who are not proficient with it.

Class levels grant dodge bonuses to AC, which count towards the maximum Dexterity bonus for armor.

Levels grant MP, which works a lot like HP, and can be used to improve D20 rolls or fuel class abilities.

Advanced classes are a step between core classes and prestige classes, generally accessible at level 3.

Caster levels stack. The 3 base spellcasting classes use their actual levels to determine spells known, while most advanced classes base them on actual caster level.

### TODO

I mean, honestly, why is this here any more? This document is going to get scrapped as soon as 4<sup>th</sup> edition comes out! Oh, well, I guess I'll leave it in case somebody figures they'll be able to do something else with it.

Write a *real* appendix!

All the basic monsters from sidescroller games.

Bludgeoner, piercer, slasher?

Str/Int: Battle mage, good at both blowing things up and attacking, similar to spellblade.

Str/Wis: Bounty Hunter (basically a ranger).

Str/Cha: Cavalier, mounted combatant.

Dex/Con: Acrobat, high-AC.

Dex/Int: Trickster, prolly a magic-wielding thief, needs some ranged stances among other things.

Assassin, maybe just use sneak attack.

Con/Int: Superior AC armor master? Spellshield?

Con/Wis: Medic, possibly with fast healing.

Con/Cha: Templar. Soulmage based on revivify ability?

Int/Wis: Scholar

Int/Cha: Master Craftsman

Ninji, as a race.

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (which?) (Int), Listen (Wis), Move

Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight Of Hand (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

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