

Player's Guide to the Flanæss

Table of Contents

CHAPTER 1: RACES	5	Blinding Strike.....	14
Variant Rules.....	5	Blood of Dragons.....	14
Rhennee.....	5	Blowhard.....	14
Olvenfolk, Grugach.....	6	Body Fuel [Psionic].....	14
CHAPTER 2: CLASSES	9	Bonus Breath.....	15
Variant Rules.....	9	Boost Construct [Psionic].....	15
Class Variations.....	9	Born Psychic.....	15
Other Variations.....	9	Born Spellcaster.....	15
Barbarians (additional).....	9	Brachiation.....	15
Monks (additional).....	10	Chaotic Mind.....	15
Experience Points (additional).....	10	Chink in the Armor.....	15
CHAPTER 3: SKILLS AND FEATS	11	Choke Hold.....	15
Skills Additions.....	11	Circle Kick.....	15
Balance.....	11	Circle Master.....	15
Bluff.....	11	Circle Student.....	15
Diplomacy.....	11	Clever Wrestling.....	15
Read/Write Language.....	11	Cloak Dance.....	15
Sense Motive.....	11	Closed Mind.....	15
Speak Language.....	11	Close-Quarters Combat.....	15
Tumble.....	11	Close-Quarters Defense.....	15
Languages of the Flanaëss.....	11	Combat Manifestation.....	15
Primary Languages.....	11	Combat Team.....	15
Dialects.....	12	Confirm Critical.....	15
Racial Languages.....	12	Connected.....	15
Special Languages.....	12	Controlled Respiration.....	15
Altered Feats.....	12	Counter Flank.....	16
A Note on Metamagic Feats.....	12	Counterstrike.....	16
Metamagic Components.....	12	Cower.....	16
Craft Magic Item.....	12	Critical Finesse.....	16
Empower Power/Spell.....	13	Crush.....	16
Enlarge Power/Spell.....	13	Crushing Defense.....	16
Extend Power/Spell.....	13	Cumbrous Dodge.....	16
Greater Spell Focus.....	13	Cumbrous Fortitude.....	16
Heighten Power/Spell.....	13	Cumbrous Reflexes.....	16
Maximize Power/Spell.....	13	Cumbrous Will.....	16
Quick Draw.....	13	Deadly Poison.....	16
Quicken Power/Spell.....	13	Deadly Precision.....	16
Silent Spell.....	13	Deep Denizen.....	16
Spell Focus.....	13	Deep Impact [Psionic].....	16
Still Spell.....	13	Defensive Strike.....	16
Widen Power/Spell.....	13	Desert Dweller.....	16
New Feats.....	13	Detach.....	16
Monster Manual feats.....	13	Dexterous Strike.....	16
Spelltouched Feats.....	13	Dexterous Trip.....	17
Additional Favored Class.....	13	Divine Cleansing.....	17
Additional Power.....	13	Divine Heritage.....	17
Additional Spell.....	13	Divine Might.....	17
Aligned Attack [Psionic].....	13	Divine Resistance.....	17
Alluring.....	13	Divine Vengeance.....	17
Animal Control.....	13	Dragon's Toughness.....	17
Animal Defiance.....	13	Dust Cloud.....	17
Arcane Defense.....	14	Dwarf's Toughness.....	17
Area Attack.....	14	Eidetic Memory.....	17
Armored Caster.....	14	Empower Turning.....	17
Armored Fencer (heavy).....	14	Expanded Knowledge [Psionic].....	17
Armored Fencer (medium).....	14	Extended Reach.....	17
Armor Optimization.....	14	Extra Contact.....	17
Armor Specialization.....	14	Extra Item Space.....	17
Arterial Strike.....	14	Facility Dependent.....	17
Assume Supernatural Ability.....	14	Fantastic Initiative.....	17
Autonomous.....	14	Feign Weakness.....	17
Back Off.....	14	Fell Shot [Psionic].....	18
Bareback.....	14	Final Strike.....	18
Barmaid/Barkeep.....	14	Fists of Fury.....	18
		Fleet of Foot.....	18
		Flick of the Wrist.....	18
		Fling Enemy.....	18
		Flying Kick.....	18
		Focused Sunder [Psionic].....	18

Force of Will	18
Forester	18
Friends in High Places.....	18
Gape of the Serpent.....	18
Ghost Attack [Psionic]	18
Giant's Toughness.....	18
Grass Trekker	18
Greater Dodge	19
Greater Fly-By Attack.....	19
Greater Manyshot	19
Greater Multigrab	19
Greater Multiweapon Fighting	19
Greater Mighty Roar	19
Greater Power Penetration	19
Greater Power Specialization [Psionic]	19
Greater Psionic Endowment [Psionic]	19
Greater Psionic Fist [Psionic]	19
Greater Psionic Shot [Psionic].....	19
Greater Psionic Weapon [Psionic].....	19
Great Hug	19
Great Throw	19
Ground Fighter.....	19
Guarded Defense	19
Haggle	19
Hamstring	19
Hawkeye	19
Heighten Turning.....	19
Hold the Line	20
Home Turf.....	20
Hostile Mind.....	20
Improved Assume Supernatural Ability.....	20
Improved Combat Expertise.....	20
Improved Dodge	20
Improved Flight.....	20
Improved Fly-By Attack.....	20
Improved Multiattack.....	20
Improved Multiweapon Fighting	20
Improved Natural Healing	20
Improved Parry	20
Improved Quick Draw	20
Improved Scent	20
Improved Turn Resistance	20
Improved Web	20
Incredible Parry	20
Indoor Mage.....	20
Inquisitor [Psionic].....	20
Insightful Aim	21
Inured to Energy	21
Involuntary Rage.....	21
Iron Hand	21
Irresistible Gaze	21
Item Familiar	21
Jack-of-All-Trades.....	21
Knockdown	21
Lady's Man	21
Large and In Charge	21
Lightning Fists.....	21
Lightsleeper	21
Lucky	21
Magical Artisan.....	21
Membership.....	21
Mental Leap [Psionic]	21
Mental Resistance.....	21
Metamorphic Transfer [Psionic]	21
Mighty Leaping.....	21
Mighty Roar	22
Mind Over Body.....	22
Moon Mage.....	22
Multigrab	22
Multiple Stunning Fist.....	22
Multitasking	22
Multivoice.....	22
Narrowed Gaze	22
Narrow Mind [Psionic]	22
Off-Hand Power.....	22
Open Minded.....	22

Outdoor Mage	22
Overchannel [Psionic]	22
Pack Mule	22
Pain Mastery	22
Paralyzing Strike.....	22
Parry.....	22
Peak Hopper	23
Pervasive Gaze	23
Piercing Gaze.....	23
Pin Shield.....	23
Pin Target.....	23
Poison Resistance	23
Poker Face.....	23
Power Critical.....	23
Power Dive	23
Power Kill.....	23
Power Penetration.....	23
Power Specialization [Psionic]	23
Prehensile Tail.....	23
Protective Parry.....	23
Psionic Affinity	23
Psionic Body [Psionic]	23
Psionic Dodge [Psionic]	23
Psionic Endowment [Psionic]	23
Psionic Fist [Psionic].....	23
Psionic Hole	24
Psionic Meditation [Psionic]	24
Psionic Shot [Psionic]	24
Psionic Talent [Psionic]	24
Psionic Weapon [Psionic].....	24
Push	24
Quick Change	24
Quick Dress	24
Quicken Turning.....	24
Quicker-Than-the-Eye	24
Quick Kill.....	24
Ranged Disarm.....	24
Rapid Breath.....	24
Rapid Metabolism.....	24
Reckless Charge	24
Reckless Offense	24
Rending Constriction.....	24
Resist Disease	24
Resist Energy	24
Return Shot [Psionic]	24
Reverberation	25
Reverse Hold.....	25
Roll With It.....	25
Scramble	25
Sex Appeal.....	25
Sheltered Childhood.....	25
Shield Grand Mastery	25
Shield High Mastery.....	25
Shield Mastery	25
Sidestep	25
Sidestep Charge [Psionic]	25
Single Weapon Style.....	25
Sixth Sense	25
Speed of Thought [Psionic]	25
Stability	25
Stamp.....	25
Stand Still	25
Steel Skin	25
Sticking Hands	25
Sun Mage.....	26
Supernatural Strike.....	26
Supernatural Transformation	26
Supreme Dodge	26
Surrogate Spellcasting.....	26
Survivor	26
Swamp Stalker	26
Tactician	26
Talented [Psionic]	26
Thick-Skinned.....	26
Thrower.....	26
Thunderclap	26

Treefriend	26
Trustworthy	26
Unavoidable Strike [Psionic]	26
Uncanny Scent	26
Up the Walls [Psionic]	26
Urban Tracking	27
Vicious Wound	27
Virulent Poison	27
Weapon Breaker	27
Weapon Grip	27
Weather Sense	27
Wild Mage	27
Wild Talent	27
Wingstorm	27
Winter's Child	27
Wounding Attack [Psionic]	27
New Item Creation Feats	27
Craft Alchemical Item	27
Craft Mastercraft Item	27
New Metamagic/psionic Feats	27
Burrowing Power	27
Chain Power/Spell	27
Combine Power/Spell	27
Coned Ray	28
Cooperative Power/Spell	28
Delay Power/Spell	28
Displace Power/Spell	28
Energy Admixture	28
Energy Substitution	28
Innate Power/Spell	28
Mindless Effort	28
Multiply Power/Spell	28
Non-Lethal Power/Spell	28
Opportunity Power	28
Persistent Power/Spell	28
Ray Beam	28
Ray Burst	28
Reach Power/Spell	29
Sacred Spell	29
Sculpt Power/Spell	29
Split Ray	29
Unconditional Power	29
CHAPTER 4: EQUIPMENT	31
Money	31
Weapons and Parry	31
Weapons	31
Masterwork Weapons	31
New Weapons	31
Armor	32
Armor as Damage Conversion	32
New Armor	32
Goods and Services	32
Adventuring Gear	32
Special Substances and Items	34
Tools and Skill Kits	35
Clothing (and Grooming)	37
Food, Drink, and Lodging	38
Mounts (Animals) and Related Gear	40
Transport	40
CHAPTER 5: COMBAT	41
Death's Door	41
Massive Damage Variant	41
Out of Turn Dodge	41
CHAPTER 6: MAGIC	43
Incantations	43
Magic Rating	43
Spell Points	43
Spell Resistance	43
Spells – Healing	43
Spells – Summoning	43

New Spells	43
Bard Spell List	43
Cleric Spell List	43
Druid Spell List	43
Sorcerer/Wizard Spell List	44
Ability Alteration	44
Arcane Bolt	44
Augment Summoning	44
Beguiling	44
Bear's Heart	44
Beast Claws	44
Bite of the Boar	44
Bite of the Rat	45
Body of the Sun	45
Cause Critical Damage	45
Cause Light Damage	45
Cause Minor Damage	45
Cause Moderate Damage	45
Cause Serious Damage	45
Cloak of the Sea	45
Crystalbrittle	45
Demolish	45
Dirge of Discord	45
Disc of Concordant Opposition	45
Elemental Familiar	45
Lava Spikes	46
Mindless Rage	46
Primal Lightning	46
Prismatic Orb	46
Proficiency	46
Reattach	46
Recreate	46
Reinforce	47
Repair Circle	47
Repair Critical Damage	47
Repair Light Damage	47
Repair Minor Damage	47
Repair Moderate Damage	47
Repair Serious Damage	47
Restore	47
Restore, Mass	47
Singing Sword	47
Stalk	47
Unbinding	47
Understand Object	47
Vocalize	48
Water Glyph	48
CHAPTER 7: GODS	49
Boccob	49
Corellon Larethian	49
Ehlonna	50
Erythnul	50
Fharlanghn	50
Garl Glittergold	50
Gruumsh	51
Heironeous	51
Hextor	51
Kord	52
Moradin	52
Nerull	52
Obad-Hai	53
Olidammara	53
Pelor	53
St. Cuthbert	53
Wee Jas	54
Yondalla	54

CHAPTER 1: RACES

Variant Rules

Apply the following variant rules during this stage of character creation.

- **Bloodlines:** *Unearthed Arcana* p. 19; This option is modified as follows. Instead of "purchasing" bloodline levels, Bloodlines increase the character's ECL. A Minor Bloodline increases the character's ECL by +1. An Intermediate Bloodline increases ECL by +2, and a Major Bloodline increases ECL by +3.
- **Character Background:** *Unearthed Arcana* p. 100.
- **Character Flaws:** *Unearthed Arcana* p. 91.
- **Character Traits:** *Unearthed Arcana* p. 86.
- **Reducing Level Adjustments:** *Unearthed Arcana* p. 18.

Human

Humans are as per the standard rules.

There are several ethnic possibilities for humans in the Flannæss, as follows:

Ethnic Extraction	Skin	Hair	Eyes
Baklunish	Golden-hued	Dark brown to Bluish-Black	Grey, Grey-Green, Hazel (VR)
Flannæ	Coppery-Bronze to Dark Bronze	Black, Brown-Black, Wavy/Curly	Brown, Black, Amber
Oeridian	Tan to Olive	Honey-Blonde to Black (Brown Common)	All (Brown, Grey most Common)
Suloise	Very Fair	Light Red, Yellowish Blonde, Platinum	Pale/Deep Blue, Grey (R)
Baklunish/ Flannæ	Golden Copper to Golden Bronze	Black, Dark Brown	Brown, Amber, Hazel
Baklunish/Oeridian	Almond to Yellow	All (Dark most Common)	All (Grey most Common)
Baklunish/Suloise	Light Tan to Tan	Dark Red, Dark Blonde	Light to Very Pale (near-White) Blue
Flannæ /Oeridian	Tan to Dark Tan	Brown, Black	All (Brown most Common)
Flannæ /Suloise	Light Copper to Light Bronze	Dark Reds and Blondes, Brown	Darker Blues
Oeridian/Suloise	Fair to Light Olive	Any (Light Red, Light Brown most Common)	All (Grey most Common)

	Baklunish	Flannæ	Oeridian	Suloise	Baklunish/ Flannæ
Height	60+3d6	64+2d6	62+2d8	70+2d6	62+2d8
Weight	120+ (1d8x10)	130+ (1d10x10)	120+ (2d4x10)	140+ (3d6x10)	125+ (2d8x10)
	Baklunish/Oeridian	Baklunish/Suloise	Flannæ /Oeridian	Flannæ /Suloise	Oeridian/Suloise
Height	61+2d8	65+2d8	63+2d8	67+2d6	66+2d8
Weight	120+ (1d8x10)	140+ (2d6x10)	125+ (1d10x10)	145+ (2d8x10)	140+ (2d6x10)

Height and Weight figures are for males. Females are 15% shorter and 25% lighter on average.

Rhennee

The complexion of Rhenn-folk ranges from olive to tan; their hair is usually curly and tends to be black or dark brown. Most have eyes of gray, blue, or hazel, but green is known in some families. The Rhennee are generally short but strong and wiry, with men averaging 5 ft. 6 in. and women less.

The Rhennee are not native to Oerth; rather, they are accidental travelers from another plane or world, citizens of a lost homeland they call Rhop. Their legends say that they appeared first in the Great Kingdom, in or near the Adri Forest. Pursued by monsters and hostile Aerdi, they fled west to the shores of the Lake of Unknown Depths, where they took to life on the water. They now expertly ply the great rivers that cross the Flannæss and migrate between the three great lakes. Rhennee are fairly common on the waterways of the central Flannæss and near inland shores and banks. A few secret, inland encampments are said to exist, and here may also be encountered their rare, land-dwelling cousins, whom they derogatively refer to as the Attloi. The mutual distrust and antagonism between the Rhenn-folk and other peoples of the Flannæss have kept the Rhennee relatively unmixed with other races, though the Rhennee do bring children of other human races into their families.

Little is known of the original culture of the Rhennee, as they were absent from the Flannæss before 450 years ago and entered their current lifestyle to escape persecution. The Rhenn-folk are masters of inland sailing and navigation, and they love their nomadic and adventurous life. Music and gambling are beloved amusements. Certain Rhennee say they are nobles and have great authority among their kind.

Men nearly always become rogues; some women become sorcerers, "wise women" whose skills and knowledge make them the subtle masters of Rhennee society. Rhennee men can be quite chauvinistic, and their women manipulative.

Rhennee have a wide reputation as thieves, and most do learn roguish skills as children, practicing them primarily upon outsiders. Their secrecy and bad reputation cause most people to dislike the Rhennee, and the feeling is mutual. They survive by ferrying goods and passengers, fishing, hunting, selling their crafts, and illegal means (theft and smuggling), although they put forth the least amount of work needed to accomplish their goals. They follow a code of conduct that has different restrictions for dealing with others of their kind versus non-Rhennee outsiders, who may be cheated and lied to.

These people dress in muted colors, and each adult male has a set of homemade leather armor of good quality. The cut and style of their clothing is simple and functional, eschewing the fashion-minded concerns of other races. Their leatherwork is exceptional.

Of the Rhennee, only the female students of "wise women" become spellcasters. (Clerics are unknown among them.) Wise women prefer charms and illusions, practicing divination as well. They like spells that deceive or confuse people, especially enchantments like love potions or (very) minor protective charms that can be sold to the foolish, unwary, or greedy.

PERSONALITY

Shifty; that is the word most people use when talking of the Rhennee. Untrustworthy, thieving bastards, etc. And the Rhennee prefer this way of thinking. They are a carefree people, plying the rivers, stopping where they will, following no laws but their own. As they tend towards chaos and neutrality, most Rhennee will cheat an outsider with no second thought, and evil ones will happily kill an outsider who gets in their way, but they tend to be much more truthful and honorable with each other.

PHYSICAL DESCRIPTION

The Rhennee average 5'8", and 145 pounds. They have skin that ranges from tanned to olive, with dark brown and black hair. Eye color ranges in all shades of brown. They dress in functional, but very brightly colored (often very contrasting colors) clothes, often of leather, or finer materials when available. They will almost always have a dagger visible, and very often, one or more that aren't visible.

RELATIONS

The Rhennee get on fairly well with each other, but their relationships with other people and races are often strained, as most everyone who has dealt with the Rhennee see them as untrustworthy backstabbing thieves, and rightly so for the most part.

ALIGNMENT

Most Rhennee are chaotic and neutral, but some are more kind-hearted than others, and some have hearts as black as any fiends. A Lawful Rhennee is almost unheard of.

LANDS

The Rhennee do not have any lands really. They live on their barges, going up and down the rivers, staying in one place only a short time (usually until they outlive their welcome).

RELIGION

The Rhennee worship Mother Oerth, with a system of worship similar to that of the druidic faiths. Rhennee of evil alignments may follow the dictates of an evil deity.

LANGUAGE

The Rhennee speak Rhopan, which is not related to any Oerthly tongue. Many are fluent in other languages as well.

NAMES

If being truthful, the character will normally give his first name followed by his family name. Otherwise, anything goes.

Chapter 1: Races

ADVENTURERS

Most Rhennee adventurers are people who have been banished from their clan, or come from a destroyed clan.

RHENNEE RACIAL TRAITS

As human, plus:

- **Skills:** Rhennee have Profession (sailor) as a class skill, regardless of actual class. Atloi have Ride instead of Profession (sailor). This is a cultural modification.
- **Favored Class:** Rogue (male); Sorcerer (female).

Skin	Hair	Eyes	Height	Weight
Tan to Olive	Dark Brown, Black	Browns	61 + 2d6	125+ (1d4x10)

Dwur

Dwur (Dwarves) have the following modifications:

- **Weapon familiarity:** Any dwarf who is proficient with Weapon Group (axes) is also proficient with the dwarven urgosh and dwarven waraxe. This is a cultural modification.
- **Magic save bonus:** Dwarves have a +2 racial bonus on Fortitude and Will saves against magic. They do not have a bonus to Reflex saves.
- **Racial attack bonus:** The dwarven racial attack bonus versus orcs and goblinoids is a cultural modification.
- **Dodge bonus:** The dwarven dodge AC bonus versus Giants is a cultural modification.
- **Appraise bonus:** This is a cultural modification.

	Skin	Hair	Eyes	Height	Weight
Hill	Light Brown to Deep Tan	Brown, Grey-Black	Bright Colors (Blue)	48/44 +2d4	99/76+ (1d4x10)
Mountain	Light Tan to Deep Tan	Light Brown, Light Grey-Black	Bright Colors (Blue)	52/50 +2d4	125/112+ (1d4x10)

Euroz, Half

Half-Orcs as per the standard rules.

Skin	Hair	Eyes	Height	Weight
Human with Grey Tinge	Darker Human	Darker human with Red Tinge	Human +10%	Human +20%

Hobniz

Halflings have the following modifications:

- **Racial attack bonus:** The halfling thrown attack bonus is a cultural modification.

Skin	Hair	Eyes	Height	Weight
Fair to Tan	Sandy to Dark Brown	Blues, Hazel	42/40 + 2d4	48/45+ (1d4x10)

Noniz

Gnomes have the following modifications:

- **Weapon familiarity:** Gnomes who are proficient with Weapon Group (picks and hammers) are also proficient with the gnome hooked hammer. This is a cultural modification.
- **Racial attack bonus:** The gnome bonus to attack kobolds and goblinoids is a cultural modification.
- **Dodge bonus:** The gnome dodge AC bonus is a cultural modification.
- **Favored Class:** Bard.

Skin	Hair	Eyes	Height	Weight
Dark Tan to Woody Brown	Pale Colors	Blues	42/40 + 2d4	66/57+ (1d4x5)

Olvenfolk

Elves have the following modifications:

- **Weapon proficiency:** All elves (except for half-elves) automatically have Weapon Group (bows), and either Weapon Group (heavy blades) or Weapon Group (light blades).
- **Trance:** Elves in fact do have to sleep for 8 hours, just as humans.
- **Favored classes:** Wizard (Grey Elves); Sorcerer (High Elves); Any (Half-Elves).

Olvenfolk, Grugach

In most regards, the Olves of the Flanaess fit the mold of *D&D Elves* well, indeed being, by some scholars' theories, the origin of Olven people on all worlds. Oerth's Olves live in a somewhat isolated state of uneasy peace with the rest of the races, tending toward non-involvement and silent observation of the events of

the world. Beneath this peaceful and mysterious surface however, lies something more savage and feral – the Grugach. Oerth's Wild Olves, the Grugach, represent a portion of Olven civilization that never stepped forth from their sylvan homeland, and possess a bond with the forests unmatched by any of their brethren.

PERSONALITY

Where most Olves seem aloof and proud, Grugach appear to outsiders as downright mean and arrogant. Their distrust, intolerance, and in some cases, outright fear and hatred of those not of the sylvan races is something even other Olves cannot begin to understand. (And, it should be noted, other elves, including Wood Olves, are considered by the Grugach to be non-sylvan races, and are treated with the same contempt and paranoia that is shown to Humans or Dwur.) Compared to other races of the Flanaess, the Grugach are fairly primitive and backwards culturally, due in large part to their limited contact with the dominant races.

Grugach culture, as is typical of most barbaric societies, is strictly governed by tradition and heritage, and rebellious or revolutionary thought or behavior is not tolerated among the tribes. The free thinkers of the tribes thus either conform to their ancestral ways, or leave the tribe to make their way in the more open societies of other Olves or even Humans.

Even more so than other Olves, the Grugach are possessing of an intense and fickle pride. Where most Olves react to insult or threat with patience as wisdom, Grugach meet such challenges with swift ferocity. Observers may notice that some patience is given to other Olves, and that typical Olven kindness and forgiveness is shown among the Grugach themselves, but travelers are best warned to be polite and careful when in a Grugach camp.

A final, major factor in the mentality of the Grugach is an unswerving loyalty and fanaticism toward their tribes patron deity or totem spirit. This zealotry is taken to such extremes that the deities will or the totem animal's well being is often placed before the welfare of the tribe, sometimes bringing disastrous results.

PHYSICAL DESCRIPTION

Grugach range from about 6 to 7 feet in height, slightly heavier in build than other elves due to their toughness and hardy physiques. Their skin tones range from dark brown tones in the warm southern forests and jungles, to lightly tanned and pale tones in the cooler northern woodlands. Hair color and eye colors vary greatly, ranging from black hair and dark green eyes on darker skinned Grugach, to light blonde hair and pale blue eyes on fairer skinned Grugach.

Grugach tend towards practical clothing and armors, usually crafted from the skins of animals or plant products found in their homeland. Browns and greens are common, allowing for easier camouflage in the woods when hunting or traveling.

Grugach live to around 600 years of age.

RELATIONS

Grugach hate and fear all of the major races of the Flanaess, with Wood Olves and Forest Noniz receiving only slightly better treatment. Sylvan races, such as Pixies, Dryads and Treants, are treated as friends and allies.

ALIGNMENT

Though their society is more strict and tradition-based than other Olves, Grugach retain the basic behaviors of their people, allowing any alignment, with chaotic good and chaotic neutral being most common.

LANDS

Grugach tribes tend to be semi-nomadic, setting up long term camps consisting of tree houses, mud huts and tents, and staying in one place until they feel their hunting endangers the natural balance of the area. They then destroy all traces of their presence and move to a new area, usually within 15 to 20 miles away. Individual tribes will demonstrate a somewhat cyclic migration pattern, revisiting old hunting grounds after a year or two, and having a 'homeland' of about a 25 or 30 square mile area.

RELIGION

Grugach worship most of the gods of the Olven pantheon, as well as the gods of the Sylvan races (as detailed in *Monster Mythology*). Rare individuals, never tribes, may be found to worship a human nature deity, such as Ehlonna. In addition, some tribes have Shamanistic religions, revering the spirits of the land and animals instead of gods.

LANGUAGE

Grugach speak their own dialect of the Olven tongue, which is about 50% comprehensible to speakers of that language. In addition, most will speak the languages of other woodland races common to their homeland, such as Dryads or Sprites, and rare individuals may be fluent in the Olven tongue.

NAMES

Grugach names are usually the Clan/Tribal name, followed by the character's First Name, followed by a location.

ADVENTURERS

Grugach PCs tend to take up adventuring due to either banishment from their tribe due to disagreement with tradition, leaving the tribe to seek the ways of the outside world, or they are the survivors of tribes that have died out or been destroyed.

Chapter 1: Races

GRUGACH RACIAL TRAITS

Grugach have the traits of elves as described in the Players Handbook, with the following exceptions.

- **Ability Scores:** +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -4 Charisma
- **Weapon proficiency:** Grugach are automatically proficient with Weapon Group (bows) and Weapon Group (spears and lances). This replaces the normal Elven weapon proficiency.
- **Survival:** Grugach have a +2 racial bonus to Survival checks. This is a cultural modification.
- **Favored Class:** Barbarian.

Type	Skin		Hair	Eyes	
Grey	Fair with Grey Tint		Silver (Pale Gold Rare)	Amber (Violet Rare)	
Grugach	Tan to Dark Brown		Light Brown to Black	Blues, Greens	
High	Very Fair		Sandy Blonde to Raven Black	Blues, Greens	
Sylvan	Tan		Yellow to Coppery-Red	Light Brown (Light Green VR)	
Half	Darker than Olven parent		Darker than Olven parent	50/50 for being like Human or Olven parent	
	Grey	Grugach	High	Sylvan	Half
Height	74/75 +1d10	73/72 + 2d6	72/73 + 1d10	74/72 + 1d10	Average
Weight	114/119+ (1d4x10)	130/120+ (1d4x10)	121/126+ (1d4x10)	133/122+ (1d4x10)	Average
Age	800	200	400	200	160

CHAPTER 2: CLASSES

Variant Rules

Apply the following variant rules during this stage of character creation.

Class Variations

Barbarian

Barbarians have different class skills, weapon and armor proficiencies, and bonus feats based on their location. See below for details.

The *Totem Barbarian* variant (*Unearthed Arcana* p. 48) is available with the following totems: Ape, Bear, Boar, Eagle, Horse, Serpent, Wolf.

The *Rage Variant – Whirling Frenzy* (*Unearthed Arcana* p. 66) is available. This replaces the Barbarian's normal rage ability.

Bard

Bards cast spells using spell points. See Chapter 6: Magic for more information.

Bardic spellcasting does not require material components. If a spell has a priced component, the Bard must spend XP equal to 1/25th the listed price in order to cast the spell.

All Bard spells have verbal components.

The *Bardic Sage*, *Divine Bard*, and *Savage Bard* class variants (*Unearthed Arcana*, p. 49-50) are all available.

Cleric

Weapon and Armor Proficiency: Clerics are proficient with Light Armor and Shields. Clerics with the War domain are also proficient in Medium and Heavy Armor.

Clerics cast spells using spell points. See Chapter 6: Magic for more information.

Cleric spellcasting does not require material components, but all Cleric spells require a Divine Focus (holy symbol). Clerics can attempt to cast spells without a holy symbol, but the character's Wisdom score is treated as being 6 points lower for the purpose of the spell level he can use. If a spell has a priced component, the Cleric must spend XP equal to 1/25th the listed price in order to cast the spell.

Clerics cannot spontaneously cast *cure* spells. Clerics can spontaneously cast Domain spells, swapping a prepared spell for a Domain spell of equal or lower level.

Clerics can cast one Domain spell per day from each spell level the character can cast with no spell point cost.

The *Cloistered Cleric* variant (*Unearthed Arcana* p. 50) is available.

Druid

Druids cast spells using spell points. See Chapter 6: Magic for more information.

Druidic spellcasting does not require material components. If a spell has a priced component, the Druid must spend XP equal to 1/25th the listed price in order to cast the spell.

Scimitar is not a Druidic weapon.

Fighter

Fighters are unchanged.

Monk

Monks use the *Variant Fighting Styles* rule (*Unearthed Arcana* p. 52.). See below for more information on variant fighting styles.

Paladin

The Paladin is not available as a core class. Instead, the *Prestige Paladin* is used instead (*Unearthed Arcana* p. 70).

Ranger

The Ranger is not available as a core class. Instead, the *Prestige Ranger* is used instead (*Unearthed Arcana* p. 71).

The *Prestige Ranger* can select the *Favored Enemy Variant – Favored Environment* (*Unearthed Arcana* p. 65).

Rogue

Rogues are unchanged.

Sorcerer

Sorcerers cast spells using spell points. See Chapter 6: Magic for more information.

Sorcery does not require material components. If a spell has a priced component, the Sorcerer must spend XP equal to 1/25th the listed price in order to cast the spell.

Sorcerers may specialize in the same manner as Wizards.

Wizard

Wizards cast spells using spell points. See Chapter 6: Magic for more

information.

Wizardry requires material components as normal. A Wizard may attempt to cast a spell without material components (0-cost components) but his Intelligence is considered 5 points lower for the purpose of the spell level he can use. A Wizard can attempt to cast a spell with priced material components, but does so at -6 Intelligence, and must spend XP equal to 1/10th the listed price.

The *Specialist Wizard Variants* (*Unearthed Arcana* p. 59) are available.

Other Variations

Apply the following variant rules during this stage of character creation.

- **Action Points:** *Unearthed Arcana* p. 122; Characters gain 1d6 action points at each level of experience. Level Adjustment does not count for this determination.
- **Contacts:** *Unearthed Arcana* p. 179.
- **Defense Bonus:** *Unearthed Arcana* p. 109; Reduce the bonuses on Table 4-1: Defense Bonus by 2 points. For all intents and purposes, the class-based Defense Bonus is considered a Dodge bonus – this means that it does not apply anytime the character would be denied his Dexterity bonus to AC.
- **Level-Independent Experience Points:** *Unearthed Arcana* p. 213; Table 6-13: Alternative Experience Point Progression replaces the normal experience table. Magic item XP costs remains the same, but spell XP costs are as listed on p. 215 of *Unearthed Arcana*. See below for more information on XP acquisition.
- **Reputation:** *Unearthed Arcana* p. 180; All characters use Column A for level-based increase, and apply Event-based increases.
- **Sanity:** *Unearthed Arcana* p. 194; Characters reduce all Sanity losses by their character level (San hardness = level). Spellcasting costs Sanity only in certain circumstances.
- **Weapon Group Feats:** *Unearthed Arcana* p. 94; Weapon Focus, Weapon Specialization (and the accompanying chains), and Improved Critical apply only to a specific weapon, not to a group.

Barbarians (additional)

A Barbarian's class skills, beginning weapon and armor proficiencies and possibly other abilities are modified by his land of origin as follows.

Amedio Jungle

- **Class Skills:** The Amedio Barbarian's class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).
- **Weapon and Armor Proficiency:** Amedio Barbarians are proficient with the blowgun, club, dart, javelin, short bow, and spear. They are proficient with light armor.
- **Heat Resistant (Ex):** Amedio Barbarians have a +4 bonus to saving throws to resist high temperatures. This does not apply to heat-, or fire-based damage.

Frost / Ice / Snow Barbarians

- **Class Skills:** The Frost/Ice/Snow Barbarian's class skills (and the key ability for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (sailor) (Wis), Survival (Wis), and Swim (Str).
- **Weapon and Armor Proficiency:** Frost/Ice/Snow Barbarians are proficient with battle axe, dagger, hand axe, longsword (broadsword), short bow, and spears. They are proficient with light and medium armors and shields. [Weapon Groups (axes, basic, bows, heavy blades, spears and lances)].
- **Bonus Feats:** Frost/Ice/Snow Barbarians do not have the Fast Movement ability, but gain Endurance and Run as bonus feats.

Rovers of the Barrens

- **Class Skills:** The Rover of the Barrens class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis).
- **Weapon and Armor Proficiency:** Rovers of the Barrens are proficient with club, dagger, javelin, lasso, short composite bow, and spear (used as a light lance). They are proficient with light armor and shields.
- **Bonus Feat:** Rovers of the Barrens gain Mounted Combat as a bonus feat.

Tiger / Wolf Nomads

- **Class Skills:** The Tiger/Wolf Nomad's class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis).
- **Weapon and Armor Proficiency:** Tiger/Wolf Nomads are proficient with club, dagger, javelin, lasso, scimitar (tulwar), short composite bow, and spear. They are proficient with light armor and shields.
- **Bonus Feat:** Tiger/Wolf Nomads gain Run as a bonus feat.

Tribes of the Paynims

- **Class Skills:** The Tribes of the Paynim's class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis).
- **Weapon and Armor Proficiency:** The Tribes of the Paynim's are proficient with club, dagger, javelin, lasso, scimitar (tulwar), short composite bow, and spear. They are proficient with light armor and shields.
- **Bonus Feat:** The Tribes of the Paynims gain Run as a bonus feat.

Monks (additional)

The variant fighting styles (*Unearthed Arcana* p. 52) are available to Monks in the Flanæss. The following fighting styles are available as well.

Cæserean

Cæserean is a martial form created by Grey Olve monks, and practiced by both Grey and High Olven monks. Unlike many martial arts, it focuses more on swordplay than anything else.

- 1st **Level Skills Bonus:** Tumble.
- 1st **Level Feat:** Martial Weapon Proficiency (Olven lightblade).
- 2nd **Level Feat:** Weapon Focus (Olven lightblade).
- 6th **Level Feat:** Weapon Specialization (Olven lightblade).
- 6th **Level Bonus Ability:** You can use a flurry of blows with the Olven lightblade.

Chakun

This fighting style was developed by the Wolf nomads, and later adopted by the Tiger Nomads as well. It focuses on moving in-and-out of combat range in an attempt to keep the opponent off-balance. It bears some similarity to the Cobra Strike style of fighting.

- 1st **Level Skills Bonus:** Jump.
- 1st **Level Feat:** Dodge.
- 2nd **Level Feat:** Mobility.
- 6th **Level Feat:** Spring Attack.
- 6th **Level Bonus Ability:** You gain an additional +2 bonus to attack when making a charge attack. *Prerequisites:* Acrobatic, base speed 40 ft.

Da'Shon Xan Yae

This martial form is practiced by Monks in the service of the Shadow Mistress. It is a whirling style that teaches the use of dual falchions.

- 1st **Level Skills Bonus:** Balance.
- 1st **Level Feat:** Martial Weapon Proficiency (falchion).
- 2nd **Level Feat:** Two-Weapon Fighting.
- 6th **Level Feat:** Two-Weapon Defense.
- 6th **Level Bonus Ability:** When using Two-Weapon Defense, you gain an additional +2 shield bonus to your AC.

Da'Shon Zuoken

This martial form is practiced by Monks in the service of Zuoken. It is a tranquil form, designed to incapacitate opponents without permanent injury. Practitioners of this form suffer a -4 penalty when attempting to deal lethal damage with this form.

- 1st **Level Skills Bonus:** Diplomacy.
- 1st **Level Feat:** Stunning Fist.
- 2nd **Level Feat:** Improved Grapple.
- 6th **Level Feat:** Improved Disarm.
- 6th **Level Bonus Ability:** When fighting defensively, you gain a +2 bonus to your Stunning Fist DC, and to grapple and disarm checks.

Experience Points (additional)

In most cases, characters will not receive experience points for combat, trap disposal, or practically any other CR-based challenge. All of the characters' adventures will have a *story goal* – in some cases, this might be "rescue the princess", or "negotiate a treaty", or even "kill everything in the dungeon".

The story goal will be worth a certain amount of experience points. For example, a recently converted adventure has a story goal XP award of 10,000 to be divided among the participating characters (including prominent NPCs).

However, the actual amount awarded is based on how much of the story goal is completed. For example, in the aforementioned adventure, there are several important NPCs. If they die (or the characters kill them), each dead character reduces the total story goal award available.

Bonus experience points are available under this system, just not for the things you might think you should receive them for. A Rogue receives no bonus XP for disarming a trap – that's the job of a Rogue. However, a Sorcerer that manages to disarm a trap may receive bonus XP.

A Fighter doesn't gain XP for killing things, but a Wizard that defeats a nasty creature in one-on-one melee may receive bonus XP.

Most bonus XP, however, will be based on clever ideas, good roleplaying, and, frankly, whatever strikes my fancy.

CHAPTER 3: SKILLS AND FEATS

Skills Additions

Balance

Log roll: Maintaining your balance on a rolling log, barrel, boulder, or similar object requires a DC 20 Balance check. A log-rolling character can move at his normal speed, or even take a double move, but any change in direction requires an additional Balance check. Rolling any faster than a double move increases the DC to 30.

Standing on a moving mount or vehicle: Standing up in a horse's saddle, the roof of a moving coach or wagon, or car, is possible. When attempting this on a creature using normal movement rules, the DC is 15 at normal speeds, 20 if moving at a double-move, and 25 if running.

When attempting this on a mount using vehicle speeds, the DC is 15 at alley speed, 20 at street speed, 30 at highway speed, and 40 at all-out speed.

All DCs may be modified by terrain and the actual object or creature being stood upon. When standing on mounts, Ride checks may be required as well.

Throw someone off balance: If you and an opponent are standing on the same precarious surface, one that is susceptible to swaying (such as a tightrope, small rowboat, rope bridge, etc), you can attempt to rock the surface and throw your opponent off balance by making an opposed Balance check as a move action. The loser of the check is considered off balance until his next action (opponents get a +2 bonus to attack him and he loses his Dexterity bonus to AC). If the winner and loser differ by 5 or more, the loser falls, suffering any appropriate damage.

Bluff

Taunt an Opponent: You can use the Bluff skill to goad an opponent into attacking you. As with a feint, you take a standard action and roll a Bluff check, opposed by the target's Sense Motive check. You cannot taunt a non-intelligent creature. If the Bluff check is successful, the target must attack you with his next action. Apply the following modifiers to the Bluff check.

Circumstance	Check Modifier
Opponent has another target	-2
Opponent is angry with you	+2
Opponent is fleeing	-6
Opponent is hostile	+3
Opponent is indifferent	+0
Opponent is Int 1 or 2	-8
Opponent is unfriendly	+2
You appear to be helpless	+4
You appear to be unarmed	+2

Diplomacy

Diplomacy is occasionally used to haggle. Both parties roll Diplomacy checks; high roll wins. If the seller wins, the price either remains the same, or, in some cases, increases by 5-10% points. If the buyer wins, the price decreases by 1% per point that your check beat the opposing check. Each haggling session takes 1d4 minutes, and if the rolls tie, then roll again, taking another 1d4 minutes. Once a haggling check fails, it cannot be retried on the same seller for 24 hours. The seller's attitude towards the buyer affects the seller's Diplomacy check as follows:

- **Hostile:** The seller, if he is even willing to deal with you, receives a +10 bonus to his check.
- **Unfriendly:** The seller, if he is even willing to deal with you, receives a +5 bonus to his check.
- **Indifferent:** An indifferent seller receives no modifier to his check.
- **Friendly:** A friendly seller receives no modifier to his check.
- **Helpful:** A helpful seller suffers a -2 penalty to his check.

Read/Write Language

(Int; Trained only)

Read/Write Language now works like a normal skill, requiring ranks as normal. Contrary to the normal text, characters are not automatically assumed literate. Only Clerics of Boccob and Wizards begin the game with literacy (ranks equal to Intelligence) in their native language.

Sense Motive

Gauge an opponent's strength: You can use Sense Motive to gauge an opponent's prowess. If the target is making no attempt to disguise its abilities, you can determine if it is more or less powerful than you with a DC 10 check. A DC 15 check determines the target's level, and a DC 25 check determines level, total attack bonus and damage potential.

If the target is attempting to disguise or hide its ability, you must roll the Sense Motive check as described, but the target is allowed an opposing Bluff check to mislead you.

Speak Language

(Int)

Speak Language now works like a normal skill, requiring ranks as normal. Fluency is achieved at 10 ranks. Native speakers are assumed to have (Intelligence score) ranks in their native language, plus (Int bonus x 1) points in other languages or literacy. At less than 10 ranks, the Game Master may call for a speak languages roll to clearly speak or understand a language.

Tumble

Avoiding attack of opportunity: You can attempt to move through an opponent's threatened space without provoking an attack of opportunity by tumbling. You can move up to one-half your base speed using this technique. You must roll a Tumble skill check. The DC for this check is 15 + the opponent's AoO attack bonus. You can attempt to tumble through your opponent's space, but the DC is at +10.

Circumstance Penalties: Apply the following circumstance penalties to Tumble checks. The penalties stack as long as they are derived from different circumstances.

Circumstance	Check Penalty
Bad lighting (torches or similar)	-2
Dusty/uneven floor	-2
Light debris (pebbles, trash)	-2
Wet floor	-4
Crumbling floor	-4
Moderate debris (strewn across floor)	-4
Tumble begins/ends in darkness	-4
Unworked stone/natural cavern	-6
Standing water/deep puddles	-6
Heavy debris (trash pit)	-6
Pitch black	-6

Chandelier swing: A classic move, swinging on a chandelier at an enemy requires a DC 15 Tumble check. If successful, you can swing up to the length of the rope or chain holding the chandelier as a charge action (with the normal benefits and penalties). If the chandelier is supported by multiple ropes or chains, you can't really swing on it. Note that reaching the chandelier may require other skills checks (Climb or Jump for example).

Flip up: A DC 25 Tumble check can allow you to flip up onto a ledge or balcony that is within arm's reach as a free action. This would normally be a move action with a Climb check.

Wall jump: If you are at least 5 ft. away from a wall, you can make a DC 20 Tumble check to run up the wall 5 ft. and back flip off it. If you succeed at the Tumble check, you may roll a Jump check from the wall as if you had made a running high jump.

Languages of the Flanaëss

Characters begin play with a number of ranks in their primary language equal to their Intelligence score. In the case of most human characters, this will be Common. Each character has an additional number of skill points to place in languages equal to his Intelligence score. These points may be used to gain speaking proficiency or literacy in a language, as no characters are automatically literate. 10 ranks in a language indicate average proficiency.

Not all languages have the same point cost per rank, as described below on Table: Languages. However, native speakers always pay only one point per rank.

For example, Greenlore is a human with an Intelligence score of 12. He comes from Greyhawk, and Common is his native tongue. He has 12 ranks in Speak Common, and 12 points to spend on additional languages or literacy. Greenlore's player figures that since Greenlore is a fighter, he doesn't need a high level of literacy, and puts only 4 of his points in Literacy (Common). He puts 4 of his remaining points in Speak Orc, and the remaining 4 in Speak Goblin.

Primary Languages

Baklunish, Ancient: An ancestor of Common, Baklunish bears its offspring little resemblance. Many colloquial Baklunish dialects (some used by the Paynims) are based upon the classical language and collectively called Low Baklunish. Ancient Baklunish, however, is the standard literary form of the language and is used in religion, mythology, and poetry. It is also the language of all official documents and courtly proceedings west of the Yatils.

Despite this, Common is widely known and used in the west, especially by traders and the educated.

Common: A combination of Ancient Baklunish and the dialect of Old Oeridian spoken in the Great Kingdom was the basis of this traders' tongue. Beginning centuries ago as Middle-Common, the language contained many obviously Oeridian elements, and the contributions of Baklunish grammatical structure and vocabulary are clearly identifiable. Regional variations were also

Chapter 3: Skills and Feats

pronounced, but all these elements became blended and standardized during the years of Aerdi dominance, resulting in the birth of the Overking's Common Tongue, later simply called Common. Any traveler must learn Common or be greatly handicapped. Very often, a language must be translated into Common before it can be translated into another language.

Flan: Doubtless the oldest language still spoken to any considerable extent, Flan is used by the Tenha in a corrupt form, and Rovers of the Barrens have a strange version of it. A stagnant language, it is hard to translate modern concepts (such as magic terms) into Flan.

Oeridian, Old: A young language, Oeridian took in few outside influences until a few centuries ago. As a result, translation into any language except Common is difficult at best. Many books and documents of the Great Kingdom were written in Old Oeridian, and in the far east the language is still widely known and used in speech and writing.

Suloise, Ancient: This ancient and widespread language became all but extinct after the Rain of Colorless Fire destroyed the Suel Imperium. Today it is rarely spoken, even by the few scholars who know the tongue. The mysterious Scarlet Brotherhood are one of few that continue its use. It exists in its written state for those who would delve into the surviving arcane tomes of the Suel people. Transliteration into modern tongues or alphabets is difficult, and dangerous when used in spellcasting, for the significance of certain inflections has been lost over the centuries.

Dialects

Dialects and sublanguages worthy of note follow. Those who speak related languages have some chance to understand dialects, but little chance to comprehend distorted, mixed tongues.

Amedi: Only Suel natives of the Amedio Jungle speak this corrupt form of Ancient Suloise. Its few written symbols are Suloise alphabet characters.

Cold Tongue: This dialect, also known as Frúz, is Ancient Suloise with Flan admixture, spoken by Ice, Snow and Frost Barbarians. It has no relation to Common, and even speakers of Suloise find it difficult to understand.

Ferral: Ferral is an old Oeridian tribal language spoken only by officials of the Iron League. Ferral is used for military command and identification purposes and is not a living language. Many fear that infiltration by agents of the Scarlet Brotherhood has compromised this code-tongue, but a magic-laced version is being developed in Irongate.

Keolandish: This widespread dialect of Old High Oeridian has local admixtures. It is spoken in and around Keoland.

Lendorian: This obscure dialect of Suloise (influenced by Common and full of nautical terms) is spoken in the Lendore Isles by the humans. It has no relation to the Cold Tongue and is not written.

Lendorian Elven: A peculiar new tongue that only high and aquatic elves of the Lendore Isles know, this might be a divinely inspired language. It is thick with religious and philosophical terms, and it cannot be learned in the normal manner. It seems to appear in the minds of elves who go to the Lendore Isles.

Nyrondese: This High Oeridian dialect of Common is spoken in rural areas of Nyrond. It is the primary language of peasants, shopkeepers, and other common folk who distrust outsiders. Learned folk speak Common as well.

Olman: Olman slaves taken by the Sea Princes or Scarlet Brotherhood speak this strange tongue, as their masters hated it. Its huge, complex "alphabet" is really a vast set of pictographs. It is heard most often in the western Sea Princes' lands and in the Amedio Jungle.

Ordai: This dialect shared by the Wolf and Tiger Nomads bears some resemblance to Ancient Baklunish, but it is most similar to dialects spoken among the distant Paynims. Its written form is based on Baklunish script.

Rhopan: The language of the Rhennee, Rhopan is also called "Rhennee cant" because it borrows many terms from other languages, including the argot of several thieves' organizations. It is not related to any Oerthly tongue.

Ulagha: The language of the Uli is a debased form of colloquial Baklunish.

Velondi: This Old Oeridian tribal tongue is known to rural folk near the Furyondy-Veluna border. Those who speak only Common cannot understand it. It has no written form.

Racial Languages

All of the core races have their own separate languages, and most optional races have their own languages. There is no unified Goblinoid language, although the races described as speaking Goblinoid have similar tongues, so speakers of one may be able to understand part of another language.

Special Languages

In addition to the languages described above, there are numerous special languages in use throughout the Flanæss. A few of these follow.

Beggarspeak: This is a corrupted form of Common, including words from thieves cant, and other languages. It also uses many hand gestures. It is used by the Beggars Guild of Greyhawk, and similar guilds in nearby towns. Even speakers of common have incredible difficulty understanding the language.

Druidic: The druids' tongue of the Flanæss shares roots with Flan, but it is specialized and static, focusing only on the natural world and agriculture.

Gnarley: This language, used by the rangers of the Gnarley forest, uses words from Common, Elven, Goblin, and several other languages, along with physical gestures. Like Druidic, it focuses on matters of nature and threats to the area. It doesn't have an fully-developed written form, but it does make use of a large number of trail markers and similar signs.

High Tongue: This tongue, not Draconic, is used by most wizards to record spells and important notes.

Ruthek: This is a specialized bastardized version of the High Tongue, used by illusionists to record their spells, keep journals, and exchange messages.

Thorass: This language is used by merchants and traders, and is limited to matters of commerce and economics.

LANGUAGES		
Language	Spoken	Written
Primary Languages		
Baklunish, Ancient	2	1
Common	1	1
Flan	2	1
Oeridian, Old	3	2
Suloise, Ancient	4	3
Dialects		
Amedi	3	-
Cold Tongue	4	3
Ferral	3	2
Keolanish	2	1
Lendorian	2	1
Lendorian Elven	-	-
Nyrondese	2	1
Olman	3	4
Ordai	2	1
Rhopan	3	2
Ulagha	2	1
Velondi	3	-
Special Languages		
Beggarspeak	3	-
Druidic	3	-
Gnarley	3	-
High Tongue	3	2
Ruthek	3	2
Thorass	2	1

Altered Feats

A Note on Metamagic Feats

All of the core metamagic feats are available. Due to the use of the spell point system, metamagic feats are altered in the following manner.

Metamagic feats are applied to spells "on the fly". They do not increase the casting time. A metamagic feat increase the effective spell level of the spell for determining the spell point cost.

For example, Silent Spell normally uses a spell slot one higher than normal. If Silent Spell is applied to *magic missile*, then the *magic missile* spell costs 3 spell points, as if it were a 2nd level spell.

A maximized *magic missile* spell would cost a base of 7 spell points, as if a 4th level spell.

If the metamagic feat would increase the effective spell level to a level greater than what a character can cast, he cannot apply the feat.

For example, Gandalf is a 3rd level Wizard. The highest-level spell he can cast is 2nd, so he could apply silent spell to *magic missile* (effective level 2), but not maximize spell (effective level 4).

Metamagic Components

Metamagic components, as found on p. 139 in *Unearthed Arcana* are in use.

Craft Magic Item

Prerequisites: Knowledge (arcana) and Spellcraft at various ranks.

Benefit: Crafting magic items follows the basic rules, it has just been consolidated into a single feat.

Item	Knowledge/Spellcraft
Armor	6
Construct	
Clay	14
Flesh	11
Iron	19
Stone	17
Potion	5
Ring	10
Rod	11
Scroll	4
Shield	8

Chapter 3: Skills and Feats

Item	Knowledge/Spellcraft
Staff	11
Wand	6
Weapon	6
Wondrous	6

- **Rod:** If the rod is usable as a weapon, you must pay for constructing the weapon component as well.
 - **Staff:** Staffs do not have charges in the same manner as wands – staffs have a number of spell point equal to the caster level x 50.
 - **Wand:** A newly created wand has 50 charges.
- Normal:** You cannot create magical items without this feat.

Empower Power/Spell

You are able to generate your spells or powers with greater effect.

Prerequisite: Ability to manifest/cast, Psicraft/Spellcraft 4 ranks.

Benefit: By increasing a spell or power's effective level by +2, you cast/manifest the spell/power with all variable numeric effects at 150% of normal. This increases damage, number of affected targets, and so on. Range, duration, saving throws and such are not affected.

Enlarge Power/Spell

You are able to generate spells or powers with a greater than normal range.

Prerequisite: Ability to manifest/cast, Psicraft/Spellcraft 2 ranks.

Benefit: By increasing a spell or power's effective level by +1, you are able to cast/manifest it with double the normal range. This does not affect spells or powers with ranges not defined by distance.

Extend Power/Spell

You are able to generate spells or powers that last longer than normal.

Prerequisite: Ability to manifest/cast, Psicraft/Spellcraft 2 ranks.

Benefit: By increasing a spell or power's effective level by +1, you cast/manifest it with twice the normal duration. This does not affect spells or powers with durations of concentration, instantaneous or permanent.

Greater Spell Focus

Choose a school of magic to which you already have applied the Spell Focus feat.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

Heighten Power/Spell

You are able to cast a spell or power as if it were a higher level than it actually is.

Prerequisite: Ability to manifest/cast, Psicraft/Spellcraft 9 ranks.

Benefit: By increasing a spell or power's effective level to the level you want it to act as (for example, if you want to cast a 1st level spell as a 5th level spell, it is considered a 5th level spell), you can cast /manifest the spell/power as if it is that level. This increases all effects dependent on spell/power level (saving throw DC, ability to penetrate certain effects, etc).

Maximize Power/Spell

You are able to generate spells or powers with maximum effect.

Prerequisite: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: By increasing a spell or power's effective level by +3, you cast it with maximum effects. The spell/power inflicts the maximum damage, affects the maximum number of targets, and so forth. Spells/powers without random variables are not affected.

Quick Draw

In addition to the normal benefits, Quick Draw allows you to draw a weapon without provoking an attack of opportunity.

Quicken Power/Spell

You are able to generate a spell or power with a moment's thought.

Prerequisite: Ability to manifest/cast, Psicraft/Spellcraft 8 ranks.

Benefit: By increasing a spell or power's effective level by +4, you are able to cast it as a free action. You may cast or manifest only one quickened spell/power per round, and spells or powers with a casting time greater than 1 full round cannot be quickened.

Silent Spell

You are able to generate spells silently.

Prerequisite: Ability to cast, Spellcraft 2 ranks.

Benefit: By increasing a spell's effective level by +1, you can cast it without using verbal components. Spells without verbal components cannot be affected by this feat.

Spell Focus

Choose a school of magic.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You may select this feat multiple times; each time you take the feat, it applies to a new school of magic.

Still Spell

You are able to cast spells without gestures.

Prerequisites: Ability to cast, Spellcraft 2 ranks.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. This increases the effective spell level by +1.

Widen Power/Spell

You are able to increase the area in which a spell or power takes effect.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: You can alter a burst, emanation, line, or spread shaped spell or power to increase its area. Any numeric measurements of the spell or power's area increase by 100%. This increases the effective level by +3

Spells and power that do not have an area of one of these four sorts are not affected by this feat.

New Feats

Monster Manual feats

All of the feats in *Dungeons and Dragons Monster Manual* [3.5] are available to the appropriate characters.

Spelltouched Feats

The Spelltouched Feats available in *Unearthed Arcana* (p. 92) are available.

Additional Favored Class

This is on p. 100 of *Unearthed Arcana*.

Additional Power

You learn one psionic power more than normal.

Prerequisites: Ability to manifest.

Benefit: You can select one additional psionic power known of any level that you are able to manifest.

Additional Spell

You learn one more spell than normal.

Prerequisites: Ability to cast.

Benefit: You can select one additional spell known of any level that you are able to cast.

Aligned Attack [Psionic]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base Attack Bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your allegiances. Once you've made this allegiance choice, it cannot be changed.)

To use this feat, you must expend your psionic focus. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Alluring

Others have an urge to believe you.

Prerequisites: Persuasive, Trustworthy.

Benefit: You get a +2 bonus on Diplomacy checks and the save DC for your mind-affecting, language-dependent abilities increases by +2.

Animal Control

You can channel the power of nature to gain mastery over animals.

Prerequisites: Animal Defiance, ability to cast *charm animal* and *speak with animals*.

Benefit: You can rebuke or command animals, using your highest divine caster level. You may do this 3 + Cha modifier times per day.

Animal Defiance

You can channel the power of nature to drive off animals.

Prerequisites: Ability to cast *detect animals* or *plants*.

Benefit: You can turn (but not destroy) animals, using your highest divine caster level. You may do this 3 + Charisma modifier times per day.

Chapter 3: Skills and Feats

Arcane Defense

You are resistant to spells of a particular school.

Prerequisites: Spell Focus in the selected school.

Benefit: Select a school in which you have Spell Focus; you gain a +2 bonus to saving throws against spells from that school.

Special: You may select this feat multiple times; each time, it applies to a different school in which you have Spell Focus.

Area Attack

You can wield improvised weapons to attack several spaces at once.

Prerequisites: Strength 19, Huge size, Power Attack.

Benefit: You can use your great size and strength to pick up a heavy object and attack an area as an attack action. Such an attack may consist of swinging a large log or smashing a door down on opponents' heads. The area affected is a half-circle with a radius equal to your reach. You deal damage to all creatures two or more size categories smaller than you within the area. The base damage dealt depends on your size category. Add $1\frac{1}{2}$ x your Strength bonus to this damage.

- Huge – 1d8
- Gargantuan – 2d6
- Colossal – 2d8

This form of attack is awkward and unbalancing; you incur a -2 penalty to AC and Reflex saves until your next action.

Armored Caster

You are skilled at casting arcane spells while wearing armor.

Prerequisites: Armor Proficiency (any).

Benefit: When wearing armor, you reduce the chance of arcane spell failure by 5%.

Special: You may select this feat multiple times; its effects stack.

Armored Fencer (heavy)

You are able to parry attacks while wearing heavy armor.

Prerequisites: Dexterity 13, Intelligence 13, Armored Fencer (medium), Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Combat Expertise, Parry.

Benefit: You may make parry attempts while wearing heavy armor.

Normal: You must be unarmored or wearing light armor to make a parry attempt.

Armored Fencer (medium)

You are able to parry attacks while wearing medium armor.

Prerequisites: Dexterity 13, Intelligence 13, Armor Proficiency (light), Armor Proficiency (medium), Combat Expertise, Parry.

Benefit: You may make parry attempts while wearing medium armor.

Normal: You must be unarmored or wearing light armor to make a parry attempt.

Armor Optimization

You are able to intercept blows with your armor.

Prerequisites: Strength 13, Armor Proficiency (any).

Benefit: When wearing armor of the selected type, you gain an additional +1 equipment bonus to AC.

Special: You may select this feat multiple times; each time, it applies to a different class of armor (light, medium, or heavy). You cannot use this feat when you have a dodge bonus to AC.

Armor Specialization

You are more comfortable in a specific type of armor.

Prerequisites: Strength 13, Armor Optimization, Armor Proficiency (any).

Benefit: Select a specific type of armor from a class with which you have Armor Optimization, such as chain mail, or a forced entry unit. When wearing that armor, the Maximum Dexterity bonus is improved by +2, the armor check penalty is reduced by -2, and the armor is treated as one category lighter for the purpose of movement.

Special: You may select this feat multiple times; each time, it applies to a different type of armor.

Arterial Strike

You target large blood vessels with your sneak attack.

Prerequisites: Sneak Attack ability, Base Attack Bonus +9.

Benefit: If you hit with a sneak attack, you may sacrifice +4d6 of your sneak attack damage to deal a bleeding wound. This wound deals 1 point of damage per round. Wounds from multiple arterial strikes result in cumulative blood loss. For example, two successful strikes result in 2 hit points damage per round from blood loss. Blood loss stops when the victim receives a successful treat Injury check, any cure spell, or other form of healing. Creatures immune to sneak attacks and critical hits are not subject to this attack.

Assume Supernatural Ability

You learn to use a supernatural ability of an assumed form.

Prerequisites: Wisdom 13, ability to assume a new form magically.

Benefit: You learn to use a single supernatural ability of another kind of

creature while assuming its form through a *polymorph* spell or similar effect. The saving throw DC against this ability is based on your ability scores, not those of a standard creature of the kind whose form you've assumed. For a breath weapon, the saving throw DC is $10 + \frac{1}{2}$ your Hit Dice + your Constitution modifier. For all other supernatural abilities, the saving throw DC (if any) is $10 + \frac{1}{2}$ your Hit Dice + your Charisma modifier. If a creature, such as an undead, has no Constitution score, use its Charisma modifier or its Constitution modifier (+0 for a non-ability) whichever is higher, to determine the save DC.

Using this alien ability is disorienting. You take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Additionally, in stressful or demanding situations (such as combat), you must succeed on a DC 19 Will save or be unable to use this ability.

Normal: Without this feat, you cannot use the supernatural abilities of a creature whose form you assume.

Special: You can select this feat multiple times. Each time, it applies to a different ability.

Autonomous

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Psicraft checks.

Back Off

You are skilled at stepping out of the way when someone attacks you.

Prerequisites: Dexterity 13, Dodge, Mobility, Sidestep.

Benefit: If an opponent's actions allow you to perform an attack of opportunity, instead of attacking, you may take a single 5-foot step. Your 5-foot step may not take you into any square that is threatened by one or more of your opponents. Using this feat counts as one of your attacks of opportunity for the round. After your 5-foot step, your opponent may continue his or her action normally.

Normal: Attacks of opportunity normally do not allow you to make any movement, only a single melee attack.

Special: Unless you have Combat Reflexes or some other ability that grants you extra attacks of opportunity, you can only back off once per round.

Bareback

You are skilled at riding bareback.

Prerequisites: Ride 1 rank.

Benefit: You suffer no penalty for riding bareback.

Normal: You suffer a -5 penalty to Ride checks when riding bareback.

Barmaid/Barkeep

You have worked in some rough drinking establishments.

Benefit: You get a +2 bonus on Sense Motive checks, and when fighting with improvised weapons, you suffer only a -2 penalty to the attack roll.

Normal: Attacks with improvised weapon normally suffer a -4 penalty.

Blinding Strike

Your stunning fists can potentially blind victims.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Base Attack Bonus +8.

Benefit: When you make a Stunning Fist attack, you can declare a blinding attempt before rolling the attack. The attack roll suffers a -4 penalty. If successful, in addition to the normal effect, the victim must roll a second save or be blinded for 1d4 rounds.

Blood of Dragons

You have a spell-like ability.

Benefit: Select three 0-level arcane spells. You may use these three times per day as a spell-like ability with a caster level equal to your character level.

Special: You may select this feat only at 1st level.

Blowhard

You can blow targets over with your breath.

Prerequisites: Constitution 21, Huge size, Power Attack.

Benefit: As an attack action, you can use your breath to affect all creatures in a cone 5 feet long per point of your Constitution bonus. Each creature in the area is affected as though struck by a wind effect. The strength of the wind effect depends on your size category.

- Huge – Strong
- Gargantuan – Severe
- Colossal – Windstorm

If you have a breath weapon, you cannot use this feat and your breath weapon at the same time.

Body Fuel [Psionic]

You can expand your power point total at the expense of your health.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution.

You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Chapter 3: Skills and Feats

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

Bonus Breath

You can use your breath weapon one more time per day than you normally could.

Prerequisites: Breath weapon with limited uses per day.

Benefit: You can breathe one additional time per day.

Special: You can select this feat multiple times. Each time you select it, you gain an additional daily use of your breath weapon.

Boost Construct [Psionic]

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu that the construct currently has an ability from.

Born Psychic

You have an exceptional gift for manifesting psionic powers.

Benefit: For the purposes of determining bonus psionic power points and saving throw DCs, treat your primary ability score as if it is 2 points greater.

Special: You may select this feat only at 1st level.

Born Spellcaster

You have an exceptional gift for casting spells.

Benefit: For the purposes of determining bonus spell points and saving throw DCs, treat your primary ability score as if it is 2 points greater.

Special: You may select this feat only at 1st level.

Brachiation

You can move through trees like a monkey.

Prerequisites: Strength 13, Climb 6 ranks, Jump 6 ranks.

Benefit: You can move through trees at your normal land speed by using your arms to swing from one branch to another. To allow this movement, the area must be at least lightly wooded with trees no farther apart than 15 feet. You may use this feat while holding an item in either hand, encumbered, or wearing Medium or Heavy armor.

Chaotic Mind

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisites: Charisma 15, Chaotic alignment.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their AC, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Chink in the Armor

You are able to slip past an opponent's armor.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: If you take an attack action to study an opponent, you can ignore one-half of his armor-based equipment bonuses and natural armor bonus to AC on your next attack.

Choke Hold

You are skilled at choking opponents into unconsciousness.

Prerequisites: Dexterity 13, Improved Grapple, Improved Unarmed Strike, Base Attack Bonus +3.

Benefit: When strangling a target unarmed, you increase the DC of his Constitution checks to avoid unconsciousness by +4.

Circle Kick

You are able to strike multiple opponents with the same attack action.

Prerequisites: Dexterity 15, Improved Unarmed Strike, Base Attack Bonus +3

Benefit: When you score a successful unarmed strike, you may make a second attack at a target that you threaten using the same attack bonus as attack that allowed the use of this feat. This second attack counts as an attack of opportunity.

Circle Master

You have learned to focus on multiple opponents.

Prerequisites: Dexterity 13, Circle Student, Dodge, Base Attack Bonus +3, Concentration 2 ranks.

Benefit: When in melee with an opponent designated as your Circle Student opponent, you do not suffer a -2 AC penalty against other opponents in your threatened area. You still suffer the penalty against opponents outside of your threatened area.

Circle Student

You have been trained in a form of combat that focuses on precision and control.

Prerequisites: Dexterity 13, Dodge, Concentration 1 rank.

Benefit: You may choose to focus on a single opponent that you have designated as your dodge opponent. You receive an additional +1 dodge bonus to AC against that opponent and a +1 bonus to your melee attack rolls against that opponent, but you suffer a -2 penalty to your AC against other opponents.

Clever Wrestling

You are able to use your wits when grappling larger opponents.

Prerequisites: Dexterity 13, Wisdom 13, Improved Grapple, Improved Unarmed Strike.

Benefit: When grappling a creature at least one size category larger than you are, you add your Wisdom bonus to your grapple check.

Cloak Dance

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have one-half concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

Closed Mind

Your mind is better able to resist psionics than normal.

Benefit: You get a +2 bonus on all saving throws to resist psionic powers and psi-like abilities.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Close-Quarters Combat

You are skilled at fighting at close range.

Prerequisites: Dexterity 13, Improved Grapple, Improved Unarmed Strike, Base Attack Bonus +3.

Benefit: When an enemy attempts to grapple you, you are allowed an attack of opportunity (assuming you have any left in the round), even if the opponent has Improved Grapple or the improved grab ability. Any damage you deal with the attack of opportunity is added to as a bonus to your grapple check to resist the grapple.

Close-Quarters Defense

You are particularly effective at defending your space.

Prerequisites: Combat Reflexes.

Benefit: When you make an attack of opportunity that is provoked by an opponent moving through your threatened area (including attempts to bull rush, overrun, grapple, sunder, etc), you gain a +2 bonus on your attack roll.

Special: If the opponent has a feat or ability that allows him to perform a provoking action without provoking (such as improved grapple or improved sunder), you may still make an attack of opportunity, albeit at a -10 penalty.

Combat Manifestation

Benefit: You get a +4 bonus on Concentration checks made to manifest a psionic power or psi-like ability while on the defensive or while you are grappling or pinned.

Combat Team

You are skilled at using teamwork to battle enemies.

Prerequisites: Combat Reflexes, Base Attack Bonus +3.

Benefit: When you and an ally with this feat flank a creature, you receive a +4 flank bonus on your attack rolls.

Normal: The standard flanking attack roll bonus is +2.

Confirm Critical

You are nearly able to guarantee critical hits.

Prerequisites: Base Attack Bonus +5.

Benefit: When you roll your threat range on a melee attack roll, you may spend an action point to automatically confirm the critical hit.

Normal: When you roll your threat range on a melee attack roll, you must make a second successful attack roll to confirm the critical hit.

Connected

You have an especially good relationship with a contact.

Prerequisites: Charisma 15, existing applicable contact

Benefit: Select one contact; when dealing with this contact, you receive top price when selling or the best discount when buying (select either selling or buying). If your Charisma is 19 or better, then you receive the best deal when buying and selling.

Special: You may select this feat more than once. For each selection, you may select either buying or selling with the same contact, or with a new contact.

Controlled Respiration

You can stay out of water longer than you otherwise could.

Prerequisites: Time limit on how long you can remain out of water, Endurance.

Chapter 3: Skills and Feats

Benefit: You can control your breathing so as to remain out of water for a longer period than you otherwise could. Double the normal time limit after which you must begin making Constitution checks to avoid suffocation.

This feat does not allow creatures that normally cannot breathe air, such as fish, to do so.

Counter Flank

You are skilled at combating multiple opponents.

Prerequisites: Base Attack Bonus +3, Spot 6 ranks.

Benefit: Attackers do not gain the usual +2 attack roll bonus when flanking you. This does not apply if you are denied your Dexterity bonus to AC.

Normal: Opponents flanking you receive a +2 bonus to their attack rolls.

Counterstrike

You are able to react to melee attacks with retributive melee attacks.

Prerequisites: Dexterity 15, Combat Reflexes, Base Attack Bonus +9.

Benefit: When an opponent in your threatened range hits you with a melee attack, you may make an immediate attack of opportunity against him (assuming you have available attacks of opportunity).

Cower

You are skilled at cowering and making yourself a smaller target.

Benefit: When there is no concealment available, you can cower, gaining one-half concealment. However, your attacks suffer a -2 penalty while doing so.

Critical Finesse

You score fewer critical hits than most, but the ones you do score are more powerful.

Benefit: When you confirm a critical hit, roll 1d%. If the result is 1-50, the attack deals no additional damage (no critical hit); if the result is 51-100, increased the critical multiplier by one point (x2 becomes x3).

Special: You may select this feat only at 1st level.

Crush

Like a dragon, you can hurl your body onto opponents to deal tremendous damage.

Prerequisites: Huge size.

Benefit: As an attack action, you can jump or fall onto opponents, using your whole body to crush them. This attack is useful only against creatures at least three size categories smaller than yourself. The base damage for a crush attack depends on your size. Add 1½ x your Strength bonus to this damage.

- Huge – 2d8
- Gargantuan – 4d6
- Colossal – 4d8

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your body. Each creature in the affected area must roll a DC (10 + your Strength modifier + your size Grappling modifier) Reflex save. On a failed save, the victim is pinned and automatically suffers crush damage each round the pin is maintained.

Crushing Defense

You parry attacks with great force.

Prerequisites: Strength 13, Dexterity 13, Intelligence 13, Combat Expertise, Improved Sunder, Power Attack, Base Attack Bonus +4

Benefit: When you succeed at a parry attempt, you may attempt to sunder your opponent's weapon. Your weapon must be no more than one size category smaller than your opponent's weapon. If you succeed in parrying the blow, you deal damage to your opponent's weapon. If you succeed in destroying your opponent's weapon, he does not get a free disarm attempt against you.

Cumbrous Dodge

You have a chance to dodge attacks that hit you, but at a cost.

Prerequisites: Dodge, Tumble 4 ranks.

Benefit: You may activate this feat as a free action. You gain a +2 bonus to your AC for the rest of the current encounter. At the end of the encounter, you are fatigued.

Cumbrous Fortitude

You have a greater chance than normal to resist attacks against your vitality, but at a cost.

Prerequisites: Great Fortitude.

Benefit: Before rolling a Fortitude save, you can decide to activate this feat, which gives you a +6 bonus on your saving throw. After the saving throw is resolved, regardless of the result, you are staggered until the end of the encounter.

Cumbrous Reflexes

You have a greater chance than normal to resist attacks against your agility, but at a cost.

Prerequisites: Lightning Reflexes.

Benefit: Before rolling a Reflex save, you can decide to activate this feat, which gives you a +6 bonus on your saving throw. After the saving throw is

resolved, regardless of the result, you are prone and dazed.

Cumbrous Will

You have a greater chance than normal to resist attacks against your willpower, but at a cost.

Prerequisites: Iron Will.

Benefit: Before rolling a Will save, you can decide to activate this feat, which gives you a +6 bonus on your saving throw. After the saving throw is resolved, regardless of the result, you are shaken until the end of the encounter.

Deadly Poison

Your poison attack deals more damage than normal.

Prerequisites: Constitution 19, poison attack that deals ability damage as secondary damage, Virulent Poison.

Benefit: Your poison attack has the potential to deal more potent secondary damage that it otherwise could. If the subject of the attack fails the second saving throw, the poison deals double its normal damage.

Deadly Precision

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dexterity 15, Sneak Attack ability, Base Attack Bonus +5, Treat Injury 7 ranks.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

Deep Denizen

You are adapted to a subterranean environment.

Prerequisites: Underground as a sole terrain type.

Benefit: Living underground has made you more reliant on non-visual senses than surface dwellers. You gain a +2 bonus on Listen checks and a +4 competence bonus when tracking by scent.

Deep Impact [Psionic]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Strength 13, Psionic Weapon, Base Attack Bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Defensive Strike

You are able to use your defense to capitalize on an opponent's mistakes.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Base Attack Bonus +9.

Benefit: If an opponent in your threatened area makes an unsuccessful melee attack against you while you are using Combat Expertise, you may make an immediate attack of opportunity against him (assuming you have available attacks of opportunity).

Desert Dweller

You are adapted to a desert environment.

Prerequisites: Desert terrain type.

Benefit: As a desert dweller, you are hardier than those who live in more gentle climates. Your Fortitude save DC to avoid non-lethal damage from heat is reduced to 10. In addition, you can go without water for a number of hours equal to 24 + twice your Constitution score.

Detach

You can remove part of your body and use it as a ranged weapon.

Prerequisites: Constitution 19, regeneration.

Benefit: As an attack action, you can detach a portion of your body that can make a melee attack other than a bite (such as a paw, tail, or tentacle) and use it as a thrown weapon (range increment 20 feet). The thrown member deals its base damage plus your Strength modifier. Special attacks that deal damage, such as acid or poison, take effect normally from the thrown member. Ability damage, ability drain, and energy drain attacks cannot be made with the detached body part.

Special: Tearing off a piece of yourself is traumatic. You suffer non-lethal damage equal to one-quarter of your full normal hit point total. Damage reduction or conversion has no effect on this damage.

Dexterous Strike

You are skilled at placing your weapon where you want it.

Prerequisites: Weapon Finesse, Weapon Focus, Base Attack Bonus +6, proficient with weapon.

Benefit: When using a finessed weapon with which you have Weapon Focus, you may use your Dexterity bonus instead of your Strength modifier for bonus damage.

Normal: When using Weapon Finesse, your Dexterity modifier applies only to your attack rolls.

Special: You may select this feat multiple times; each time, it applies to a new weapon with which you have Weapon Focus.

Chapter 3: Skills and Feats

Dexterous Trip

You rely more on agility to trip opponents than on strength.

Prerequisites: Intelligence 13, Combat Expertise, Improved Trip.

Benefit: When you use Improved Trip, you can make a Dexterity check instead of a Strength check, and you decide whether your opponent resists with his Strength or Dexterity.

Normal: When you make a trip attack, you roll a Strength check and the opponent rolls his choice of Strength or Dexterity.

Divine Cleansing

You can channel energy to improve you and your allies' resistance to poisons and diseases.

Prerequisites: Charisma 13, ability to turn or rebuke undead, Extra Turning.

Benefit: You can use one of your turn uses to grant yourself and all allies in a 60-foot burst a +2 sacred bonus to Fortitude saves. This bonus lasts for a number of rounds equal to your Charisma bonus.

Divine Heritage

You have divine spellcasting abilities in your background, such as a saint in your family tree, or you have had a divine experience, revelation, or epiphany, which has left you with modest divine abilities.

Prerequisite: Wisdom 10.

Benefit: Choose three 0-level divine spells. You may cast each of these spells once per day per your divine spellcasting level (minimum 1).

Special: You may select this feat only at 1st level.

Divine Might

You call upon the power of God to smite enemies.

Prerequisites: Strength 13, Charisma 13, ability to turn or rebuke undead, Power Attack.

Benefit: You can use one of your turn uses to gain a damage bonus equal to your Charisma bonus for a number of rounds equal to your Charisma bonus.

Divine Resistance

You can channel energy that protects you and your allies.

Prerequisites: Charisma 13, Ability to turn or rebuke undead, Divine Cleansing, Extra Turning.

Benefit: You can use one of your turn uses to grant yourself and all allies in a 60-foot burst resistance to cold 5, electricity 5, and fire 5. This resistance stacks with similar resistances. This lasts until the end your next turn.

Divine Vengeance

You can channel energy in order to damage the undead.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefit: You can use one of your turn uses to add +2d6 points of sacred energy damage to all of your successful melee attacks against undead until the end of your next action.

Dragon's Toughness

You are incredibly tough.

Prerequisites: Base Fortitude save bonus of +11.

Benefit: You gain +12 hit points.

Special: You may select this feat multiple times; each time, you gain +12 hit points.

Dust Cloud

You can sweep dust into the air to hide from an opponent.

Prerequisites: Dexterity 19, Intelligence 19, Huge size, Combat Reflexes, wings or a tail.

Benefit: As an attack action, you can sweep a limb across the ground and create a dust cloud. This hemispherical cloud has a radius in feet equal to 20 x your Hit Dice. Creating the cloud has a 50% chance to snuff unprotected flames (candles, torches, small campfires) of nonmagical origin in the area. The cloud obscures vision and creatures caught within are blinded while inside and for 1 round after emerging. Any creature caught in the cloud must succeed on a DC (10 + ½ Hit Dice + Strength modifier) Concentration check to cast a spell. The cloud lasts a number of rounds equal to 1 + Dexterity modifier.

Special: A flying creature with this feat must be within reach of the ground to create the effect, but need not actually be in contact with it.

Dwarf's Toughness

You are incredibly tough.

Prerequisites: Base Fortitude save bonus of +5.

Benefit: You gain +6 hit points.

Special: You may select this feat multiple times; each time, you gain +6 hit points.

Eidetic Memory

You have what is commonly known as a photographic memory.

Benefit: You are able to recall, with exact clarity, events and details from most of your life. Recalling a piece of information requires an Intelligence check. The DC is based on the detail and obscurity of the memory. Remembering the

face of the man who killed your parents might require a check versus DC 5, while remembering what you had for breakfast on July 19th, five years ago, might require a check versus DC 25.

Special: Barring special circumstances, you may select this feat only at 1st level.

Empower Turning

You can turn or rebuke more undead than usual.

Prerequisites: Charisma 13, ability to turn or rebuke undead, Extra Turning.

Benefit: You can take a -2 penalty on your turn check in exchange for +2d6 to your turning damage roll, allowing you to affect more, but less powerful undead.

Expanded Knowledge [Psionic]

You learn another power.

Prerequisites: Manifest level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. You can choose any power, including powers from another discipline's list or even from another class's list.

Special: You may select this feat multiple times; each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

Extended Reach

Your flexible body allows you to reach farther than normal.

Prerequisites: Small or larger size, non-rigid body or a non-rigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body, or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

Extra Contact

You have an additional contact.

Benefit: You have an additional low-level contact. You may take this even if your Charisma normally prevents you from having a contact.

Special: You can select this feat multiple times; each time, you gain an additional contact.

Extra Item Space

You can wear more magic items than are normally allowed.

Prerequisites: Multiple limbs or heads (beyond the bipedal humanoid norm).

Benefit: You can wear one additional magic item beyond the normal limit for the item type in question. The multiple limbs you have must correspond to the limb on which that item type is normally worn. For example, a character is normally limited to two magical rings, but a Marilith (with six arms) could wear three rings with this feat. Likewise, an Ettin (with two heads) could wear two periapts or necklaces instead of the one normally allowed.

Normal: Usually only one or two magic items that are restricted to a particular body part can be used at once.

Special: You can select this feat multiple times. Each time, it adds a new item space. You cannot have more item spaces than you have limbs or body parts of the appropriate kind.

Facility Dependent

You were trained to use a skill in a certain way and in a certain place; as a result, you are more likely to succeed when using the skill in that location, but more prone to failure elsewhere.

Prerequisites: Appropriate skill 1 rank.

Benefit: Select a skill such as Craft or Perform, and select an appropriate location (Gamemaster's discretion). When using the skill in that location, you gain a +6 bonus, but when you use the skill anywhere else, you suffer a -4 penalty.

Special: You may select this feat only at 1st level.

Fantastic Initiative

You are more likely to act first in a situation.

Prerequisites: Improved Initiative.

Benefit: When you roll initiative checks, roll twice and use the better result. However, as a strange quirk of universal law, if both dice result in the same number, your initiative is automatically 1 + modifier.

Feign Weakness

You deceive opponents with your unarmed status.

Prerequisites: Improved Unarmed Strike, Base Attack Bonus +2.

Benefit: You can make a Bluff check against an opponent, as if feinting. If successful, you lure the opponent into making an attack of opportunity against you. However, you get to make an unarmed attack against the opponent, who is considered flat-footed. This counts as one of your attacks of opportunity.

Special: You may use this ability no more than once per encounter; once you use it, the opponent typically will not fall for it again.

Chapter 3: Skills and Feats

Fell Shot [Psionic]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dexterity 13, Point Blank Shot, Psionic Shot, Base Attack Bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your ranged attack as a ranged touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Final Strike

Your death throws are destructive.

Prerequisites: Acid, air, cold, earth, electricity, fire, or water subtype.

Benefit: When you are killed, your body explodes in a final strike – a blast of elemental destruction. Everything within 60 feet is subject to the effect. Your final strike deals 1d6 points of damage per Hit Die, to a maximum of 20d6. Each creature in the area may make a DC (10 + ½ Hit Dice + Constitution modifier) Reflex save for half damage. The blast also has a secondary effect, detailed below, which can be reduced or negated by a second successful save of the type indicated (same DC as the primary saving throw).

Subtype	Primary Damage	Secondary Effect
Acid	Acid	Blindness 2d4 rounds, Fortitude negates
Air	Blast of wind (bludgeoning)	Destructive harmonics (1d6 sonic damage per 2 HD, Reflex for half)
Cold	Cold	Ice shards (1d6 piercing damage per 2 HD, Reflex for half)
Earth	Blast of rock shards (slashing)	Earthquake (as spell, Reflex save according to effect)
Electricity	Lightning	Thunderclap (1d6 sonic damage per 2 HD, stun for 1 round, deafen for 4d6 rounds, Reflex half and no deafness)
Fire	Fire	Light blast (1d6 damage per 2 HD, Reflex half)
Water	Blast of water (bludgeoning)	Drench (extinguish non-magical fire automatically, or magical fire as <i>dispel magic</i> with a caster level equal to your HD)

Special: Once this is used, only a *miracle*, *true resurrection*, or *wish* can restore you to life.

Fists of Fury

You are able to make additional unarmed strikes at the cost of accuracy.

Prerequisites: Dexterity 15, Improved Unarmed Strike, Base Attack Bonus +6.

Benefit: When fighting unarmed and using a full-attack action, you may make an additional unarmed attack at your highest attack bonus. All of your unarmed attacks in the round suffer a -2 penalty however. You must be unarmored to use this ability.

Special: This feat may be used in conjunction with the Flurry of Blows ability, allowing you to make two additional attacks, but all of your attacks suffer a -4 penalty.

Fleet of Foot

You can turn corners without losing momentum.

Prerequisites: Run

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat in medium or heavy armor, or if you are carrying more than a light load.

Normal: Normally, you can only charge or run in a straight line.

Flick of the Wrist

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dexterity 17, Quick Draw, Base Attack Bonus +1.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purposes of this attack only). This feat works only once per combat.

Fling Enemy

You can pick up an opponent and fling it.

Prerequisites: Strength 23, Huge size, improved grab.

Benefit: You can make a grapple check at a -20 penalty against an opponent at least two size categories smaller than you. If you succeed, on your next action, you can use an attack action to fling the held opponent. The range increment for the thrown creature is 120 feet.

A creature may be thrown horizontally or vertically. If thrown vertically, it takes normal falling damage. If thrown horizontally, it takes damage as if it had fallen half the distance thrown. You may also fling the creature at another creature. To do so, make an attack roll at a -4 penalty, with appropriate range penalties, against the target creature. If you hit, both creatures take the amount of damage that the thrown creature would have taken.

Flying Kick

You are able to deal increased damage with jumping unarmed attacks.

Prerequisites: Improved Unarmed Strike, Base Attack Bonus +6, Jump 6 ranks.

Benefit: When you make an unarmed charge attack, and you take at least a 20 ft. running start, roll a DC 20 Jump check; if successful, your attack deals double damage. If you fail the Jump check, however, you provoke an attack of opportunity from the target.

Focused Sunder [Psionic]

You can sense the stress points on others' weapons.

Prerequisite: Strength 13, Improved Sunder, Power Attack.

Benefit: To use this feat, you must expend your psionic focus.

When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

Force of Will

You are able to resist psionic attacks with extreme force of will.

Prerequisite: Iron Will.

Benefit: Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Forester

You are wise in the ways of the forests.

Benefit: You get a +2 bonus on Survival and Treat Injury checks.

Friends in High Places

You have a contact that is in a position of greater influence than most.

Prerequisites: Charisma 15

Benefit: You have an additional mid-level contact that is in a position of authority, such as a high-ranking law enforcement officer, or a government official. This contact acts as other contacts, but in no way will he risk his name or position.

Special: You may select this feat multiple times; each time, you gain an additional contact.

Gape of the Serpent

You can swallow creatures larger than normal.

Prerequisites: Swallow whole.

Benefit: You can swallow a creature of up to your own size category. Like a snake, you can stretch your mouth to an outlandish extent to accommodate immense prey. However, this process is time-consuming. If your second grapple check is successful after you have established a hold against a creature larger than you could swallow normally, you begin to swallow the held creature. On the following round you must make an additional grapple check to complete the swallowing. The held creature can try to fight or break the grapple as normal while you are attempting to swallow it.

Normal: Unless noted otherwise, a creature can swallow opponents no larger than two size categories smaller than itself.

Special: Your gullet can hold one creature of the maximum size; other maximum numbers of swallowed creatures remain the same.

Ghost Attack [Psionic]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisites: Base Attack Bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

Giant's Toughness

You are incredibly tough.

Prerequisites: Base Fortitude save bonus of +8.

Benefit: You gain +9 hit points.

Special: You may select this feat multiple times; each time, you gain +9 hit points.

Grass Trekker

You are adapted to a plains environment.

Prerequisites: Plains terrain type.

Benefit: You are a nomad of the steppes, used to traveling long distances, often on foot. You gain a +2 bonus on Jump checks. In addition, you do not need to make Fortitude saves when making a forced march until you have traveled for 12 hours. The save DC for longer travel is 10 + 1 per hour beyond 12.

Chapter 3: Skills and Feats

Greater Dodge

Your skill at dodging attacks is preternatural.

Prerequisites: Dexterity 13, Dodge, Improved Dodge.

Benefit: Your skill with the Dodge feat improves such that you now receive a +3 dodge bonus to AC against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to AC also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Greater Fly-By Attack

You can make multiple fly-by attacks in a round.

Prerequisites: Fly speed, Fly-By Attack.

Benefit: Using this feat is a full-round action. When flying, you can move up to your fly speed in a straight line and attack a number of opponents equal to your Dexterity bonus. All of the opponents must be within your reach along your line of flight. Make one attack roll, add the appropriate modifiers, and compare the result to the AC of each opponent you are attacking. If any hits are successful, make one damage roll and add the appropriate modifiers. Each successful hit does the full damage to that creature; do not divide the damage result among the targets. Targets of your attack do not get attacks of opportunity against you, but other opponents that would be entitled to attacks of opportunity may make them.

Normal: Without this feat, a creature may make only one fly-by attack in a round.

Greater Manyshot

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dexterity 17, Manyshot, Point Blank Shot, Rapid Shot, Base Attack Bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Greater Multigrab

You can grapple enemies effortlessly with your natural weapons.

Prerequisites: Strength 19, Dexterity 15, improved grab, Multigrab.

Benefit: When grappling an opponent with only the part of your body that made the attack, you take no penalty on grapple checks made to maintain the hold.

Normal: Without this feat, you take a -20 penalty (or -10 with Multigrab) on grapple checks to maintain a hold with only the part of your body used to make the attack.

Greater Multiweapon Fighting

You can fight with a weapon in each hand and make up to three attacks per round with each extra weapon.

Prerequisites: Dexterity 19, three arms, Improved Multiweapon Fighting, Multiweapon Fighting, Base Attack Bonus +15.

Benefit: You may make up to three attacks per round with each of-hand weapon that you wield, albeit with a -10 penalty on the third attack with each such weapon.

Greater Mighty Roar

You unsettle opponents with a dreadful roar as you attack.

Prerequisites: Animal or magical beast, Large size, Mighty Roar.

Benefit: This feat functions like Mighty Roar (replacing that ability) except that each opponent that fails a DC (10 + ½ HD + Charisma modifier) Will save is panicked for 2d6 rounds.

Greater Power Penetration

Your powers are especially potent at breaking through power resistance.

Prerequisites: Power Penetration.

Benefit: To use this feat, you must expend your psionic focus. You get a +4 bonus on manifester level checks to overcome a creature's power resistance. This bonus stacks with the bonus from Power Penetration.

Greater Power Specialization [Psionic]

You deal more damage with your powers.

Prerequisites: Power Specialization, manifester level 12th.

Benefit: Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

Greater Psionic Endowment [Psionic]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

Greater Psionic Fist [Psionic]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisites: Strength 13, Psionic Fist, Base Attack Bonus +5.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

Greater Psionic Shot [Psionic]

You can charge your ranged attacks with additional damage potential.

Prerequisites: Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

Greater Psionic Weapon [Psionic]

You can charge your melee weapon with additional damage potential.

Prerequisite: Strength 13, Psionic Weapon, Base Attack Bonus +5.

Benefit: When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

Great Hug

You are able to deal additional damage when squeezing your opponents.

Prerequisites: Strength 15, Dexterity 13, Improved Grapple, Improved Unarmed Strike, Base Attack Bonus +3.

Benefit: When you grapple an opponent and decide to inflict damage on him, you add 2 x Strength bonus to your damage.

Normal: You can deal normal non-lethal damage when grappling.

Great Throw

You can throw your opponents to the ground, choosing where they land and dealing damage in the process.

Prerequisites: Dexterity 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike.

Benefit: When you make a successful unarmed trip attack against a creature no larger than your own size, you can choose where the creature lands, within the area you threaten. In addition, you deal your normal unarmed strike damage to the opponent. When you use this option, however, you may not make a follow-up melee attack using the Improved Trip feat.

Ground Fighter

You are skilled at fighting from the prone position.

Prerequisites: Improved Unarmed Strike, Base Attack Bonus +4.

Benefit: You do not suffer an attack penalty when making melee attacks while prone.

Normal: You suffer a -4 penalty to attack rolls when prone.

Guarded Defense

You parry with surprising deftness.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Improved Disarm, Parry, Base Attack Bonus +4.

Benefit: When you make a parry attempt, you do not automatically provoke a disarm attempt.

Haggle

You are adept at receiving the best price.

Prerequisite: Trustworthy.

Benefit: When making a Diplomacy check to haggle on a price, you receive a +4 bonus.

Hamstring

You can wound an opponent's legs, hampering his movement.

Prerequisites: Sneak Attack ability, Base Attack Bonus +6.

Benefit: If you hit with a sneak attack, you may choose to forego +2d6 of your bonus damage dice to reduce your victim's land speed by one-half. Other forms of movement are not affected. The speed reduction ends when the target receives healing (a successful Treat Injury check, any *cure* spell, or other magical healing) or after 24 hours, whichever comes first. A hamstring attack does not slow creatures that are immune to sneak attack damage or those that have no legs at all or more than four legs. It takes two successful hamstring attacks to slow a quadruped.

Hawkeye

You are an insightful shooter.

Prerequisites: Wisdom 13, Far Shot, Spot 4 ranks, Base Attack Bonus +1

Benefit: For a number of range increments (after the first) equal to your Wisdom bonus, you suffer only half the normal attack penalty. For example, a character with a Wisdom score of 16 (+3 bonus) would suffer only a -1 penalty per range increment for range increments 2, 3, and 4.

Heighten Turning

You can turn more powerful undead.

Prerequisites: Charisma 13, ability to turn or rebuke undead, Extra

Chapter 3: Skills and Feats

Turning.

Benefit: When you turn or rebuke undead, you can choose to add a number up to your class level in the class that grants the turn ability. You add this number to your turn check, but subtract it from your turning damage roll.

Hold the Line

You are trained in dealing with charging opponents.

Prerequisites: Combat Reflexes, Base Attack Bonus +2.

Benefit: When an opponent charges you, he provokes an attack of opportunity when he enters an area you threaten.

Normal: A charge does not provoke an attack of opportunity.

Home Turf

You are more comfortable and adept at dealing with others on your home turf.

Benefit: Select an area, typically no more than 10 square miles. When you are in this area, you gain a +1 bonus on Diplomacy, Gather Information, Investigate, Search and Spot checks.

Special: To gain this feat you must have lived in the area for at least 5 years.

Hostile Mind

Your mind recoils violently against those who use psionics against you.

Prerequisite: Charisma 15.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 character level + your Cha bonus or take 2d6 points of damage.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Improved Assume Supernatural Ability

You gain skill with using a supernatural ability of an assumed form.

Prerequisites: Wisdom 17, ability to assume a new form magically, Assume Supernatural Ability.

Benefit: This feat functions like Assume Supernatural Ability, except that you do not take a -2 penalty to attack rolls, saving throws, skill checks, and ability checks when using it.

Special: You can select this feat multiple times. Each time, it applies to a different supernatural ability.

Improved Combat Expertise

You have superior ability in using your combat skill for defense.

Prerequisites: Intelligence 13, Combat Expertise, Base Attack Bonus +6.

Benefit: When you use an attack action or full-attack action in melee, you can take a penalty of any number up to your base attack bonus on your attack roll and add the same number to your AC. Otherwise, this is the same as Combat Expertise.

Normal: When using Combat Expertise, you can take up to a -5 on your attack roll, not to exceed your base attack bonus, and add it to your AC.

Improved Dodge

You excel at dodging attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: Your skill with the Dodge feat improves such that you now receive a +2 dodge bonus to AC against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to AC also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Improved Flight

You are an agile flier.

Prerequisites: Fly speed.

Benefit: Your maneuverability category improves by one.

Improved Fly-By Attack

You can attack on the wing with increased mobility.

Prerequisites: Fly speed, Dodge, Fly-By Attack, Mobility.

Benefit: When flying, you can take a move action (including a dive) and standard action at any point during the move. If this standard action is an attack, you incur no attacks of opportunity for moving through areas threatened by your target. You cannot take a second move action during a round in which you make a fly-by attack.

Normal: Without this feat, you can take a standard action either before or after your move. Even with the Fly-By Attack feat, you incur attacks of opportunity for moving through areas threatened by the target of your fly-by attack.

Improved Multiattack

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three natural weapons, Multiattack.

Benefit: You suffer no penalty on attack rolls with your secondary attacks. Your damage bonus is still ½ of your Strength bonus.

Normal: Without this feat, your secondary attacks suffer a -5 penalty (-2 with Multiattack).

Improved Multiweapon Fighting

You are an expert at fighting with weapons in your three or more hands. You can make up to two attacks per round with each off-hand weapon.

Prerequisites: Dexterity 15, three arms, Multiweapon Fighting, Base Attack Bonus +9.

Benefit: In addition to the single extra attack you get each round with your off-hand weapon, you get a second attack with each off-hand weapon, albeit at a -5 penalty.

Normal: With only Multiweapon Fighting, you get only a single attack with each off-hand weapon.

Improved Natural Healing

You heal more quickly than normal.

Prerequisites: Base Fortitude save bonus +5

Benefit: You heal twice the normal number of hit points and ability score points.

Improved Parry

You may make many parry attempts in a single round.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Combat Reflexes, Parry.

Benefit: You may attempt to parry more than one attack in a round, with each attempt using one of your attacks of opportunity.

Normal: You may attempt to parry only once per round.

Improved Quick Draw

You are able to instantly draw a weapon and attack with it.

Prerequisites: Dexterity 15, Quick Draw, Base Attack Bonus +5.

Benefit: When you use Quick Draw to draw a one-handed or lighter melee weapon, you can make an immediate attack against an opponent in your threatened area if your initiative is higher than his is. Since this works primarily on surprise, you may use this only once per combat.

Improved Scent

You can detect and track creatures by smell at a greater than normal distance.

Prerequisites: Scent ability.

Benefit: You can detect approaching enemies and sniff out hidden foes within 60 feet (double the normal range). For strong scents, such as smoke or rotting garbage, double the new range. Overpowering scents can be detected at three times the new range.

Normal: Without this feat, you can detect creatures by smell only within 30 feet.

Improved Turn Resistance

You have a better than normal chance to resist turning.

Prerequisites: Undead type.

Benefit: You are less easily affected by clerics and paladins than you would normally be. When resolving a turn, rebuke, command, or bolster attempt, add +4 to your Hit Dice to determine your Hit Dice for the turn.

Special: This stacks with any existing turn resistance. You may select this feat multiple times; each time, your turn resistance increases by +4.

Improved Web

You gain additional utility from your webs.

Prerequisites: Ability to create webs as an extraordinary ability at least twice per day.

Benefit: Add +2 to the DC to escape or burst your webs. You may take a full-attack action to attack with your webs; if you do so, you may attack one additional target per point of Dexterity bonus you have. No such target may be more than 10 feet from another target. Using this feat requires two of your daily web uses.

Incredible Parry

You can parry attacks from weapons much larger than the one you wield.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Parry, Base Attack Bonus +6.

Benefit: You can attempt to parry attacks from weapons up to three size categories larger than the one you wield.

Normal: You may only attempt to parry an attack from a weapon no more than two size categories larger than the weapon you wield.

Special: You may select this feat multiple times; each time, you can parry a weapon of one more size category larger than you otherwise could.

Indoor Mage

Your spells are more potent when cast in enclosed areas.

Benefit: When you cast a spell indoors (a building, deep cave, or similar), increase the DC to resist your spells by +1. When you cast a spell outdoors, however, reduce the DC by -1.

Special: You may not select this feat and Outdoor Mage. You may select this feat only at 1st level.

Inquisitor [Psionic]

You know when others lie.

Chapter 3: Skills and Feats

Prerequisite: Wisdom 13.

Benefit: To use this feat, you must expend your psionic focus.

You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

Insightful Aim

You use your intuition when using ranged weapons.

Prerequisites: Wisdom 13, Alertness, Base Attack Bonus +3.

Benefit: When using a ranged weapon and attacking a target within 30 feet, you may use your Wisdom bonus in place of your Dexterity modifier for the attack roll.

Normal: Ranged attacks use the Dexterity bonus to modify attack rolls.

Inured to Energy

You resist energy attacks more efficiently than normal.

Prerequisites: Resistance to the energy type you specify when selecting this feat.

Benefit: Your existing resistance to one type of energy increases by 10 points. You can use this feat only to enhance existing resistances, not to gain new resistances.

Special: You may select this feat multiple times; each time, either increase the value of an existing resistance or of another type of energy resistance.

Involuntary Rage

Extreme pain drives you berserk.

Prerequisites: Constitution 21, Toughness.

Benefit: If you suffer massive damage and live and make your Fortitude save, on your next action, you gain +4 to Strength, +4 to Constitution, and a -2 on AC. These adjustments last until the end of the combat, at which time you become fatigued.

Iron Hand

You have toughened the striking parts of your body.

Prerequisites: Constitution 13, Toughness.

Benefit: You gain a +2 damage bonus with your unarmed strikes. This does not apply if you are using brass knuckles, gauntlets, or similar objects.

Irresistible Gaze

Your gaze attack is more potent than normal.

Prerequisites: Gaze attack.

Benefit: Add +2 to the save DC of your gaze attacks.

Special: This bonus stacks with the bonus provided by the Ability Focus feat.

Item Familiar

This feat is on p. 170 of *Unearthed Arcana*.

Jack-of-All-Trades

You've picked up a smattering of many skills.

Prerequisites: Character level 8th.

Benefit: You can use any skill untrained.

Knockdown

Your mighty blows can knock opponents off their feet.

Prerequisites: Strength 21, Power Attack.

Benefit: When you deal 15 or more points of damage with a melee attack, your opponent must roll a Strength check against a DC equal to the damage dealt or be knocked prone. If the opponent is larger than you, he receives a +4 bonus to his check per size category larger; if the opponent is smaller, he suffers a -4 penalty per size category of difference. Creatures with multiple legs receive a +4 bonus as well.

Lady's Man

You have a way with members of the opposite sex, but you inspire jealousy in members of your own gender.

Benefit: When dealing with members of the opposite sex, you gain a +2 bonus to all Charisma-based skills. However, when dealing with members of the same gender, you suffer a -2 penalty to all Charisma-based skill.

Special: You may select this feat only at 1st level.

Large and In Charge

You use your size and strength to force opponents back.

Prerequisites: Strength 17, Large size.

Benefit: When you make a successful attack of opportunity against an opponent that is moving in your threatened area, you can force him back to the space he occupied before provoking the attack. After you hit with the attack of opportunity, roll an opposed Strength check. You gain a +4 bonus for each size category larger than your opponent you are (or -4 per category if he is larger), and an additional +1 bonus per 5 points of damage dealt by the attack of opportunity. If you win the opposed check, the opponent is pushed back 5 feet into the space he occupied.

Lightning Fists

You are able to make additional unarmed attacks, at the expense of accuracy.

Prerequisites: Dexterity 17, Fists of Fury, Improved Unarmed Strike, Base Attack Bonus +9.

Benefit: When fighting unarmed and making a full-attack action, you may make two additional attacks at your highest attack bonus, but all of your attacks in the round suffer a -5 penalty.

Special: This feat may be used in conjunction with the Flurry of Blows ability, allowing the character to make three additional attacks, but all of the character's attacks suffer a -9 penalty. This feat cannot be used with the Fists of Fury feat.

Lightsleeper

You are able to awaken instantly and react accordingly.

Prerequisites: Alertness.

Benefit: When sleeping, you do not suffer a penalty to your Listen check to wake up.

Normal: You suffer a -10 penalty to your Listen check to wake up.

Lucky

Things just happen to fall your way.

Benefit: When spending an action point to improve a d20 roll, instead of adding +1d6 to the roll, you may instead choose to reroll the d20. The second result must be used, regardless of whether it is better or worse than the original result.

Special: You may use this feat a number of times per day equal to your character level divided by 4 (minimum 1).

Magical Artisan

You are skilled at crafting magical items.

Prerequisites: Item Creation feat (any).

Benefit: Select one Item Creation feat that you have. When making items with this feat, reduce the price for raw materials by 25%, and reduce the experience point cost by 25%.

Special: You may select this feat multiple times; each time, it applies to a different Item Creation feat.

Membership

You belong to a particular group.

Prerequisites: Allegiance.

Benefit: Select a particular group – this may be a tribe, fraternal order, criminal organization, guild, noble court, etc. When dealing with members of the group, you gain a +1 bonus to Charisma-based skill checks. Reasonable (and inexpensive) requests may be granted.

Special: This feat is very subject to the Gamemaster's discretion.

Mental Leap [Psionic]

You can make amazing jumps.

Prerequisites: Strength 13, Jump 5 ranks.

Benefit: To use this feat, you must expend your psionic focus. You gain a +10 bonus on a Jump check.

Mental Resistance

Your mind is armored against mental intrusion.

Prerequisites: Base Will Save Bonus +2.

Benefit: Against psionic attacks that do not employ an energy type to deal damage you gain damage reduction 3/–. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Metamorphic Transfer [Psionic]

You can gain a supernatural ability of a metamorphed form.

Prerequisite: Wisdom 13, manifest level 5th.

Benefit: Each time you change your form, such as through the *metamorphosis* power, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses (You are still subject to other restrictions on the use of the ability.) The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + ½ HD + Cha modifier.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You may select this feat multiple times; each time, you can gain one additional supernatural ability.

Mighty Leaping

You have developed your leg muscles and trained yourself to make mighty leaps.

Prerequisites: Strength 21, Dexterity 13, Dodge, Mobility, Jump 9 ranks or a racial bonus on Jump checks.

Benefit: You gain a +10 bonus on Jump checks. If you intentionally jump

Chapter 3: Skills and Feats

down from a height, a successful DC 15 Jump check lets you take damage as if you had fallen 20 feet less than you actually did.

Normal: Without this feat, a successful Jump check lets you take damage as if you had fallen 10 feet less than you actually did.

Mighty Roar

You unsettle opponents with a dreadful roar as you attack.

Prerequisites: Animal or magical beast, Large size.

Benefit: Once per day, you can use this feat as a standard action. Your mighty roar affects every opponent within 30 feet of you that can hear your roar and has a level/Hit Dice lower than yours. An affected opponent must roll a DC (10 + ½ Hit Dice + Charisma modifier) Will save. A failed save means the victim is shaken for 1d6 rounds.

Mind Over Body

Your ability damage heals more rapidly.

Prerequisite: Constitution 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Moon Mage

For some reason, your spells are more potent when cast during the night.

Benefit: When you cast spells during the night (when the sun is down), the save DC to resist your spells is increased by +1. When you cast spells during the day, the save DC is reduced by -1.

Special: You cannot select this feat and Sun Mage. You may select this feat only at 1st level.

Multigrab

You can grapple enemies more firmly than normal with your natural weapons.

Prerequisites: Strength 17, improved grab.

Benefit: When grappling an opponent with the part of your body used to make the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with only the part of your body used to make the attack.

Multiple Stunning Fist

You are so skilled in combat that you may attempt stunning blows more frequently than normal.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Base Attack Bonus +14

Benefit: You may use Stunning Fist more than once per round, to the limit of your unarmed combat attacks.

Multitasking

You can perform different tasks with different limbs.

Prerequisites: Dexterity 15, Intelligence 15, three or more arms, Multiattack.

Benefit: If you have three or more arms, you can use each set of arms (in the case of three arms, one set of two arms and a single arm) to perform a distinct partial action.

Multivoice

If you have two or more heads, you can cast more spells in a round than usual.

Prerequisites: Dexterity 15, Intelligence 15, two or more heads, Quicken Spell.

Benefit: As a full-round action, you can cast one additional spell (or use a spell-like ability in combination with a spell or another spell-like ability) each round. Each spell used in this must have a casting time of 1 standard action or less; a spell-like ability must take no more than a standard action to use. Using this feat provokes attacks of opportunity as normal. If your concentration is interrupted, you must make Concentration checks for both spells and spell-like abilities; failure on either check interrupts both abilities.

You can also use one head to cast a spell or use a spell-like ability while another head activates a head-based attack such as a breath weapon or gaze attack.

Normal: Without this feat, you can cast only one spell per round and cannot combine spellcasting with any other action.

Special: You still cannot exceed the limit of one quickened spell per round even when using this feat.

Narrowed Gaze

Your gaze attack has a limited field of effect.

Prerequisites: Intelligence 13, gaze attack.

Benefit: You may choose to limit your gaze attack to an active gaze. Doing so prevents you from accidentally affecting allies with your gaze.

Normal: A gaze attack functions normally on all those within range and it can also be actively used as an attack.

Narrow Mind [Psionic]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wisdom 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become psionically focused.

Off-Hand Power

You are able to deliver powerful strikes with off-hand weapons.

Prerequisites: Strength 13, Dexterity 13, Multiweapon Fighting or Two-Weapon Fighting, Base Attack Bonus +6.

Benefit: When fighting with multiple weapons, you add your normal Strength bonus to damage with your off-hand weapons.

Normal: When fighting with multiple weapons, you add ½ Strength bonus to damage with off-hand weapons.

Open Minded

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 skill they count as ½ ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

Outdoor Mage

Your spells are more potent when cast under an open sky.

Benefit: When you cast a spell under an open sky, increase the DC to resist your spell by +1. However, when you cast a spell indoors, reduce the DC by -1.

Special: You may not select this feat and Indoor Mage. You may select this feat only at 1st level.

Overchannel [Psionic]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

Pack Mule

You are good at arranging and organizing gear.

Benefit: Your Strength is considered 2 points higher for encumbrance purposes, but not for lifting or pulling.

Pain Mastery

Injuries send you into a fury, increasing your physical capabilities.

Prerequisites: Constitution 21, Toughness.

Benefit: You take damage normally, but every (massive damage threshold) amount of damage that you suffer increases your Strength by +2. This bonus lasts until the end of the encounter, after which you become exhausted.

For example, if your massive damage threshold is 17, then in a battle, every 17 points of damage you take that you survive increases your Strength by +2.

Paralyzing Strike

Your stunning fists can paralyze targets.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Base Attack Bonus +10.

Benefit: When you attack with a Stunning Fist, you may declare the use of this before the attack roll, which suffers a -4 penalty. If the attack is successful, you deal no damage, nor do you stun the target. The target must roll a saving throw as if resisting your Stunning Fist; if this fails, the target is paralyzed for one round.

Parry

You are skilled at deflecting the attacks of your enemies.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise.

Benefit: After a melee attack roll to hit you is made, but before damage is assigned, you may attempt to parry the blow. You may only attempt to parry an attack from a weapon no more than two size categories larger than the weapon you wield. You cannot parry an attack while unarmed, when wearing medium or heavy armor, or when denied your Dexterity bonus to AC.

You may attempt to parry only one attack per round and the parry uses your attack of opportunity for the round. To parry, you must make a melee attack roll that exceeds your opponent's attack roll. When wielding a light weapon, you receive a +4 bonus to your parry roll. If you succeed, the opponent's attack fails

Chapter 3: Skills and Feats

and deals no damage. If you fail, the attack deals damage normally.

Whether you succeed or fail, the opponent is entitled to make a disarm attempt against you as a free action that does not provoke an attack of opportunity and failure does not allow you to make a disarm attempt in return.

Peak Hopper

You are adapted to a hilly or mountainous environment.

Prerequisites: Hill or mountain terrain type.

Benefit: Your environment has made you more sure-footed. You gain a +2 bonus on Balance and Climb checks.

Pervasive Gaze

Your gaze attack is more effective than normal.

Prerequisites: Intelligence 13, gaze attack.

Benefit: A creature that averts its eyes has only a 25% chance to avoid the need for a saving throw against your gaze attack.

Normal: A creature that averts its eyes normally has a 50% chance to avoid the need for a saving throw against a gaze attack.

Special: This feat does not affect eye rays, such as those possessed by a beholder.

Piercing Gaze

Your gaze attack has a greater range than normal.

Prerequisites: Intelligence 13, Charisma 15, gaze attack, Irresistible Gaze.

Benefit: Add 30 feet to the range of your gaze attack.

Pin Shield

You are able to use an off-hand weapon to overcome an opponent's shield.

Prerequisites: Two-Weapon Fighting, Base Attack Bonus +6.

Benefit: When fighting with two-weapons and using a full-attack action, you may make an off-hand attack against an opponent's shield (following the normal rules for striking an object). If successful, the opponent does not gain his shield bonus to AC for the remainder of your attack sequence.

Pin Target

You can use certain ranged weapons to pin targets to nearby objects.

Prerequisites: Dexterity 17, Point Blank Shot, Precise Shot, Base Attack Bonus +6

Benefit: You can use a bow, crossbow, or thrown weapon to attempt to pin a target to a nearby object, typically by pinning his clothing or armor to the object, like a tree or building. The target must be adjacent to a proper surface.

Make an attack roll with a -2 penalty; if successful, the attack deals no damage to the target, but if it deals enough damage to penetrate the adjacent surface, the target is pinned. The target must use a move action to free himself.

Poison Resistance

You resist poison better than you otherwise could.

Prerequisites: Poison special attack as an extraordinary ability.

Benefit: You gain a +2 bonus on Fortitude saves to resist poison, and a +4 bonus to resist poison from your own kind, assuming you are not already immune to the poison of your own kind.

Special: You may select this feat multiple times; each time, your bonus increases by +2.

Poker Face

You naturally hide your feelings, thoughts, and emotions well.

Prerequisites: Wisdom 13.

Benefit: Anyone attempting to make a Sense Motive check against you gets a -2 circumstance penalty.

Power Critical

You may threaten a critical hit when you strike an opponent.

Prerequisites: Proficient with weapon, Base Attack Bonus +10

Benefit: When you score a hit with a weapon with which you are proficient, you may spend an action point to threaten a critical hit regardless of whether or not you rolled the weapon's threat range. You must still confirm the critical normally.

Power Dive

You can fall upon an opponent from the sky.

Prerequisites: Strength 15, fly speed (average maneuverability).

Benefit: When flying, you can dive and land on an opponent to deal additional damage. Using this feat is an attack action and it can affect only creatures one or more size categories smaller than you. To use this feat, make an overrun attempt, but the opponent cannot choose to avoid you. If you knock down the target, you may make an additional slam attack (at the usual +4 bonus against prone opponents). This attacks deals damage based on your size. Add $1\frac{1}{2}$ x your Strength bonus to the damage.

- Fine – 1d2
- Diminutive – 1d3
- Tiny – 1d4
- Small – 1d6
- Medium – 1d6

- Large – 1d8
- Huge – 2d6
- Gargantuan – 2d8
- Colossal – 4d6

Normal: Without this feat, you can attack with just one natural weapon and do not have a chance to knock down an opponent.

Special: If you fail in your overrun attempt and are tripped in return, you are knocked down and you deal the indicated slam damage to yourself.

Power Kill

You are particularly adept at killing helpless opponents.

Prerequisites: Base Attack Bonus +6.

Benefit: When you perform a coup-de-grace, the save DC is 15 + damage dealt.

Normal: When you perform a coup-de-grace, the save DC is 10 + damage dealt.

Power Penetration

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: To use this feat, you must expend your psionic focus. You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

Power Specialization [Psionic]

You deal more damage with your powers.

Prerequisites: Manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

Prehensile Tail

You can use your tail to manipulate objects.

Prerequisites: Strength 13, tail attack, Multiattack.

Benefit: You can use your tail as an extra "hand". It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply. If you have two or more hands, your tail counts as a third hand for the Multiweapon Fighting feat chain.

You can also use your tail as a "hand" to assist in grapple and Climb checks. You gain a +2 competence bonus to all such checks.

Protective Parry

Your training enables you to defend others as well as yourself.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Parry.

Benefit: When an adjacent ally is attacked, you may use your parry attempt to deflect the attack on your ally.

Normal: You may attempt to parry attacks directed only at yourself.

Psionic Affinity

You have a knack for psionic endeavors.

Benefit: You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

Psionic Body [Psionic]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

Psionic Dodge [Psionic]

You are proficient at dodging blows.

Prerequisites: Dexterity 13, Dodge.

Benefit: You must be psionically focused to use this feat. You receive a +1 dodge bonus to your AC. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

Psionic Endowment [Psionic]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add +1 to the save DC of a power you manifest.

Psionic Fist [Psionic]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Strength 13.

Benefit: To use this feat, you must expend your psionic focus. Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Chapter 3: Skills and Feats

Psionic Hole

You are anathema to psionic creatures and characters.

Prerequisite: Constitution 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any. Also, if you are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Psionic Meditation [Psionic]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wisdom 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

Psionic Shot [Psionic]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you must expend your psionic focus. Your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psionic Talent [Psionic]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You may select this feat multiple times; each time you take the feat after the first time, the number of power points you gain increases by 1.

Psionic Weapon [Psionic]

You can charge your melee weapon with additional damage potential.

Prerequisite: Strength 13.

Benefit: To use this feat, you must expend your psionic focus. Your attack with a melee weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Push

You are able to move opponents through force of will and the focus of your chi.

Prerequisites: Wisdom 17, Improved Unarmed Strike, Iron Will, Base Attack Bonus +9, Concentration 12 ranks.

Benefit: As an attack action, you may attempt to initiate a bull rush as a ranged attack. The range of this is 5 ft. per character level. This requires a ranged touch attack. If successful, the opponent rolls a Strength check, as per a normal bull rush, with the normal modifiers, while you roll a Will save. If your save beats the target's Strength check, he is moved back 5 feet. Using this provokes attacks of opportunity.

Quick Change

You can shift to an alternate form faster and more easily than you otherwise could.

Prerequisites: Dexterity 15, alternate form special ability.

Benefit: The time it takes you to change forms is reduced as follows.

Normal	Reduces to
More than one round	Half as many rounds, rounded up
Full-round action	Standard action
Standard action	Move action
Move action	Free action

Quick Dress

You are able to get into and out of armor quickly.

Prerequisites: Dexterity 13, Armor Proficiency (any).

Benefit: You can get in and out of armor in half of the normal time.

Quicken Turning

You can turn undead quickly, but with less potency.

Prerequisites: Charisma 13, ability to turn or rebuke undead, Extra Turning.

Benefit: You can turn undead as a free action, but you suffer a -4 penalty to both your turning check and your turning damage roll. You cannot use this feat on an ability that channels energy.

Quicker-Than-the-Eye

Your hands can move so quickly that observers can't see what you've done.

Prerequisites: Dexterity 19, Sleight-of-Hand 9 ranks.

Benefit: While under direct observation, you can make a Bluff check as a

move action. This is opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you perform a partial action. If your partial action is an attack against someone who failed the opposed check, that person is denied his Dexterity bonus to AC against your attack.

Quick Kill

You are skilled at quickly dispatching downed opponents.

Prerequisites: Improved Initiative, Base Attack Bonus +4.

Benefit: You may perform a coup-de-grace against a helpless creature as an attack action.

Normal: Performing a coup-de-grace is a full-round action.

Ranged Disarm

You are able to disarm opponents with ranged attacks.

Prerequisites: Dexterity 17, Point Blank Shot, Precise Shot, Base Attack Bonus +9.

Benefit: You may use a ranged weapon to attempt a disarm against a target within 30 feet.

Normal: You can normally attempt a disarm only in melee combat.

Rapid Breath

You do not have to wait as long to reuse your breath weapon as you normally would.

Prerequisites: Breath weapon, Quicken Spell-like Ability.

Benefit: The required interval between uses of your breath weapon is reduced by one round. If the interval is a fixed period of time, the interval is halved.

Special: If you have multiple heads with breath weapons, all your breath weapons use the new interval.

Rapid Metabolism

Your wounds heal rapidly.

Prerequisite: Constitution 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the treat Injury skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

Reckless Charge

You charge into combat with abandon, dealing greater damage, but with increased risk to yourself.

Benefit: When you make a successful charge attack, you deal double damage. However, you provoke an attack of opportunity from your target.

Normal: Charges attacks deal normal damage and do not provoke attacks of opportunity.

Reckless Offense

You can shift your focus from defense to offense.

Prerequisite: Base Attack Bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your AC and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to AC last until the beginning of your next turn.

Rending Constriction

You can pull grappled enemies apart.

Prerequisites: Strength 19, Dexterity 15, constrict ability, improved grab, two constricting limbs, Greater Multigrab, Multigrab.

Benefit: If you maintain a hold with more than one appendage on an opponent and are able to constrict, you can make an additional rend attack in the same round. This attack automatically deals double the base damage for your constrict attack, plus 1½ x your Strength bonus. However, making this rend attack automatically releases the held creature on its next action. You must reestablish the hold to constrict again.

Resist Disease

You are resistant to diseases.

Prerequisites: Constitution 13, Great Fortitude.

Benefit: You gain a +4 bonus on Fortitude saves to resist disease.

Resist Energy

You are resistant to a certain energy attack.

Prerequisites: Great Fortitude, Base Fortitude save +8.

Benefit: Select one type of energy. You gain resistance to energy 5 against that energy type.

Return Shot [Psionic]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Dexterity 13, Point Blank Shot, Psionic Shot, Fell Shot, Base Attack Bonus +3.

Chapter 3: Skills and Feats

Benefit: To use this feat, you must expend your psionic focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

Reverberation

Your sonic attack is more potent than normal.

Prerequisites: Sonic special attack.

Benefit: Add +2 to the save DC of your sonic attack.

Special: If you have multiple sonic attacks, you may select this feat multiple times, each time applying the bonus to a different attack.

Reverse Hold

You are able to turn the tables on a grappling opponent.

Prerequisites: Dexterity 13, Improved Grapple, Improved Unarmed Strike, Base Attack Bonus +3.

Benefit: When you successfully escape from a grapple using your grapple check, you may immediately make a grapple attempt on the opponent. This counts as an attack of opportunity.

Normal: When you escape a grapple, you can move into an adjacent area.

Roll With It

You are adept at lessening the effects of blows.

Prerequisites: Constitution 21, Toughness.

Benefit: You gain damage reduction 2/-. This stacks with other similar forms of damage reduction.

Special: You may select this feat multiple times.

Scramble

Your slippery ways allow you to evade a damaging blow.

Prerequisites: Dexterity 15, Small size or smaller, improved evasion.

Benefit: The effects of this feat resemble those of the Rogue's defensive roll, but you can use Scramble to avoid a potentially fatal attack all together. Once per day, when you would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, no a spell or spell-like ability), you can attempt to scramble out of the way. This requires a DC (10 + damage dealt) Reflex save. If successful, you avoid the damage entirely. You must be aware of the attack and able to react to it; you cannot use Scramble if you are denied your Dexterity bonus to AC.

Special: Since you cannot normally make a saving throw to avoid damage from a blow, improved evasion does not apply.

Sex Appeal

You are strikingly attractive, which garners you a lot of amorous attention.

Benefit: You gain a +3 bonus on Bluff and Diplomacy checks when dealing with those who are attracted to your gender.

Sheltered Childhood

You were coddled and protected as a child. Your isolation did not aid you physically or socially, but your mind was allowed to develop.

Benefit: You gain a +2 bonus to Intelligence, but suffer a -2 penalty to Strength and Charisma.

Special: You may select this feat only at 1st level.

Shield Grand Mastery

You are even more skilled at intercepting attacks with a shield.

Prerequisites: Shield Mastery, Shield Proficiency, Base Attack Bonus +4.

Benefit: You gain an additional +3 shield bonus to AC when using a shield (this overrides the bonus from Shield High Mastery). Additionally, you gain a +2 bonus to attack rolls when performing a shield bash.

Shield High Mastery

You are even more skilled at intercepting attacks with a shield.

Prerequisites: Shield Mastery, Shield Proficiency, Base Attack Bonus +2.

Benefit: You gain an additional +2 shield bonus to AC when using a shield (this overrides the bonus from Shield Mastery). Additionally, you gain a +1 bonus to attack rolls when performing a shield bash.

Shield Mastery

You are particularly skilled at intercepting attacks with a shield.

Prerequisites: Shield Proficiency.

Benefit: You gain an additional +1 shield bonus to AC when using a shield.

Sidestep

In combat, you have the ability to anticipate your opponent's moves and move in his wake.

Prerequisites: Dexterity 13, Dodge, Mobility.

Benefit: When an opponent in an adjacent square takes a single 5-foot

step to a square that you do not threaten, you may spend 1 action point to move into the square the opponent just left.

Sidestep Charge [Psionic]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisites: Dexterity 13, Dodge.

Benefit: You get a +4 dodge bonus to AC against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to AC, you do not gain the benefit of this feat.

Single Weapon Style

You wield a single weapon quite well.

Prerequisites: Intelligence 13, Combat Expertise, Weapon Focus (melee weapon).

Benefit: When you are wielding a melee weapon with which you have Weapon Focus and wearing no armor, or light armor, and have nothing in your off-hand, you gain a +2 dodge bonus to AC.

Sixth Sense

You have a sense of impending danger.

Prerequisites: Wisdom 15, Alertness.

Benefit: You can make a DC 20 Wisdom check to avoid being surprised. A successful check allows you to act during the surprise round, even if you would otherwise normally be surprised.

Speed of Thought [Psionic]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wisdom 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

Stability

You are able to resist being knocked down.

Prerequisites: Strength 13, Dexterity 13, Improved Grapple, Improved Unarmed Strike.

Benefit: You have a +4 bonus to resist bull rush attempts, overruns, trips, and any other attack that would knock you down or move you.

Stamp

You can stamp the ground to crush and disrupt opponents.

Prerequisites: Huge size, feet, trample special attack.

Benefit: You may, as a full-round action, strike the ground with one of your feet and create a shock wave that radiates out from your position and continues for a number of feet equal to 5 x your base creature's Hit Dice. Make a single unarmed attack roll. Every creature in the affected area must roll a Balance check with a DC equal to your attack roll. Those who fail fall prone.

Special: Each structure and unattended object that is at least partially in the affected area suffers damage equal to 1d6 + Strength bonus + object's hardness (maximum of 5).

Stand Still

You can prevent foes from fleeing or closing.

Prerequisites: Strength 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

Steel Skin

You have learned to parry attacks while unarmed.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Improved Unarmed Strike, Parry, Base Attack Bonus +1.

Benefit: You may attempt to parry attacks while fighting unarmed. Your unarmed attack counts as a weapon two size categories smaller than you, and is automatically Light, providing the normal +4 bonus.

Normal: You cannot parry attacks while unarmed.

Sticking Hands

With a light, constant touch, you are able to anticipate an opponent's movement and follow him.

Prerequisites: Dexterity 17, Wisdom 17, Improved Unarmed Strike, Sense Motive 12 ranks.

Benefit: You cannot use this feat if your movement is impaired due to armor or encumbrance, and you must have one hand free. Make a melee touch

Chapter 3: Skills and Feats

attack against the opponent. If successful, both you and the opponent roll opposing Dexterity checks. A combatant gains a +4 bonus for each size category larger than Medium that he is, or -4 for each size category smaller than Medium.

If you win the check, you succeed on initiating the sticking hands. As long as you maintain the sticking hands, you gain a +1 bonus on attack rolls and AC against the "stuck" opponent. Maintaining sticking hands requires a move action every round. If the opponent moves, you may move with him, up to the normal limits of your movement. If the opponent moves in a manner that you cannot duplicate, the sticking touch ends. If you move in a manner other than to move with the opponent, the sticking touch ends. If the opponent inflicts damage on you, you must roll a DC (15 + damage suffered) Concentration check to maintain the sticking touch. You may end the sticking touch voluntarily.

While maintaining a sticking touch, you do not threaten any areas, but you can make attacks of opportunity against the opponent if he provokes them.

Sun Mage

For some reason, your spells are more potent when cast during the day.

Benefit: When you cast spells during the day (when the sun is up), the save DC to resist your spells is increased by +1. When you cast spells at night, the save DC is reduced by -1.

Special: You cannot select this feat and Moon Mage. You may select this feat only at 1st level.

Supernatural Strike

You can deal increased damage against creatures that are normally immune to critical hits.

Prerequisites: Base Attack Bonus +15

Benefit: When fighting creatures that are normally immune to critical hits (oozes, constructs, etc), you threaten and confirm critical hits normally. A creature that is immune to massive damage remains immune to massive damage. This feat applies only to melee attacks.

Supernatural Transformation

You can convert a spell-like ability to a supernatural ability.

Prerequisites: Spell-like ability.

Benefit: One of your spell-like abilities becomes a supernatural ability, with all the resulting effects.

Special: You may select this feat multiple times. Each time, it applies to a different spell-like ability.

Supreme Dodge

Your skill at dodging attacks is such that you can avoid multiple attackers at once.

Prerequisites: Dexterity 13, Dodge, Improved Dodge, Greater Dodge.

Benefit: When using your Dodge feat, you may now designate more than one opponent (you must still be aware of each opponent you designate). You have a total of +4 dodge bonus that can be divided between the different opponents you designate. You may choose to have +4 against a single opponent, +2 against two separate opponents, +1 against four separate opponents, or any other combination you prefer. You can select new opponents or reallocate your dodge bonus on any action.

Special: A condition that makes you lose your Dexterity bonus to AC also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Surrogate Spellcasting

You substitute verbal and somatic components when casting spells.

Prerequisites: Wisdom 13, non-humanoid or non-humanlike form.

Benefit: You complete the verbal and somatic components of spells by substituting vocalizations and gestures appropriate to your shape. You must still have suitable appendages and vocal organs. For example, a giant eagle could substitute screeches and waves of its talons for the normal vocal and somatic components of a spell. You can use any material component or focus that you can hold. This feat does not permit the use of magic items by a creature whose form could not normally use them, and you do not gain the ability to speak if you cannot already.

Survivor

You are adept at surviving without food and water.

Benefit: When determining how long you may survive without food or water, you are considered to have a +4 bonus to your Constitution; this affects both the time before you have to begin rolling Fortitude saves, and the bonus to those Fortitude saving throws.

Swamp Stalker

You are adapted to a marshy environment.

Prerequisites: Marsh terrain.

Benefit: You move easily through the sucking bogs and stagnant water of swamps. You gain a +2 bonus on Swim checks and on Strength checks to break free of nets, webs, *entangle* spells, and similar hindrances. This does not grant a bonus on grapple checks.

Tactician

Your tactical skills work to your advantage.

Prerequisites: Dexterity 13, Combat Reflexes, Base Attack Bonus +2.

Benefit: You can make one extra melee attack (or anything that can be done as a melee attack, or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it is your turn, either before or after your regular action. If several foes are within melee reach and denied their Dexterity bonuses against your attacks, you may use this feat on only one of them.

Talented [Psionic]

You can overchannel powers with less cost to yourself.

Prerequisites: Overchannel.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

Thick-Skinned

Your tough hide grants improved damage reduction.

Prerequisites: Damage reduction n/x.

Benefit: Your damage reduction improves by 2 points. For example, damage reduction 5/magic becomes 7/magic. This does not apply to damage reductions with no Penetrator (i.e., damage reduction n/-).

Special: You can select this feat multiple times. Each time, it increases your damage reduction by +2, up to double your original damage reduction.

Thrower

You are able to use weapons not intended for throwing for ranged attacks.

Prerequisites: Base Attack Bonus +2, proficient with weapon.

Benefit: You can throw any melee weapon that you are proficient with without an attack penalty. Such objects typically have a range increment of 10 feet.

Normal: See the rules for throwing non-thrown objects.

Thunderclap

You create a cone of deafening sound by clapping two limbs together.

Prerequisites: Strength 31, Improved Unarmed Strike, Power Attack.

Benefit: You may, as a full-round action, clap two limbs together and create a cone of sound that starts at your position and continues out for a number of feet equal to 5 x Hit Dice. Creatures in the cone get a DC (10 + ½ Hit Dice + Constitution modifier) Fortitude save. Those who fail to save are deafened for 3d6 rounds. Creature must roll a second Fortitude save, modified by their size grapple modifier, with failure resulting in being knocked prone.

Special: This automatically extinguishes unprotected non-magical flames in the area.

Treefriend

You are adapted to a forest environment.

Prerequisites: Forest terrain.

Benefit: You are completely at home in the forest. You gain a +2 bonus on Climb checks and on Survival checks to avoid becoming lost in the forest.

Trustworthy

You have a friendly demeanor.

Benefit: You get a +2 bonus on Diplomacy and Gather Information checks.

Unavoidable Strike [Psionic]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Strength 13, Psionic Fist, Base Attack Bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Uncanny Scent

You can pinpoint scents at a greater distance.

Prerequisites: Scent ability, Improved Scent.

Benefit: You can pinpoint the location of a scent when within 20 feet.

Normal: You can pinpoint the location of a scent when within 5 feet.

Up the Walls [Psionic]

You can run on walls for brief distances.

Prerequisite: Wisdom 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

Special: You can take other move actions in conjunction with moving along

Chapter 3: Skills and Feats

a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

Urban Tracking

This is on p. 56 of *Unearthed Arcana*.

Vicious Wound

Damage you deal causes wounds that bleed excessively.

Prerequisites: Combat Expertise, wounding special ability.

Benefit: When using an attack that has a wounding ability (such as Infernal Wound), the wounds you cause bleed for an additional +1 point of damage per round.

Virulent Poison

Your poison attack is more effective.

Prerequisites: Poison attack as an extraordinary ability.

Benefit: Add +2 to the DC to save against your poison attack.

Weapon Breaker

You are able to shatter weapons with your unarmed strikes.

Prerequisites: Strength 13, Improved Sunder, Improved Unarmed Strike, Power Attack, Base Attack Bonus +2.

Benefit: You may attempt to sunder weapons with your unarmed attacks.

Normal: You can normally attempt to sunder a weapon only with a weapon.

Weapon Grip

You are able to use a two-handed melee weapon in one hand.

Prerequisites: Strength 15, Weapon Focus, Base Attack Bonus +3.

Benefit: You can use the selected two-handed melee weapon with one hand. However, your attack rolls suffer a -1 penalty.

Normal: You can use a two-handed weapon only with two-hands.

Special: You may select this feat multiple times; each time, it applies to a different weapon with which you have Weapon Focus.

Weather Sense

You are able to tell what the weather will be like.

Prerequisites: Survival 1 rank.

Benefit: If the weather is changing within the hour, you can automatically sense it, and are reasonably sure how it will change. You can attempt to predict the weather up to a day in advance with a DC 15 Survival check.

Wild Mage

You are able to cause wild magic spikes in your spells.

Prerequisites: Spellcaster level 1+, Spellcraft 4 ranks.

Benefit: You gain one Wild Magic point. You may use this point to cause a wild magic spike when you cast a spell. You recover this point after a day of rest.

Special: You may select this feat multiple times; each time, you gain an additional Wild Magic point.

Wild Talent

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

Wingstorm

You can flatten targets with blasts of air from your wings.

Prerequisites: Strength 13, fly speed, Large size, Hover, Power Attack.

Benefit: As a full-attack action, you can hover in place and use your wings to create a blast of air in a cylinder with a radius, maximum height, and wind strength based on your size.

Because the blast of air lasts for only your turn, creatures in the area ignore the checked effect unless they are airborne, in which case, they are blown back 1d6 x5 feet.

Size	Wind Effect	Radius	Max Height
Large	Severe	10 feet	40 feet
Huge	Windstorm	20 feet	80 feet
Gargantuan	Hurricane	30 feet	100 feet
Colossal	Tornado	40 feet	120 feet

Special: You can use this feat as a full-round action, in which case, the wind lasts until your next turn. Anyone in or entering the cylinder is affected. Because you are producing a continuous blast of air, the checked effect works normally while the wind lasts *checked creatures cannot move forward against the force of the wind, or they are blown back 1d6 x 5 feet if airborne).

Winter's Child

You are adapted to a cold environment.

Prerequisites: Cold terrain.

Benefit: As an arctic dweller, you are hardier than most. The DC for the Fortitude save to avoid non-lethal damage from cold is reduced to 10. In addition, you can make a saving throw each minute (DC 10 + 1 for each previous check) to resist the effects of hypothermia in very cold water.

Wounding Attack [Psionic]

Your vicious attacks wound your foe.

Prerequisite: Base Attack Bonus +8.

Benefit: To use this feat, you must expend your psionic focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

New Item Creation Feats

Craft Alchemical Item

Prerequisites: Craft (alchemy) 4 ranks, Spellcraft 4 ranks.

Benefit: You may use Craft (alchemy) to create alchemical items such as *alchemist's fire*.

Normal: You cannot make these items without this feat.

Craft Mastercraft Item

Prerequisites: Appropriate Craft skill 6 ranks.

Benefit: You are able to construct mastercraft items (that provide a +1 bonus) when using an appropriate craft skill. Constructing a mastercraft item takes twice as long as constructing a normal item.

You must also spend XP equal to 1/125th of the price to construct a mastercraft item.

Normal: You cannot construct a mastercraft item without this feat.

Special: You may attempt to construct items with a +2 or +3 mastercraft bonus. Constructing a +2 mastercraft item takes three times longer than normal, and the price is multiplied by x3.

Constructing a +3 mastercraft item takes four times longer than normal, and the price is multiplied by x4.

You may select this feat multiple times; each time, it applies to a different Craft skill, or increases the master craft bonus of an existing skill by +1 (+3 maximum).

New Metamagic/psionic Feats

Burrowing Power

Your powers sometimes bypass barriers.

Benefit: You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To bypass the barrier with your power, you make a Psicraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*). Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*. Using this feat increases the effective level by +1.

Chain Power/Spell

You can manifest powers or cast spells that arc to other targets.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: You can chain any spell/power that specifies a single target and has a range greater than touch. The chained spell/power affects the primary target normally, then arcs to a number of secondary targets equal to your caster/manifest level. You select the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target may be affected more than once. You may select fewer than the maximum number of secondary targets.

If the chained spell/power deals damage, the secondary targets each take half as much damage as the primary target and can attempt Reflex saves to reduce this damage by half. For spells that do not deal damage, the save DCs for the secondary targets are reduced by -4. This feat increases the effective level by +3.

Combine Power/Spell

You are able to link two spells or powers, so that as soon as one ends, the other begins.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: Using this feat is a full-round action. You are able to link two spells

Chapter 3: Skills and Feats

or psionic powers together so that, when manifested or cast, the second begins as soon as the first ends. The second spell/power triggers at the terminus of the first. You cast/manifest the spells or power at the same time, and pay the normal point costs for both; at this time, you also make any necessary decisions, such as range. This increases the effective level of both spells/powers by +3.

For example, you could decide to combine a *lightning bolt* and a *fireball*. If you cast the *lightning bolt* first, the *fireball* will detonate at the end point of the *lightning bolt*. If you cast the *fireball* first, the *lightning bolt* will begin at the center point of the *fireball*.

Coned Ray

You can turn ray spells into cone spells.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: You can apply this feat only to spells/power with an Effect of ray. By increasing the effective level by +3, you can cause the spell/power to manifest as a cone instead of a ray. This cone has the same length as the ray. Targets are allowed a Reflex save to avoid the effect.

For example, you could cast *ray of fatigue* as a cone. If you cast it with a range of 35 feet, instead of a purple ray shooting from your finger (requiring a ranged touch attack), a purple cone of energy would extend 35 feet from your location, affecting all targets in the area, assuming they fail their Reflex saves.

Cooperative Power/Spell

You can cast spells/manifest powers with other characters for increased potency.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 1 rank.

Benefit: To use this feat, you must be working with at least one other spellcaster/manifest with this feat. This increases the effective level by +0. You and another character can simultaneously cast a spell/manifest a power. You and the other character must be adjacent to each other. The spell uses the better of the caster's base save DC and level check. The save DC of the spell increases by +2, and you gain a +1 bonus to level checks to penetrate spell/power resistance.

Special: More than two characters can cooperate to use this feat. Each additional character increases the save DC and the level check by +1. Each character must be adjacent to two of the other casters/manifesters.

Delay Power/Spell

Your power/spell takes effect after a short delay.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: A delayed power or spell doesn't activate until 1 to 5 rounds after you manifest/cast it. You determine the delay when casting/manifesting and it cannot be changed once set. Only area, personal, and touch powers and spells may be affected by this feat. A delayed effect may be dispelled normally during the delay. This increases the effective level by +3.

Displace Power/Spell

You can make a spell or power manifest at an unusual starting point.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: By increasing a spell or power's effective level by +3, you can make it originate at a different point. This feat can only be applied to spells or powers that normally originate from you, such as *fireball* or *color spray*. The new starting point must be within your line-of-sight and within 5 feet per manifest/spellcaster level. The spell/power cannot exceed its normal range, which is still counted from your location.

For example, if a 5th level Mage casts *fireball*, he could cause the spell to originate up to 25 feet from his location.

Energy Admixture

You can modify a spell or power that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisites: Ability to manifest/cast, Energy Substitution, Psicraft/Spellcraft 8 ranks.

Benefit: Choose one type of energy. You can modify a spell or power with an energy designator to add an equal amount of the selected energy type. The altered spell/power works normally in all respects except the type of damage dealt. Any damage cap applies, but counts separately for each type of damage. This increases the effective level by +4.

For example, an *acid fireball*, cast at 6th level ability, deals 6d6 points of fire damage plus 6d6 points of acid damage.

Special: You may select this feat multiple times; each time, select a different energy type.

Energy Substitution

You can modify a spell or power that uses one type of energy to use another type.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 2 ranks.

Benefit: Select one type of energy. When you cast a spell or manifest a power with an energy designator, you can choose to change the energy designator to the selected type of energy. This increases the effective level by +1.

Special: You may select this feat multiple times; each time, select a new energy type.

Innate Power/Spell

You have mastered one power or spell so thoroughly that you can use it as a

spell-like or psionic-like ability.

Prerequisites: Ability to manifest/cast, Manifest level 10/Spellcaster level 10, Quicken Power/Spell, Concentration 13 ranks, Psicraft/Spellcraft 13 ranks.

Benefit: Select one spell or power that you are able to cast/manifest. You can now use this power as a spell-like or psionic-like ability as often as once per round. This permanently reduces your Power Point total or Spell Point total by 20 points. If the spell or power has an XP cost, you must pay the cost each time you use the ability. If the power or spell has a focus, you must have the focus to use the ability. If the spell or power has a costly component (the price is actually mentioned in the description), you must use an item worth 50x the price of the component as a focus for the ability.

Special: You may select this feat multiple times; each time, select a new spell or power.

Mindless Effort

You are able to maintain spells without concentration.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: By increasing a spell/power's effective level by +3, you can sustain it without using an attack action. You can apply this feat only to spells/powers with a duration of Concentration, such as *detect magical aura* or *discern lies*.

Multiply Power/Spell

You can cast a spell that keeps recasting.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 10 ranks.

Benefit: Using this feat is a full-round action. By increasing a power/spell's effective level by +5, you can cause it to recast immediately after it casts the first time. When casting the spell/power initially, you make all decisions concerning all of the castings. The spell/power will manifest a number of times equal to your Primary Ability modifier.

For example, an Acolyte with a Wisdom score of 17 (+3 ability modifier) could cast a multiplied *daze*. This would cause the spell to manifest three times, possibly at three different targets.

Non-Lethal Power/Spell

You are able to cast spells or powers that do not inflict lethal injuries.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 2 ranks.

Benefit: You can modify a spell or power that inflicts lethal damage to deal non-lethal damage instead. All other effects of the spell/power remain normal (a *fireball* may still set things on fire). This increases the effective level of the spell/power by +1.

Opportunity Power

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifest level.

Normal: Attacks of opportunity can be made only with melee weapons.

Persistent Power/Spell

You can make a power or spell last all day.

Prerequisites: Ability to manifest/cast, Extend Power/Spell, Psicraft/Spellcraft 8 ranks.

Benefit: You may apply this feat only to a power or spell with a fixed or personal range. The power or spell lasts for 24 hours. Spells/powers of instantaneous duration cannot be modified with this feat, nor can a spell/power whose effect is discharged. This increases the effective level by +4.

Ray Beam

You can turn a ray into a continuous beam effect.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 4 ranks.

Benefit: You can apply this feat only to a power/spell with an Effect of ray. By increasing the effective level of the power/spell by +2, you can maintain the ray for an additional number of rounds equal to your Primary Ability modifier. Each round, you can use an attack action to redirect the ray.

Ray Burst

You turn direct-target ray spells into area effect spells.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 6 ranks.

Benefit: You can apply this feat only to spells/power with an Effect of ray. By increasing the effective level by +3, you can cause the spell/power to manifest as a burst with a radius of 20 feet. The burst is centered on you. This allows you to avoid making a ranged touch attack and to affect multiple targets simultaneously. Targets are allowed a Reflex save to avoid the effect.

For example, you could apply this feat to *ray of fatigue*. Instead of a ray shooting from your finger (requiring a ranged touch attack), a purple burst of energy would explode from your location, affecting all creatures within a radius of 20 feet, assuming they fail their Reflex saves.

Reach Power/Spell

You can use touch powers/spells at a distance.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 4 ranks.

Benefit: You can manifest/cast a power/spell that normally has a range of "touch" at any distance up to 30 feet. The effect essentially becomes a ray, so you must succeed on a ranged touch attack. This increases the effective level by +2.

Sacred Spell

Your spell is imbued with divine energy.

Prerequisites: Ability to cast, Spellcraft 4 ranks.

Benefit: Half of the damage dealt by a sacred spell is divine, and therefore not subject to being reduced by effects such as *protection from elements* or similar effects. This increases the effective level by +2.

Sculpt Power/Spell

You can alter the shape of a spell or power's area.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 2 ranks.

Benefit: You can modify an area spell/power by changing the area's shape. The new area must be chosen from the following: ball (20-foot radius spread), cylinder (10-foot radius, 30 feet high), cone (40 feet long), or cubes (4 10-foot cubes). The sculpted power/spell works normally in all regards except for the area. This increases the effective level by +1.

Split Ray

You can split a ray between two targets.

Prerequisites: Ability to manifest/cast, Psicraft/Spellcraft 2 ranks.

Benefit: You can split ray spells/powers that specify a single target, deal damage, and require a ranged touch attack. The two targets must be within the spell/power's range, and must be within 30 feet of each other. Make a single attack roll and compare the result to the AC of both targets. Each target takes half as much damage normal. This increases the effective level by +0.

Unconditional Power

Disabling conditions do not hold you back.

Benefit: Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, *confused*, nauseated, shaken, or stunned.

Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the effective level by +3.

CHAPTER 4: EQUIPMENT

Money

All of the different realms in the Flanaëss have different coinage, and not all coins are accepted in all lands. Most lands mint similar coins, being: *Copper*, *Silver*, *Gold*, and *Platinum*. Silver is the most common currency medium. Electrum coins are available, but these are older, as most nations have stopped minting these coins in the last decade or so. Although the exact exchange rate and values of coins between lands will vary, the following is common:

	Platinum	Gold	Electrum	Silver	Copper
1 Platinum =	1	10	20	100	1,000
1 Gold =	1/10	1	2	10	100
1 Electrum =	1/20	½	1	5	50
1 Silver =	1/100	1/10	1/5	1	10
1 Copper =	1/1,000	1/100	1/50	1/10	1

Weapons and Parry

The new Parry feat chain allows characters additional attempts to block melee attacks by parrying with melee weapons. Certain weapons and items are more or less appropriate for these attempts.

The following weapons provide bonuses to parry:

- **Buckler:** +2 parry, but you lose the AC bonus until your next action.
- **Dagger – main-gauche:** This is a normal dagger with a basket hilt and large crossguard. It provides a +2 bonus to disarm and parry attempts, but cannot be thrown. 5 gp.
- **Light shield:** +1 parry, but you lose the AC bonus until your next action.
- **Quarterstaff:** +2
- **Trident:** +1

The following weapons inflict penalties to parry:

- **Axe – battle:** -2
- **Axe – Dwarven war:** -3
- **Axe – great:** -4
- **Axe – hand:** -1
- **Axe – orc double:** -4
- **Axe – throwing:** -1
- **Chain – spiked:** -3
- **Chain:** -3
- **Dwarven urgosh:** -4
- **Flail – dire:** -6
- **Flail – heavy:** -5
- **Flail:** -3
- **Glaive:** -2
- **Greatclub:** -2
- **Greatsword:** -3
- **Guisarme:** -3
- **Halberd:** -1
- **Hammer – light:** -1
- **Hammer – war:** -2

- **Lance:** -8
- **Pick – heavy:** -2
- **Pick – light:** -1
- **Ranseur:** -3
- **Sap/Blackjack:** -4
- **Scythe:** -4
- **Whip:** -10

Weapons

The following weapons or are altered from the listed description.

Bow/Crossbow Strings: Bow and crossbow strings cost 5 sp each, and have a negligible weight.

Club: A club costs 5 sp.

Crossbow, Hand: Hand crossbows are incredibly rare and cost 500 gp.

Crossbow, Heavy: A heavy crossbow deals 1d10 damage (Small) or 1d12 damage (Medium).

Crossbow, Light: A light crossbow deals 1d8 damage (Small) or 1d10 damage (Medium).

Dagger, Punching: The punching dagger is not available in the listed form (Katar shape); however, for the same cost, and with identical stats, you can purchase a 5-Span dagger. A 5-Span dagger is so named because at its base, the blade is as wide as a man's hand.

Falchion: This is not a two-handed scimitar. The falchion described in the *Players Handbook* is a great scimitar.

Longbow, Composite: You do not suffer a -2 penalty to hit when using a composite long bow rated for a higher Strength. You suffer a penalty equal to the difference between the bow's Strength rating and your Strength modifier. For example, if Tordek (+2 Strength bonus) attempts to use a composite long bow with a Strength bonus of +4, he suffers a -2 penalty to hit. If he attempts to use a composite long bow with a Strength bonus of +6, he suffers a -4 penalty. If Tildek (Strength -2) attempts to use the +4 bow, he suffers a -6 penalty to hit, and will deal less damage as well.

Quarterstaff: A quarterstaff costs 2 gp.

Shortbow, Composite: This follows the same rules as a composite longbow.

Sling: A sling costs 2 sp. When using ammunition other than bullets, in addition to the listed penalties, the range increment is reduced by 10 feet.

The following weapons simply are not available.

- Crossbow, Repeating
- Kama
- Kukri
- Nunchaku
- Rapier
- Sai
- Shuriken
- Siangham

Masterwork Weapons

For clarification purposes, the attack bonus from masterwork ammunition does NOT stack with the attack bonus for a masterwork weapon.

New Weapons

NEW WEAPONS							
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>One-Handed Melee Weapons</i>							
Falchion	10 gp	1d6	1d8	x3	-	4 lb.	Slashing
Olven lightblade	50 gp	1d4	1d6	18-20/x2	-	2 lb.	Slashing
<i>Two-Handed Melee Weapons</i>							
Lucerne Hammer ⁴	12 gp	1d6	2d4	x4	-	10 lb.	Piercing
Maul	15 gp	1d8	1d10	x3	-	12 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Arrows							
Alchemist's	75 gp	1d4	1d4	-	-20 ft.	0.2 lb.	Special
Blunt	5 sp	Non-lethal	Non-lethal	Bow	Bow	0.2 lb.	Bludgeoning
Flight	8 gp	Bow	Bow	Bow	+25 ft.	0.2 lb.	Piercing
Signal	1 gp	Bow	Bow	Bow	-15 ft.	0.2 lb.	Piercing
Thunder	160 gp	Special	Special	-	Bow	0.2 lb.	Special
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>One-Handed Melee Weapons</i>							
Khopesh	30 gp	1d4	1d6	x2	-	6 lb.	Slashing
Scourge	20 gp	1	1d2	x2	-	2 lb.	Slashing
<i>Ranged Weapons</i>							
Elven Double-Bow	300 gp	1d6	1d8	x3	90 ft.	3 lb.	Piercing

Chapter 4: Equipment

Arrow, alchemist's: Each of these carries a load of alchemist's fire that ignites one round after impact (the impact itself deals no damage), dealing 1d4 damage instead of the normal 1d6 for alchemist's fire. Treat misses as attacks with grenade-like weapons.

Arrow, signal: These generate a loud, piercing sound when fired. In the right conditions, the sound may be heard as far as a mile away.

Arrow, thunder: These are tipped with thunderstones that activate on impact. The impact itself deals no damage. Treat misses as attacks with grenade-like weapons.

Elven double-bow: This is a double-stringed longbow. Anyone proficient with a longbow may use it as a regular longbow. Anyone proficient with exotic bow weapons may fire two arrows at the same time with the bow. Nocking an arrow on the second string requires a move action. Once both strings are nocked, the character's next shot is a double shot that launches both arrows at the same target. The attack roll is made with -2 penalty. If successful, both arrows strike the target, and each deals normal damage. If the attack is a successful critical hit or sneak attack, multiplied or extra damage applies only to one arrow.

Khopesh: This is an archaic sword design rarely found or used. The khopesh resembles a sickle, with a severe curve in the sword blade. When using a khopesh, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped. When using a khopesh against a target using a shield for defense, you reduce the target's shield bonus by one point. The khopesh is currently used only by the Tribes of the Paynims.

Lucerne hammer: This weapon resembles a pick on a long pole and is

designed to pierce armor.

Maul: This is simply a larger-than-normal war hammer.

Olven lightblade: This is a thin, yet strong slashing weapon favored by Grey Olvenfolk and practitioners of Cæserean.

Scourge: This is a short (app. 2 ft.), three-tailed whip. The ends are tipped with sharp barbs. This is more often used as a device of torture or punishment than as a weapon. These are frequently used with poisons and toxins.

Armor

Armor as Damage Conversion

Armor no longer provides a bonus to Armor Class. Instead, the listed bonus acts as *damage conversion*. Whenever you suffer non-energy damage, such as that dealt by a sword blow, you convert an amount of the inflicted damage equal to the armor bonus to non-lethal damage. For example, a chain shirt (+4 AC) converts 4 points from every physical attack to non-lethal damage.

Against non-lethal damage, armor simply negates an amount equal to the armor bonus.

Against energy attacks, light armor reduces the damage by 1 point, medium armor reduces the damage by 2 points, and heavy armor reduces the damage by 3 points.

Shields and natural armor bonuses function normally.

Full plate armor is available only in the Great Kingdoms, and in certain dwarven enclaves, and costs 5,000 gp. The most common heavy armor in other lands is half-plate, and this has a "normal" cost of 3,000 gp.

New Armor

NEW ARMOR								
Armor	Cost	Damage Conversion	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	----Speed----		Weight
						(30 ft.)	(20 ft.)	
Light Armor								
Wicker	1 gp	1	+5	-0	10%	30 ft.	20 ft.	5 lb.
Bark	10 gp	2	+5	-2	15%	30 ft.	20 ft.	15 lb.
Cord	15 gp	2	+5	-1	5%	30 ft.	20 ft.	15 lb.
Bone	20 gp	3	+4	-3	15%	30 ft.	20 ft.	20 lb.
Leather scale	35 gp	3	+6	-2	15%	30 ft.	20 ft.	20 lb.
Wood	15 gp	3	+4	-3	15%	30 ft.	20 ft.	15 lb.
Medium Armor								
Brigandine	30 gp	4	+2	-5	30%	20 ft.	15 ft.	40 lb.
Ring	75 gp	4	+4	-3	30%	20 ft.	15 ft.	35 lb.
Lamellar	150 gp	5	+3	-4	30%	20 ft.	15 ft.	35 lb.
Heavy Armor								
Dwarven stone	1,750 gp	9	+0	-7	40%	20 ft. ²	15 ft. ²	80 lb.

Bark: This armor is carefully crafted from the tough bark of ancient trees and is treated to avoid becoming brittle. Strips of bark are layered together over a quilted layer of felt or hide. Bark armor includes arm, leg, chest, and back protection, but it does not include a helmet or gauntlets. Typically, bark armor is available only through Druids, and certain Grugach and sylvan elf communities.

Bone: This armor consists of a cloth or leather coat reinforced with strips of bone. This covers the torso, but not the arms. Bone armor is most often used by primitive tribes. The bones are typically the remains of food.

Brigandine: This armor consists of a coat of leather plates, with each plate consisting of two layers of leather sandwiching a thin layer of steel.

Cord: This armor consists of fibers of hemp or other similar natural materials woven together to form a thick, tough garment. Cord armor is most often used by barbarians and tribal characters that have taboos against the curing of animal hides.

Dwarven stone: This incredibly rare armor is composed of thin sheets of a stone that resembles marble. It is more ceremonial than practical. It includes greaves and a helmet, but not gauntlets.

Lamellar: This consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth. This is used more in the west than in the mid and eastern lands.

Leather scale: Leather scale is identical to scale armor, except that the plates are made of hardened leather instead of metal.

Ring: This is composed of tough leather, reinforced with hundreds of small metal rings. It is a precursor to chain mail armor, and is used by communities that haven't mastered chain mail.

Wicker: This consists of tightly woven reeds. Used primarily by certain primitive tribes.

Wood: This is composed of cloth or leather reinforced with strips of wood.

Goods and Services

Adventuring Gear

The following items are altered (or expanded on) from the listed descriptions, or are new items.

ADVENTURING GEAR		
Item	Cost	Weight
Animal call	20 gp	1/10 lb.
Backpack, masterwork	25 gp	2 lb. ¹
Banner/standard	30 gp	10 lb.
Barbed wire (50 ft.)	75 gp	35 lb.
Barrel/keg		
30 gallon	2 gp	10 lb.
40 gallon	4 gp	30 lb.
50 gallon	5 gp	50 lb.
60 gallon	6 gp	60 lb.
Body sleigh		
Medium	8 gp	8 lb.
Large	12 gp	12 lb.
Book, false	30 gp	2 lb.
Bowl, ceramic	5 sp	0.5 lb.
Cage		
Large	75 gp	13 lb.
Medium	50 gp	25 lb.
Small	25 gp	75 lb.
Tiny	15 gp	100 lb.
Diminutive	10 gp	200 lb.
Candelabra		
4-Candle		
Silver	10 gp	0.5 lb.
Gold	25 gp	1 lb.
8-Candle		
Silver	20 gp	1 lb.
Gold	35 gp	2 lb.

Chapter 4: Equipment

ADVENTURING GEAR		
Item	Cost	Weight
16-Candle		
Silver	25 gp	3 lb.
Gold	45 gp	6 lb.
Candle mold	12 sp	5 lb.
Cards	1 gp	0.25 lb.
Case, map or scroll		
bone/ivory	10 gp	1 lb.
steel	3 gp	2.5 lb.
wood	1 gp	0.5 lb.
Chain		
1/8 " diameter	6 sp	6 lb.
1/4 "	2 gp	18 lb.
1/2 "	5 gp	36 lb.
3/4 "	9 gp	98 lb.
1"	17 gp	130 lb.
2"	25 gp	210 lb.
3"	35 gp	400 lb.
4"	60 gp	700 lb.
Chest		
Very large	5 gp	50 lb.
Large	2 gp	25 lb.
Small	1 gp	10 lb.
Crane, portable		
Str 22	30 gp	75 lb.
Str 24	60 gp	120 lb.
Str 28	120 gp	250 lb.
Dice, pair	1 sp	-
Earplugs	3 sp	-
Equipment frame	10 gp	5 lb. ¹
Fishing line, 25 ft.	15 sp	0.25 lb.
Fishing tackle	20 gp	5 lb.
Fowler's snare	20 gp	5 lb.
Game board, portable	2 gp+	1 lb.
Hammock	5 gp	1 lb.
Holy text	10 gp+	3 lb. +
Housebreaker harness	20 gp	2 lb. ¹
Incense	1 gp	1 oz.
Ink, colored (1 oz. vial)	16 gp	-
Insect netting	200 gp	5 lb.
Juggables (set of 3)	15 sp	2 lb.
Lantern, fog-cutter	20 gp	3 lb.
Marbles	1 gp	2 lb.
Miner's hat	2 gp	1 lb.
Pipe	2 sp	-
Rope, hemp		
1/4 " diameter	2 sp	2 lb.
1/2 "	5 sp	9 lb.
3/4 "	1 gp	28 lb.
1"	2 gp	36 lb.
2"	7 gp	142 lb.
3"	16 gp	320 lb.
4"	28 gp	570 lb.
Rope, silk		
1/4 " diameter	8 gp	1.5 lb.
1/2 "	20 gp	6.75 lb.
3/4 "	46 gp	15 lb.
1"	100 gp	27 lb.
Scabbard		
leather	1 gp	1 lb. ¹
steel	5 gp	5 lb. ¹
Scale	30 gp	15 lb.
Sheath		
leather	3 cp	-
steel	1 sp	0.25 lb. ¹
Skies and poles	15 gp	6 lb. ¹
Snorkel	1 gp	0.5 lb.
Snow goggles	2 gp	0.1 lb.
Snowshoes	15 gp	8 lb. ¹
Stilts	5 gp	8 lb.

ADVENTURING GEAR		
Item	Cost	Weight
String (50 ft.)	1 gp	-
Tent		
1-man	5 gp	10 lb.
4-man	20 gp	40 lb.
pavilion	100 gp	300 lb.
tree (elven)	30 gp	5 lb.
Tree stand	15 gp	5 lb.
Twine, roll (50 ft.)	1 sp	0.1 lb.
Wick, candle (50 ft.)	2 sp	0.1 lb.
Winch, portable		
Str 18	20 gp	20 lb.
Str 20	40 gp	40 lb.
Str 22	80 gp	80 lb.

Animal call: Crafted from bone, metal, or wood, these whistles are designed to mimic a specific animal call. Provides a +1 bonus to Survival checks when hunting animals.

Backpack: A backpack is roughly 3 ft. x 2 ft. x 1 ft. (6 cubic feet) and has a weight capacity of 50 pounds. A masterwork backpack (25 gp) reduces the effective weight of items carried in it by 5% for determining encumbrance.

Banner/standard: A banner is a large cloth emblazoned with a heraldic device. This price above reflects a simple cotton banner. A banner grants a +2 circumstance bonus on Spot checks to be seen from a distance.

Barbed wire: This is a roll of barbed steel wire, designed to keep things in or out. A creature trying to cross barbed wire must roll a DC 10 Reflex save or suffer 1d3 points of damage and be tripped. Note that in certain circumstances, the save DC and/or damage may be increased. When setting up barbed wire, a character must have thick gloves. Otherwise, he is required to make a DC 5 Dexterity check for every round he sets up the wire, or he suffers 1d2 points of damage. Building a barbed wire obstacle takes 1d4+6 hours, including setting up anchor posts.

Barrel/keg: Barrels are available in 30-, 40-, 50-, and 60-gallon capacities.

Size	Holds	Hard	HP	Break DC
30 g	10 cu. ft.	5	10	13
40 g	15 cu. ft.	5	15	15
50 g	20 cu. ft.	5	20	17
60 g	25 cu. ft.	5	25	19

Body sleigh: This is two poles and a square of canvas used to haul fresh kills and injured comrades. Setting up the sleigh takes 5 rounds. This allows a character to drag an object at his normal speed.

Book, false: This is a large, well-made tome with a hollowed out interior. It comes with a clasp and simple lock (Open Lock DC 20). The false book forms a very tight seal when closed, making the interior space waterproof, and allowing it to float.

Cage: A typical cage consists of a solid wooden or metal top and bottom, solid metal bars equally spaced, and a door. It has a latch, but any lock must be purchased separately.

Size	Number of Creatures					Hard	HP
	Large	Med	Small	Tiny	Dim		
Large	1	2	4	8 ¹	16 ¹	10	30
Medium	0	1	2	4 ¹	8 ¹	10	30
Small	0	0	1	2	4	10	30
Tiny	0	0	0	1	2	10	15
Diminutive	0	0	0	0	1	10	10

¹ Creatures this size can move through the bars with no difficulty, unless the cage is designed with narrower bars.

Candelabra: Designed to hold 4, 8, or 16 candles in an aesthetically pleasing fashion. Four candles illuminate a 10-foot radius, eight candles illuminate a 15-foot radius, and 16 candles illuminate a 20-foot radius.

Candle mold: There are several different versions of these large wooden molds. A single mold can form eight tapers, two pillar candles, or twelve votive candles. The mold does not come with wax. It requires Craft (candle making) to use properly.

Cards: For playing various card games. This is a set of thin, painted wooden cards.

Case, map or scroll: In addition to the leather or tin scroll case described, bone/ivory, steel, and wooden scroll cases are available. Bone and ivory scroll tubes are designed with wax-sealed caps, and are waterproof. Steel cases are the most durable and likely to resist damage. Wooden cases similar to normal scroll cases, but are rigid in form. Scroll cases have the following hardness and hit points.

Scroll Case Type	Hardness	HP
Bone/Ivory	5	1

Chapter 4: Equipment

Scroll Case Type	Hardness	HP
Leather	2	1
Steel	10	1
Tin	2	1
Wood	5	1

Chain: Chain has the following statistics per 25-foot length. The listed weight is the weight of the chain itself. The Load is the amount of weight the chain can support.

Diameter	Load	Hard	HP	Break DC
1/8"	6 lb.	10	1	10
1/4"	78 lb.	10	1	13
1/2"	934 lb.	10	1	16
3/4"	2,202 lb.	10	1	19
1"	4,870 lb.	10	2	23
2"	11,790 lb.	10	5	26
3"	26,600 lb.	10	7	29
4"	64,300 lb.	10	10	32

Chest: Chest are available in three basic sizes – very large, large and small. A very large chest is 6 ft. x 4 ft. x 4 ft. and has a weight capacity of 300 lb. A large chest is 3 ft. x 2 ft. x 2 ft. and has a weight capacity of 100 pounds. A small chest is 2 ft. x 1 ft. x 1 ft. and has a weight capacity of 40 pounds.

Size	Hard	HP	Break DC
Very large	5	30	29
Large	5	15	23
Small	5	1	17

Crane, portable: This small portable crane can be broken down into several parts for easy transportation. It must be assembled and bolted into place to be used properly. There are different "strengths" available to purchase: the equivalent of a person with Strength 22 (lift/drag 1,040 lb.), 24 (lift/drag 1,400 lb.), or 28 (lift/drag 2,400 lb.).

Earplugs: Made from solid sponge or cork, these provide a +1 circumstance bonus on saves against sonic attacks, but they also impose a -6 penalty on Listen checks.

Equipment frame: This is a steel frame, designed to center the weight of a pack and assorted gear on the hips instead of the shoulders. In addition to re-distributing the weight, the frame is loaded with hooks for waterskins, bedrolls, and other assorted items. This reduces the weight of attached equipment by 10% for the purposes of encumbrance. At the DM's discretion, it may reduce the time required to retrieve certain items from the frame.

Fishing tackle: This set includes birch poles, silk line, sinkers, lures, hooks, and a tackle box. This provides a +1 equipment bonus to Survival checks when fishing.

Fowler's snare: This is a specially designed snare for capturing birds and other small flying game. Provides a +1 equipment bonus on Survival checks when attempting to capture these creatures.

Game board, portable: This is a small, foldable wooden board and pieces for games such as chess, checkers, backgammon, and the like.

Holy text: This is a non-magical religious text, containing scriptures, stories, and teachings of a particular faith. The listed price is for a simple copy with few, if any, illuminations.

Housebreaker harness: This is designed for second-story penetration. It is made from pliable black leather, and reduces the noise of metal items clanging together. This provides a +1 equipment bonus on Climb and Move Silently checks, but imposes a -4 penalty on Balance, Escape Artist, Hide, Jump, Sleight-of-Hand, and Tumble checks.

Insect netting: This is a 10 ft. x 20 ft. rectangle of very light woven fabric designed to keep small insects from getting through. If properly set up, it keeps away mosquitoes, bees, and other ordinary vermin out.

Juggables: This comprises plates, leather balls, and similar items that are often juggled. Comes in a set of three.

Lantern, fog-cutter: This bullseye lantern has a special amber lens that allows light to reach farther through mist, fog, and smoke than normal lanterns. It illuminates a cone 40 feet long and 10 feet wide at the end, regardless of fog or mist. It burns for 6 hours on a pint of oil.

Marbles: About two dozen assorted glass or clay marbles. These can be used as a non-damaging alternative to caltrops. One bag covers an area 5 feet square. Creatures moving through or fighting in the area must make DC 15 Balance checks. A creature that fails is unable to move for one round and may fall. Creatures that are Hufe or larger tend to crush marbles, while creature with many legs (such as giant centipedes) tend to move through the area with no difficulty.

Miner's hat: This is a sturdy metal cap with a bracket for a candle mounted in the front.

Pipe: For smoking.

Pouch, belt: A belt pouch is 6 in. x 8 in. x 2 in., and has a weight capacity of 8 pounds.

Rope, Hemp: Rope has the following statistics per 50-foot length. Weight is the weight of the rope itself. Load is the amount of weight the rope can support.

Diameter	Load	HP	Break DC
1/4"	48 lb.	1	11
1/2"	216 lb.	1	14
3/4"	480 lb.	1	17
1"	864 lb.	1	20
2"	3,408 lb.	2	23
3"	7,680 lb.	3	26
4"	13,680 lb.	4	29

Rope, Silk: Rope has the following statistics per 50-foot length. Weight is the weight of the rope itself. Load is the amount of weight the rope can support.

Diameter	Load	HP	Break DC
1/4"	139 lb.	1	12
1/2"	313 lb.	1	15
3/4"	705 lb.	1	18
1"	1,173 lb.	2	21

Sack: A sack is 2 ft. x 2 ft. x 1 ft. and has a weight capacity of 30 pounds.

Scale: This is a simple, but sturdy balance scale with counterweights ranging from 10 pounds to 1/4 pound. This is part of the alchemist's kit and lab.

Skies and poles: These unusual items, used primarily by the frost, ice, and snow barbarians, allow full movement across snow and icy surfaces, but on other terrain, they reduce movement to 5 feet per round. Downhill speed can be as a run (x4) on a slight grade or as a run (x5) on severe grades. Donning or removing skies requires a full-round action. Movement on skies is governed by the Balance skill.

Snorkel: This is a slender, 1-foot long tube. This is part of the swimming kit.

Snow goggles: These wooden goggles, used by the frost, ice, and snow barbarians, have a thin horizontal slit in the middle. These provide a +2 circumstance bonus on saving throws to resist blinding effects, including snow blindness, extremely bright light, or spells that target vision indirectly (such as *flare*, but no *blindness*). They impose a -6 penalty on Search and spot checks.

Snowshoes: These large, flat items, used by the frost, ice, and snow barbarians, allow movement over snow and ice at 2/3 normal speed. Snowshoes take one minute to don, and a full-round action to remove.

Stilts: These wooden stilts strap to your legs, increasing your height by 2 feet. They require a successful DC 5 Balance check to use effectively. Taller stilts are available. For each additional foot, increase the Balance check DC by +5 and the cost by +10 gp. Base speed while using stilts is 20 feet, and you cannot run in stilts.

Tent: A 1-man tent comfortably sleeps one Medium size humanoid, while a 4-man tent sleeps 4 such creatures. A pavilion can comfortably fit 20 Medium creatures beneath it.

Tent, tree (elven): This is a cleverly designed, comfortable one-man tent that suspends itself in the branches of a tree. Due to its coloration and shape, it increases the DC of Spot checks made from the ground by +1.

Tree stand: This portable platform gives hunters a stable surface above the ground. In dense leaves, the tree stand provides a +2 circumstance bonus to Hide checks against anyone on the ground, and doubles the range of vision.

Twine, roll: This has 0 hardness and 1 hp. When tightly wrapped around an object, it has the same strength as hemp rope (0 hardness, 2 hp).

Waterskin: This holds one gallon (8 pints).

Wick, candle: This is a treated wick for creating candles. One inch of wick burns in 30 seconds. The flame is as strong as that of a candle, and easily snuffed.

Winch, portable: This is a hand cranked winch and a small hook (the rope is not supplied). To be effective, the winch must be bolted or nailed down to a secure surface. There are different "strengths" that can be purchased – the equivalent of a person with Strength 18 (lift/drag 600 lb.), 20 (lift/drag 800 lb), and 22 (lift/drag 1,040 lb).

Special Substances and Items

The following items are altered (or expanded on) from the listed descriptions, or are new items.

SPECIAL SUBSTANCES AND ITEMS				
Item	Amount	Craft DC	Cost	Weight
Acid	flask	15	10 gp	1 lb.
Alchemist's fire	flask	20	20 gp	1 lb.
Antitoxin	vial	25	50 gp	0.2 lb.
Bladefire	flask	20	20 gp	1 lb.
Bullet				
acid	bullet	15	10 gp	0.6 lb.
flame	bullet	20	20 gp	0.6 lb.
priest's	bullet	-	25 gp	0.6 lb.
Candle				
focusing	candle	25	100 gp	1 lb.

Chapter 4: Equipment

SPECIAL SUBSTANCES AND ITEMS

Item	Amount	Craft DC	Cost	Weight
restful	candle	25	100 gp	1 lb.
Clearbreath	vial	25	50 gp	0.2 lb.
Devler slime	vial	25	150 gp	1 lb.
Everburning torch	torch	-	110 gp	1 lb.
Flash tube	vial	20	30 gp	1 lb.
Frostfire	flask	20	40 gp	1 lb.
Holy water	flask	-	25 gp	1 lb.
Nature's draught	vial	25	50 gp	0.2 lb.
Poison	vial	varies	varies	0.2 lb.
Signal torch	torch	15	1 gp	1 lb.
Smokestick	stick	20	100 gp	0.5 lb.
Stonebreaker acid	flask	20	20 gp	1 lb.
Spore flask	flask	-	1,000 gp	1 lb.
Sunrod	rod	25	10 gp	1 lb.
Tanglefoot bag	bag	25	250 gp	4 lb.
Thunderstone	stone	25	150 gp	1 lb.
Tindertwig	stick	20	5 gp	-
Vicious bleeder	flask	25	50 gp	1 lb.

Bladefire: This is similar to alchemist's fire, but more viscous and less volatile. Typically, it is poured along the length of a bladed weapon, causing the weapon to ignite for a short period. A weapon treated with bladefire burns for 1d6 rounds. While burning, the weapon sheds light as a torch and deals 1 point of heat damage with each successful hit. Applying bladefire to a weapon is a full-round action that provokes an attack of opportunity. Each round that bladefire burns, it deals one point of damage to the weapon to which it is applied, although most metal weapons have a high enough hardness to negate this damage. Wooden weapons ignite when coated with bladefire, suffering 1d6 points of damage per round. Setting fires with a bladefire-coated weapon requires a full-round action that provokes an attack of opportunity. Bladefire is thick enough that it doesn't flow along the length of the weapon on its own.

Bullet, acid: This is a hollow glass sling bullet filled with acid. These bullets deal half damage, but on impact, they shatter, dealing 1d4 points of acid damage. Attacks with the bullets suffer a -2 penalty.

Bullet, flame: This is a hollow glass sling bullet filled with alchemist's fire. These bullets deal half damage, but on the round after impact, the alchemist's fire ignites, dealing 1d4 points of damage. Attacks with these bullets suffer a -2 penalty.

Bullet, priest's: This is a hollow glass bullet filled with holy water. These bullets deal half damage, but against susceptible targets, the holy water deals additional damage (roughly half of what a vial/flask deals). Attacks with the bullets suffer a -2 penalty.

Candle, focusing: This is a large green taper candle that burns for one hour. Characters within 20 feet of a burning focusing candle gain a +1 circumstance bonus to Appraise, Craft, Decipher Script, Forgery and Search

checks. The bonus applies only if the character is within the effect of the burning candle for the entire time that he is performing the check.

Candle, restful: This thick blue candle burns slowly, lasting 8 hours. Those who get a night's rest while within 20 feet of a burning restful candle heal at twice the normal rate.

Clearbreath: This is a vial of grey smoke. When inhaled, it dulls the sense of smell, providing a +4 circumstance on saving throws made to resist unpleasant odors (such as a troglodyte's stench). This effect lasts for 1 hour. This also negates the scent ability.

Delver slime: This slime, produced by delvers, is a corrosive substance. Found in glass vials, it is normally used as a thrown weapon. A successful hit deals 2d6 points of acid damage to organic creatures and objects. Against metallic creatures and objects, the slime deals 4d8 points of acid damage. Against stone/rock creatures and objects, the slime deals 8d10 points of damage. Creatures within 5 feet of the impact point suffer 1d6 points of acid damage, but object are unaffected.

Flash tube: Inspired by the spittle of gibbering mothers, this is normally found in glass vials and used as a thrown weapon. The fluid ignites on contact with air, generating a bright flash of light. All sighted creatures within 30 feet of the impact point must roll a DC 13 Fortitude save or be blinded for 1 round.

Frostfire: This sticky, adhesive substance drains away heat when exposed to air or moisture. It is typically used as a thrown weapon. A direct hit deals 1d6 points of cold damage. The target may then attempt to scrape away the substance if desired. Removing frostfire by scraping requires a DC 15 Reflex save and a full-round action that provokes an attack of opportunity. It may also be removed by dousing it with at least a quart of alcohol or other acidic solution. If frostfire is not removed, it deals an additional 1d6 points of damage on the second round.

Nature's draught: This is a pungent, murky liquid. When consumed, this causes subtle changes in the imbiber's scent. This provides a +1 to all Charisma and Charisma-based checks made when dealing with animals. The effect lasts for 24 hours.

Signal torch: This is a torch treated to burn in different colors. The most commonly available colors are green, blue, and yellow.

Stonebreaker acid: This acid deals damage only to stone, and unlike other acids, the damage is not reduced to half. A direct hit on a stone surface deals 3d10 points of damage and ignores hardness. On the round after a direct hit, the acid deals 2d10 points of damage. Splash damage is 3 points (stone objects only), and the range increment is 10 feet.

Spore flask: This is a very rare item; a flask of vrock spores. It is typically used as a thrown weapon. The spores automatically deal 1d8 points of damage to all creatures within 5 feet of the impact. The spores then penetrate the skin, and deal 1d2 points of damage per round for the next 10 rounds. At the end of this time, the victim is covered in a tangle of vine-like growths. A *delay poison* stops the spore's growth for the duration of the spell. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with holy water.

Vicious bleeder: This thick blue gel is a powerful anticoagulant. A wound caused by a weapon coated with this substance continues to bleed for 2 rounds, dealing an additional point of damage each round. Applying vicious bleeder is a full-round action that provokes an attack of opportunity. Vicious remains potent for one minute once exposed to air. One flask contains enough gel to coat one Medium weapon, 2 Small weapons, etc.

New Poisons

NEW POISONS

Poison	DC	Initial Damage	Secondary Damage	Craft DC	Cost	Trap CR
Contact poisons						
Aboleth oil	DC 19	0	transform	30	2,500 gp	+3
Anemis	DC 16	1d4 Str	2d4 Str	20	750 gp	+5
Crippling vine	DC 13	1d4 Str + 1d4 Con	0	15	180 gp	+3
Horror weed extract	Dc 20	1 Wis	2d4 Wis	25	600 gp	+6
Injury Poisons						
Alforna	DC 11	1d2 Str	fatigue	15	75 gp	+1
Banelar essence	DC 11	2d4 Con	unconsciousness	15	300 gp	+2
Chlodrih toxin	DC 15	Para	2d4 Con	20	1,200 gp	+3
Deathblade	DC 20	1d6 Con	2d6 Con	25	1,800 gp	+5
Fang dragon venom	DC 15	1 Con*	0	20	300 gp	+2
Grey whinnis	DC 20	1d4 Con	paralysis	20	3,000 gp	+4
Haluroot	DC 13	1d2 Wis	1d2 Wis	15	150 gp	+1
Redek vine extract	DC 17	2d6 Dex	0	25	1,500 gp	+5
Rill leaf	DC 14	1d2 Cha	1d4 Cha	15	120 gp	+3

Aboleth oil: Transformation takes 1d4+1 minutes. A transformed creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes.

Grey whinnis: Secondary paralysis lasts for 1d6 x10 minutes.

Tools and Skill Kits

The following items are altered (or expanded on) from the listed descriptions, or are new items.

TOOLS AND SKILL KITS

Item	Cost	Weight
Alchemist's kit	150 gp	15 lb.
Animal's trainer's kit	50 gp	5 lb.
Armor maintenance kit	2 gp	3 lb.
Aspergill		
gold	45 gp	6 lb.

Chapter 4: Equipment

TOOLS AND SKILL KITS

Item	Cost	Weight
silver	20 gp	4 lb.
Binding materials		
glue	3 gp	1 lb.
mortar	5 cp	1 lb.
pitch	1 sp	1 lb.
Bolt cutters	6 gp	5 lb.
Bow drill	4 gp	4 lb.
stone bits	+10 gp	2 lb.
Brazier		
Censer		
brass	1 gp	1 lb.
gold	5 gp	2 lb.
silver	3 gp	1 lb.
Chisels	12 gp	15 lb.
Chisels, masterwork	60 gp	15 lb.
Clay	1 gp	1 lb.
Dissection kit	10 gp	15 lb.
Files	5 gp	8 lb.
Files, masterwork	55 gp	8 lb.
Forger's kit	25 gp	2 lb.
Hacksaw		
common	5 gp	1 lb.
superior	20 gp	1 lb.
Ice axe	10 gp	5 lb.
Jester's kit	10 gp	5 lb.
Jeweler's loupe	110 gp	0.1 lb.
Locksmith's tools	50 gp	15 lb.
Locksmith's tools, masterwork	500 gp	15 lb.
Make-up kit	10 gp	2 lb.
Mask	6 gp	1 lb.
Mill, hand	2 gp	1 lb.
Mini-blade	20 gp	-
Musical instrument	Special	Special
Nails	1 gp	5 lb.
Navigator's kit	250 gp	8 lb.
Needles	5 sp	-
Puppet	3 gp	1 lb.
Saw, folding	2 gp	2 lb.
Slate board	5 gp	1 lb.
Spell component pouch	Special	2 lb.
Swimmer's kit	15 gp	5 lb.
Tongs (metal)	3 gp	4 lb.
Vial rack	1 gp	1 lb.
Wax	2 gp	1 lb.
Wheelbarrow	15 gp	30 lb.
Miscellaneous Tools		
Auger	5 sp	2 lb.
Awl	2 sp	1 lb.
Billhook	5 gp	2 lb.
Cording mallet	10 gp	25 lb.
Crowbar	2 gp	5 lb.
Hammer	5 sp	2 lb.
Hatchet	2 gp	3 lb.
Hoe	3 gp	2 lb.
Pick, miner's	3 gp	10 lb.
Pitchfork	2 gp	4 lb.
Post-hole digger	4 gp	8 lb.
Rake	1 gp	3 lb.
Sledge hammer	1 gp	10 lb.
Spade or shovel	2 gp	8 lb.
Winnowing flail	6 gp	7 lb.
Wood axe	4 gp	6 lb.

Alchemist's kit: Contrary to the text on page 129 of the *Players Handbook*, a character is not assumed to have the equipment required to use Craft (alchemy). He requires at least an alchemist's kit; a portable set of tools and chemicals that allows the use of Craft (alchemy) with no penalty or bonus. A character may attempt to use Craft (alchemy) without a kit or lab, using only improvised tools, but he suffers a penalty of at least -10, possibly more, based on the quality of the materials at hand. An alchemist's kit is good for roughly 100 uses.

Animal trainer's kit: This kit consists of harnesses, prods, light whips, treats, and other items that are helpful for training animals. There are different kits for different kinds of animals. This provides a +2 equipment bonus to Handle Animal checks.

Armor maintenance kit: This contains oils, brushes, and cloths and is used to maintain the condition of metal armor. The following table details how often the armor must be tended to in order to maintain its integrity. Failure to do so causes the armor to suffer 1d3 points of damage per missed period. Also provides a +2 bonus to Craft (armorsmithing) checks to repair armor. Armor maintenance takes 30 minutes and a DC 10 Craft (armorsmithing) check.

Armor	Dry	Moderate	Wet
Padded	-	-	-
Leather	-	-	-
Studded leather	1/month	1/month	1/2 weeks
Chain shirt	1/month	1/2 weeks	1/3 days
Hide	-	-	-
Scale mail	1/month	1/2 weeks	1/3 days
Chain mail	1/3 weeks	1/week	1/2 days
Breastplate	1/3 weeks	1/week	1/2 days
Splint mail	1/3 weeks	1/week	1/2 days
Banded mail	1/3 weeks	1/week	1/2 days
Half-plate	1/week	1/3 days	1/day
Full plate	1/week	1/3 days	1/day

Aspergill: Available in both gold and silver, an aspergill is a device used to dispense holy (or unholy) water. An aspergill resembles a flail, but the "head" is actually a perforated container that can hold one flask's worth of liquid. Typically, the aspergill is swung gently from side to side; sprinkling holy water over a small area, but it can be swung in a more dramatic manner, similar to that of a mace. In this case, the aspergill splashes everything with 10 feet with the liquid. If used with holy water, creatures in the area that suffer damage from holy water suffer one point of damage, as if splashed by a thrown flask.

Binding materials: Glue binds porous materials and takes one hour to dry. A DC 15 Strength check is required to break the binding (the DC may be increased by a liberal application of the glue). Mortar is dry, and takes one hour to set.

Bolt cutters: This cutting tool can cut through chains, thin metal, and iron bars. When used against objects (usually metal) that are no thicker than one inch in diameter, bolt cutters deal 15 + Strength modifier damage to the item.

Bow drill: This drill comes with four wood bits (needle, nail, spike, and peg size). Stone-piercing bits are also available. Needle and nail-size bits can penetrate 2 inches of wood (½ inch of stone) per minute. Spike and peg-size bits take twice as long. These will not penetrate materials with a hardness of 20+.

Brazier: Braziers are available in three sizes – field, medium, and large, and in three materials – gold, silver, and steel. Field braziers are 18 inches in diameter, medium braziers are 4 feet in diameter, and large braziers are 6 feet in diameter.

Type	Cost	Weight	Hard	HP
Gold field	15 gp	24 lb.	1	10
Gold medium	70 gp	144 lb.	1	15
Gold large	110 gp	210 lb.	1	20
Silver field	15 gp	9 lb.	1	10
Silver medium	30 gp	66 lb.	1	15
Silver large	70 gp	96 lb.	1	20
Steel field	4 gp	6 lb.	10	15
Steel medium	17 gp	48 lb.	10	25
Steel large	30 gp	70 lb.	10	35

Censer: These are able to burn up to 6 ounces of incense at a time.

Chisels: This is a set of 12 chisels, ranging from ¼-inch width to 2 inches width.

Dissection kit: This kit contains all the saws, blades, needles, pins, and clamps required for properly dissecting animals and other bodies.

Files: This is a set of 12 files of various sizes.

Forger's kit: This is a special collection of different pens, seals, guides, waxes, inks, samples of writing styles, parchment, and other instruments. This provides a +2 equipment bonus on Forgery checks, and is good for 10 uses.

Hacksaw: This blade is designed to cut through thin metal. It ignores the hardness of any normal metal objects (not exotic materials, such as adamantite or mithril) that it is cutting, but it deals only 1 point of damage per 2 rounds of sawing. A common blade lasts for 20 rounds while a superior blade lasts for 40 rounds.

Ice axe: This has a sharp metal head that is perpendicular to the shaft, and a spiked handle. This provides a +1 equipment bonus on Climb checks when used in mountainous and/or icy terrain. If used as a weapon, this imposes an additional -2 penalty to attack rolls.

Jester's kit: This is a collection of gaudy clothing, face paint, toys, puppets, juggling balls, and other colorful items. This provides a +1 equipment bonus on Perform (act – comedy), Perform (comedy – buffoonery), and Disguise checks (to avoid recognition).

Chapter 4: Equipment

Jeweler's loupe: This magnifying eyepiece provides a +1 equipment bonus on Appraise checks when inspecting things very closely, such as gems and jewelry.

Locksmith's tools: Assorted tools and items for making locks. Provides a +1 equipment bonus to Open Lock.

Make-up kit: This consists of various powders, dyes, and other accessories. May provide bonuses to certain social skill checks.

Mask: This is a theatre-style mask, typically with exaggerated features.

Mill, hand: This is a small grinder, used to grind spices, grains, and beans.

Mini-blade: This is a tiny, very sharp blade mounted on a ring. It is used to cut purses. Provides a +1 equipment bonus to Sleight-of-Hand checks to cut purses.

Musical Instrument: There are many musical instruments available to characters. Some examples are listed in the table below. Multiply the cost for a masterwork item by x20.

Type	Cost	Weight	Length	Notes
Percussion				
Chimes	1 gp	0.75	8"	
Drum	8 gp	1	18"	
TanTan	2 gp	0.25	12"	Emphasize rhythms
Strings				
Bandore	13 gp	2	42"	Bass, rich mellow tone
Cittern	13 gp	1.75	42"	8 strings
Harp	10 gp	2.5	36"	
Lute	8 gp	3	36"	Doubled strings
Lyre	8 gp	1.75	30"	
Mandolin	8 gp	4	42"	Delicate, fluttering sound
Psaltery	13 gp	1.5	18"	
Rebec	11 gp	5.5	54"	3 strings, uses a bow
Viol	14 gp	2	36"	6 strings, dark mournful tones, Dwur favored
Violin	13 gp	1.25	27"	4 strings, mellow, Olven favored
Winds				
Birdpipes	4 gp	1	18"	
Horn (Trumpet)	8 gp	1	18"	
Horn, Glaur	15 gp	2.5	12"	Valved, brash metallic sound
Horn, Long	3 gp	2.5	24"	High piercing tone similar to a bird chirp
Horn, Sackbut	9 gp	3	30"	Low tone, sliding with a broad bell at the end
Horn, Shawm	4 gp	1.75	21"	Double reed, sounds like migrating geese, should be played outside
Horn, Short	3 gp	1	9"	High tone, bird-like, piercing
Horn, Song	3 gp	2	21"	
Pan pipes	3 gp	0.5	10"	
Thelarr	1 gp	1.5	12"-24"	Buzzing sound, pitch by length
Zulkoon	19 gp	9		Bagpipes

Nails: This is a bag of assorted nails.

Navigator's kit: This set includes a sextant, astrolabe, compass, and measuring tools. It has no benefit on land, but provides a +2 equipment bonus to Survival checks at sea (made to determine distance, direction, and location), and to Profession (cartographer) checks to make maps.

Needles: Assorted needles for seamstress and tailor work.

Saw, folding: This camp saw breaks down into one slender package for easy carrying. It cuts through 4 inches of soft wood, or 2 inches of hard wood per round.

Slate board: This is a 1-foot square board used for writing on with chalk.

Spell component pouch: A spell component pouch costs 1 sp per spell level of components. For example, if Gandalf has three 1st level spells with material components, three 2nd level spells, and two 3rd level spells, his spell component pouch will cost 15 sp. The pouch typically contains enough components to cast a spell 20 times before those components need to be restocked.

Swimmer's kit: This consists of a snorkel, crude goggles, and flippers. This provides a +1 equipment bonus on Swim checks.

Tongs (metal): These metal tongs are 12 inches long and have wooden handles.

Vial rack: This wooden rack holds 6 vials.

Wheelbarrow: This can handle up to 400 pounds of weight.

Miscellaneous Tools

Tools have the following statistics when used as weapons. Keep in mind that most of these are not balanced for combat, and count as improvised weapons. In addition, certain tools may inflict additional penalties.

Tool	Damage	Critical
Auger	1d4	x2

Tool	Damage	Critical
Awl	1d3	x2
Billhook	1d4	x2
Cording mallet	1d10	x3
Crowbar	1d6	x2
Hammer	1d4	x2
Hatchet	1d6	x3
Hoe	1d4	x2
Ice Axe	1d6	x3
Pick, miner's	1d6	x4
Pitchfork	1d6	x2
Post-hole digger	1d4	x2
Rake	1d3	x2
Shovel	1d6	x2
Sledge hammer	1d8	x2
Spade	1d3	x2
Winnowing flail	1d6	x2
Wood axe	1d8	x3

Cording mallet: This imposes an additional -2 attack roll penalty.

Ice axe: This imposes an additional -2 attack roll penalty.

Clothing (and Grooming)

The following items are altered (or expanded on) from the listed descriptions, or are new items.

CLOTHING (AND GROOMING)		
Item	Cost	Weight
Apron		
alchemist's	5 gp	5 lb. ¹
leather	3 sp	2 lb. ¹
Belt		
elegant	25 gp	1 lb. ¹
leather	3 sp	-
money	5 gp	0.5 lb. ¹
Boots		
dwarven	45 gp	12 lb.
high hard	3 gp	4 lb. ¹
high soft	1 gp	2 lb. ¹
hip	15 gp	5 lb. ¹
low hard	2 gp	2.5 lb. ¹
low soft	15 sp	1.5 lb. ¹
riding	10 gp	5 lb. ¹
Bracers		
leather	1 gp	1 lb. ¹
steel	6 gp	4 lb. ¹
studded leather	2 gp	3 lb. ¹
Brush and comb		
gold	12 gp	0.5 lb.
hardwood	1 sp	-
silver	2 gp	-
Cap and razor	4 gp	0.75 lb. ¹
Cape		
full	1 gp	3 lb. ¹
half	4 sp	1 lb. ¹
Chemise		
linen	1 sp	0.25 lb. ¹
sackcloth	8 cp	0.25 lb. ¹
silk	6 gp	0.2 lb. ¹
Cloak		
cotton	3 sp	2 lb. ¹
fur	20 gp+	6 lb. ¹
wool	5 sp	3 lb. ¹
Coat (jacket, jerkin)		
cotton	6 sp	2 lb. ¹
fur	50 gp+	6 lb. ¹
leather	1 gp	3 lb. ¹
quilted wool	1 gp	3 lb. ¹
silk	10 gp	1 lb. ¹
velvet	8 gp	1 lb. ¹
Codpiece		
linen	5 sp	-

Chapter 4: Equipment

CLOTHING (AND GROOMING)		
Item	Cost	Weight
silk/velvet	2 gp	-
Desert outfit	6 gp	3 lb. ¹
Doublet/vest		
brocade	8 gp	1 lb. ¹
cotton	1 sp	0.2 lb. ¹
leather	3 sp	0.5 lb. ¹
velvet	2 gp	1 lb. ¹
Dress		
average	8 sp	5 lb. ¹
exquisite	75 gp	10 lb. ¹
fine	20 gp	8 lb. ¹
peasant	5 sp	3 lb. ¹
Gloves		
canvas	5 cp	0.1 lb. ¹
leather	5 sp	0.1 lb. ¹
mitten	8 sp	-
silk	15 gp	-
Headwear		
cap, cotton	8 cp	0.1 lb. ¹
cap, wool	1 sp	0.1 lb. ¹
hat, broad-brimmed	8 gp	0.1 lb. ¹
hat, fur-trimmed	15 sp	0.2 lb. ¹
hood, cotton	5 cp	-
hood, fur	1 gp	0.1 lb. ¹
hood, wool	8 cp	0.1 lb. ¹
turban	2 sp	0.5 lb. ¹
Hosiery	4 sp	0.25 lb. ¹
Loincloth		
linen/wool	3 cp	-
silk/velvet	3 gp	-
Nightshirt, silk	6 gp	0.1 lb. ¹
Pads		
elbow	3 sp	0.5 lb. ¹
knee	3 sp	0.5 lb. ¹
shin	4 sp	0.5 lb. ¹
Pants (breeches, cannons)		
cotton	1 sp	1 lb. ¹
leather	8 sp	1.5 lb. ¹
sackcloth	5 cp	1 lb. ¹
silk	8 gp	0.1 lb. ¹
velvet	4 gp	1 lb. ¹
wool	5 sp	1 lb. ¹
Robe		
cotton/linen	1 gp	2 lb. ¹
sackcloth	1 sp	2 lb. ¹
silk	5 gp	2 lb. ¹
velvet	3 gp	3 lb. ¹
Sandals	5 sp	2 lb. ¹
Sash		
cotton	2 sp	0.1 lb. ¹
silk	4 gp	0.1 lb. ¹
wool	1 sp	0.1 lb. ¹
Shirt		
cotton/linen	1 sp	0.5 lb. ¹
sackcloth	5 cp	0.5 lb. ¹
silk	10 gp	0.1 lb. ¹
velvet	5 gp	0.5 lb. ¹
Shoes, silent	10 gp	1 lb. ¹
Spelunker's outfit	5 gp	9 lb. ¹
Tabard	6 sp	0.75 lb. ¹
Tunic		
cotton	5 sp	1 lb. ¹
sackcloth	5 cp	1 lb. ¹
silk	5 gp	1 lb. ¹
velvet	2 gp	1 lb. ¹

Alchemist's apron: This is a heavy-duty leather apron, used by alchemists and smiths alike to protect from splashing and sparking. It provides a +1 equipment bonus to saves versus acid and fire.

Belt, elegant: This is a fine braided gold belt, favored by woman of station.

Belt, money: This is a belt with a compartment, accessed from the inside of the belt, which is a favorite with merchants, as the interior can hold up to 100 coins. The belt is padded to reduce the jingling of coins. Sleight-of-Hand checks to pick pocket items from a money belt have the DC increased by +5 or more.

Boots, dwarven: These mid-shin boots, used by dwarven miners, are constructed of thick, durable leather. The toe is reinforced with steel, and the shins are lined with steel plates. When fighting unarmed, a character may kick with these boots, dealing +1 damage, but at a -1 penalty on the attack roll. Due to weight and design, these boots reduce movement by 5 feet.

Boots, high: These boots come to just below the knee and often have a flared, fold-down cuff.

Boots, hip: These boots are almost pants. They come up to the hip, and are attached to a belt. They are made of pitch-soaked leather, making them waterproof, and resistant to cold temperatures. They periodically need to be re-pitched, and this costs 3 sp, and takes 2 days.

Boots, low: These are mid-shin boots.

Boots, riding: These are knee-length, stiff leather boots, with a break-away strap designed to hold a blade up to the size of a short sword on the calf.

Cap and razor: Used by some monk and priestly orders to shave the top of the head, this is a stiff leather cap with no top, and a quality steel razor.

Chemise: This is a common piece of clothing, worn by rich and poor alike, although the rich tend to wear them as underclothes, while the poor tend to use them as outer clothes. The chemise is a mid-thigh length shirt.

Desert outfit: This outfit consists of loose, billowy clothing designed to keep the wearer cool and protected from the sun while out in dry, hot desert terrain. It includes a caftan, turban, scarf, loose pantaloons, and either high boots or low sandals. Wearing the outfit eliminates the -4 penalty on Fortitude saves for wearing heavy clothes in hot or extreme heat. This does not apply if you also wear armor.

Hosiery: A common underclothing item, worn primarily by men. Assorted colors.

Shoes, silent: These are soft, padded shoes made from a durable, stretchy leather. These provide a +1 equipment bonus to Move Silently checks.

Spelunker's outfit: This consists of water-resistant wool breeches, low, sturdy boots, wool shirt, leather coat, belt, bandoleer (for attaching mining equipment), knee- and elbow pads, and a miner's cap.

Tabard: This is a poncho-like garment worn over armor. Normally, a tabard is embroidered with the crest of a character's family, liege, religious order, or other higher power to which he owes loyalty.

Jewelry and Accessories

Item	Copper	Silver	Gold	Platinum
Armband	15 cp+	15 sp+	15 gp+	150 gp+
Bracelet	1 sp+	2 gp+	20 gp+	200 gp+
Brooch	45 cp+	45 sp+	45 gp+	450 gp+
Earrings	2 sp+	2 gp+	20 gp+	200 gp+
Fillet	6 sp+	6 gp+	60 gp+	600 gp+
Headband	4 sp+	4 gp+	40 gp+	400 gp+
Locket	25 cp+	25 sp+	25 gp+	250 gp+
Necklace	5 sp+	5 gp+	50 gp+	500 gp+
Pendant	45 cp+	45 sp+	45 gp+	450 gp+
Ring	3 cp+	3 gp+	30 gp+	300 gp+
Torc	5 sp+	5 gp+	50 gp+	500 gp+

Food, Drink, and Lodging

The following items are additions.

FOOD, DRINK, and LODGING		
Item	Cost	Weight
Corns		
barley	1 gp	1 lb.
buckwheat	5 sp	1 lb.
chick peas	3 gp	1 lb.
millet	7 sp	1 lb.
oats	7 sp	1 lb.
rice	5 gp	1 lb.
rye	7 sp	1 lb.
wheat	1 cp	1 lb.
Dried fruits and vegetables		
apples	1 gp	1 lb.
apricots	15 gp	1 lb.
carrots	1 gp	1 oz.
cherries	5 sp	1 oz.
dates	5 gp	1 oz.
elderberries	1 sp	1 oz.
fig	7 gp	1 oz.
green beans	2 sp	1 oz.
green peas	2 sp	1 lb.

Chapter 4: Equipment

FOOD, DRINK, and LODGING

Item	Cost	Weight
mushrooms	1 gp	1 lb.
onions	5 sp	1 oz.
peaches	15 gp	1 lb.
pears	5 gp	1 lb.
prunes	3 gp	1 lb.
raisins	1 gp	1 lb.
tomatoes	1 gp	1 lb.
Flours		
barley	2 gp	1 lb.
buckwheat	1 gp	1 lb.
rye	15 sp	1 lb.
wheat	3 gp	1 lb.
Egg (dozen)	1 sp	1 lb.
Honey	5 sp	1 lb.
Meat and fish		
beef		
corned	3 gp	1 lb.
dried	5 gp	1 lb.
jerked	7 gp	1 lb.
sausage	2 gp	1 lb.
smoked	4 gp	1 lb.
cod		
salted	5 gp	1 lb.
smoked	7 gp	1 lb.
herring		
pickled	3 gp	1 lb.
salted	5 gp	1 lb.
pork		
bacon	4 gp	1 lb.
ham	5 gp	1 lb.
salted	3 gp	1 lb.
sausage	1 gp	1 lb.
salmon		
salted	10 gp	1 lb.
smoked	15 gp	1 lb.
Milk, mug	2 gp	1 lb.
Nuts		
almonds	3 gp	1 lb.
cashews	20 gp	1 lb.
chestnuts	1 gp	1 lb.
hazelnuts	5 sp	1 lb.
pine nuts	10 gp	1 lb.
walnuts	3 sp	1 lb.
Oils		
almond (gallon)	10 gp	8 lb.
hazelnut (gallon)	3 gp	8 lb.
olive (gallon)	5 gp	8 lb.
safflower (gallon)	2 sp	8 lb.
sesame (gallon)	10 gp	8 lb.
sunflower (gallon)	3 sp	8 lb.
walnut (gallon)	2 gp	8 lb.
Pipeweed	5 sp	1 lb.
Spices/Seasonings		
basil	1 sp	1 oz.
cinnamon	1 gp	1 oz.
cloves	20 gp	1 oz.
cumin	3 cp	1 oz.
dill weed	3 cp	1 oz.
garlic	1 cp	1 oz.
ginger	10 gp	1 oz.
lemon balm	2 sp	1 oz.
mint	3 cp	1 oz.
mustard seed	5 cp	1 oz.
nutmeg	30 gp	1 oz.
oregano	2 sp	1 oz.
parsley	4 cp	1 oz.
pepper	30 gp	1 oz.
salt	1 cp	1 oz.
thyme	1 sp	1 oz.

FOOD, DRINK, and LODGING

Item	Cost	Weight
Spirits		
ale, weak		
gallon	1 sp	8 lb.
mug	2 cp	1 lb.
ale, stout		
gallon	3 sp	8 lb.
mug	6 cp	1 lb.
ale, dwarven		
gallon	5 sp	8 lb.
mug	1 sp	1 lb.
dwarfhead stout		
gallon	30 gp	8 lb.
mug	6 gp	1 lb.
elven mead		
gallon	60 gp	9 lb.
mug	12 gp	1 lb.
frostwine		
half gallon	40 gp	4 lb.
glass	8 gp	0.5 lb.
grog		
gallon	9 cp	8 lb.
mug	2 cp	1 lb.
mushroom wine		
half gallon	35 gp	4 lb.
glass	7 gp	0.5 lb.
spirits		
typical (shot)	2 sp	-
strong (shot)	3 sp	-
dangerous (shot)	5 sp	-
Sweeteners		
honey (pint)	1 sp	1 lb.
molasses (pint)	5 sp	1 lb.
sugar	1 gp	1 lb.

Dwarfhead stout: A "day-to-day" dwarven beer (Fortitude save DC 13).

Elven mead: Exotic honey-based drink (Fortitude save DC 12).

Frostwine: Delicate white wine created from rare grapes that grow only in the northern cold (Fortitude save DC 13).

Grog: Grog is a commoner's alcoholic beverage, strong, with a taste akin to sweaty, dirty feet (Fortitude save DC 12).

Mushroom wine: Wine made from various species of mushrooms. The price can vary greatly from the listed (Fortitude save DC 12).

Spirit	Fortitude save DC
Ale	
weak	10
common	11
stout	12
dwarven	13
Spirits	
typical – whiskey, gin, rum, etc	11
very strong	13
dangerously strong	15
Wine	
common	11
fine	12

Spirits and Intoxication

Anytime a character consumes an entire alcoholic beverage (a mug, glass, or jigger), he must make a Fortitude save. The DC varies with the beverage. The first drink in an hour imposes no penalty on the Fortitude save, but each additional drink in the same hour imposes a -1 penalty (-1 for the first drink, -2 on the second, -3 on the third, etc).

A failed save deals 1d2 points of temporary ability damage to both Dexterity and Wisdom. At 0 Dexterity, the character is a collapsed wreck, but might maintain a blurry state of consciousness. At 0 Wisdom, the character passes out. If both ability scores reach 0, the character must roll a Fortitude save against the DC of the most potent drink he consumed. If this fails, he succumbs to alcohol poisoning, and suffers 1 point of temporary Constitution damage every 10 minutes until, dead, or his stomach contents are purged.

A character regains 1 point of Dexterity and Wisdom per hour, beginning with the hour after the last drink was consumed. During this period, roll another Fortitude save (again, against the highest DC). If this fails, the character suffers from a hangover that lasts for 3d6 hours. During this time, the character is

Chapter 4: Equipment

sickened. *Neutralize poison* can negate the damaging effects but not the hangover.

Mounts (Animals) and Related Gear

The following items are altered (or expanded on) from the listed descriptions, or are new items.

MOUNTS (ANIMALS) AND RELATED GEAR		
Item	Cost	Weight
Barding, Small creature	x2	x 0.5
Bird		
falcon	1,000 gp	-
pigeon	3 cp	-
pigeon (homing)	100 gp	-
song	10 gp	-
Boar	10 gp	-
Bull	20 gp	-
Cat		
house	1 sp	-
hunting	5,000 gp	-
Chicken	1 sp	-
Collar		
leather	1 sp	0.25 lb.
spiked	1 gp	1 lb.
Cow	10 gp	-
Dog		
Lap	30 gp	to 10 lb.
Very small	15 gp	11-20 lb.
Small	20 gp	21-40 lb.
Medium	30 gp	41-80 lb.
Large	50 gp	81 lb. +
Fighting	+20 gp	-
Riding	+75 gp	-
Runner	+10 gp	-
Goat	1 gp	-
Goose	5 cp	-
Leash and muzzle		
Tiny	2 sp	-
Small	4 sp	-
Medium	6 sp	0.5 lb.
Large	2 gp	3 lb.
Huge	5 gp	6 lb.
Ox	15 gp	-
Pig	3 gp	-
Quirt/riding crop	1 gp	1 lb.
Ram	4 gp	-
Saddlebags		
large	4 gp	8 lb. ¹
small	3 gp	5 lb. ¹
Sheep	2 gp	-
Shoeing	1 gp	10 lb.
Spurs	10 gp	1.5 lb.
Stirrups	6 gp	2 lb.
Tack and harness	6 gp	5 lb. ¹
Yoke	5 gp	15 lb. ¹

Dog: The following entries replace the guard and riding dog entries in the *Players Handbook*. A fighting dog is a dog trained to fight. This is also used for guard and hunting dogs. A riding dog has been trained to accept riders of the appropriate size, and is similar in behavior to a warhorse. A runner is a dog that has been trained/bred to run for longer than normal distances. Runners have +5-ft. speed, and a +2 bonus to Constitution checks for endurance purposes.

Type	Weight	Notes
Lap	to 10 lb.	
Very small	11-20 lb.	Beagle, Border Terrier
Small	21-40 lb.	Setter, Spaniel
Medium	41-80 lb.	Boxer, Bulldog, Bull Terrier
Large	81 lb. +	Bloodhound, Wolf Hound, Great Dane, Mastiff, Shepard
Fighting	-	
Riding	-	
Runner	-	

Quirt/riding crop: This is a short, stiff rod with a leather strap at the end. It

is used to spur a mount to greater speeds.

Saddlebags: Large saddlebags are 1.5 ft. x 1 ft. x 0.5 ft. (0.75 cubic feet) and have a weight capacity of 30 pounds. Small saddlebags are 1 ft. x 1 ft. x 0.5 ft. (0.5 cubic feet) with a weight capacity of 20 pounds.

Stirrups: Provides a +1 equipment bonus to stay mounted when used with a military or riding saddle.

Tack and harness: Used to allow animals to pull wagons and carts and the like.

Yoke: Used to harness beast of burden such as oxen.

Transport

The following items are new.

TRANSPORT		
Item	Cost	Weight
Barge	6,000 gp	-
Catamaran	2,000 gp	-
Chariot	200 gp	
double	400 gp	600 lb.
single	100 gp	300 lb.
war	+100 gp	+75 lb.
Launch	500 gp	-
Mobile redoubt	1,500 gp	1,000 lb.
Siege tower		
large	4,000 gp	16 tons
small	1,000 gp	8 tons
Worg warsled	400 gp	900 lb.

Barge: A barge is a flat-bottomed, often rectangular vessel designed for haling cargo along inland waterways. Larger barges often have a small cabin-like structure at one end.

Catamaran: This is an ancient ocean-going design. It is a twin-hulled vehicle that can make good speeds, but a wooden paddle-keel and simple sail prevent complex maneuvers. It has no below-decks. Crew and passengers must supply their own protection from the elements. Provides ¼ cover against most foes, and ½ cover against water foes.

Chariot, double: This is pulled by two horses, typically light warhorses. The occupants gain ½ cover behind 2 inches of wood (hardness 5, hp 20).

Chariot, single: This is pulled by a single horse, typically a light warhorse. The driver gains ½ cover behind 2 inches of wood (hardness 5, hp 20).

Chariot, war: A war chariot is a chariot that has been augmented with numerous spikes and blades along the frame and the wheels. Any creature adjacent to the sides of the scythe chariot as it passes must roll a DC 15 Reflex save or suffer 1d10 points of damage. Anyone attempting to climb onto the chariot while it is moving (specifically in combat situations) must roll a DC 15 Dexterity check or suffer 1d4 points of damage from the side spikes.

Launch: A large-oared vessel often used as a lifeboat or ship-to-shore boat for larger vessels. Provides ¼ cover against most foes, and ½ cover against water foes.

Mobile redoubt: Essentially a rolling guard tower, the mobile redoubt is a completely enclosed box of heavy timbers, usually drawn by four heavy warhorses. It has arrow slits and heavy doors on each side.

Siege tower, large: The large siege tower is a fortress on wheels. Each of its three stories features arrow slits and heavy doors cut into foot-thick wood, while the roof has crenellations and a platform with room for a heavy catapult or two ballistae or light catapults. A team of 10 heavy warhorses pulls the siege tower.

Siege tower, small: Designed more as an enclosed ladder than a proper vehicle, the small siege tower is designed to withstand punishment while it is being pulled up to enemy walls. Invading troops can ascend through the center of the tower and reach the top of the wall without coming under enemy fire. The small siege tower is pulled by four heavy warhorses, and is set upon large rollers that limit its speed to 10 feet per round, but allow it to ignore many terrain obstacles.

Worg warsled: This is a massive sled covered with makeshift armor and spikes. The driver and passengers gain ¾ cover behind a two-inch thick barrier of steel and wood (hardness 7, hp 20). The warsled, used by northern goblins, is pulled by two worgs.

CHAPTER 5: COMBAT

Combat follows the standard rules with the following exceptions.

Death's Door

A character is dead when his negative hit point total exceeds $10 + \text{Con modifier}$.

Massive Damage Variant

Massive damage threshold is equal to $25 + 2 \text{ per Hit Die (+/- 5 per size category beyond Medium)}$. The Fortitude save DC is equal to $1/3$ the damage suffered (rounded down). A failed save reduces you to $-1d20$ hp.

Out of Turn Dodge

You can give up your next action for a +4 dodge bonus to AC (thus, it cannot be used when flat-footed or otherwise denied Dex bonus). This does not affect initiative; you simply do not take your action when your turn comes up. The bonus lasts until your next turn after the "skipped" action. The intention to use this must be declared before an attack roll is made.

CHAPTER 6: MAGIC

Incantations

Incantations (*Unearthed Arcana* p. 174) are in use.

Magic Rating

All spellcasters have a *magic rating*. This determines the character's effective caster level for spell effects based on level (range, area of effect, damage, etc). Magic rating in no way affects spells known, spells per day, maximum spell level, or spell points.

The magic rating for an arcane spellcaster is equal to the total of his arcane spellcasting levels. For example, if Gandalf is a 4th level Sorcerer and a 7th level Wizard, his arcane magic rating is 11.

The magic rating for a divine spellcaster is equal to the total of his divine spellcasting classes. For example, if Gandalf is a 3rd level Cleric and a 3rd level Druid, his divine magic rating is 6.

A character that has both arcane and divine spellcasting levels has two magic ratings – do not add his arcane and divine levels together.

If a character has a class that provides spellcasting at a reduced level, the reduced level is used in the magic rating calculation. For example, a 15th level Prestige Paladin has +8 levels added to his divine spellcasting class, so he would only have +8 added to his divine magic rating.

Spell Points

Spellcasters cast spells using the Spell Points variant on p. 153 of *Unearthed Arcana*. However, unlike the system as presented, characters gain bonus spell points not based on the highest spell level they may use, but on their total (arcane or divine) magic rating and highest applicable primary ability score.

Ability Score	Bonus Spell Points by Magic Rating									
	1	2	3	4	5	6	7	8	9	10
10 – 11	0	0	0	0	0	0	0	0	0	0
12 – 13	0	1	1	2	2	3	3	4	4	5
14 – 15	1	2	3	4	5	6	7	8	9	10
16 – 17	1	3	4	6	7	9	10	12	13	15
18 – 19	2	4	6	8	10	12	14	16	18	20
20 – 21	2	5	7	10	12	15	17	20	22	25
22 – 23	3	6	9	12	15	18	21	24	27	30
24 – 25	3	7	10	14	17	21	24	28	31	35
26 – 27	4	8	12	16	20	24	28	32	36	40
28 – 29	4	9	13	18	22	27	31	36	40	45
30 – 31	5	10	15	20	25	30	35	40	45	50
32 – 33	5	11	16	22	27	33	38	44	49	55
34 – 35	6	12	18	24	30	36	42	48	54	60
36 – 37	6	13	19	26	32	39	45	52	58	65
38 – 39	7	14	21	28	35	42	49	56	63	70
40 – 41	7	15	22	30	37	45	52	60	67	75
Ability Score	Bonus Spell Points by Magic Rating									
	11	12	13	14	15	16	17	18	19	20
10 – 11	0	0	0	0	0	0	0	0	0	0
12 – 13	5	6	6	7	7	8	8	9	9	10
14 – 15	11	12	13	14	15	16	17	18	19	20
16 – 17	16	18	19	21	22	24	25	27	28	30
18 – 19	22	24	26	28	30	32	34	36	38	40
20 – 21	27	30	32	35	37	40	42	45	47	50
22 – 23	33	36	39	42	45	48	51	54	57	60
24 – 25	38	42	45	49	52	56	59	63	66	70
26 – 27	44	48	52	56	60	64	68	72	76	80
28 – 29	49	54	58	63	67	72	76	81	85	90
30 – 31	55	60	65	70	75	80	85	90	95	100
32 – 33	60	66	71	77	82	88	93	99	104	110
34 – 35	66	72	78	84	90	96	102	108	114	120
36 – 37	71	78	84	91	97	104	110	117	123	130
38 – 39	77	84	91	98	105	112	119	126	133	140
40 – 41	82	90	97	105	112	120	127	135	142	150

For example, if Gandalf (13th level Wizard) has an arcane magic rating of 13 and an Intelligence of 19, he gains +26 spell points per day. If Gandalf were a 6th level Wizard and a 7th level Sorcerer with Intelligence 19 and Charisma 24, he would instead gain +45 arcane spell points per day.

As normal, calculate spell points separately for arcane and divine magic ratings.

Spell points are recovered at a rate of caster level + primary ability score

modifier per day with 8 hours of rest, or 3x this amount with complete bed rest. When spell points are at 33%, the character is fatigued. When they drop to 10%, he is exhausted. Fatigued and exhausted conditions can be removed normally, but this alone does not restore spell points. Simply recalculate based on the spell points at the time the condition is relieved.

Spell Resistance

Spell resistance does not apply to energy damage. For example, spell resistance normally applies to a *fireball* spell by the book; under this system, it does not.

Spells – Healing

Cure spells convert lethal damage to non-lethal. For example, a *cure light wounds* spell that heals 7 points of damage increases the target's hit points by 7, but also increases his non-lethal damage total by 7.

Spells – Summoning

When you first gain a *summon monster* or *summon nature's ally* spell, select one creature from the available list (if you are 1st level, this will be from the 1st level spell). Every time you gain access to a new level of spells, you may select an additional creature to add to your lower-level *summoning* lists, and one to add to the highest level spell you have (assuming you learn a higher level version of the spell).

For example, Gandalf is a 1st level Wizard and he takes *summon monster I* as one of his 1st level spells. He selects celestial dog as his summoned animal. At 3rd level, Gandalf gains access to 2nd level spells. He adds celestial owl to his *summon monster I* list, and learns *summon monster II*, selecting celestial giant bee as his creature.

At 5th level, Gandalf gains 3rd level spells. He learns *summon monster III*, and chooses a celestial black bear for his 3rd level creature. He can select one additional creature for either his *summon monster I* or *summon monster II* list, but no both.

New Spells

Spells from *Dungeons and Dragons Deities and Demigods* and *Book of Vile Darkness* are available. Several of the spells below are available only to Clerics of a particular deity. In such cases, the Level entry reads [God's name Spell Level].

Bard Spell List

2nd Level

Singing sword: Extra attack with weapon that dazes target.

5th Level

Dirge of discord: Creatures in the area suffer a -4 profane penalty to attack rolls, Concentration checks, and Dexterity.

Cleric Spell List

2nd Level

Ehlonna 2 **Stalk:**

St. Cuthbert 2 **Beguiling:**

3rd Level

Wee Jas 3 **Ability Alteration:**

6th Level

Boccob 6 **Disc of Concordant Opposition:**

Druid Spell List

3rd Level

Bear's heart: One ally/level gains a +4 enhancement bonus to Strength, and 1d4 temporary hit points per caster level. Subjects take non-lethal damage afterwards.

Beast claws: You grow claws that deal 1d6 damage.

Bite of the rat: You gain +4 enhancement bonus to Dexterity, +2 enhancement bonus to Constitution, and a bite that deals 1d4 damage.

Water glyph: Violent jet of water erupts from the ground, falls in downpour.

6th Level

Bite of the boar: You gain a +4 enhancement bonus to Strength, +6 enhancement bonus to Constitution, +8 natural armor, and tusks that deal 1d8 damage.

Lava spikes: Stone spikes erupt and trap creatures, dealing damage.

Chapter 6: Magic

Sorcerer/Wizard Spell List

0-Level

Cause minor damage: You deal 1 point of damage to an object.

Repair minor damage: Object regains 1 hit point.

1st Level

Arcane bolt: As *magic missile*, but requires ranged touch attack, and deals 1d6+1 per missile.

Cause light damage: You deal 1d8, +1 per caster level to an object.

Prismatic orb: Colored orb has varying effects based on caster level.

Proficiency: Gain proficiency with held weapon.

Reinforce: Object gains a +5 enhancement bonus to hardness.

Repair light damage: Object regains 1d8, +1 per caster level hit points.

Understand object: Gain knowledge of how a technological item or object functions.

2nd Level

Augment summoning: Your summoned creatures gain a +4 enhancement bonus to Strength.

Body of the sun: You erupt in flames, dealing 1d6 damage to a 5 ft. radius.

Cause moderate damage: You deal 2d8, +1 per caster level to an object.

Repair moderate damage: Object regains 2d8, +1 per caster level hit points.

Singing sword: Extra attack with weapon that dazes target.

Vocalize: Cast spell with verbal component silently.

3rd Level

Cause serious damage: You deal 3d8, +1 per caster level to an object.

Elemental familiar: Change familiar to elemental creature.

Mindless rage: Drives target into a killing rage – focused on killing you.

Repair serious damage: Object regains 3d8, +1 per caster level hit points.

Water glyph: Violent jet of water erupts from the ground, falls in downpour.

4th Level

Cause critical damage: You deal 4d8, +1 per caster level to an object.

Repair critical damage: Object regains 4d8, +1 per caster level hit points.

5th Level

Cloak of the sea: While underwater, you are affected by *blur*, *freedom of movement*, and *water breathing*, and you are immune to hypothermia and pressure.

Repair circle: Object in a 20 ft. radius regain 1d8, +1 per caster level hit points.

6th Level

Crystalbrittle: You reduce a metal object's hardness to 1, and hit points by one-half.

Dirge of discord: Creatures in the area suffer a -4 profane penalty to attack rolls, Concentration checks, and Dexterity.

7th Level

Demolish: You deal 10 points of damage per level to an object.

Restore: Repair all damage to an object or construct.

8th Level

Lava spikes: Stone spikes erupt and trap creatures, dealing damage.

Reattach: Reattach or regrow missing appendages on constructs and items.

Restore, mass: As *restore*, except it repairs multiple items.

9th Level

Recreate: Restore destroyed constructs or objects.

Unbinding: Disrupts spells and effects that bind, restrain, or enthrall.

Ability Alteration

Transmutation

Level: Wee Jas 3

Components: V, DF

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You are able to enhance one or more of your physical ability scores at the expense of another physical ability score. For every 2 points you take from ability score, you gain 1 point to add to another ability score, or to split between the other two scores. You may not reduce an ability score to 5 or less.

Arcane Bolt

Evocation [Force]

Level: Sor/Wiz 1

A missile of magical energy darts forth from your fingertips to strike your enemies. You must make a ranged touch attack to hit, and the missile deals 1d6+1 points of damage.

In all respects other than damage and requiring an attack roll, this spell is identical to *magic missile*.

Augment Summoning

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Summoned creatures in a 20-ft. radius spherical emanation

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is used to augment the abilities of creatures that you've summoned. Creatures that you've summoned who are in the area gain a +4 enhancement bonus to Strength. This bonus lasts until the creature disappears, or leaves the area.

Beguiling

Enchantment

Level: St. Cuthbert 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One oaken or bronzewood club

Duration: 1 min./level or until discharged

Saving Throw: Will negates

Spell Resistance: Yes

This spell imbues the touched club with the power to charm a creature touched with the club as if a *charm person* spell had been cast on the victim, except that the duration of the *charm* is only 2d10 minutes. You may use a non-damaging touch or a normal melee attack to deliver the effect, but if you use a melee attack, the victim receives a bonus to his Will save equal to the damage inflicted.

If a *shillelagh* spell is used in conjunction with this spell, the victim suffers a -1 penalty to his saving throw.

Bear's Heart

Transmutation

Level: Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One ally/level, no two of which may be more than 20 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You turn your allies (up to one per caster level) into fierce warriors. Each ally gains a +4 enhancement bonus to Strength, and 1d4 temporary hit points per caster level (roll once for all targets). When the spell ends, any remaining temporary hit points are lost, and the subjects suffer 1d4 points of non-lethal damage per round that the spell was active.

Beast Claws

Transmutation

Level: Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Beast claws changes your hands and fingers, giving you long, curving claws. This allows you to make claw attacks that deal 1d6 damage, with a threat range of 19-20. When making claw attacks, you are considered armed and proficient. The claws do not hinder manual dexterity or spellcasting.

Bite of the Boar

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You take on certain boar-like qualities, similar to those of a wereboar in hybrid form. Your skin thickens and sprouts stiff, wire-like hairs, and your face becomes boar-like, including tusks.

You gain a +4 enhancement bonus to Strength and a +6 enhancement bonus to Constitution. You gain the benefits of the Blind-Fight feat, and your natural armor bonus improves to +8. You make gore attacks with your tusks,

Chapter 6: Magic

dealing 1d8 damage (1d6 if you are Small size).

Bite of the Rat

Transmutation

Level: Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You take on certain rat-like qualities, similar to those of wererat in hybrid form. Your skin thickens, you sprout extra hair, you grow a long, hairless tail, and you face lengthens, becoming rat-like.

You gain a +4 enhancement bonus to your Dexterity and a +2 enhancement bonus to Constitution. You gain a bite attack that deals 1d4 points of damage (1d3 if you are Small size), and you gain the benefits of the Weapon Finesse feat with your bite attack.

Body of the Sun

Transmutation [Fire]

Level:Clr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Body of the sun causes your body to erupt in flames. These flames do not harm you, and they fill a 5 ft. space around you (all adjacent squares). This illuminates the area as a large campfire, and deals 1d6 points of damage to creatures in the flames (with standard chance for catching on fire). You can move normally while under the effect of this spell.

Cause Critical Damage

Transmutation

Level: Sor/Wiz 4

As *cause light damage*, except the damage is 4d8+1 point per caster level (maximum +20).

Cause Light Damage

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (object); see text

Spell Resistance: Yes

By laying your hand on a construct or object, you deal 1d8 points of damage to it, +1 point per caster level (maximum +5). Ignore the target's hardness – this damage is generated within. Constructs get a Will save to reduced the damage to half.

Cause Minor Damage

Transmutation

Level: Sor/Wiz 0

As *cause light damage*, except the damage is only 1 point.

Cause Moderate Damage

Transmutation

Level: Sor/Wiz 2

As *cause light damage*, except the damage is 2d8 +1 point per caster level (maximum +10).

Cause Serious Damage

Transmutation

Level: Sor/Wiz 3

As *cause light damage*, except the damage is 3d8 +1 point per caster level (maximum +15).

Cloak of the Sea

Transmutation

Level:Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell adapts the target to underwater action. The subject retains his normal form, but appears to compose of water. The target must be in contact with water at the time of the casting.

While under the effects of this spell and underwater, the subject is affected as if by *blur*, *freedom of movement*, and *water breathing*. He doesn't suffer damage from hypothermia or water pressure for the duration.

Outside of the water, the target receives no benefits. As long as the spell duration hasn't expired, the subject can enter and exit the water repeatedly.

Arcane Material Component: A handful of fish scales.

Crystalbrittle

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched, up to 1 cubic ft./level

Duration: Permanent

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell allows the caster to touch a metal object and render it as fragile as glass. If the object fails its saving throw, its hardness is reduced to 1, and its hit points are reduced by one-half.

Arcane Material Component: A small crystal.

Demolish

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object, weighing up to 250 lb./level

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

This spell deals 10 points of damage per caster level to an object or construct. This damage ignores the target's hardness. Constructs get a Will save for half damage.

Dirge of Discord

Enchantment (Compulsion) [Chaos, Evil, Sonic]

Level: Brd 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft. radius spread

Duration: 2d4 rounds + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This creates a chaotic, unholy dirge that fills the area with the screams of the dying, the wails of the damned, and the howling of the mad. Creatures in the area who fail saving throws suffer a -4 profane penalty to attack rolls, Concentration checks, and Dexterity for the duration.

Arcane Material Component: Scrap of cloth from a funeral shroud.

Variant: If the Sanity rules are in use, those who fail to save against this spell must roll a Sanity check (1/1d4) in addition to the normal effects.

Disc of Concordant Opposition

Evocation

Level: Boccob 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates or ½; see text

Spell Resistance: Special; see text

This spell summons forth a multi-colored *disc* that automatically strikes the intended target. Against a target with 5 HD or less, a failed saving throw results in the utter annihilation of the target. Only a *true resurrection* can revive the victim. A creature with 6 HD or more suffers 5 points of damage per caster level, with a successful saving throw reducing the damage to one-half. Spell resistance of 18 or less has no effect against the *disc*, but creatures with a spell resistance of 19 or better are immune to the spell.

Elemental Familiar

Transmutation

Level: Sor/Wiz 3

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

In order to cast this spell, the caster must have a regular familiar. The spell

Chapter 6: Magic

transforms the familiar into a Tiny Elemental. The caster selects the type of elemental (Air, Earth, Fire, Water). The familiar retains its basic shape, but is in every way an elemental.

The caster loses any special ability previously gained from the familiar, but gains the following abilities.

- *Air* – master gains a +2 bonus to initiative checks (this stacks with Improved Initiative).
- *Earth* – master gains a +1 natural armor bonus.
- *Fire* – master gains a +3 resistance bonus to save versus fire-based attacks.
- *Water* – master gains a +1 resistance bonus to Fortitude saving throws.

Only a *limited wish*, *miracle*, *wish*, or divine power can restore a familiar to its previous state. The caster can cast the spell only on his familiar. Most familiars consider this a harmless effect and do not roll saving throws, but if the creature resists, a Fortitude save negates the effect.

Arcane Material Component: A sample of air, earth, fire, or water.

XP Cost: 500.

Lava Spikes

Conjuration [Creation]

Level: Drd 7, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature /3 levels, all of whom must be in contact with the ground and no two of whom can be more than 20 ft. apart

Duration: 1 round/3 levels

Saving Throw: Reflex negates

Spell Resistance: Yes

With the casting of this spell, spikes of red-hot stone leap up from the earth to cage creatures that are in contact with the ground. The cage deals 3d6 points of bludgeoning damage and 10d6 points of fire/heat damage.

The stones then immediately cool and hold the creature(s) in place. Creatures held by the stones are pinned but benefit from three-quarters cover. The stones hold the creatures until the end of the spell's duration, after which they become brittle and crumble away to dust. Creatures held by the stones can break free with a successful DC 35 Strength check or DC 30 Escape Artist. Should other beings attempt to free the trapped creatures, treat the stones as foot-thick masonry walls.

Creatures that make successful Reflex saves when the spell is cast avoid the stones completely.

Mindless Rage

Enchantment (Compulsion) [Mind-affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Mindless rage fills a target with fury – he has one desire and that is to kill that caster of the spell. The target will attack barehanded or with a melee weapon. He cannot attack with spells, spell-like abilities, psionics, psi-like abilities, supernatural abilities, or ranged weapons. He will move into melee range with the caster as soon as possible.

Note however, this spell does not make the target stupid or suicidal. He will not charge off a cliff in order to get to the caster. The target of the spell suffers the same kill and feat restrictions as a character using the Rage ability.

If this spell is used on a creature with the Rage ability, the creature gains his normal Rage bonuses, and uses up a daily Rage slot.

Arcane Material Component: A scarlet cloth waved at the target.

Primal Lightning

Evocation

Level: Clr 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One undead creature/3 levels, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Reflex ½ (see text)

Spell Resistance: Yes

When this spell is cast, bolts of positive energy leap from the air near the caster to strike designated undead. The caster can generate one bolt for every three full levels he has. However, no more than one bolt can affect a given undead creature per casting of the spell.

Undead struck by a bolt suffer 1d6 damage per caster level, due to positive energy and are knocked prone. A successful Reflex save allows the creature to suffer only one-half damage and to remain standing.

Prismatic Orb

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell creates an orb of varying hue in the caster's hand. The caster throws the orb at a target with range – this requires a ranged touch attack. The color of the orb determines the effect.

Caster Level	Orb Color	Effect
1	Pearly	1d4 damage, acts as a <i>light</i> spell
3	Ruby	1d6 damage, plus target rolls a Fortitude save or suffers one point of temporary Strength damage
5	Fiery Red	1d8 points of fire damage (Reflex save for ½)
7	Amber	1d10 damage, plus target rolls Fortitude save or is blinded for 1d4 rounds
9	Emerald	1d12 damage, plus creates a stinking cloud that lasts for 1 round/level
11	Turquoise	2d8 damage plus magnetizes all ferrous items within 5 ft. for 1d4 rounds (Strength 25)
13	Sapphire	2d4 damage plus target rolls a Fortitude save or is paralyzed for 2d4 rounds
15	Amethyst	Fortitude save or petrified; if successful, target is <i>slowed</i> for 1d4 rounds
17	Ashen	Fortitude save or 20 points per caster level; if successful, affected by a randomly determined lesser color

The caster may always choose to use a lesser color.

Arcane Material Component: A gem of the appropriate color (or clear, such as a diamond) worth at least 250 gp.

Proficiency

Transmutation

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You plus items held

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to gain proficiency with whatever item he is holding during the casting. For example, if the caster is holding a long sword in one hand and a light crossbow in the other, he gains proficiency with both of those weapons. He does not gain proficiency with any other melee weapons or crossbows.

The caster may set the items down and pick them up again and retain proficiency in them until the spell duration ends.

This spell does not provide any information about magical items, nor does it reveal if an item is magical.

Reattach

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One object, weighing up to 250 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The target item or construct's missing parts reattach to it. If the parts are touched to the area from which they were severed, this takes one full round. Otherwise, entirely new parts seem to grow from within the target and attach themselves where the original parts were. This takes 2d10 rounds.

The spell also repairs 1d8 points of damage, +1 per caster level (maximum +20).

Items or constructs that have been entirely destroyed are not affected by this spell.

Recreate

Transmutation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 10 minutes

Range: Touch

Chapter 6: Magic

Target: One object, weighing up to 250 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Items or constructs that have been destroyed can be recreated by this spell. As long as you have at least 1% of the item remaining, you can cast this spell on it. The item is fully restored by the spell.

Reinforce

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You reinforce an object. It gains a +5 enhancement bonus to hardness.

Repair Circle

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: 20 ft

Targets: All objects and constructs within a 20 ft. radius burst centered on the caster

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Objects and constructs in the area regains 1d8, +1 per caster level (maximum +20) hit points.

Objects that have been destroyed cannot be repaired by this spell.

Repair Critical Damage

Transmutation

Level: Sor/Wiz 4

As *repair light damage*, except the object regains 4d8, +1 per caster level (maximum +20) hit points.

Repair Light Damage

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The object or construct touched regains 1d8 hit points, +1 per caster level (maximum +5).

Objects that have been destroyed cannot be repaired by this spell.

Repair Minor Damage

Transmutation

Level: Sor/Wiz 0

As *repair light damage*, except the object regains 1 hit point.

Repair Moderate Damage

Transmutation

Level: Sor/Wiz 2

As *repair light damage*, except the object regains 2d8, +1 per caster level (maximum +10) hit points.

Repair Serious Damage

Transmutation

Level: Sor/Wiz 3

As *repair light damage*, except the object regains 3d8, +1 per caster level (maximum +20) hit points.

Restore

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched, weighing up to 250 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The object or construct touched is completely restored (all damage repaired) and looks as good as new. *Restore* does not remove negative levels or permanently

drained levels, nor does it restore lost limbs or appendages, only damage.

Objects and constructs that have been completely destroyed cannot be repaired by this spell.

Restore, Mass

Transmutation

Level: Sor/Wiz 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more objects (each weighing up to 250 lb./level), no two of which can be more than 30 ft. apart

As *restore*, except as noted above.

Singing Sword

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Singing sword (which can actually be cast on any melee weapon) causes the weapon to emit magical music for the duration. The spell allows the wielder of the weapon to make an extra attack with the weapon when he makes a full-attack action. This extra attack is at his highest attack bonus. If successful, the weapon deals no damage, but the target is dazed for one round.

Stalk

Transmutation

Level: Ehlonna 2

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You endow the recipient with great stealth ability that functions only in woodlands. If the target remains stationary, he cannot be detected by non-magical means by any creature within 30 ft. If the recipient moves, he can be detected, but he gains a +10 enhancement bonus to Hide and Move Silently checks. The spell lasts for 10 minutes per caster level, or until the recipient makes an attack.

Unbinding

Abjuration

Level: Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: 180-ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast an *unbinding* spell, a burst of force erupts from your body and magically destroys any spells that contain, constrain, or seal, with the exceptions noted below.

The *unbinding* negates *charm* and *hold* spells of all types, *arcane locks* and similar closures, spells that create physical or magical barriers (*wall of stone*, *wall of force*), *guards and wards*, *temporal stasis*, and *slow* spells, among others. The effect of a *statue* spell is ended. A *magic jar* is shattered—forever destroyed—and the life force within snuffed out. In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 feet (including *magic mouth*, *imbue with spell ability*, and so on).

Protective spells such as *protection from evil*, *shield*, *globe of invulnerability*, and similar spells are not affected by an *unbinding*. Petrified creatures are neither revealed nor restored. Individuals bound to service are not freed (including creatures such as familiars, invisible stalkers, genies, and elementals).

An *antimagic field* is not affected, nor will the effect of *unbinding* penetrate one. A *magic circle against evil* (or another alignment) that currently holds a creature imprisoned is dispelled.

Curses and *geas/quest* spells are negated only if the caster is of a level equal to or greater than that of the original caster.

All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are effective, including those of allies. The opening of locks or other closures triggers any alarms or traps attached to them.

Any released creature may or may not be friendly to the caster.

Arcane Material Components: A lodestone and a pinch of saltpeter.

Understand Object

Divination

Level: Clr 1, Sor/Wiz 1

Chapter 6: Magic

Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Understand object determines the non-magical functions of an object or technological item. The caster must handle or touch the object throughout the casting time and spell duration to gain any knowledge. If the item has more than one function, the spell identifies its most general or most likely use. Casters can gather further information about the item only through additional uses of the spell. *Understand object* does not reveal magical functions (as *identify* would), only mechanical operations.

The spell is used most often to help casters understand the nature and use of an object from another technological level (such as a firearm found in a world where such weapons don't normally exist), or to gain some clues to extremely complex gadgets or puzzles.

If used in the latter manner, however, this spell can prove very, very dangerous. Using *understand object* to figure out how a trapped device operates can be disastrous, as the spell does not distinguish a harmful non-magical trap from any other gadget. Moreover, since the spell starts with the easiest or most general effect first (and traps are often much easier to trigger than non-trap functions of an item), *understand object* may just tell you how to kill yourself.

For example, a character might cast the spell on three interlocking rings found on what appears to be the locking mechanism of a box. The first use of the spell tells the caster that the interlocking rings are, indeed, a locking mechanism and they have to be turned in a certain way to cause a needle to spring out of the box (a trap, though the spell doesn't tell the caster that). On a second use of the spell, the caster learns that turning the interlocking rings also can cause the box to open. Since the interlocking rings have no other function, further uses of the spell reveal nothing. If opening the box causes an *energy trap* to go off in the opener's face; that is not revealed, since *energy trap* is a magical effect.

Nevertheless, when the spell is used in its most basic way, it can be a boon to adventurers who encounter technological items and strange objects that they have no way of understanding without help. New exotic weapons, high-tech gadgets, and the like are the province of *understand object*.

Vocalize

Transmutation
Level: Sor/Wiz 2
Components: S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None
Spell Resistance: No

This spell allows you to cast a spell with a verbal component without having to enact the verbal component. You cast this spell, and then within one round, you must cast the spell to be *vocalized*.

Water Glyph

Conjuration [Creation]
Level: Drd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effects: 6 ft.-diameter cylinder, 20 ft. high
Duration: 1 round/level (D)
Saving Throw: Special; see text
Spell Resistance: Yes

This spell causes a violent jet of elemental water (6 ft. in diameter) to erupt from the ground. It rises to a height of 20 ft. before cascading back down as a heavy downpour. This downpour drenches everything within a 10 ft. radius of the column. The downpour extinguishes open flames and has a 50% chance of extinguishing protected flames (such as a lantern). Within or through the downpour area, visibility ranges are half-normal, Listen and Spot checks, and ranged attacks suffer as if in *Heavy Rain*.

The jet of water is very powerful. Any creature that comes into contact with the jet is buffeted violently for 1d6 damage per round of contact. Creatures can attempt to move through the jet of water with a successful DC 17 Strength check, but those doing so suffer 1d6 damage. The jet provides cover as a solid object of its dimensions. Creatures that fail the Strength check suffer damage and are knocked prone in the space they tried to enter the jet from.

A creature that is standing in the area of the water spout when the spell is cast can negate the damage with a successful Reflex save, provided the creature can and does move out of the area by the shortest possible route.

Although this spell generates a great volume of water, the elemental droplets are volatile and dissipate in one round. Thus, this spell cannot be used to fill receptacles or drown opponents.

Arcane Material Component: A vial of relatively pure water.

CHAPTER 7: GODS

The following information is for the gods presented in *Dungeons and Dragons Player's Handbook* [3.5]. Information on the other gods of the Flanæss will be available in a forthcoming document.

God	Controls	Race	Align	Gender	Weapon
Boccob the Uncaring	Magic, arcane knowledge, foresight, balance	Unknown	N	Male	Quarterstaff
Corellon Larethian	Elves, magic, arts and crafts, music, war	Elven	CG	M/F	Longsword
Ehlonna of the Forests	Forests, woodlands, flowers	Unknown	NG	Female	Longbow/sword
Erythnul the Many	Hate, envy, malice, panic	Oeridian	CE	Male	Heavy mace
Fharlanghn Horizon Dweller	Horizons, distance, travel, roads	Oeridian	N	Male	Quarterstaff
Garl Glittergold	Gnomes, humor, wit, illusion, gemcutting, jewelers	Gnome	NG	Male	Battleaxe
Gruumsh One-Eye	Orcs, war, territory	Orcish	CE	Male	Spear
Heironeous the Invincible	Valor, chivalry, honor, justice, war	Oeridian	LG	Male	Battleaxe
Hextor Herald of Hell	War, tyranny, discord, massacres	Oeridian	LE	Male	Flail
Kord the Brawler	Strength, athletics, sports, brawling	Suloise	CG	Male	Greatsword
Moradin	Dwarves, creation, smithing, engineering, war	Dwarven	LG	Male	Warhammer
Nerull the Reaper	Death, darkness, murder	Flan	NE	Male	Scythe
Obad-Hai the Shalm	Nature, woodlands, freedom	Flan	N	Male	Quarterstaff
Olidammara the Laughing Rogue	Music, revels, rogues, wine, humor, trickery	Unknown	CN	Male	Shortsword
Pelor the Holy Light	Light, sun, strength, healing	Flan	NG	Male	Heavy mace
St. Cuthbert of the Cudgel	Common sense, honesty, zeal, discipline, retribution	Unknown	LG	Male	Club
Wee Jas the Enchanting	Magic, death	Suloise	LE	Female	Dagger
Yondalla	Halflings, protection, fertility	Halfling	LG	Female	Shortsword

Boccob

The Uncaring, Lord of All Magic

Boccob (BOK-kob) is known throughout the Flanæss, oversees the maintenance of magic's existence on Oerth, and is interested in the creation of new magic items and spells (he is said to have a copy of every magic item made by mortals). He sees that Oerth's magic is declining and will eventually fade away; he combats this effect and suspects that Tharizdun is responsible. He is distant from all other gods save his servant Zagyg. Shown in purple robes with shimmering runes of gold, Boccob carries the first *staff of the magi*; an eye within a pentagram is his symbol.

Seek balance above good, evil, law, or chaos. Fight to push back the encroachment of good just as you would the oppression of evil. Magic is the most important thing on Oerth, and it must be preserved so that the balance can be preserved.

Churches are protected from outside interference, and those within devote most of their time to research, particularly prophecies, which they guard carefully lest they fall into the wrong hands. In lands where the forces of Law, Chaos, Good, or Evil grow too strong, churches of Boccob are built to balance those forces.

Boccob's priests are expected to seek out knowledge wherever it may be found. They are devoted to the pursuit of knowledge, especially that dealing with arcane matters. Many engage in quests and go on adventures in the hopes of recovering some lost bit of arcane lore. When a priest is too old to adventure anymore, he will normally settle down either in a place with an established temple to Boccob, or in a place that he feels needs one. These temples serve as repositories of knowledge and artifacts, and as training grounds for new priests. Many spend their time contemplating arcane works, others spend their time copying works for distribution to other temples.

The Church of Boccob is very hierarchical, with promotion being based on knowledge, magical skills, cleverness, and successful questing. In order to advance a rank, a priest must succeed in a series of tests. These tests challenge the character's arcane and general knowledge, magical ability, cleverness, and resourcefulness. The priest is required to locate and bring back a rare magical item. The three highest-ranking members of a church decide on his success. A priest's ranking can be determined by the width of the trim on his robes as follows:

Width	Rank
½ inch	Blind Seeker
1 inch	One-Eyed Seeker
1½ inches	Seeker
2 inches	Far Seeker
2½ inches	Finder
3 inches	Master Finder
3½ inches	High Finder
4 inches	Collector
4½ inches	Master Collector
5 inches	High Collector

Allies: Zagyg.

Foes: None.

Symbol: A purple eye on a golden pentagon.

Manifestation: Boccob does not manifest on the material plane. If he feels the need to communicate with his followers, he will usually dispatch the mad Archmage to deliver his message.

Day-to-Day: The daily activities of the priests of Boccob are rather mundane unless a priest is testing or adventuring, mainly consisting of studying, teaching and cataloging.

Holy Days/Important Ceremonies: The last Godsdays of every moth is a day for worship, during which the priests perform complex rituals and read from works of knowledge. The nights when both Luna and Celene are full or new are special nights. On these nights, priests gather to perform any unusually potent magicks that are required. Those who finish a test on one of these nights is considered to be especially blessed.

Affiliated Organizations: Officially, none. Unofficially, many magi guilds and universities have ties with local Churches.

Vestments: Purple robes with gold trim. Higher-ranking priests may have trim made of actual gold threads. The holy symbol of Boccob, a 6-inch gold pentagon, set with an amethyst eye, is worn on a golden chain about the neck.

Clerics

Domains: Knowledge, Magic, Trickery

Prestige Domains: Creation, Divination, Mind, Summoning

Weapon of the deity spell: +1 spell storing quarterstaff.

Corellon Larethian

Corellon Larethian (CORE-eh-lon lah-RETH-ee-yen) is the creator of the Elvenfolk, the embodiment of the highest of Elven ideals. He is a god of war, crafts, and magic. He preaches vigilance against evil, and especially against the return of the Darkness. While the other Elven deities enjoy life and celebrate existence, Corellon stands vigilant; a sentry against enemies. He is also a god of learning, ever open to new knowledge. His priesthood is small, an rather informal. The priests are expected to live the highest of Elven ideals and act as examples to the rest of the People. They are expected to be leaders in many ways. The priesthood is led by the Chosen One, a priest who is picked by Corellon on the nights when Celene is in the crescent.

Allies: Sehanine.

Foes: Gruumsh, Lolth.

Symbol: A crescent Celene.

Manifestation: The manifestations of this god often take the form of falling stars, sudden inspirations, or a felling of a sudden surge of physical strength.

Day-to-Day: The priests spend much time developing and teaching arts and crafts, magic, and martial skills. They are often called upon to mediate disputes, and to maintain diplomatic relations with other Elven churches and sylvan sects.

Holy Days/Important Ceremonies: The priests hold and lead services every Godsdays. On night when Celene appears as only a crescent shape in the night sky, the priests hold large gatherings, performing great magicks and giving thanks. On the nights when Celene is new, the priests spend many hours, usually the entire night, in deep meditation and communion.

Affiliated Organizations: None

Vestments: The priests wear cloaks of sky-blue, and amulets made of a bluish metal in the shape of a crescent moon as a holy symbol.

Clerics

Domains: Chaos, Good, Magic, Protection, War.

Prestige Domains: Community, Creation, Divination, Exorcism, Glory,

Chapter 7: Gods

Mind, Mysticism, Summoning.

Weapon of the deity spell: +1 keen longsword.

Ehlonna

of the Forests

Ehlonna (eh-LOHN-nah) is a very old goddess. She combats those who would harm or despoil the forest of its resources and beauty. Shown as either a dark-haired human woman or a golden-haired elf maid (in which form she is known to many as Ehlenestra), she is served by Novelee, an angel whose heart is so pure it makes unicorns weep. She has a hostile rivalry with Obad-Hai, but is friendly with the elven gods and most good-aligned deities. Her symbol is the unicorn.

The woodlands are a beautiful place full of life. The secrets of the forests should be learned and taught so that people can live in harmony with nature. Those who would harm or exploit the woodlands must be driven out or destroyed. The plants and animals of the forest are things that nature gives as gifts, not things to be stolen.

Most of Ehlonna's clergy are female, whether human, elven, or fey. They live in the forests, are friendly with rangers and druids, and watch for encroaching nonhumans, hunters, and loggers. They educate those who wish to live in harmony with the forest, just as the animals do. They are gentle in their first warning to those who would harm the forest and ruthless in stopping those who persist. They travel to spread their teachings or to protect a forest in danger.

The priesthood of Ehlonna is rather informal, and there are no large temples or churches bearing her name. The priests often have small shrines set up in sylvan settings, and there are small shrines found in villages near the woodlands occasionally.

Each priest of Ehlonna has a species of plant that is treated as a special ward. The priest does not have to protect every individual plant, but must work to ensure that the species thrives as a whole, and that the common folk respect it for any special properties it may possess. Most of the priests will carry the plant's seeds with them, planting them in appropriate locations.

Allies: None.

Foes: Obad-Hai, Most Orcish and other humanoid gods, those who would despoil nature.

Symbol: A unicorn horn.

Manifestation: Ehlonna's manifestations are normally an unusual occurrence in nature; animals acting unusually, plants moving on their own, etc. If a priest spots a unicorn, this is considered an excellent omen, unless the unicorn flees, which is considered the worst omen Ehlonna can deliver.

Day-to-Day: The priests of Ehlonna spend much of their time simply dwelling in their beloved forests, guarding against trouble. Some work to teach others how better to interact with the woodlands.

Holy Days/Important Ceremonies: The Godsdays of every festival week is a holy day, observed for the ending and coming of life to the forests. During the festival weeks, the priests eat natural, simple foods, drink wine, sing, dance, and intake unusual herbs.

Affiliated Organizations: The Rangers of the Gnarly Forest count a number of Ehlonna's priests in their ranks.

Vestments: Pale green robes over camouflaged armor. They carry the holy symbol of Ehlonna, a golden (false) unicorn horn, roughly 10 inches long. Some may wear this as a necklace, others carry it as a weapon (treat as a dagger).

Clerics

Domains: Animal, Good, Plant, Sun.

Prestige Domains: Beastmaster, Creation, Exorcism, Glory, Mysticism, Summoning.

Weapon of the deity spell: +1 frost longbow or +1 frost longsword (once selected, remains unchanged).

Erythnul

The Many

Erythnul (eh-RITH-nul) is the undisciplined counterpart to Hextor, possibly predating him and losing worshipers to his ordered and intelligent rival. This Oeridian god is a terrible sight to behold, with ruddy skin, red garments, a brutally strong build, and a great stone mace that is pierced to cause a fear-inducing shriek when he swings it. His title comes from his appearance in battle, as his features change between human, gnomish, bugbear, ogre, and troll, and his spilled blood becomes an allied creature of like type. His symbol is a red blood drop or a hideous mask.

Destroy anyone who would take what is yours away from you. Covet that which you do not own. Blessed is he who can take something from a rival. Maim those you cannot destroy, and cause fear in the hearts that you cannot maim. Bloodshed for its own sake is reason enough, and if you can shed the blood of a hated enemy, so much the better. When Erythnul's gift of blood rage comes upon you, be sure to use it well.

Any site where great bloodshed has occurred is considered a holy place by the church. Erythnul's clerics are cruel, sadistic, and hateful. They foment rebellion, murder, and riots in civilized areas, lead troops of bandits, raiders, or nonhumans, and commit murder when they grow bored. They deface beautiful things and disfigure attractive people for fun. They aren't above betraying their own allies to suit their own motives or protect their own hides. They travel to bring ugliness and strife to pleasant places or to escape those that would persecute them.

Allies: None.

Foes: Most goods of Good, Joramy.

Symbol: A blood drop.

Manifestation: Manifestations from Erythnul can take many forms, as the god can himself. If he is truly displeased with a priest, the priest may just drop dead. He may sometimes manifest as a humanoid of changing visage.

Day-to-Day: The priests of Erythnul spend their time killing, stealing, and reveling in the blood they shed.

Holy Days/Important Ceremonies: For the most part, any day two or more priests get together is a holy day, one during which they go and stir up as much havoc as possible. The night of Darkness, when both Luna and Celene are New is especially holy, since in the darkness, people are more prone to panic and fear. During these nights, the priests will often go find and capture victims, bringing them back for rituals that involve shrill instruments, drums and gongs played in discord, large fires, and sacrifices, burnt offerings.

Affiliated Organizations: None

Vestments: Priests dress in red furs and rust-colored garments and armor. During ceremonies, they wear white robes splattered with blood, and masks depicting Bugbears, Ogres, Gnolls, and Trolls. They all wear an amulet that is the holy symbol of Erythnul; several drops of the priest's blood, solidified and frozen in time.

Clerics

Domains: Chaos, Evil, Trickery, War.

Prestige Domains: Madness, Mysticism, Pestilence, Summoning.

Weapon of the deity spell: +1 mighty cleaving heavy mace.

Fharlanghn

Dweller on the Horizon

Fharlanghn (far-LAHNG-un) is shown as a seemingly old man with leathery, wrinkled skin and young-seeming bright green eyes. Brother of the Oeridian god Celestian, he is on amiable terms with non-evil earth gods and several nature gods, and is sometimes tied to Atroa. His symbol is a wooden disc carved with the curved line of the horizon, and he carries a magical version of this symbol called the *Oerth Disc*. He is the patron of those who walk or ride long distances (including travelers in tunnels, and as such is praised by those who must use mountain passes or travel the Underdark).

People need to move about and see new things. Be open to travel, as the world may change overnight and you may be in need of a new home or perspective. Look to the horizon for inspiration—the far end of the world has new peoples, new cultures, new magic, and new roads to walk.

The church is comprised of wandering clerics (who favor green and minister to those on the roads) and settled clerics (who favor brown and are usually older clerics whose wandering days are behind them).

Clerics of Fharlanghn are encouraged to travel the world and see new things. They bless caravans, explore exotic lands, scout for armies, and record lore on distant places and people. Because they learn many languages and cultures, they act as translators and diplomats. Many aid in constructing of roadways and bridges, and a pair of shoes made by one of his clerics is held to last longer than any other.

Allies: Celestian.

Foes: None.

Symbol: the Oerth Disc.

Manifestation: The manifestations of this deity often appear as changes in the horizon, with it growing nearer or farther, or an increased or decreased movement rate, a broken wagon wheel, etc.

Day-to-Day: The traveling priests spend their days, well, traveling. Going new places, exploring, recording with art, writing, songs, whatever they encounter. The urban priests spend their time blessing new journeys, telling tales of their travels, and training new priests.

Holy Days/Important Ceremonies: There are no real holy days for Fharlanghn. Instead, when a priest encounters a shrine or temple, he will normally stop for a short time, and if he has companions, they will swap tales, drink, and food while bestowing blessings on the simple folk who are near. Even the urban priests try to engage in such a ceremony at least once per month (more often if possible, since in the urban settings, this turns into a big party).

Affiliated Organizations: The priesthood of Celestian.

Vestments: Urban priests wear simple brown robes. The traveling priests wear durable clothing and green robes. Both types carry the holy symbol of Fharlanghn, a wooden disc, roughly 6 inches in diameter, with a curved line across it, representing the horizon, with a blue sky, brown earth, and golden sun.

Clerics

Domains: Luck, Protection, Travel.

Prestige Domains: Celerity, Community, Summoning.

Weapon of the deity spell: +1 defending quarterstaff.

Garl Glittergold

The Priceless Gem

Garl Glittergold (garl GLIHT-er-gold) is the father of the Gnome race, a being of whom many tales are told. His exploits are legendary, and the basis for many Gnome songs. He teaches that force is the last resort, called upon only when trickery and deceit fail. The priesthood is not large, but all Gnomish communities have temples and churches in Garl's name. The priesthood is "led" by the King of

Chapter 7: Gods

Jests, but if he performs his tasks poorly, the clergy has the power to remove him.

Humor is your weapon, your shield, and your ally. Always keep it with you, yet never fail to share with others. Ignorance and complacency are dangerous – always strive for knowledge, and a better way. Remember, a foe need not be killed to be defeated.

Garl's clerics serve as guardians and protectors of the Gnomish communities, maintaining vigilance against the kobolds and other races. They instruct the young using earthy practicality spiced with humor. The clerics also maintain extensive archives of Illusion spells (arcane and divine), practical jokes, trap designs and stories. They build small shrines and chapels; buildings that are easily defended and often trapped.

Allies: Most of the Gnomish gods.

Foes: Most Goblinoid gods.

Symbol: A gold nugget.

Manifestation: Garl's manifestations take many forms, such as things moving about telekinetically, illusions making the target appear momentarily foolish, and similar, usually harmless forms.

Day-to-Day: Garl's priests serve Gnomish communities as both protectors and educators. Most are skilled in some form of stone or gem craft, and many spend their time working at these tasks. They spend some time investigating the Goblinoid races, especially the kobolds, and thwarting the plans of those races. They maintain archives of jokes, jests, tricks, and tales.

Holy Days/Important Ceremonies: The priests hold services every Godsdays (and it is not unusual for at least one priest to pull a prank on this day), and on the Godsdays of the festival weeks, the priests often attempt their greatest pranks and jokes. If, on a festival Godsdays, a priest pulls off a truly outstanding prank or joke, he is crowned King of Jest until the next festival.

Affiliated Organizations: None.

Vestments: The priests wear common, well-made clothing, often trimmed or accessorized with gold. All carry or wear a golden nugget* as a holy symbol.

Clerics

Domains: Good, Protection, Trickery.

Prestige Domains: Community, Creation, Exorcism, Mysticism, Summoning.

Weapon of the deity spell: +1 throwing battleaxe.

*If this nugget were to be appraised for its simple gold value, it would be roughly worth 200 gold pieces.

Gruumsh

One-Eye, He Who Never Sleeps

Gruumsh (GROOMSH) is the fierce Orcish god of war and territory. He rules the other Orcish gods with an iron fist. He is depicted as a hulking orc clad in blackened half-plate armor. His left eye is a jagged socket and he wields a massive spear. He leads the Orcish race against the Elves, especially Corellon Larethian, to whom Gruumsh lost his eye – according to the priests of Gruumsh, Larethian stole his eye because the Elven god couldn't beat Gruumsh in single combat.

Remain strong; remove the weak – including your enemies, but also from your own blood. Work constantly to take that which is ours.

Priests of Gruumsh often serve as chiefs and war leaders of the clans. They decide who in the clan is weak and should be culled.

Allies: None.

Foes: Corellon Larethian, Elven Pantheon, Dwarven Pantheon.

Symbol: A jagged Elven ear.

Manifestation: Gruumsh's manifestations often take the form of offenders falling dead.

Day-to-Day: The clerics maintain battle readiness among the Orcs. They plan actions against Elves, Dwarves, and other communities. They spend their free time sacrificing sentient creatures to Gruumsh or drilling in martial techniques.

Holy Days/Important Ceremonies: Gruumsh has few holy days. The *Night of Spite* is an important day – when Celene is full, the Orcs often perform raids and other attacks under the watchful eye of the Elven gods as a challenge.

Affiliated Organizations: None.

Vestments: Gruumsh's priests wear durable, deep red and black clothing, and armor – half-plate when available. They wear a bronzed Elven ear – each priest must hunt and take the ear when he first is accepted into the priesthood.

Clerics

Domains: Chaos, Evil, Strength, War.

Prestige Domains: Creation, Domination, Madness, Mysticism, Summoning.

Weapon of the deity spell: +1 returning spear.

Heironeous the Invincible

Heironeous (hi-ROE-nee-us) is the Oeridian battlefield champion of all that is right and good. He wages war against evil of all sorts, especially his half-brother and nemesis, Hextor. He is tall, with coppery skin, auburn hair, and amber eyes, and wears fine chain. At his birth, Heironeous' skin was imbued with a secret

solution called *meersalm* that protects him from all but the most powerful weapons.

The world is a dangerous place that poses a never-ending series of challenges to those who fight for justice and protection of the weak and innocent. One must act honorably at all times, and uphold the virtues of justice and chivalry in word and deed. Danger must be faced with certainty and calm, and glory is the reward for defeating evil, while virtue is the reward for upholding the tenets of Heironeous.

Heironeous' church is very militaristic, championing causes and crusading to eliminate evils. His clerics travel the world, fighting evil as dictated by their church commanders. Older clerics work as judges, strategists, and military instructors. Many of the most powerful clerics of Heironeous have themselves embalmed alive with *meersalm* to gain its protective benefits, although some have not survived the process.

Allies: None.

Foes: Hextor, Erythnul.

Symbol: Seven silver arrows, fanned outward (The Seven Arrows of Justice).

Manifestation: Manifestations from this god sometimes take the form of weapons shattering, armor rusting, weapons glowing, etc.

Day-to-Day: The priests spend much time engaging in martial trainings and teaching, and often mount campaigns against forces of evil threatening the area. They spend an inordinate amount of time seeking out and destroying the forces of Hextor.

Holy Days/Important Ceremonies: The priests hold services on every Godsdays, and they hold great services and celebrations on days commemorating great victories won by the forces of good, and especially successful campaigns against the pawns of Hextor.

Affiliated Organizations: The Silver Arrows of Justice.

Vestments: Priests wear dark blue robes trimmed in silver. Priests of particularly high station will often have trim made of actual silver or even platinum. When traveling or preparing for combat, the priests don gleaming chain mail, with a tabard over it that resembles the normal robes. Precious metals are not used in the tabards unless they are enchanted. All of his priests wear a holy symbol, a necklace, roughly 6 inches long, of the Seven Arrows of Justice.

Clerics

Domains: Good, Law, War.

Prestige Domains: Exorcism, Glory, Inquisition, Mysticism, Summoning.

Weapon of the deity spell: +1 shock battleaxe.

Hextor

Herald of Hell, Scourge of Battle, Champion of Evil

Hextor (HEKS-tor) is the arch-foe of Heironeous, his brother and fellow Oeridian war god. He seeks to conquer or destroy any that oppose him. He is depicted as a handsome man with dark hair and light skin when shown as a god who rules through strength, but takes the visage of a gray-skinned, horrible six-armed being when shown in his more violent aspect. He uses a different weapon in each arm and wears iron scale armor with many skull decorations. His icon is the *Arrows of Hate and Discord*, six red arrows fanned outward.

The world is a dark and bloody place where the strong rule the weak, and power is the only reward. It is often necessary to be cruel and merciless in the pursuit of ones goals, and achieving those goals can have harsh consequences. Order must be forged out of chaos and law out of anarchy. The forces of tyranny must be obeyed and dissenters must be oppressed or destroyed.

Most of Hextor's temples are built on the sites of great battles where many were slaughtered. Hextor's clerics constantly train themselves in the arts of war, for they plan or lead attacks on rebels and do-gooders. Many serve petty or powerful leaders, and others still have achieved significant political positions of their own, particularly in the Great Kingdom. Individuals and small groups strike out from established churches to sow dissent in enemy lands, bringing down foreign nations from within so that the arms of Hextor may conquer.

It is said that Hextor is also despised by the Lords of Nine, the Archdukes of Hell. Tales say that he was once (and some say still is) one of their devilish number, but was banished for his ascension into a true god. He fled to Acheron, where he marshals his armies across his iron realm, The Scourge. Other tales tell of the Archdukes aid in Hextor's ascension. His priests neither deny nor confirm these tales, but they do say that their god was not banished from the Hells, but departed on his own accord. It is known that Hextor occasionally travels to the Hells.

Of all the Champion of Evil's foes, none are more hated by Hextor than Heironeous, his good-aligned sibling. When they were offered a choice of paths to follow by the other gods, Heironeous followed the path of Law and Goodness. Hextor, who had always hated his brother, chose the path of Evil, just to spite Heironeous.

The two appeared evenly matched, but Heironeous was continually victorious over his brother. Tales say that the Archdukes, anxious to increase their power, came to Hextor and offered him their infernal power. Hextor accepted and was granted his six arms and other, less obvious, powers. With these limbs, he was nearly invincible in combat, able to stand against Heironeous and any other god. The Archdukes were too clever, though, for with this newfound power, Hextor was quick to break his ties to the Hells, thus depriving the Archdukes of the powerful tool they had desired.

Hextor is malicious and spiteful, going to great lengths to harm or slight anyone who has offended him. He is also recognized as one of the foremost generals among the gods, with strategic and tactical skills unmatched save for

Chapter 7: Gods

Heironeous. Hextor's arrogance is great indeed, but he is not so proud that he thinks himself invulnerable to sedition. He sees threats where they do not exist, and will end such "threats" quickly and violently.

Allies: Erythnul.

Foes: Heironeous, The Lords of Nine, Pholtus, Zilchus.

Symbol: Six red arrows fanned outward (The Arrows of Hate and Discord).

Manifestation: Manifestations of Hextor include grisly omens of warning; stones bleeding; strange, haunting melodies played by some vile, ghostly trumpet; the sounds of battle; skulls appearing in the air.

Day-to-Day: On a daily basis all worshipers of Hextor partake in strenuous exercise and combat practice. They also sing short hymns to Hextor before combat, and will follow various ceremonies with the blowing of wind instruments (usually horns and trumpets). Often the lower-ranking priests are required to perform menial tasks given to them by their superiors. Disobeying a superior is rare (and usually fatal) unless the superior is challenged and slain. Favors are rarely granted by these priests, and on those rare occasions there is always a price attached to them. Priests of the faith are expected to tithe 5% of their annual income to the church. Tithes and taxes are levied by the priests upon the peasants of the Great Kingdom to help support the immense Church armies maintained by the Hextorian clergy.

Holy Days/Important Ceremonies: Holy days are for the weak, say the Hextorians, and thus they make no use of them (they do celebrate the anniversaries of particularly horrific battles and massacres). However, their religion is rich with ceremonies. At least once every month (on any day), a priest must make a sacrifice in a shrine or temple. If made in the form of objects, at least 500 gp worth of valuables must be sacrificed. If in the form of living creatures, one prisoner of war (or any other combat) must be sacrificed on the altar. Following any sacrifice, the priest must play a melody on a wind instrument of some kind (generally trumpets, horns, or flutes). Iron gongs are struck, chants called out, and unspeakable rituals occur in honor of the Herald of Hell.

When great victories are won by the clergy and its armies, all prisoners taken are marched to the closest temple. There, one by one, they are decapitated and their heads thrown into great pyramids outside of the building. Such pyramids of gore are often burnt by the priests in great bonfires.

Affiliated Organizations: None.

Vestments: Black robes adorned with white skulls or grey visages embroidered upon them. Only the higher-ranking priests have arrows of hate and discord in red; lower ranked priests are only permitted grey ones. When in action, Hextorians prefer to wear chain mail adorned with metal skulls and images of their god. The priests wear the Arrows of Hate and Discord, six red-iron arrows fanned outward, about 4 inches in diameter, on a chain about the neck.

Clerics

Domains: Destruction, Evil, Law, War.

Prestige Domains: Domination, Mysticism, Pestilence, Summoning.

Weapon of the deity spell: +1 mighty cleaving flail.

Kord

the Brawler

Kord (KOHrd) is an incredibly powerful Suel god, second only to his grandfather, Lendor. Son of Phaulkon and Syrul, he has taken little from either parent and surpassed both in power. He is shown as a hugely muscular man with long red hair and beard, wearing Dragonhide gauntlets (white), boots (blue), and fighting girdle (red). His symbol is the *Rune of Strength* – eight black arrows spread equally apart. He fights with his intelligent dragon-slaying greatsword *Kelmar*, and when wounded he often enters a blood rage so intense only Lendor can control him when he succumbs; because of this, a cleric of Kord will always defer to a ranking cleric of Lendor. Kord is reputed to be easily distracted by a comely face, and many claim divine lineage due to this lusty god. He prefers humans and elves, but has been known to dally with other demihumans and even giants on occasion.

The strong and fit should lead the weaker. Bravery is the greatest quality in any ruler. Scorn cowardice.

Kord loves physical challenges and contests, and it is this love that inspires many barbarian tribes to use non-lethal sports as a method for resolving disputes. Kord's clerics are expected to be leaders. They train people to become stronger, organize athletic tournaments, and participate in challenging physical activities. Doubting their fitness is a grave insult, and they go to great lengths to prove their physical abilities (although they realize the difference between difficult and suicidal challenges). Wearing of dragon-hide by a cleric is a blasphemy, unless the wearer is a descendant of Kord. Clerics believe magic should be used to enhance allies rather than strike directly at foes.

Any priest of Kord who shows cowardice is immediately stripped of his powers. Defrocked priests do not usually have a long life expectancy...

Kord is worshipped more than any other Suel deity. Thriving churches to him can be found in the barbarian states, northern Ulek, Almor, the Great Kingdom, and Lendore Isle. Small churches to Kord can be found wherever the Suloise people have migrated.

Allies: Lendor, Phaulkon.

Foes: Llery.

Symbol: The Rune of Strength in black on a field of red.

Manifestation: Kord usually manifests through the sudden loss or gaining of physical strength, or the appearance of the Rune of Strength.

Day-to-Day: Kord's priests spend a lot of time engaging in contests, mock and semi-real battles, and physical training. They teach those around them to be courageous always, and defense of home and hearth.

Holy Days/Important Ceremonies: Godsdays – services take place on battlefields, either ancient or modern, and consist of athletic and strength contests, mock combats, etc. With a lot of drinking.

Affiliated Organizations: None

Vestments: Red girdle, white gauntlets and blue boots. The priests wear the Rune of Strength as a blackened iron amulet.

Clerics

Domains: Chaos, Good, Strength.

Prestige Domains: Celerity, Exorcism, Mysticism.

Weapon of the deity spell: +1 mighty cleaving greatsword.

Moradin

Soul-Forger, All-Father

Moradin (MOAR-uh-din) is the Highgod of the Dwarven people. It was he who created them using the fires of his own soul and the iron found in the Oerth that would be their homes. He appears as a stern-faced Dwarf with a powerful build – barrel-chested, wide-shouldered, and broad-backed. He has flowing black hair and a beard to match. He is always depicted in Dwarven-style plate armor, bearing a mighty shield and warhammer.

You are strong, like the earth, like the iron in the earth. Never forget your strength, but beware pride – not even steel is eternal. Always remain loyal – to your clans, your leaders, and your people, but brook no evil among them. Face adversity with courage, strength, and determination. Show no emotion to your foes – remain as impassive as the mountains. Create that which lasts.

Moradin is a stern leader, but also he is fair. He teaches that the Dwarves must work for their own advancement and survival. His priesthood can be found in most Dwarf strongholds, housed in temples that double as smithies, where a fire burns that is not allowed to become extinguished. The priesthood itself is small, as only a few feel the call to directly serve Moradin. The priesthood is rigidly structured, with advancement being based on experience, wisdom, and craftsman skills.

Allies: Most Dwarven gods of good, Fortubo, Ulaa.

Foes: Most gods of evil, Beltar.

Symbol: A hammer on top of an anvil.

Manifestation: Manifestations from Moradin are most often warnings, and take the form of a weapon breaking, usually during the process of creation.

Day-to-Day: Moradin's priests are charged with the protection and advancement of the Dwarves as a whole. It is they who teach the young the history, they who advise, they who marry good Dwarves to produce strong unions. They maintain the Clan lineage and histories, and lore. They perform many quests for the advancement of the Dwarven race.

Holy Days/Important Ceremonies: Every Godsdays, the priests gather for prayer and rituals, involving the creation of items, and the reciting of ancient prayers.

Affiliated Organizations: None.

Vestments: The priests of Moradin wear garments of silver leather and metal. Each carries a warhammer that acts as a holy symbol.

Clerics

Domains: Earth, Good, Law, Protection.

Prestige Domains: Community, Creation, Exorcism, Inquisition, Mysticism, Summoning.

Weapon of the deity spell: +1 throwing warhammer.

Nerull

the Reaper, Hater of Life, Bringer of Darkness

Nerull (NEH-rul) is an ancient Flan god; few anywhere do not know and fear his name. He is a rust-red skeletal being with thick, blackish-green hair, a cowl and cloak of rusty black, and eyes, teeth, and nails the color of poisonous verdigris. His sable wood staff *Lifecutter* forms a scythe-like blade of red force that slays anyone it touches. Fiends answer his call out of fear rather than loyalty, for he hates all life and is not above destroying servants out of displeasure or spite. His symbol is a skull and scythe. Of all other divine beings, the only one he tolerates is Incubulos, whose gifts send many to his realm.

All are equal in Nerull's cold realm. Every living thing is an affront to the Reaper, and every death brings a dark spark of joy to his long-dead heart. Those who pray to Nerull to appease him only attract his attention and their own doom. Those who kill in his name shall be rewarded.

Clerics of Nerull are secretive and solitary, as few sane people would tolerate their presence. Except in the most evil lands, no organized church of Nerull exists. Nerull's clerics commit murder as offerings to their god; when their actions are discovered, they flee their hiding places and move far away to carry out their evil deeds, appearing innocent while occasionally killing wayfarers on their long journey.

Allies: Infestix, Incubulos, Arch Devils, Demogorgon.

Foes: Pelor, most forces for Good.

Symbol: A skull and scythe.

Manifestation: Omens from Nerull take the form of shadowy reapers, or painful, horrible gurgling deaths.

Day-to-Day: For daily activities, the priest spend their time forming plans to defeat the forces of good, committing murders and other foul deeds to power their god, spreading ignorance and fear through rumor, and generally fomenting an evil environment. Many form a shadow government in smaller locations.

Chapter 7: Gods

Holy Days/Important Ceremonies: At least once per month, on no particular day, priests must sacrifice a sentient being to Nerull. The second Godsdays of Goodmonth is the Dark Night, when the priests perform dark rituals involving numerous blood sacrifices. The priests also try to perform as much evil as possible on the holy days dedicated to Pelor.

Affiliated Organizations: The numerous cults of Nerull are often associated with local thieves and assassins guild, in some cases, being the ruling force behind such a guild. They also may have some ties with local cults of Incabulos.

Vestments: Cloaks and robes of black or rust-red. The priests wear a four-inch skull as a necklace and carry a blessed scythe. These are both usable holy symbols. Many carry quarterstaves tipped with rattles made from the skulls of children.

Clerics

Domains: Death, Evil, Trickery.

Prestige Domains: Creation, Madness, Mysticism, Pestilence, Summoning.

Weapon of the deity spell: +1 keen scythe.

Obad-Hai the Shalm

Obad-Hai (OH-bahd HI) carries a hornwood staff called the *Shalmstaff*, which allows the bearer swift and easy passage through floral and faunal hazards, and the woodwind instrument from which he takes his title. He shown as a lean and weathered man of indeterminately old age, dressed in brown or russet and looking like a hermit, although nonhuman communities show him as one of their own race. His symbol is an oak leaf and acorn. Because of their difference in perspective, Ehlonna and Obad-Hai are unfriendly rivals, and he also counts Phyton as his enemy.

One should live in harmony with nature in all of its variety. Those who destroy or otherwise harm nature deserve swift vengeance in an appropriate manner. Those who are one with nature have little to fear, although the well-meaning but foolish are sometimes brought down by a danger they could not avoid or divert. The wilds can be ugly, dangerous, or terrible, but these things are a part of nature and should be respected as much as those that are beautiful, harmless, or wonderful.

Most of the Shalm's clerics are male, whether human, gnome, halfling, or fey. Most tend get along very well with rangers and druids. They serve as protectors of nature, acting as the agents of retribution when their protection is insufficient or too late. They teach hunting in the way that nature's creatures do (choosing the weakest of the herd, etc.).

The priesthood is non-hierarchical, with all priests being treated as equals, and deferment based on age. The priesthood does not build large churches in Obad-Hai's name, but instead prefers to erect small shrines in idyllic forested areas.

Allies: Beory.

Foes: Ehlonna.

Symbol: An oak leaf with an acorn.

Manifestation: Obad-Hai tends to manifest in the appearance of animals, sudden weather changes, eerie sounds issuing from the trees, etc.

Day-to-Day: Obad-Hai's druids spend most of their time tending to their sacred areas, and seeking out and dealing with threats to nature.

Holy Days/Important Ceremonies: The Godsdays of every festival week is a holy day during which the druids of Obad-Hai hold rituals of thanks and shed their blood, giving back to Her. The first Godsdays of Richfest, called Radiance by the Druids, when both Luna and Celene are full is especially holy, a night of celebration and festivities. The second Godsdays of Goodmonth, called by the druids Black Watch, is a holy day of vigilance and security. Both Luna and Celene are new on this night, and many evil things come out to work vile magicks, and the druids must remain on guard for the whole of the night.

Affiliated Organizations: The druidical orders of Beory.

Vestments: The priests wear robes and leather garments of russet. They all wear a necklace with the Leaf and Acorn in gold as a holy symbol.

Clerics

Domains: Air, Animal, Earth, Fire, Plant, Water.

Prestige Domains: Beastmaster, Celerity, Creation, Divination, Summoning.

Weapon of the deity spell: +1 defending quarterstaff.

Olidammara the Laughing Rogue

Olidammara (oh-lih-dam-MAH-rah) loves upsetting those who are too attached to their boring and controlled worlds. He is shown as a brown-haired man of rakish appearance, olive skin, and merry eyes, although his magic laughing mask (and holy symbol) allows him to change his appearance. Zagyg once forced him into the shape of a small carapaced animal and imprisoned him; the Laughing Rogue still retains the ability to form a protective carapace, and he has used it to thwart many aggressors and pursuers. He is friendly enough with other gods, although the lawful ones resent his capriciousness and tricks.

Treat music as the art it is. Strive to be as skilled at it as your patron. Life is meant to be happy and entertaining, and the best jokes need a target to hang them on; when it is your turn, accept the laugh and appreciate the trick. Wine is

one of the joys of life, and the only thing better than making wine is drinking it. Avoid misery, temperance, and solemnity, for they are the greatest poisons to the soul.

Olidammara has a faithful following but few easily found churches. Clerics of Olidammara study music, make wine, tell jokes, and occasionally perform acts of mayhem. Those who live in cities tend to work as entertainers or vintners, while those who prefer rural settings act as storytellers, messengers, and minstrels. Many of them live a life on the run from powerful people whom they greatly offended early in their careers. Others just enjoy traveling in search of new music, exotic wines, and celebrations.

Allies: None.

Foes: None.

Symbol: The Mask of Comedy in green.

Manifestation: Olidammara often manifests as unusual music coming from an indeterminate source, or, if displeased, the priest's Mask will take on the aspect of Tragedy.

Day-to-Day: The priests of Olidammara spend their time either living in a town or city, working as entertainers, or wandering the countryside as traveling minstrels.

Holy Days/Important Ceremonies: Although every day is holy, during the festival weeks, the priests are required, if possible, to go into towns, villages and cities to spend the week feasting, celebrating and entertaining.

Affiliated Organizations: Some priests may have ties with local Bardic or Entertainer guilds.

Vestments: The priests dress in garments of green and brown. They all have a Mask of Comedy that acts as a holy symbol, and is worn when performing.

Clerics

Domains: Chaos, Luck, Trickery.

Prestige Domains: Celerity, Madness, Summoning.

Weapon of the deity spell: +1 keen shortsword.

Pelor the Holy Light, the Shining One

Pelor (PAY-lor) is the Flan sun god, known throughout the entire Flanæss. Riding the great kir-in Star Thought, he summons flights of eagles and destroys evils with bolts of sunlight. Depicted as an old man in white, with wild hair and a beard of shining gold, he is a peaceful and gentle god concerned with the alleviation of suffering.

The energy of life originates from the sun. This light brings strength to the weak and health to the injured, while destroying darkness and evil. Do not be afraid to challenge the forces of corruption, but remember that just as staring at the sun can cause blindness of the eyes, relentless attention to the destruction of negative forces can blind the heart to the true essentials of life: kindness, mercy, and compassion.

Pelor's clerics are usually quiet, kindly people with a backbone of steel. They are primarily nurturers and protectors, but when the time comes to bear arms they are not afraid to do so. They use their powers to heal, nourish, and otherwise aid the needy, while practicing the skills needed to protect their charges should they be threatened. Clerics of Pelor are free to explore far lands in an effort to drive off harmful beings and spread their god's gift to all who need it.

Allies: Most forces of Good, St. Cuthbert.

Foes: The forces of Evil and Darkness, Pholtus of the Blinding Light, luz.

Symbol: The Sun Disc.

Manifestation: Pelor often manifest as a ray of light in the darkness, or a comfortable warming.

Day-to-Day: The priests of Pelor spend much of their time helping the poor, the hungry, the oppressed, by bringing them food, healing, comfort, and protection. Many wander the Flanæss, seeking out evil and exposing it.

Holy Days/Important Ceremonies: The Summer Solstice is a holy day, which is spent in contemplation of good and evil, and the eternal struggle between them. The priests hold services in outdoor settings under the sun on every Godsdays, when they dispense coins to the needy, sing, and collect coins from the well-to-do.

Affiliated Organizations: The Church of St. Cuthbert (all orders).

Vestments: Garments of pure white, and a necklace bearing the Sun Disc worked in gold (roughly 4 inches in diameter).

Clerics

Domains: Good, Healing, Strength, Sun.

Prestige Domains: Community, Creation, Divination, Exorcism, Glory, Mysticism, Summoning.

Weapon of the deity spell: +1 flaming heavy mace.

St. Cuthbert of the Cudgel

St. Cuthbert (CUTH-bert) may have once been a mortal man as his worshipers claim, but if so it was long ago and from an unknown people. His three prominent symbols are a starburst of rubies, a wooden billet, or a crumpled hat, and while he takes many forms (including that of a common yokel or white-haired mustached man in plate mail) he usually is shown with a bronzewood cudgel. He reacts favorably to other lawful non-evil deities, although he has a great rivalry

Chapter 7: Gods

with Pholtus.

The words of St. Cuthbert are wise, practical, and sensible. The word of the Cudgel is law, and the word must be spread so that all may benefit from his wisdom. Weakness in faith and acting against the Saints teachings are intolerable in believers. Unceasing effort should be made to bring unbelievers into the fold. Honesty, truthfulness, practicality, and reasonability are the highest virtues.

St. Cuthbert's clergy consists of three divisions that have different purposes: the Chapeaux, which seek to convert people to the faith, the Stars, which exist to retain doctrinal purity among the faith, and the Billets, which minister to and protect the faithful.

Clerics of the Cudgel are stern folk who speak their minds plainly. They do not suffer fools and discipline those who backslide in faith. They train in the art of war and keep themselves physically fit. The Chapeaux wear traditional crumpled hats, the Stars wear a starburst insignia of copper, gold, or platinum, and the Billets wear an oaken or bronzed wood billet symbol.

Allies: Pelor.

Foes: Pholtus, luz.

Symbol: A Starburst pattern of red on an oval of a copper, gold, or platinum; an oaken cudgel.

Manifestation: St. Cuthbert's manifestations can take many forms, with one of his favorites being falling or shooting stars.

Day-to-Day: The Chapeaux spend most of their time wandering the Flanaess with the desire and intention of converting the uninitiated to the faith of Cuthbert; the Stars travel, visiting areas with a following of Cuthbert's, investigating heresy, and maintaining doctrinal purity; the Billets spend their time in areas with Cuthbertian followings, tending to, ministering to, and protecting the flocks.

Holy Days/Important Ceremonies: The priests spend Godsdays in prayer and meditation.

Affiliated Organizations: The Church of Rao.

Vestments: (Chapeaux) The Chapeaux dress in differing garments, but all of them wear crumpled hats with a small Starburst pin of copper that acts as a holy symbol; (Stars) The Stars wear robes of dark green, and amulets of the Starburst, made from copper, gold, or platinum, depending on their rank in the order; (Billets) Billets wear brown and russet garments, and carry an oaken cudgel as a holy symbol.

Clerics

Domains: Destruction, Good, Law, Protection, Strength.

Prestige Domains: Community, Domination, Exorcism, Inquisition, Mysticism, Summoning.

Weapon of the deity spell: +1 mighty cleaving club.

Wee Jas

the Enchanting, the Witch Goddess, the Ruby Sorceress, the Stern Lady, Death's Guardian

Wee Jas (WEE jas) is portrayed as a stunning Suel woman dressed in a beautiful gown, wearing some piece of jewelry with a skull motif. She promotes the utilization of spells and magic items (though many of her Suel followers insist she favors the *creation* of such things). She gained her death aspect when the survivors of the Rain of Colorless Fire looked to their goddess of magic for assurance that the dead were being escorted to the afterworld. Her allies are the lawful Suel gods while the chaotic ones are her enemies (except Norebo, who is her lover despite their philosophical differences). She respects Boccob, dislikes the beauty goddess Myhriss, and ignores most other deities. Her symbol is a red skull, sometimes in front of a fireball.

Magic is the key to all things. Understanding, personal power, security, order, and control over fate come with the study of magic. Respect those who came before you, left their knowledge, and died to make room for you; there will come a time when your life is over and those who come after will honor your learning and your memory.

Wee Jas is a stern Goddess, and will tolerate no insurrection amongst her followers or fellow Gods. She punishes transgressions, rather than praising success, and her punishments can be harsh. She is feared by most, rather than worshipped.

Wee Jas is the guardian of Death for Oerth. Hers is the task of protecting the soul on its way to the afterlife. She is worshipped by few, mostly wizards and necromancers, though her priests are respected throughout the Flanaess. Most folk give her offerings because they fear to provoke her wrath rather than from desire to worship her. The only offerings given to her freely are from those who desire her to protect a loved one's departing soul. She is supportive of those wizards who wish to become liches, and considers that goal to be a long-lasting and worthwhile usage of magic.

Priests must ask permission from Wee Jas before they can command undead, or bring the dead back to life. This must be done through a *commune* spell to speak to the Goddess in these situations. She rarely gives permission to revive a non-lawful character and is even less inclined to grant permission for a chaotic character to be helped. In any case, the request must further the cause of Law, Magic, or Death to be even considered.

Priests who disobey Wee Jas or do not ask her permission in these situations must atone or be severely stricken in power. Repeat offenses will cause the offending priest or cleric to be cast out of the order, and their powers stripped from them permanently. Wee Jas is not a forgiving or merciful Goddess.

Allies: Norebo, Phaulkon, Bralm, other lawful gods.

Foes: Chaotic deities.

Symbol: Skull in front of a fireball.

Manifestation: Wee Jas tends to manifest as a flaming skull, or she manifest in very subtle ways, loss of powers, magical devices failing, etc.

Day-to-Day: The priests of Wee Jas typically arbitrate disputes, give magical advice, investigate magical curiosities, research magic, and administrate funerals. More powerful priests are often sought to fortify cities and temples.

Holy Days/Important Ceremonies: 1st Festival Day, services are held in cathedrals

Affiliated Organizations: None.

Vestments: High-quality robes in grey, black, or white, depending on the priest's philosophical leanings. As a holy symbol, the priests wear a large (6 inches wide) amulet in the shape of a fireball, made of red gold. To this is mounted a skull made of ivory.

Clerics

Domains: Death, Law, Magic.

Prestige Domains: Divination, Domination, Mind, Pestilence, Summoning.

Weapon of the deity spell: dagger of venom.

Yondalla

The Protector and Provider

Yondalla (yon-DAH-lah) appears as a female Halfling of proud bearing, draped in leather armor of green, yellow, and brown. She is the high god of the Halfling pantheon who represents the protection of Halflings as a race, and their fertility. Her priesthood is very common, and almost all Halfling villages and towns have churches and temples in her name. Her priesthood is not small, but not large. It is led by the High Protector, a priest who is voted into position on the Day of Fertility by the local clergy.

Be good to each other and to others, but never forget your heritage. Adapt – you must be able to thrive regardless of the situation. Seize opportunity when provided. Strike not those who have fallen to the wayside, but rather, guide them back onto the path.

Yondalla's clerics are concerned with all areas of Halfling life, excluding thievery (which, say the priests, arises from a too liberal interpretation of the idea to seize opportunity).

Allies: Sheela Peryroyl, Cyrrollalee.

Foes: Gruumsh.

Symbol: A small shield.

Manifestation: Yondalla's manifestations are usually unusual changes in local weather.

Day-to-Day: The priests are concerned with all spheres of Halfling life, save thievery. They are community leaders, and are in charge of setting up city defenses, and maintaining social order. They perform marriage ceremonies, and (with the priests of Urogalan) officiate at funerals. They organize the feasts during the festival weeks.

Holy Days/Important Ceremonies: The New Year's Day is a day that the priests spend in solemn contemplation and prayer. Every Godsdays, they hold services in the temples. The first Godsdays of Planting is the Day of Fertility, where the priests go around and bless farms and couples trying to have children.

Affiliated Organizations: None.

Vestments: The priests wear garments of green, yellow, and brown. All of the priests are skilled in, and carry a small shield* that acts as a holy symbol.

Clerics

Domains: Good, Law, Protection.

Prestige Domains: Community, Creation, Exorcism, Inquisition, Mysticism, Summoning.

Weapon of the deity spell: +1 defending shortsword.

*This is a light wooden shield, but blessed to be as strong as a light metal shield.