

Adventuring: Changes from the Core Rules

- The rules for light sources are greatly simplified. There are no longer limited areas of bright illumination surrounded by dim illumination. In practice, this created confusion and slowed combat. All artificial, mundane light sources simply provide dim illumination to an unlimited extent.
- As described in Chapter 2, lowlight vision allows a creature to see in dim illumination as if it were daytime. Darkvision is only effective in complete darkness.
- The concept of “hustle” has been removed from the game. It added complexity that yielded no significant benefit.
- Rules for damaging objects have been simplified. In addition, attacking an object with a weapon can potentially damage your own weapon. Adamantine is no longer a “light saber” than can cut through anything without repercussion.
- Break DCs have been adjusted up since a skill (Athletics) is used to break things rather than a Strength ability check.
- Some rules items that weren't originally in core rulebook I, have been moved into this chapter.
- Poisons have been revised to avoid players having to remember secondary effects a minute later. Switching to an instant effect seems to do a grave disservice to the insidious nature of poison. An ongoing damage effect seems like a good compromise but especially when coupled with a debilitating condition so that it is not forgotten. Poisons are much more serious now and not just a cause for bookkeeping after a fight.
- Rules for flight and underwater movement have been simplified.
- The types and subtypes have been modified to remove features and bring traits in line with the other Enlightened Grogard rules.
- No creature types are immune to critical hits and flanking. This is a fun-killer.
- The mob subtype has been added.

Adventuring

This chapter contains rules that aren't directly related to actions in combat.

Carrying Capacity

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor

Armor defines a character's armor check penalty and restricts his or her speed. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on the table at right. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects carries a check penalty (which works like an armor check penalty) and reduces the character's speed. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4-6 lb.	7-10 lb.
2	6 lb. or less	7-13 lb.	14-20 lb.
3	10 lb. or less	11-20 lb.	21-30 lb.
4	13 lb. or less	14-26 lb.	27-40 lb.
5	16 lb. or less	17-33 lb.	34-50 lb.
6	20 lb. or less	21-40 lb.	41-60 lb.
7	23 lb. or less	24-46 lb.	47-70 lb.
8	26 lb. or less	27-53 lb.	54-80 lb.
9	30 lb. or less	31-60 lb.	61-90 lb.
10	33 lb. or less	34-66 lb.	67-100 lb.
11	38 lb. or less	39-76 lb.	77-115 lb.
12	43 lb. or less	44-86 lb.	87-130 lb.
13	50 lb. or less	51-100 lb.	101-150 lb.
14	58 lb. or less	59-116 lb.	117-175 lb.
15	66 lb. or less	67-133 lb.	134-200 lb.
16	76 lb. or less	77-153 lb.	154-230 lb.
17	86 lb. or less	87-173 lb.	174-260 lb.
18	100 lb. or less	101-200 lb.	201-300 lb.
19	116 lb. or less	117-233 lb.	234-350 lb.
20	133 lb. or less	134-266 lb.	267-400 lb.
21	153 lb. or less	154-306 lb.	307-460 lb.
22	173 lb. or less	174-346 lb.	347-520 lb.
23	200 lb. or less	201-400 lb.	401-600 lb.
24	233 lb. or less	234-466 lb.	467-700 lb.
25	266 lb. or less	267-533 lb.	534-800 lb.
26	306 lb. or less	307-613 lb.	614-920 lb.
27	346 lb. or less	347-693 lb.	694-1,040 lb.
28	400 lb. or less	401-800 lb.	801-1,200 lb.
29	466 lb. or less	467-933 lb.	934-1,400 lb.
+10	×4	×4	×4

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging

A character can lift as much as his or her maximum load over his or her head.

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character is **slowed** and **distracted**.

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them.

Bigger and Smaller Creatures

The figures on Table: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large $\times 2$, Huge $\times 4$, Gargantuan $\times 8$, Colossal $\times 16$. A smaller creature can carry less weight depending on its size category, as follows: Small $\times \frac{3}{4}$, Tiny $\times \frac{1}{2}$, Diminutive $\times \frac{1}{4}$, Fine $\times \frac{1}{8}$.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine $\times \frac{1}{4}$, Diminutive $\times \frac{1}{2}$, Tiny $\times \frac{3}{4}$, Small $\times 1$, Medium $\times 1\frac{1}{2}$, Large $\times 3$, Huge $\times 6$, Gargantuan $\times 12$, Colossal $\times 24$.

Tremendous Strength

For Strength scores not shown on the table above and the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does and multiply the numbers in that row by 4 for every ten points the creature's strength is above the score for that row.

Table: Carrying Loads

Load	Check Penalty	Speed								
		(20 ft.)	(30 ft.)	(40 ft.)	(50 ft.)	(60 ft.)	(70 ft.)	(80 ft.)	(90 ft.)	(100 ft.)
Medium	-3	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	50 ft.	55 ft.	60 ft.	70 ft.
Heavy	-6	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	50 ft.	55 ft.	60 ft.	70 ft.

Movement

There are three movement scales, as follows.

- Tactical, for combat, measured in squares (or feet) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement

While moving at the different movement scales, creatures generally walk or run.

Walk

A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Run

Moving four times speed is a running pace for a character. It represents about 12 miles per hour for a human.

The table below shows selected distances for walking and running over each movement scale.

One Round (Tactical) ¹	Speed			
	15 feet	20 feet	30 feet	40 feet
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Run	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)	Speed			
	15 feet	20 feet	30 feet	40 feet
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Run	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)	Speed			
	15 feet	20 feet	30 feet	40 feet
Walk	1½ miles	2 miles	3 miles	4 miles
Run ²	3 miles	4 miles	6 miles	8 miles
One Day (Overland)	Speed			
	15 feet	20 feet	30 feet	40 feet
Walk	12 miles	16 miles	24 miles	32 miles
Run	—	—	—	—

1. Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.
2. Running for more than 10 minutes reduces your speed by half.

This table summarizes movement that can be achieved with various mounts or vehicles.

Mounts (carrying load)	Per Hour	Per Day
Light horse or light warhorse	6 miles	48 miles
Light horse (151-450 lb.) ¹	4 miles	32 miles

Light warhorse (231-690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201-600 lb.) ¹	3½ miles	28 miles
Heavy warhorse (301-900 lb.) ¹	3½ miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76-225 lb.) ¹	3 miles	24 miles
Warpony (101-300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51-150 lb.) ¹	2 miles	16 miles
Mule (231-690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101-300 lb.) ¹	3 miles	24 miles
Vehicles	Per Hour	Per Day
Cart or wagon	2 miles	16 miles
Raft or barge (poled or towed) ²	½ mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1½ miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2½ miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1. Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.
2. Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Hampered Movement

Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, they usually stack at the DM's discretion. Your movement rate can never be reduced to less than 2 squares.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk

A character can walk without a problem on the local scale.

Run

When you run your speed doubles but you can not attack during your turn. A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute. Running for more than 10 minutes reduces your speed by half and will likely require you to make increasingly difficult Endurance skill checks at regular intervals to avoid becoming exhausted.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk

A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Run

A character can't run for an extended period of time.

Forced March

In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, an Endurance check (DC 10, +2 per previous check) is required. If the check fails, the character becomes fatigued. If the character is already **fatigued**, he or she becomes **exhausted** instead. If the character is already exhausted, he or she takes 1 point of Constitution damage.

Moving In Three Dimensions

Some situations such as flight, being underwater, underground or on the Astral Plane, require that encounters occur in three dimensions. For the most part, movement rules are unchanged in these situations. You simply have the option of moving up and down in addition to laterally.

Movement speeds in three-dimensional environments are often determined by a different measure.

Underwater Movement

If a creature has a swim speed, it can use this value to determine the distance it can travel in the water with a single move action.

If a creature lacks a swim speed, its movement rate in the water is equal to its passive Athletics skill divided-by 5. The minimum speed is 2 squares. The maximum is a speed equal to your land-based movement speed. A creature without a swim speed, can not swim for an extended period of time.

Aerial Movement

Aerial movement requires a fly speed. A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) In addition, all flying creatures have one of three types of maneuverability:

Type	Rules	Examples
Perfect	Creature can move effortlessly from one location to another. The creature can also hover in place and only falls if stunned or helpless .	Ghosts, beholders
Good	Creature can move from one location to another but must fly at least 2 squares each turn. If the creature fails to move on its turn, it falls at the end of its turn.	Birds, hippogriffs
Clumsy	Creature can not make attacks while they are airborne and must move each turn to stay aloft as per Good maneuverability. In addition, the prone condition causes the creature to fall.	Dragons and zombies of winged creatures

If no maneuverability is specified, assume Good maneuverability.

Falling

A creature that is falling, moves 60 squares (300 feet) straight down at the end of its turn each round. Once a creature has begun to fall, it continues to fall until it hits the ground. A flying creature can use a move action to arrest the fall.

A creatures that hits the ground while falling, takes falling damage: 1d6 per 2 squares (10 feet) that it has fallen (maximum: 100d6).

A flying creature can allow itself to fall as a free action. The move action required to arrest the fall can be spent at any time. As a result, a creature can spend a move action to fall a shorter distance than 60 squares in a single round and effectively gain a greater than normal movement speed in the downward direction.

Underground Movement

Movement underground requires a burrow speed or the ability to pass through solid objects. A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing).

Evasion And Pursuit

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Acrobatics checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Endurance check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Moving Around In Squares

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

Exploration

Vision And Light

Sunlight and some magical effects create an area of bright light. In bright lighting conditions, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has **cover**.

Lamps, torches, starlight, moonlight and similar light sources provide dim illumination. In an area of dim illumination, a character can only see dimly unless it has lowlight vision. Darkvision does not help a creature in an area of dim illumination since darkvision only operates in darkness. Creatures within a dim area have **concealment** relative to a characters without lowlight vision. A creature in an area of dim illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively **blind** even if they have lowlight

vision Creatures with darkvision can see normally in darkness. A creature can't hide in darkness from a character with darkvision unless it is invisible or has cover.

Using a light source in an otherwise dark area is a certain way to make sure that every sighted creature in the area knows you are there.

Breaking And Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing an object with a weapon is accomplished by the sunder special attack. If you are sundering an item that is held by an opponent, you must successfully target your opponent's Reflex defense to hit the object. Otherwise, the hit is automatic.

Hardness

Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see the tables below).

Exception: Whenever you strike an object with a weapon, the weapon takes damage equal to one quarter of the hardness of the object. Do not reduce this damage by your weapon's hardness.

Hit Points

An object's hit point total depends on what it is made of and how big it is (see the tables below). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

Spells

Attacking an unattended object with a spell is always successful. However, the spell often has no effect on the object.

Energy based attacks and spells (fire, cold, lightning, acid and sonic) may have varying effects on different materials. For example, fire is particularly effective against wood but may be less so against stone. Alternatively, acid might work very well against stone but deal no damage to glass. Ultimately, it's your DM's call to determine the effectiveness of various elemental effects.

If the object is being held or worn by an opponent, you must target the opponent's defense in order to attack the object.

Ineffective Weapons

Certain weapons just can't effectively deal damage to certain objects either because the weapon is inadequate or the object is too resilient. For example, you can not effectively dig a tunnel through a stone wall with your sword.

Magic Armor, Shields, and Weapons

Magical objects are more resilient to damage than their mundane counterparts. In general, add +5 to the hardness of magical objects.

When magic objects are destroyed with physical force, the effects can be unpredictable.

Vulnerability to Certain Attacks

Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects

A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill or the *mending* spell. Destroyed objects can be restored with a *make whole* spell.

Animated Objects

Animated objects count as creatures, not objects, for purposes of determining their Armor Class.

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use an Athletics check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material (see table below).

Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2

Weapon or Shield	Hardness	HP ¹
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus ×5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1. The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.
2. Varies by material; see the table below.

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

Here are some examples of hardness, hit points and break DC for common objects:

Object	Hardness	Hit Points	Break DC
Simple wooden door	5	10	18
Rope (1 inch diam.)	0	2	28
Small chest	5	1	27
Good wooden door	5	15	23
Treasure chest	5	15	33

Strong wooden door	5	20	28
Masonry wall (1 ft. thick)	8	90	45
Hewn stone (3 ft. thick)	8	540	60
Chain	10	5	36
Manacles	10	10	36
Masterwork manacles	10	10	38
Iron door (2 in. thick)	10	60	38

Here are some DCs for typical actions to break down a door:

Athletics Check to:	DC ¹
Break down simple door	18
Break down good door	23
Break down strong door	28
Burst rope bonds	28
Bend iron bars	34
Break down barred door	35
Burst chain bonds	36
Break down iron door	38

1. An *arcane lock* spell adds +10 to the DC.

Poisons

All poisons can be described with a simple statistics block like this:

Arsenic

Ingested; DC 13;

Primary effect: 1 Constitution damage

Secondary effect: 1d8 Constitution damage

A poison typically has a name, a method by which it reaches a victim's system and a DC for the Heal skill to remove that poison. Poisons also have a primary and secondary effect.

Once per round, at the end of its turn, a poisoned creature suffers both the primary and secondary effect of the poison *unless* it uses a swift action to make a successful Fortitude saving throw. A successful save means the creature suffers only the primary effect.

Unlike many effects, a creature can not remove itself from the **poisoned** condition with a saving throw. A saving throw can only be used to avoid the secondary effect of a poison as described above.

Multiple doses of the same poison do not stack.

Poison can be treated with magic (e.g., a *neutralize poison* spell) or with the Heal skill. Alternatively, if a victim is able to endure the effects of the poison for a full minute (10 rounds) then the effects cease.

Some poisonous attacks, like the *cloudkill* spell or the Poisonous Bite feat, simply have an immediate rather than ongoing effect.

Applying injury poison to a weapon or a piece of ammunition requires 2 rounds (about 12 seconds) of time without distraction. Alternatively, poison can be applied as a standard action with a DC 15 Sleight of Hand check. On a failure, you accidentally poison yourself. When poison is applied to a weapon it remains potent for 1 hour or until you successfully strike a creature with the weapon. A creature struck with a poisoned weapons suffers the effects of the poison. Poisons that must be inhaled or ingested can not be used with weapons.

Sample Poisons

Poison	Type	Primary Effect	Secondary Effect	Price
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	1d6 Str	3d6 Str	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	1d6 Str	2d6 Str	250 gp
Dark reaver powder	Ingested DC 18	1d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha ¹	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con ¹	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	1 Str	Unconsciousness ²	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness ²	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str ¹	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp

Poison	Type	Primary Effect	Secondary Effect	Price
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp
1. Ability drain not ability damage. 2. The creature falls prone then falls asleep . A sleeping creature can be awakened normally (e.g., by physical contact or loud noise)				

Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, it makes an attack against his Fortitude defense. If the attack fails, the disease has no effect—his immune system fought off the infection. If the attack succeeds, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized in the table below. A description of each column of the table follows.

Disease	Infection	Attack	DC	Incubation	Damage
Blinding sickness	Ingested	+6	16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled	+6	16	1 day	1d6 Wis
<i>Demon fever</i>	Injury	+8	18	1 day	1d6 Con ²
<i>Devil chills</i> ³	Injury	+4	14	1d4 days	1d4 Str
Filth fever	Injury	+2	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	+2	12	1 day	1d4 Int
<i>Mummy rot</i> ⁴	Contact	+10	20	1 day	1d6 Con
Red ache	Injury	+5	15	1d3 days	1d6 Str
Shakes	Contact	+3	13	1 day	1d8 Dex
Slimy doom	Contact	+4	14	1 day	1d4 Con ²
1. Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.					5.

Disease	Infection	Attack	DC	Incubation	Damage
2. When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead. 3. The victim must make three successful Fortitude saving throws in a row to recover from devil chills. 4. Successful saves do not allow the character to recover. Only magical healing can save the character.					

Disease

Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

Infection

The column lists the disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

Attack

The attack roll modifier used when a creature first becomes infected.

DC

The DC of the Heal check necessary to aid a creature with the disease.

Incubation Period

The time before damage begins.

Damage

The ability damage the character takes after incubation and each day afterward.

Types of Diseases

Typical diseases include the following:

- Blinding Sickness: Spread in tainted water.
- Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”
- Demon Fever: Night hags spread it. Can cause permanent ability drain.
- Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.
- Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.
- Mindfire: Feels like your brain is burning. Causes stupor.
- Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).
- Red Ache: Skin turns red, bloated, and warm to the touch.
- The Shakes: Causes involuntary twitches, tremors, and fits.
- Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing A Disease

Use of the Heal skill can help a diseased character. The diseased character must be in the healer's care and must have spent the previous 8 hours resting. Every time a diseased character makes a saving throw against disease effects, the healer makes a check versus the DC listed for the disease. If the Heal check is successful, then the saving throw automatically succeeds. In other words, both the Heal check and the saving throw have to fail for it to count as a failed save.

Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score. You can use the Heal skill to double the recovery of ability score damage for your patients. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Special Abilities

A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex)

Extraordinary abilities are nonmagical, though they may break the laws of physics. They are not something that just anyone can do or even learn to do without extensive training.

These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp)

Usually, a spell-like ability works just like the spell of that name except that it has no material component or focus. A few spell-like abilities are unique; these are explained in the text where they are described.

Spells cast via spell-like abilities should be assumed to be enhanced to the highest level that does not exceed the challenge rating of the creature. Attacks made with spell-like abilities are assumed to be Charisma-based attacks until stated otherwise.

Supernatural Abilities (Su)

Supernatural abilities are magical but different from any known spell. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities have a frequency limit, just like spells. For the purposes of dispel magic and similar effects, a supernatural ability has an effective level equal to the creature's challenge rating. Attacks made with supernatural abilities are assumed to be Charisma-based attacks until stated otherwise.

Ability Descriptions

Some specific special abilities are described below.

Blindsight (Ex)

Some creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. A creature with blindsense automatically pinpoints the location of

creatures who are invisible or fully concealed (though it still can't sense ethereal creatures and must have line of effect to a creature or object to discern that creature or object). Blindsense has the following properties:

- Blindsense does not subject a creature to gaze attacks unless it also has normal vision
- Blinding attacks do not penalize creatures using blindsense
- Deafening attacks thwart blindsense if it relies on hearing.

Blindsight (Ex)

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description.

Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Blindsight has the following properties:

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates illusions like *displacement* and *blur* that disguise a creature's position.

Damage Reduction (Ex)

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Some monsters are vulnerable to certain materials, such as alchemical silver, adamantite, or cold iron. Some monsters are vulnerable to magic weapons. Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons.

When a damage reduction entry has a dash (-) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction. A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Darkvision (Ex)

Darkvision is the extraordinary ability to see with no light source at all. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light, even starlight or candle light, spoils darkvision.

Energy Drain And Negative Levels (Su)

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. A creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows (though not if the negative level is caused by a spell or similar effect). These temporary hit points last for a maximum of 1 hour.

A negative live bestows no immediate penalty, but if the subject has at least as many negative levels as hit dice, he dies. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. Negative levels can only be restored via magical means.

Etherealness (Ex)

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. The following spells reveal ethereal creatures: *blink*, *see invisibility* and *true seeing*.

An ethereal creature can see and hear into the Material Plane, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal

creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

Fast Healing (Ex)

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from ongoing damage, starvation, thirst, or suffocation.

Gaseous Form (Su, Sp)

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't speak, walk or run, but can fly at a speed of 2 squares. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't manipulate objects, even those carried along with its gaseous form. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Attacks against creatures in gaseous form are ineffective unless the attacker spends at least one token to increase the attack roll. If a token is spent in this manner, the attack automatically hits. Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

A creature with a passive Perception of 15 or higher can discerning a creature in gaseous form from natural mist. A Search check automatically reveals the gaseous form. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze Attacks (Su)

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

When facing a creature with a gaze attack, the attacker can choose avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Doing so means that the attacker may not spend tokens during his next turn. However, if the attacker is subsequently hit with the gaze attack he may make a saving throw as an immediate action to negate the effect.

An attacker can also shut his eyes, turn his back on the creature, or wear a blindfold. This declaration must be made before the gazing creature's turn begins. In these cases, a gaze attack against the attacker during that turn is ineffective but the attacker is effectively **blind** during this time.

If the creature has concealment from the attacker, then the attacker is entitled to an immediate saving throw when hit by a gaze attack.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

Invisible creatures cannot use gaze attacks. Gaze attacks can affect ethereal opponents.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack.

Incorporeality (Ex)

An incorporeal creature has no physical body. It can be harmed only by attacks where the attacker has spent at least one token to enhance the attack. Some holy water, some magic items and some special abilities allow the attacker to bypass this restriction. Other incorporeal creatures can also bypass this restriction.

Incorporeal creatures are immune to attack spells that do not require at least one of the following areas of mastery: Force, Hallowed, Healing or Necromancy. The effectiveness of other magical attack, especially magic items, also requires that they be derived from spells with that area of mastery.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be detected with the Perception or Search skills if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Low-Light Vision (Ex)

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Nonabilities (Ex)

Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The default modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks and Strength-based attacks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity

Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves, Dexterity checks and Dexterity-based attacks.

Constitution

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks and Constitution-based attacks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks and Intelligence-based attacks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score. A creature with no Wisdom automatically fails Wisdom-based attacks.

Charisma

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score. A creature with no Charisma automatically fails Charisma-based attacks.

Scent (Ex)

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect nearby opponents by sense of smell. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a swift action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, which may be more effective than Search in some cases. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Strong scents can be detected at great distances. However, false, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures.

Spell Immunity (Su)

A creature with spell immunity is not affected by spell attacks. Sometimes spell immunity is

conditional or applies to only spells of a certain kind or level. Spells that do not require an attack roll are not affected by spell immunity.

Summon (Sp)

A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Swallow Whole (Ex)

When a creature with this special attack pins an opponent, that opponent has been swallowed. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be pinned, but the creature that did the swallowing is no longer considered grappling. A swallowed creature has full concealment. A swallowed creature has full cover from all but the swallowing creature. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. If the swallowed creature escapes the pin, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy (Su)

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. The person being communicated with can respond in the same manner. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex)

As a standard action, a creature with this special attack can move its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

Trampled opponents can opt to either take an attack of opportunity or take half damage from the attack. They must choose one or the other.

A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex)

A creature with tremorsense automatically senses the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. Spiders and similar creatures can sense the location of creatures in a web.

If the creatures holding completely still or no path exists through the ground (or water or web) from the creature to those that it's sensing, then the tremorsense fails to detect them.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Turn Resistance (Ex)

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins. Creatures with turn resistance are entitled to Will saving throws on their turn to resist the effects of the Turn Undead feat.

Types & Subtypes

All creatures possess a type and zero or more subtypes. The types consolidate useful game-related information that applies to many different creatures.

Types

Below is a description of each of the available types.

Aberration Type

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. An aberration possesses the following traits unless otherwise specified:

- Darkvision
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

Animal Type

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. An animal possesses the following traits unless otherwise specified:

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Proficient with no armor unless trained for war. Training an animal requires 6-12 months from an intelligent creature with at least 1 rank in the Handle Animal skill.

- Animals eat, sleep, and breathe.

Construct Type

A construct is an animated object or artificially constructed creature. A construct possesses the following traits unless otherwise specified:

- No Constitution score.
- Low-light vision.
- Darkvision
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage naturally. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Can not be knocked unconscious via non-lethal damage. A construct with less than 0 hit points is destroyed.
- Immunity to any attack vs. its Fortitude defense unless the effect also works on objects.
- Since it was never alive, a construct cannot be raised or resurrected.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.

Dragon Type

A dragon is a reptilelike creature, usually winged, with magical or unusual abilities. A dragon possesses the following traits unless otherwise specified:

- Darkvision
- Low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons eat, sleep, and breathe.

Elemental Type

An elemental is a being composed of one or more of the four classical elements: air, earth, fire, or water. An elemental possesses the following traits unless otherwise specified:

- Darkvision
- Immunity to poison, sleep effects, paralysis, and stunning.
- Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life.
- Proficient with natural weapons only, unless generally humanoid in form, in which case

- proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not eat, sleep, or breathe.

Fey Type

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped. A fey possesses the following traits unless otherwise specified:

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey eat, sleep, and breathe.

Giant Type

A giant is a humanoid-shaped creature of great strength, usually of at least Large size. A giant possesses the following traits unless otherwise specified:

- Low-light vision.
- Proficient with all simple and martial weapons, as well as any natural weapons.
- Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
- Giants eat, sleep, and breathe.

Humanoid Type

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype. A humanoid possesses the following traits unless otherwise specified:

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

Magical Beast Type

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits. A magical beast possesses the following traits unless otherwise specified:

- Darkvision.
- Low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.

- Magical beasts eat, sleep, and breathe.

Monstrous Humanoid Type

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well. A monstrous humanoid possesses the following traits unless otherwise specified:

- Darkvision
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.

Ooze Type

An ooze is an amorphous or mutable creature. An ooze possesses the following traits unless otherwise specified:

- Mindless: No Intelligence score, with immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Type

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence. An outsider possesses the following traits unless otherwise specified:

- Darkvision
- Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant Type

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens

and fields, lack Wisdom and Charisma scores (see Nonabilities) and are not creatures, but objects, even though they are alive. A plant creature possesses the following traits unless otherwise specified:

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

Undead Type

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature possesses the following traits unless otherwise specified:

- No Constitution score. Uses its Charisma modifier when a Constitution modifier is needed.
- Darkvision
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that attacks the Fortitude defense save unless the effect also works on objects.
- When reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin Type

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. A vermin possesses the following traits unless otherwise specified:

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision
- Proficient with their natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

Subtypes

Subtypes augment an existing type. All humanoid creatures have at least one subtype.

Air Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel Subtype

Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits An angel possesses the following traits unless otherwise specified:

- Darkvision
- Low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +2 racial bonus to Fortitude saves
- An angel may cast the *magic circle* spell as a swift action with a range of 0 squares and no components.
- All angels can speak with any creature that has a language, as though using a *tongues* spell. This ability is always active and can not be dispelled.

Aquatic Subtype

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes. An archon possesses the following traits unless otherwise specified:

- Darkvision
- Low-light vision.
- Aura of Menace: Once per encounter as a swift action, an archon can emit an aura that attacks the Will defense of all foes within a cube 5 centered upon the archon. The archon gains 2 tokens of its choice for creature hit by this ability.
- Immunity to electricity and petrification.
- +2 racial bonus to Fortitude saves
- An archon may cast the *magic circle* spell as a swift action with a range of 0 squares and no components.
- Archons can cast teleport (enhanced to 14th level) at will.
- All archons can speak with any creature that has a language, as though using a *tongues* spell.

Augmented Subtype

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its

original type.

Chaotic Subtype

A subtype indicates a close association with the chaotic-aligned Outer Planes. As a result, some spells and abilities affect such creatures differently. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction in the Special Abilities section, above).

Cold Subtype

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire.

Earth Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Evil Subtype

A subtype indicates a close association with the evil-aligned Outer Planes. As a result, some spells and abilities affect such creatures differently. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction in the Special Abilities section, above).

Extraplanar Subtype

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fire Subtype

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Goblinoid Subtype

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype

A subtype indicates a close association with the good-aligned Outer Planes. As a result, some spells and abilities affect such creatures differently. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction in the Special Abilities section, above).

Incorporeal Subtype

Creatures with this subtype have the Incorporeality special ability. See the Special Abilities section above.

Lawful Subtype

A subtype indicates a close association with the lawful-aligned Outer Planes. As a result, some spells and abilities affect such creatures differently. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawfully-aligned (see Damage Reduction in the Special Abilities section, above).

Mob Subtype

A mob is a collection of small-sized or larger creatures that acts as a single creature. A mob has the characteristics of its type, except as noted here. A mob has the same statistics as one of its constituent members except that its attack modifiers, attack damage and Athletics modifier are increased by 1 for each creature in the mob. A mob makes saving throws as a single creature. A mob must contain at least two members though larger numbers are much more appropriate. To determine the size of a mob, divide the number of members of the mob by 10 and then add 1. The result is how many size categories a mob is larger than its constituent members. Regardless of size, a mob always has the same reach as a single constituent member.

Attacks against a mob must always target the same individual in the mob until that creature falls. Thus, successful attacks that deal damage to a single target, can only remove one creature at a time from the mob (with the corresponding decrease in the overall attack modifier, damage and Athletics modifier).

Spells and abilities that create an area-of-effect deal their damage once for each 5-foot square in the area-of-effect that the mob occupies. For example, a successful attack with a spell that injures all foes in a cube 3 would deal nine times the normal damage (assuming a square-shaped rather than cube-shaped mob). A sufficient number of mob members should be removed to account for all the damage dealt by an area-of-effect attack.

Mobs can't gain, use or lose tokens. (The effects of tokens have already been taken into account by the adjusted statistics.)

A mob is a useful shortcut when you need to run multiple identical (or very similar) creatures of the same type. For example, the *horn of valhalla* magic item gives you the ability to summon multiple barbarian warriors. A mob is also a simple but effective method for simulating large battles between multiple army units.

Example Mob

This section presents an example of a mob of zombies.

The base creature looks like this:

Human Commoner Zombie	CR 1/2
Medium undead Init -1; Senses darkvision; Perception +0	
Defenses	
Hit points 16; DR 5/slashing AC 11 Fort 10 Ref 9 Will 13 Saving throws Fort +1 Ref +0 Will +1 Immune undead immunities	

Move Actions
Speed 6 squares; can't run
Swift Actions
none
Standard Actions
Slam +2 vs. AC // damage 1d6+1
Statistics
Abilities Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Skills
Athletics +1
Feats
Toughness

Here is a mob of 20 zombies:

Human Commoner Zombie Mob
Huge undead (mob) Init -1; Senses darkvision; Perception +0
Defenses
Hit points 16 per individual; DR 5/slashing AC 11 Fort 10 Ref 9 Will 13 Saving throws Fort +1 Ref +0 Will +1

Immune undead immunities
Move Actions
Speed 6 squares; can't run
Swift Actions
none
Standard Actions
Slam +21 vs. AC // damage 1d6+20
Statistics
Abilities Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1
Skills
Athletics +20
Feats
Toughness

Native Subtype

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Reptilian Subtype

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shape has the shapechanger subtype. A shapechanter possesses the following traits unless otherwise specified:

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Swarm Subtype

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square or a cube 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they **distract** foes whose squares they occupy.

Water Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.