Dungeons & Dragons
Jazz Edition
version 0.23

WHAT IS D&D JAZZ (and what's the point?)

D&D Jazz is my take on the ideal D&D system. Since different gamers prefer different things, this means that I designed it with my own tastes in mind. D&D Jazz has several major design goals that are heavily integrated into its design, including:

FAST AND FURIOUS- No combat should take an hour to play unless it is a major, major combat. This manifests through the ten second rule.

TACTICAL ENOUGH- PCs, especially fighters, should have more interesting options than in the early days of D&D. This manifests through fighting style and stance choices.

FUCK OPTION OVERLOAD- A pc should not to spend fifteen minutes looking over their options in combat. Likewise, when a character gains a level there should be one or two decisions to make: *what class am I taking a level in?*, followed possibly by a choice of style, stance, metamagic, etc. This manifests in the absence of feats, skill lists, large menus of powers, etc, and the advancement system.

EVERYONE STARTS AT FIRST LEVEL- The game is designed so that every new character can enter the game at 1st level without being automatically useless if the other pcs are significantly higher level. This manifests through heavily flattened math and slow hit point accumulation.

TIME PASSES- A pc should not advance from 1st to 30th level in a month, or even a single year of game time. Many elements of the system take significant time, including taking a level in a new base class. The 'xp for frivolously expending money' system is also designed to encourage downtime. Adventurers shouldn't adventure constantly (though there is nothing wrong with the occasional time pressure adventure!).

SANDBOX NOT STORY- A lot of the elements in D&D Jazz work best in a sandbox style campaign, where the pcs can choose the difficulty of their challenges by selecting where to adventure.

HIGH LETHALITY- Anyone that has played in my campaign knows that I am a rat bastard DM with a high pc mortality rate. D&D Jazz is designed to kill and maim pcs and npcs both. It would not be too crazy of an idea for a group to play multiple characters each in the Jazz environment.

DEVIL'S CHOICES- D&D Jazz is full of devil's choices. *Do I spend that treasure on new armor or burn it for xp? Do we go after the tougher monsters with the bigger treasures or fight the easy things for coppers and silvers?*

WHAT'S THE POINT? After all, between the various versions of D&D, retro-clones, Pathfinder, d20 games, etc, etc, there are already dozens of ways to tweak D&D.

Yes, but none of them do it the way it needs to be done to fully satisfy me. D&D Jazz has elements from every version of Dungeons & Dragons since the original three little booklets; each iteration of the game has some element that I adapted. This is simply what it took to make it the best game I could for my tastes.

It is my hope that anyone playing or running this system enjoys it a great deal. However, as it is designed for my style of play, if your preferences don't match mine, you may not enjoy it as much as I do. Hopefully the system is flexible enough that you can adjust it and make it your own. Thank you for taking a look, and good gaming!

CREATING A CHARACTER

To create a character, follow these steps in order:
1. Roll stats.
2. Choose your race and apply your racial traits.
3. Choose your class and choose your class features.
4. Pick or roll a secondary skill.
5. Buy your starting equipment.

1. Roll Stats

Your stats are, in order: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. Roll 4d6 and add the three dice you choose for each stat in order (thus, before racial modifiers, each stat will range from 3-18).

You may switch two stats, but may not otherwise change or modify your stats.

2. Choose Your Race and Apply Racial Traits

See the Races section for full details. You may be a dwarf, elf, halfling or human. As you advance you can take levels in racial paragon classes to focus on your race's archetypical features.

3. Choose Your Class and Apply Class Features

See the Classes section for full details. You will start off as a cleric, fighter, rogue or wizard. As you advance you can also take levels in prestige classes in order to specialize and customize your character's abilities. Prestige classes will allow you to emulate many of the other classes and options that D&D has offered over the years, such as the paladin, berserker, assassin, specialty priest, specialist wizard, etc.

4. Pick or Roll a Secondary Skill

What did your character do before she became an adventurer? Was she a philosopher or a painter, a fisher or a leatherworker? Write this down. When you make a skill check, the dm will adjudicate whether your secondary skill applies directly or indirectly, or does not apply. If your secondary skill applies indirectly, you get a +2 bonus to the check. If it applies directly, you instead get a +3 bonus.

If you prefer, you may roll a secondary skill off the following chart. Note that secondary skills are not limited to those listed; they are just examples.

D10 Roll	Cleric	Fighter	Wizard	Rogue
1	Historian	Blacksmith	Historian	Begger
2	Scribe	Mercenary	Scribe	Mercenary
3	Philosopher	Bodyguard	Philosopher	Bodyguard
4	Monk	Merchant	Alchemist	Merchant
5	Farmer	Innkeeper	Herbalist	Glassblower
6	Preacher	Tailor	Artist	Manservant
7	Exchequer	Leatherworker	Engineer	Prostitute or pimp
8	Tax collector	Mason	Mathematician	Tanner
9	Artist	Brewer	Astrologer	Agitator
10	Hermit	Rancher	Writer	Jeweler

RACES

Your racial choices are dwarf, elf, halfling and human. When you gain a level, you may choose to take a racial paragon level, in which case your racial traits will improve and increase. You cannot have more racial paragon levels than you have base class levels, nor can you take racial paragon levels from a race other than your own. Each race is detailed below.

Dwarf Starting Package

+1 Wisdom, +1 Constitution
Low-light vision
Speed 5
Speak Dwarven and Common
Stonecunning (+1 bonus to all skill checks involving stone)
+4 hit points

DWARF PARAGON ADVANCEMENT

Each time you gain a dwarf paragon level, add 4d10% to your Constitution. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	+1d8	Resist 1 poison
2	-	+1 Will	+1d8	Stonecunning increases to +2
3	+1 melee	-	+1d8	Low-light vision increases to darkvision

Elf Starting Package

+1 Wisdom, +1 Dexterity
Low-light vision
Speed 6
Speak Elven and Common
Mobility (ignore first square of difficult terrain each round)
Wilderness lore (+1 to all skill checks involving the wilderness)

ELF PARAGON ADVANCEMENT

Each time you gain an elf paragon level, add 4d10% to your Dexterity. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	+1d6	Wilderness lore increases to +2
2	+1 ranged	-	+1d6	+2 saving throws vs. charm or sleep effects
3	-	+1 AC	+1d6	Mobility increases to 2 squares

Halfling Starting Package

+1 Dexterity, +1 Charisma
Speed 5
Speak Halfling and Common
Good hands (+1 bonus to ranged attacks with thrown weapons and slings)
Lucky (force a reroll of an attack that hit you 1/day)

Nimble dodger (+1 AC and Reflex)

HALFLING PARAGON ADVANCEMENT
     Each time you gain halfling paragon level, add 4d10% to your Dexterity. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	1d4	Good hands increases to +2
2	-	+1 AC	1d4	Speed increases to 6
3	-	+1 Ref	1d4	Lucky increases to 2/day

Human Starting Package

+1 to highest and lowest scores
Speed 6
Speak Common and one other language of your choice
Quick learner (+10% to earned experience points)

HUMAN PARAGON ADVANCEMENT
     Each time you gain a human paragon level, add 4d10% to your lowest ability score. One this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will or Fort	1d6	Gain 1 fighting style or stance
2	-	+1 AC or Ref	1d6	+1 initiative
3	+1 to any one	-	1d6	Human vesatilty

     Gain fighting style or stance: This can be any fighting style (or stance) that you qualify for via any of your other classes.
     Human Versatility: You get a +1 bonus to all skill checks.

CLASSES

Basic classes are cleric, fighter, rogue and wizard. Each basic class has ten levels. As you advance in levels, you gain improvements to your attacks and defenses. Additionally, you gain a variety of class abilities and stances, fighting styles, spells and other options based on your class.

CLERIC

A cleric is a priest of a specific deity, gaining might through prayers and divine inspiration. A cleric is expected to represent his god's interests and failure to do so may result in the loss of his prayers' power.

Cleric Starting Package

A 1st-level character that is a rogue gains the following:

Attacks: Choose- +1 bonus to melee *OR* spell attacks. Whichever you choose is your primary cleric attack stat, and the other is your secondary. A character who becomes a cleric after first level chooses which is primary and which is secondary at 3rd level.

Defenses: +1 Fortitude, +1 Will

Hit Points: 8 hit points + 1/3 your Constitution score

Armor Proficiency: You are proficient in chain mail and lighter armor, as well as shields.

Weapon Proficiencies: You are proficient in maces and hammers. You may choose one specific weapon, such as dagger or trident, that you are proficient in as well.

Implement Proficiencies: You are proficient in holy symbols.

Domains and Prayers: You begin with access to four domains appropriate to your deity. Each domain grants you certain prayers which you can employ to varying effect. Initially, you know only the lowest valence prayer of each domain. Initially, all clerics will have access to the domains of *Battle, Healing, Protection* and *Sun.*

Fighting Style: A cleric begins knowing one fighting style.

Metamagic: A cleric begins knowing two types of metamagic.

Stances: A cleric begins knowing one stance.

XP: A cleric with a Wisdom of 13 or higher gets a 5% bonus to earned xp. If his Wisdom is 16 or higher he instead gets a 10% bonus to earned xp.

A character that beocmes a 1st-level cleric but is not a 1st level character advances per the 'cleric advancement' chart listing for 1st level instead.

CLERIC ADVANCEMENT

When you gain a cleric level other than first, add 3d10% to your Wisdom and 2d10% to one other abiltiy score of your choice. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Gain 2 domains
2	-	+1 Fort	-	Gain 1 metamagic, gain 1 fighting style
3	+1 primary	-	+1d8	Gain 1 stance

4	+1 secondary	+1 Will	-	Gain 1 domain
5	-	+1 Fort	+1d8	Gain 1 metamagic, gain 1 stance
6	-	+1 Will	-	Gain 1 domain
7	+1 primary	+1 AC	-	Gain 1 fighting style
8	-	+1 Fort	+1d8	Gain 1 domain
9	+1 secondary	+1 Will	-	Gain 1 metamagic, gain 1 stance
10	-	+1 AC	+1d8	Gain 1 domain, gain 1 metamagic, gain 1 stance

Attacks: The cleric chooses either melee or spell as his primary attack stat, and the other is his secondary.

Gain a Domain/Fighting Style/Stance/Metamagic: The cleric chooses a domain, style, stance or metamagic type available to him. If he qualifies to do so, a cleric may advance a fighting style, stance, domain or metamagic type instead of taking a new one.

FIGHTING STYLES

A fighting style is a method of fighting- e.g. weapon and shield or great weapon, as opposed to a stance, which can be applied to any style and is more like an "attitude".

The fighting styles available to the cleric are: *great weapon, weapon and shield, one-handed weapon, holy warrior* and *paladin style.* When a cleric gains a new style, if he qualifies to do so he may instead upgrade one of his existing styles to "expert" or "master" level.

Great Weapon Style

When you wield a weapon with both hands, you gain a +2 bonus to damage.

Expert (must be 4th level cleric, must have Str 11 or Con 11): When you wield a weapon with both hands, you gain a +1 bonus to attack.

Master (must be 8th level cleric, must have Str 14 or Con 14): When you wield a weapon with both hands, your base critical range doubles.

Holy Warrior Style

When you wield a weapon in one hand and a holy symbol in the other, you gain a +1 bonus to AC and Will.

Expert (must be 4th level cleric, must have Wis 11): When you wield a weapon in one hand and a holy symbol in the other, you gain a +1 bonus to spell attacks.

Master (must be 8th level cleric, must have Wis 14): When you wield a weapon in one hand and a holy symbol in the other, you gain a +1 bonus to melee attacks.

One-Handed Weapon Style

When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to attack.

Expert (must be 4th level fighter, must have Int 11 or Cha 11): When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to AC and Reflex.

Master (must be 8th level fighter, must have Int 14 or Cha 14): When you wield a weapon in one hand and have your other hand free, you gain a +2 bonus to initiative.

Paladin Style

Once per round you can stow a weapon and draw a holy symbol (or vice versa) as a single minor action.

Expert (must be 8th level cleric, must have Str 13 *and* Cha 13): Once per round if an enemy triggers an opportunity attack from you and you have a holy symbol but no weapon in hand, you may stow your holy symbol and draw a weapon as an interrupt. If you do so, you gain combat advantage for your opportunity attack.

Weapon and Shield Style

When you wield a melee weapon in one hand and a shield in the other, you gain a +1 bonus to AC and Reflex.

Expert (must be 4th level fighter, must have Con 11, Int 11 or Wis 11): When you wield a melee weapon in one hand and a shield in the other, you gain a +1 bonus to Fort and reduce the severity of critical hits on you by 1d8.

Master (must be 8th level fighter, must have Con 14, Int 14 or Wis 14): When you wield a melee weapon in one hand and a shield in the other and you miss with a melee attack, you may make a shield bash attack as a free action.

METAMAGIC

Metamagic effects change spells or prayers, making them more effective in one way or another. You may use as many metamagic effects on one spell or prayer as you like, but each must recharge before you can use it again. You decide which metamagic effects to apply to a spell or prayer at the start of casting.

Accurate (recharge 16+)

When you miss with a spell attack, you may reroll that attack.

Expert (must be 6th level cleric, must have Int 11 or Dex 11): Recharge 14+.

Master (must be 10th level cleric, must have Int 14 or Dex 14): Recharge 12+.

Concentrate (recharge 16+)

When you use a spell or prayer that gives a bonus to you or your allies, that bonus increases by +1.

Expert (must be 4th level cleric, must have Wis 11): Recharge 11+.

Master (must be 8th level cleric, must have Wis 14): Recharge 6+.

Empower (recharge 18+)

When you cast a spell or prayer that deals damage, it deals extra damage equal to your class level on a hit.

Expert (must be 8th level cleric, must have Str 11): Recharge 16+.

Extend (recharge 16+)

When you cast a spell or prayer that that lasts until the end of a round, it lasts an extra round.

Expert (must be 4th level cleric, must have Con 11): Recharge 11+.

Master (must be 8th level cleric, must have Con 14): Recharge 6+.

Far Reach (recharge 16+)

When you cast a spell or prayer with a range, you double the range.

Expert (must be 4th level cleric, must have Dex 11): Recharge 11+.

Master (must be 8th level cleric, must have Dex 14): Recharge 6+.

Overwhelm (recharge 18+)
 When you hit a target with a spell attack, you knock it prone.
 Expert (must be 8th level cleric, must have Str 11): Recharge 16+.

Persistent (recharge 16+)
 Enemies take a -2 penalty to saving throws against effects you impose with spells or prayers.
 Expert (must be 4th level cleric, must have Int 11): Recharge 11+.
 Master (must be 8th level cleric, must have Int 11): Recharge 6+.

Reaching (recharge 18+)
 You treat a spell or prayer with a range of touch as if its range was 25'.
 Expert (must be 4th level cleric, must have Wis 11): Recharge 14+.
 Master (must be 8th level cleric, must have Wis 14): Recharge 10+.

Subdue (recharge 11+)
 When you hit a target with a spell attack, you deal nonlethal damage.
 Expert (must be 4th level cleric, must have Wis 11): Recharge 6+.
 Master (must be 8th level cleric, must have Wis 14): Recharge 1+.

STANCES

 A stance is a form that its user takes up as a modifier to her attacks. A character can only use one stance at a time, and the stance ends as soon as the character changes it (which a character must do at the start of his turn) or loses consciousness. When a cleric gains a new stance, if he qualifies to do so he may instead upgrade one of his existing stances to "expert" or "master" level.
 The stances available to the cleric are as follows:

Crusher Stance
 When you use a melee weapon that deals bludgeoning damage, you get a +2 bonus to damage.
 Expert (must be 4th level cleric, must have Con 11): When you hit with a melee weapon that deals bludgeoning damage, you can choose to take a -4 penalty to damage in order to daze the target until the end of your next turn.
 Master (must be 8th level cleric, must have Con 14): When you attack with a melee weapon that deals bludgeoning damage, your base critical range doubles.

Defensive Stance
 You gain a +1 bonus to all defenses.
 Expert (must be 4th level cleric, must have Dex 11 or Wis 11): If an enemy enters an adjacent square, you may shift 1 as an interrupt.
 Master (must be 8th level cleric, must have Dex 14 or Wis 14): You gain resist 2 blundgeoning, piercing and slashing.

Healer's Stance
 When you use a healing power, you restore an extra 1d4 hit points.
 Expert (must be 4th level cleric, must have Wis 11 or Cha 11): When you use a healing power, you may affect an additional target within range.
 Master (must be 8th level cleric, must have Wis 11 or Cha 11): When you use a healing power, you

may shift 2 squares before or after it takes effect.

Prayerful Stance
> You gain a +1 bonus on spell attacks.
> **Expert** (must be 4ᵗʰ level cleric, must have Wis 11 or Cha 11): You gain a +2 bonus on metamagic recharge rolls.
> **Master** (must be 8ᵗʰ level cleric, must have Wis 14 or Cha 14): You can spend a minor action to sustain two effects that each require one minor action to sustain, or to sustain a single effect that normally requires a standard action to sustain.

Protective Stance
> Adjacent allies get a +1 bonus to AC and Will.
> **Expert** (must be 4ᵗʰ level cleric, must have Con 11): Adjacent allies get a +1 bonus to Reflex and Fortitude.
> **Master** (must be 8ᵗʰ level cleric, must have Con 14): Adjacent allies get resist 1 all.

Stolid Stance
> **Special:** You may not move while you are in this stance.
> If an enemy tries to maneuver you, reduce the distance it maneuvers you by 10'.
> **Expert** (must be 4ᵗʰ level cleric, must be a dwarf or have Dex 11 or Con 11): If an attack would knock you prone, make a saving throw; 10 or higher: You are not knocked prone.
> **Master** (must be 8ᵗʰ level cleric, must be a dwarf or have Dex 14 or Con 14): If an enemy tries to maneuver you, make a melee attack vs. its Fortitude as an interrupt. If you hit, you knock it prone instead.

DOMAINS
> The domains you know must be ones offered by your deity. Initially, you can use only the 1ˢᵗ valence prayer from each domain, but as you advance, you can increase your power in your domains. Your initial mastery makes you an acolyte of the domain. To become an initiate or adept, the character must meet the following crtieria:
> **Initiate** (gain access to 2ⁿᵈ valence): Must be 4ᵗʰ level cleric, must have 11+ in ability linked to domain.
> **Adept** (gain access to 3ʳᵈ valence): Must be 8ᵗʰ level cleric, must have 14+ in ability linked to domain.
> Gaining access to higher levels of mastery (*Priest* and *High Priest*) requires taking an appropriate prestige class.

BATTLE DOMAIN
> **LINKED ABILITY SCORE: Strength or Dexterity**

1ˢᵗ Valence (Bless): As a standard action, you may invoke a blessing on yourself and your allies within a range of 25'. Until the end of the next round, each target gains +1 to melee attacks and AC. Sustain minor.

2ⁿᵈ Valence (Chant): You begin chanting as a standard action, blessing yourself and all your allies within a range of 25'. Until the end of your next turn, each target gains +1 to melee attacks, AC, Fortitude and Will. Sustain standard.

3ʳᵈ Valence (Recitation): As a standard action, you utter a prayer giving yourself and all allies within a range of 25' a +1 bonus to melee and spell attacks, melee and spell damage and all defenses. This effect

lasts until the end of your next turn. Sustain minor.

4th Valence (Dictum): You and all allies within a range of 15' gain +2 to melee attacks and all defenses until the end of your next turn. Make a spell attack vs. Will against each enemy in range; *Hit:* the target grants combat advantage until the end of your next turn.

5th Valence (Holy Word): As *dictum,* but the range is 30' and each enemy hit also takes 2d6 thunder damage and is immobilized (save ends on a 10+).

HEALING DOMAIN

LINKED ABILITY SCORE: Wisdom or Charisma

1st Valence (Cure Light Wounds): As a standard action, you touch one creature and heal it of damage equal to 10% of its maximum hit points plus 1d6 points. Alternatively, you can use this prayer as a minor action, but it must then recharge (13+).

2nd Valence (Cure Serious Wounds): As a standard action, you touch one creature and heal it of damage equal to 25% of its maximum hit points plus 1d12 points. Alternatively, you can use this prayer as a minor action, but it must then recharge (13+).

3rd Valence (Restoration): As a standard action, you touch one creature and heal 2d4 points of ability damage to one ability score **OR** 1d3 points of ability damage to each damaged ability score **OR** 1 point of ability drain to each drained ability score. Each creature can only be affected by *restoration* once per day.

4th Valence (Cure Critical Wounds): As a standard action, you touch one creature and heal it of damage equal to 50% of its maximum hit points plus 1d12 points. This power must then recharge (13+).

5th Valence (Revivify): As a full action, you touch one creature that is alive or that died within the last round. That creature heals damage equal to 50% of its maximum hit points plus 2d8 hit points. If it was dead, it comes back to life with hit points equal to the healing that you delivered. Each creature can only be affected by *revivify* once per day.

PROTECTION DOMAIN

LINKED ABILTIY SCORE: Wisdom or Constitution

1st Valence (Protection from Harm): As a standard action, you touch one creature and it gains resist all 2 until the end of your next turn. Alternatively, you may use this prayer as a minor action, but it must then recharge (15+).

2nd Valence (Sanctuary): As a standard action, you touch one creature and give it a +4 bonus to all defenses until the end of your next turn or until it attacks. Sustain minor.

3rd Valence (Circle of Protection): As a standard action, you begin to emanate a circle of protection around you to a range of 10'. You and each ally within the burst gains a +2 bonus to saving throws and all defenses while within the zone. The zone moves with you while it lasts. Sustain minor.

4th Valence (Protection from Energy): As a minor action you touch yourself or one ally and give it resist 10 against one energy type of your choice (acid, cold, fire, force, lightning, necrotic, psychic, radiant or thunder) until the end of your next turn. Sustain minor (1/target).

5th Valence (Holy Aura): As a minor action you touch yourself or one ally and surround it with a visible *holy aura* that lasts until the end of your next turn. This aura gives the target +4 to all defenses and if any creature makes a melee attack on him, you may make a spell attack vs. the attacker's Will as a reaction; *Hit:* the target is blinded (save ends).

SUN DOMAIN

LINKED ABILITY: Intelligence or Charisma

1ˢᵗ Valence (Light): With a minor action, you cause bright light with a range of 20' to emanate from a willing creature, nonmagical object or point in space within 25'. (This also creates an additional 20' radius of dim light surrounding the bright light.) This light lasts for 1 minute.

2ⁿᵈ Valence (Turn Undead): As a standard action, make a spell vs. Will attack against each undead enemy within a range of 20'. *Hit:* 1d10 radiant damage, push 5' and immobilize until the end of the target's next turn; *Miss:* half damage.

3ʳᵈ Valence (Searing Light): As a standard action, make a spell attack vs. Reflex against an enemy within 50'; *Hit:* 2d6 radiant damage and blinded until the end of your next turn.

4ᵗʰ Valence (Radiant Aura): As a minor action, you utter a prayer. You start to glow, shedding bright light in an emanation with a range of 50'. (This counts as an attack dealing 0 radiant damage to each creature in the emanation, so certain monsters will be harmed by this light.) While this effect persists, non-blind enemies have a -2 penalty on attacks against you and if you score a critical hit, the target of the crit is also blinded (save ends on a 12+).

5ᵗʰ Valence (Sunburst): As a standard action, you create a burst 2 of bright light within 100'. Each ally in the burst gains combat advantage against each enemy in burst until the end of your next turn. Make a spell vs. Reflex attack against each enemy. *Hit:* 2d6 radiant damage and blinded until the end of your next turn. *Miss:* Half damage. After you use it, this power must recharge (17+).

FIGHTER

A fighter is a master of weapons and learns to fight with weapons and armor of all kinds. His power comes from his training and sheer toughness. A fighter generally wants to get into the mix, where he can lay enemies low left and right, though some prefer fighting with missile weapons from a distance.

Fighter Starting Package

A 1st-level character that is a fighter gains the following:

Attacks: +1 bonus to melee attacks
Defenses: +1 AC and Fortitude
Hit Points: 10 hit points + 1/3 your Constitution score
Armor Proficiency: A fighter is proficient in all armor and shields.
Weapon Proficiencies: A fighter is proficient in four weapon categories of his choice.
Fighting Styles: A fighter begins knowing two fighting styles.
Stances: A fighter begins knowing two stances.
XP: A fighter with a Strength of 13 or higher gets a 5% bonus to earned xp. If his Strength is 16 or higher he instead gets a 10% bonus to earned xp.

A character that becomes a 1st-level fighter but is not 1st level instead advances per the 'fighter advancement' chart listing for 1st level instead.

Fighters and Ability Scores: Each ability score helps a fighter master certain combat styles, stances and weapons. These are:

Strength: A fighter with a high Strength can become an expert with thrown weapons, great weapons, heavy blades or axes. It also helps a fighter control enemy movement or prevent an enemy from moving him.

Intelligence: A fighter can use high Int to master advanced weapon and shield techniques, heavy blade techniques or the one handed weapon style. A smart fighter is also able to learn how best to maneuver an enemy.

Wisdom: A fighter with high Wis can master advanced weapon and shield or other defensive combat moves, as well as missile techniques. A high Wis also allows a fighter to master techniques for maneuvering enemies.

Dexterity: Dexterity is required for advanced missile weapon techniques, as well as fighting with two weapons. It also helps a fighter learn defensive techniques. Mastery of light blade combat requires a high Dex.

Constitution: A high Con helps a fighter handle two-handed or bludgeoning weapons or a weapon in one hand and a shield in the other. It also helps a fighter learn to stand solidly in place, preventing enemies from maneuvering him.

Charisma: A high Charisma helps a fighter master one handed or throwing weapon styles, as well as the use of light blades. It also helps a fighter control enemy movement, either by preventing it or by forcing it.

FIGHTER ADVANCEMENT

When you gain a fighter level other than first, add 3d10% to your Strength and 2d10% to one other abiltiy score of your choice. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features

1	+1 melee	-	-	Gain 1 fighting style, gain 1 stance, gain proficiencies
2	+1 ranged	+1 AC	-	Gain 1 stance, power attack
3	-	+1 Fort	+1d10	Gain 1 fighting style
4	+1 melee	-	-	Gain 1 stance, gain 1 fighting style
5	-	+1 AC	+1d10	Gain 1 stance, power attack improves
6	+1 melee	+1 Fort	-	Gain 1 stance
7	+1 ranged	+1 AC	-	Gain 1 fighting style
8	-	+1 Ref	+1d10	Gain 1 stance
9	+1 melee	+1 AC	-	Gain 1 stance
10	-	+1 Fort	+1d10	Gain 1 fighting style, gain 1 stance, power attack improves

Gain a Fighting Style/Stance: The fighter chooses a fighting style or stance available to a fighter of his level. If the character qualifies to do so, he may instead advance his mastery of a style or stance by one step. In either case, a character may choose to instead gain a new weapon proficiency.

Proficiencies: A character that becomes a 1st-level fighter but is not a 1st level character gains 2 armor and 2 weapon proficiencies.

Power Attack (recharge 16+): Before rolling a melee attack, a fighter can declare it a power attack. If that attack hits, it deals double damage. She cannot use this ability again until it recharges.

At 5th level, Power Attack recharges on a 14+.

At 10th level, Power Attack recharges on a 12+.

FIGHTING STYLES

A fighting style is a method of fighting- e.g. weapon and shield or great weapon, as opposed to a stance, which can be applied to any style and is more like an "attitude".

The fighting styles available to the fighter are: *great weapon, weapon and shield, one-handed weapon, missile weapon, throwing* and *two-weapon style.* When a fighter gains a new style, if he qualifies to do so he may instead upgrade one of his existing styles to "expert" or "master" level.

Great Weapon Style

When you wield a weapon with both hands, you gain a +2 bonus to damage wth melee attacks.

Expert (must be 4th level fighter, must have Str 11 or Con 11): When you wield a weapon with both hands, you gain a +1 bonus to melee attacks.

Master (must be 8th level fighter, must have Str 14 or Con 14): When you wield a melee weapon with both hands, your base critical range doubles.

Missile Weapon Style

When you wield a missile weapon, you gain a +1 bonus to initiative and reduce the AC bonus that cover provides to your targets by 2.

Expert (must be 4th level fighter, must have Wis 11 or Dex 11): When you wield a missile weapon, you gain a +1 bonus to attack.

Master (must be 8th level fighter, must have Wis 14 or Dex 14): When you wield a missile weapon, you can fire into melee without penalty.

One-Handed Weapon Style

When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to attacks.

Expert (must be 4ᵗʰ level fighter, must have Int 11 or Cha 11): When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to AC and Reflex.

Master (must be 8ᵗʰ level fighter, must have Int 14 or Cha 14): When you wield a weapon in one hand and have your other hand free, you gain a +2 bonus to initiative.

Throwing Weapon Style

When you throw a weapon, you may shift 5' before or after you attack.

Expert (must be 4ᵗʰ level fighter, must have Str 11, Dex 11 or Cha 11): When you throw a weapon, you get a +1 bonus to your attack.

Master (must be 8ᵗʰ level fighter, must have Str 14, Dex 14 or Cha 14): When you throw a weapon, your base threat range doubles.

Two Weapon Style (must be 4ᵗʰ level fighter, must have Dex 13)

When you fight with one melee weapon in each hand, you can make one attack at -4 with each weapon as a full action.

Expert (must be 8ᵗʰ level fighter, must have Dex 17): The penalty for making an attack with each weapon is -2.

Weapon and Shield Style

When you wield a melee weapon in one hand and a shield in the other, you gain a +1 bonus to AC and Reflex.

Expert (must be 4ᵗʰ level fighter, must have Con 11, Int 11 or Wis 11): When you wield a melee weapon in one hand and a shield in the other, you gain a +1 bonus to Fort and reduce the severity of critical hits on you by 1d8.

Master (must be 8ᵗʰ level fighter, must have Con 14, Int 14 or Wis 14): When you wield a melee weapon in one hand and a shield in the other and you miss with a melee attack, you may make a shield bash attack as a free action.

STANCES

A stance is a form that its user takes up as a modifier to her attacks. A character can only use one stance at a time, and the stance ends as soon as the character changes it (which a character must do at the start of his turn) or loses consciousness. When a fighter gains a new stance, if he qualifies to do so he may instead upgrade one of his existing stances to "expert" or "master" level.

The stances available to the fighter are as follows:

Advancing Stance

When you hit with a melee or ranged attack, you can shift 5'.

Expert (must be 4ᵗʰ level fighter): Whenever an enemy makes an opportunity attack against you because you are moving, you may make a melee or ranged attack on it as a reaction.

Master (must be 8ᵗʰ level fighter): When you move adjacent to an enemy, that movement does not trigger opportunity attacks from that enemy.

Aggressive Stance

You get a +1 bonus on melee attacks.

Expert (must be 4ᵗʰ level fighter): You get a +2 bonus on damage with melee and ranged attacks.

Master (must be 8ᵗʰ level fighter): When you drop an enemy with a melee attack, you may make a

melee attack as a free action.

Archery Stance

Before or after you make a ranged attack, you can shift 5'.

Expert (must be 4th level fighter, must have Wis 11 or Dex 11): You get a +1 bonus to ranged attacks.

Master (must be 8th level fighter, must have Wis 11 or Dex 11): You get a +2 bonus to damage with ranged attacks.

Axeman's Stance

You get a +2 bonus to damage with axes.

Expert (must be 4th level fighter, must have Str 11): When you hit with a melee attack with an axe, you may maneuver the target 5'.

Master (must be 8th level fighter, must have Str 14): While you wield an axe, you get a +2 bonus to Fortitude.

Call 'Em Out

Adjacent enemies suffer a -2 penalty on attacks that don't include you as a target.

Expert (must be 2nd level fighter, must have Str 11 or Cha 11): If an adjacent enemy makes an attack that doesn't include you as a target, you may make a melee attack against it as a reaction.

Master (must be 6th level fighter, must have Str 14 or Cha 14): If you hit with an opportunity attack triggered by movement, the target's move ends in the square it was trying to leave.

Crusher Stance

When you use a melee weapon that deals bludgeoning damage, you get a +2 bonus to damage.

Expert (must be 4th level fighter, must have Con 11): When you hit with a melee weapon that deals bludgeoning damage, you can choose to take a -4 penalty to damage in order to daze the target until the end of your next turn.

Master (must be 8th level fighter, must have Con 14): When you attack with a melee weapon that deals bludgeoning damage, your base threat range doubles.

Defensive Stance

You gain a +1 bonus to all defenses.

Expert (must be 4th level fighter, must have Dex 11 or Wis 11): If an enemy enters an adjacent square, you may shift 1 as an interrupt.

Master (must be 8th level fighter, must have Dex 14 or Wis 14): You gain resist 2 blundgeoning, piercing and slashing.

Knife Stance

You gain a +1 bonus to melee and ranged attacks with light blades.

Expert (must be 4th level fighter, must have Int 11, Dex 11 or Cha 11): Your base critical range doubles with light blades.

Master (must be 8th level fighter, must have Int 14, Dex 14 or Cha 14): When you wield a light blade, you may shift an extra 5' whenever you shift.

Long Stance

When you use a pole arm or spear, as a full action you may make a melee attack as if your reach

was one greater than it is.

Expert (must be 4th level fighter): When you use a pole arm or spear, you gain a +1 bonus to initiative and AC.

Master (must be 8th level fighter): When you hit with a pole arm or spear, after the other effects of the hit are resolved, you may push the target 10'.

Maneuvering Stance

You get a +2 bonus on attempts to maneuver an enemy.

Expert (must be 4th level fighter, must have Int 11, Wis 11 or Cha 11): Whenever you maneuver an enemy, you may move it an extra 5'.

Master (must be 8th level fighter, must have Int 14, Wis 14 or Cha 14): Extra 10'.

Reckless Offense

You get a +2 bonus on melee attacks, but suffer a -2 penalty to AC and Reflex.

Expert (must be 4th level fighter): You gain resist 2 bludgeoning, piercing and slashing.

Master (must be 8th level fighter): If an enemy hits you with an opportunity attack caused by your movement, you may make a melee attack against it as a reaction.

Stolid Stance

Special: You may not move while you are in this stance.

If an enemy tries to maneuver you, reduce the distance it maneuvers you by 10'.

Expert (must be 4th level fighter, must be a dwarf or have Dex 11 or Con 11): If an attack would knock you prone, make a saving throw; 10 or higher: You are not knocked prone.

Master (must be 8th level fighter, must be a dwarf or have Dex 14 or Con 14): If an enemy tries to maneuver you, make a melee attack vs. its Fortitude as an interrupt. If you hit, you knock it prone instead.

Swordsman Stance

You get a +1 bonus on attacks with heavy blades.

Expert (must be 4th level fighter, must have Str 11 or Int 11): You get a +2 bonus to damage with heavy blades.

Master (must be 8th level fighter, must have Str 14 or Int 14): You get a +1 bonus to initiative and a +1 bonus to AC while wielding a heavy blade.

ROGUE

Unlike a fighter, a rogue relies on stealth and being unnoticed. While her power comes from training and discipline like a fighter's, a rogue operates very differently.

Rogue Starting Package

A 1st-level character that is a rogue gains the following:

Attacks: Choose- +1 bonus to melee **OR** ranged attacks. Whichever you choose is your primary rogue attack stat, and the other is your secondary. A character who becomes a rogue after first level chooses which is primary and which is secondary at 4th level.

Defenses: +1 Reflex

Hit Points: 6 hit points + 1/3 your Constitution score

Armor Proficiency: You are proficient in leather armor.

Weapon Proficiencies: You are proficient in light blades and light thrown weapons. In addition, you may choose one specific weapon (such as hand axe, longbow or halberd) that you have proficiency in.

Fighting Style: A rogue begins knowing one fighting style.

Stances: A rogue begins knowing two stances.

Sneak Attack: When a rogue hits an enemy that she has combat advantage against, she deals an extra 1d6 points of damage. (As the rogue advances, this damage increases.)

XP: A rogue with a Dexterity of 13 or higher gets a 5% bonus to earned xp. If his Dexterity is 16 or higher he instead gets a 10% bonus to earned xp.

A character that becomes a 1st-level rogue but is not a 1st level character advances per the 'rogue advancement' chart listing for 1st level instead.

Rogues and Ability Scores: Each ability score helps a rogue master certain types of skills, tricks and combat methods. These are:rogue

Strength: A rogue with a high Strength can become an expert with thrown weapons.

Intelligence: A rogue can use high Int to master the one handed weapon style, as well as to find and disable traps.

Wisdom: A rogue with high Wis can master advanced ranged weapon techniques, as well as techniques involving defense and alertness.

Dexterity: Dexterity is required for advanced missile and throwing weapon techniques, as well as fighting with two weapons and defensive fighting techniques. It also helps a rogue become more stealthy and a more effective thief.

Constitution: A rogue gains little directly from a high Constitution, although it affects her starting hit points at first level and her Fortitude defense.

Charisma: A high Charisma helps a rogue master one handed, weapon and cloak or throwing weapon styles. It also helps a rogue appear harmless, learn advanced light blade techniques, manipulate or move enemies.

ROGUE ADVANCEMENT

When you gain a rogue level other than first, add 3d10% to your Dexterity and 2d10% to one other abiltiy score of your choice. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Gain 1 stance, sneak attack +1d6

2	-	+1 Ref	-	Gain 1 fighting style, skill mastery +1
3	-	+1 Ref	+1d6	Gain 1 stance
4	+1 primary	-	-	Gain 1 stance
5	+1 secondary	-	+1d6	Skill mastery +2
6	-	+1 AC	-	Gain 1 stance, sneak attack +2d6
7	-	+1 Ref	-	Gain 1 fighting style, gain 1 stance
8	-	+1 Ref	+1d6	Gain 1 stance
9	+1 primary	+1 AC	-	Gain 1 fighting style
10	-	-	+1d6	Skill mastery +3, sneak attack +3d6

Gain a Fighting Style/Stance: The rogue chooses a fighting style or stance available to a rogue of his level. If the character qualifies to do so, he may instead advance his mastery of a style or stance by one step. In either case, a character may choose to instead gain a new weapon proficiency or proficiency in the lightest type of armor or shield that the character is not proficient in.

Sneak Attack: As a rogue gets higher level, she deals more damage with her sneak attack (as indicated).

Skill Mastery: At 2nd level, rogues gain a +1 bonus to all skill checks. As they advance, this improves; at 5th level, the bonus increases to +2, and at 10th level it increases to +3.

FIGHTING STYLES

A fighting style is a method of fighting- e.g. weapon and shield or great weapon, as opposed to a stance, which can be applied to any style and is more like an "attitude".

The fighting styles available to the rogue are: *one-handed weapon, throwing weapon, two-weapon* and *weapon and cloak style.* When a rogue gains a new style, if he qualifies to do so he may instead upgrade one of his existing styles to "expert" or "master" level.

One-Handed Weapon Style

When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to melee attacks.

Expert (must be 4th level rogue, must have Int 11 or Cha 11): When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to AC and Reflex.

Master (must be 8th level rogue, must have Int 14 or Cha 14): When you wield a weapon in one hand and have your other hand free, you gain a +2 bonus to initiative.

Throwing Weapon Style

When you throw a weapon, you may shift 5' before or after you attack.

Expert (must be 4th level rogue, must have Str 11, Dex 11 or Cha 11): When you throw a weapon, you get a +1 bonus to your attack.

Master (must be 8th level rogue, must have Str 14, Dex 14 or Cha 14): When you throw a weapon, your base threat range doubles.

Two Weapon Style (must have Dex 13)

When you fight with one melee weapon in each hand, you can make one attack at -4 with each weapon as a full action.

Expert (must be 6th level rogue, must have Dex 17): The penalty for making an attack with each weapon is -2.

Weapon and Cloak Style

When you wield a weapon in one hand and have your cloak in the other, you gain a +1 bonus to initiative and a +3 bonus to defenses against opportunity attacks.

Expert (must be 4th level rogue, must have Cha 11): When you wield a weapon in one hand and have your cloak in the other, you can spend a minor action 1/round to make a melee attack vs. Will against an adjacent enemy. If you hit, you gain combat advantage against it until the end of your turn.

Master (must be 8th level rogue, must have Cha 14): When you wield a weapon in one hand and have your cloak in the other, you can shift 1 square as a minor action 1/round.

STANCES

A stance is a form that its user takes up as a modifier to her attacks. A character can only use one stance at a time, and the stance ends as soon as the character changes it (which a character must do at the start of his turn) or loses consciousness. When a rogue gains a new stance, if she qualifies to do so she may instead upgrade one of her existing stances to "expert" or "master" level.

The stances available to the rogue are as follows:

Archery Stance

Before or after you make a ranged attack, you can shift 5'.

Expert (must be 4th level rogue, must have Wis 11 or Dex 11): You get a +1 bonus to ranged attacks.

Master (must be 8th level rogue, must have Wis 11 or Dex 11): You get a +2 bonus to damage with ranged attacks.

Defensive Stance

You gain a +1 bonus to all defenses.

Expert (must be 4th level rogue, must have Dex 11 or Wis 11): If an enemy enters an adjacent square, you may shift 1 as an interrupt.

Master (must be 8th level rogue, must have Dex 14 or Wis 14): You gain resist 2 blundgeoning, piercing and slashing.

Inobtrusive Stance

When an enemy within 30' that has not seen you attack targets you with a melee or ranged attack, make a spell attack vs. Will as an interrupt 1/round. If you hit, the enemy may not target you this round.

Expert (must be 4th level rogue, must have Cha 13): You get a +1 bonus on spell attacks.

Master (must be 8th level rogue, must have Cha 18): When you successfully use your inobtrusive stance, you may shift 10'.

Knife Stance

You gain a +1 bonus to melee and ranged attacks with light blades.

Expert (must be 4th level rogue, must have Int 11, Dex 11 or Cha 11): Your base critical range doubles with light blades.

Master (must be 8th level rogue, must have Int 14, Dex 14 or Cha 14): When you wield a light blade, you may shift an extra 5' whenever you shift.

Liar Stance

You get a +2 bonus on skill checks to mislead or lie to creatures.

Expert (must be 4th level rogue, must have Cha 11): The bonus increases to +3.
Master (must be 8th level rogue, must have Cha 14): The bonus increases to +4.

Maneuvering Stance

You get a +2 bonus on attempts to maneuver an enemy.
Expert (must be 4th level rogue, must have Int 11, Wis 11 or Cha 11): Whenever you maneuver an enemy, you may move it an extra 5'.
Master (must be 8th level rogue, must have Int 14, Wis 14 or Cha 14): Extra 10'.

Stealthy Stance

You get a +2 bonus on skill checks to be sneaky.
Expert (must be 4th level rogue, must have Dex 11): The bonus increases to +3.
Master (must be 8th level rogue, must have Dex 14): The bonus increases to +4.

Thief's Stance

You get a +2 bonus on skill checks to pick pockets or open locks.
Expert (must be 4th level rogue, must have Dex 11): The bonus increases to +3.
Master (must be 8th level rogue, must have Dex 14): The bonus increases to +4.

Trapfinder Stance

You get a +2 bonus on skill checks to find and disable traps.
Expert (must be 4th level rogue, must have Int 11): The bonus increases to +3.
Master (must be 8th level rogue, must have Int 14): The bonus increases to +4.

Uncanny Dodge Stance

Enemies do not get a bonus to attacks against you when they have combat advantage.
Expert (must be 4th level rogue, must have Wis 14): If an attack vs. Reflex misses you, it has no effect on you, even if it normally has an effect on a miss.
Master (must be 10th level rogue, must have Wis 18): You can pinpoint invisible creatures within 2 squares of you.

WIZARD

A wizard is a student of arcane magic. While a cleric is given his powers by his god, a wizard learns to manipulate magic through study and experiment.

Wizard Starting Package

Attacks: +1 bonus to spell attacks
Defenses: +1 Will
Hit Points: 5 hit points + 1/3 your Constitution score
Weapon Proficiencies: You are proficient in the dagger and staff.
Implement Proficiencies: You are proficient in four of the following implements: dagger, orb, rod, staff, tome, wand.
Schools and Spells: You have studied the three schools of magic, abjuration, evocation and enchantment. You know four spells, at least one from each school that you have studied, rolled from the tables below.

Learning Spells: To learn a new spell, you must first acquire its formula, usually via a magic scroll, a captured spellbook, another wizard's training, etc, and scribe it into your spellbook. This costs 100 gp x the highest valence of the spell you can cast. You do not automatically gain new spells as you advance, but you do study more schools, which open more options for you.
Metamagic: A wizard begins knowing three types of metamagic.
Stances: A wizard begins knowing one stance.
XP: A wizard with an Intelligence of 13 or higher gets a 5% bonus to earned xp. If her Intelligence is 16 or higher he instead gets a 10% bonus to earned xp.

A character that beocmes a 1st-level wizard but is not a 1st level character advances per the 'wizard advancement' chart listing for 1st level instead.

Strength: Evocation, Transmutation
Intelligence: Conjuration, Divination, Illusion, Teleportation
Wisdom: Abjuration, Divination, Necromancy
Dexterity: Polymorph, Teleportation, Transmutation
Constitution: Abjuration, Evocation, Necromancy
Charisma: Conjuration, Enchantment

WIZARD ADVANCEMENT

When you gain a wizard level other than first, add 3d10% to your Intelligence and 2d10% to one other abiltiy score of your choice. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	+1 spell	-	-	Gain 1 school, gain 2 spells, gain 1 metamagic
2	-	+1 Will	-	Gain 1 metamagic, gain 1 fighting style
3	+1 spell	-	+1d4	Gain 1 school
4	-	+1 Will	-	Gain 1 metamagic, gain 1 stance
5	+1 spell	-	+1d4	Gain 1 metamagic
6	-	+1 Will	-	Gain 1 metamagic, gain 1 school
7	+1 spell	+1 Ref	-	Gain 1 stance

8	-	-	+1d4	Gain 1 metamagic, gain 1 stance
9	+1 spell	-	-	Gain 1 fighting style, gain 1 school
10	-	+1 Will	+1d4	Gain 1 metamagic, gain 1 stance

Gain a School/Stance/Metamagic: The wizard chooses a school, stance or metamagic type available to her. (In order for a school to become available to a wizard, she must have access to at least one spell of that school, via a scroll, book, trainer, etc.) If she qualifies to do so, a wizard may advance her mastery of a school, stance or metamagic type instead of taking a new one.

FIGHTING STYLES

A fighting style is a method of fighting- e.g. weapon and shield or great weapon, as opposed to a stance, which can be applied to any style and is more like an "attitude".

The fighting styles available to the wizard are: *empty hand, magic-user* and *one-handed weapon style.* When a wizard gains a new style, if he qualifies to do so he may instead upgrade one of his existing styles to "expert" or "master" level.

Empty Hand Style

While your hands are empty, you gain a +1 bonus to initiative and Reflex.

Expert (must be 4th level wizard, must have Dex 11): While your hands are empty, you gain a +1 bonus to AC and Will.

Master (must be 8th level wizard, must have Dex 14): While your hands are empty, you gain a +1 bonus to Fortitude and speed.

Magic-User Style

Special: You cannot use an implement that also functions as a weapon, such as a dagger or staff, with this fighting style.

When you have an implement but no weapon in hand, you gain a +1 bonus to spell attacks.

Expert (must be 4th level wizard, must have Int 11 or Wis 11): When you have an implement but no weapon in hand, you gain a +1 bonus to initiative. Additionally, as a free action 1/round, you can shift 5' immediately before casting a spell.

Master (must be 8th level wizard, must have Int 14 or Wis 14): When you have an implement but no weapon in hand, you gain a +1 bonus to AC and Reflex.

One-Handed Weapon Style

When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to attack.

Expert (must be 4th level wizard, must have Int 11 or Cha 11): When you wield a weapon in one hand and have your other hand free, you gain a +1 bonus to AC and Reflex.

Master (must be 8th level wizard, must have Int 14 or Cha 14): When you wield a weapon in one hand and have your other hand free, you gain a +2 bonus to initiative.

METAMAGIC

Metamagic effects change spells or prayers, making them more effective in one way or another. At the start of a character's turn, he makes a recharge check for each metamagic that he has expended. You may use as many metamagic effects on one spell or prayer as you like, but each must recharge before you can use it again.

<u>Accurate</u> (recharge 16+)

    When you miss with a spell attack, you may reroll that attack.

    Expert (must be 6th level wizard, must have Int 11 or Dex 11): Recharge 14+.

    Master (must be 10th level wizard, must have Int 14 or Dex 14): Recharge 12+.

<u>Concentrate</u> (recharge 16+)

    When you use a spell or prayer that gives a bonus to you or your allies, that bonus increases by +1.

    Expert (must be 4th level wizard, must have Wis 11): Recharge 11+.

    Master (must be 8th level wizard, must have Wis 14): Recharge 6+.

<u>Empower</u> (recharge 18+)

    When you cast a spell or prayer that deals damage, it deals extra damage equal to your class level on a hit.

    Expert (must be 4th level wizard, must have Str 11): Recharge 16+.

    Master (must be 8th level wizard, must have Str 14): Recahrge 14+.

<u>Extend</u> (recharge 16+)

    When you cast a spell or prayer that lasts until the end of a round, it lasts an extra round.

    Expert (must be 4th level wizard, must have Con 11): Recharge 11+.

    Master (must be 8th level wizard, must have Con 14): Recharge 6+.

<u>Far Reach</u> (recharge 16+)

    When you cast a spell or prayer with a range, you double the range.

    Expert (must be 4th level wizard, must have Dex 11): Recharge 11+.

    Master (must be 8th level wizard, must have Dex 14): Recharge 6+.

<u>Overwhelm</u> (recharge 18+)

    When you hit a target with a spell attack, you knock it prone.

    Expert (must be 4th level wizard, must have Str 11): Recharge 16+.

    Master (must be 8th level wizard, must have Str 14): Recharge 14+.

<u>Persistent</u> (recharge 16+)

    Enemies take a -2 penalty to saving throws against effects you impose with spells or prayers.

    Expert (must be 4th level wizard, must have Int 11): Recharge 11+.

    Master (must be 8th level wizard, must have Int 11): Recharge 6+.

<u>Reaching</u> (recharge 18+)

    You treat a spell or prayer with a range of touch as if its range was 25'.

    Expert (must be 4th level wizard, must have Wis 11): Recharge 14+.

    Master (must be 8th level wizard, must have Wis 14): Recharge 10+.

<u>Subdue</u> (recharge 11+)

    When you hit a target with a spell attack, you deal nonlethal damage.

    Expert (must be 4th level wizard, must have Wis 11): Recharge 6+.

    Master (must be 8th level wizard, must have Wis 14): Recharge 1+.

STANCES

A stance is a form that its user takes up as a modifier to her attacks. A character can only use one stance at a time, and the stance ends as soon as the character changes it (which a character must do at the start of his turn) or loses consciousness. When a fighter gains a new stance, if he qualifies to do so he may instead upgrade one of his existing stances to "expert" or "master" level.

The stances available to the wizard are as follows:

Arcane Intimidation

You get a +2 bonus on skill checks to intimdiate creatures of inspire an air of mystique.
Expert (must be 4th level wizard, must have Int 11 or Cha 11): The bonus increases to +3.
Master (must be 8th level wizard, must have Int 14 or Cha 14): The bonus increases to +4.

Caster's Stance

You get a +1 bonus on spell attacks.
Expert (must be 4th level wizard, must have Int 11 or Wis 11): You gain a +2 bonus to damage with spell attacks.
Master (must be 8th level wizard, must have Int 14 or Wis 14): Your critical range with spell attacks doubles.

Defensive Stance

You gain a +1 bonus to all defenses.
Expert (must be 4th level wizard, must have Dex 11 or Wis 11): If an enemy enters an adjacent square, you may shift 1 as an interrupt.
Master (must be 8th level wizard, must have Dex 14 or Wis 14): You gain resist 2 blundgeoning, piercing and slashing.

Focused Stance

You gain a +2 bonus to the recharge rolls of your spells.
Expert (must be 4th level wizard, must have Wis 11 or Con 11): You gain a +1 bonus to Fortitude and Will.
Master (must be 8th level wizard, must have Wis 14 or Con 14): You gain a +2 bonus to saving throws.

Thinker's Stance

You gain a +2 bonus to Will.
Expert (must be 4th level wizard, must have Int 11 or Wis 11): You gain a +1 bonus to spell attacks.
Master (must be 8th level wizard, must have Int 14 or Int 14): You gain a +2 bonus to the recharge rolls of your spells.

Wizard Spell Schools

There are many schools of magic, each with its own spells. The three that wizards begin play with some degree of mastery are Enchantment (the art of magical compulsion), Evocation (spells involving sudden energy) and Abjuration (protective magic). Initially, you are considered a *student* of those three schools, but as you advance as a wizard you can increase this level of mastery up to mage level; to

become an *Archmage* of a given school, you must take an appropriate prestige class. Five spells from each school, as well as the requirements for higher levels of mastery, are listed below.

Abjuration School Spells

Abjuration spells are protective or dismissive. Abjuration is the school of protective magic.

Journeyman (must be 3rd level wizard, must have Wis 11 or Con 11): You gain access to the second valence of each abjuration spell you know.

Thaumaturge (must be 5th level wizard, must have Wis 12 or Con 12): You gain acccess to the third valence of each abjuration spell you know.

Mage (must be 8th level wizard, must have Wis 14 or Con 14): You gain access to the fourth valence of each abjuration spell you know.

01-20   Dispel Magic
21-40   False Life
41-60   Resist Blow
61-80   Resist Energy
81-00   Shield

Enchantment School Spells

Enchantment spells work on the mind, manipulating emotions, thoughts or atttitudes.

Journeyman (must be 3rd level wizard, must have Cha 11): You gain access to the second valence of each enchantment spell you know.

Thaumaturge (must be 5th level wizard, must have Cha 12): You gain acccess to the third valence of each enchantment spell you know.

Mage (must be 8th level wizard, must have Cha 14): You gain access to the fourth valence of each enchantment spell you know.

01-20   Charm
21-40   Hold
41-60   Mind Stab
61-80   Sleep
81-00   Suggestion

Evocation School Spells

Evocation spells create energy, usually in sudden explosions.

Journeyman (must be 3rd level wizard, must have Str 11 or Con 11): You gain access to the second valence of each evocation spell you know.

Thaumaturge (must be 5th level wizard, must have Str 12 or Con 12): You gain acccess to the third valence of each evocation spell you know.

Mage (must be 8th level wizard, must have Str 14 or Con 14): You gain access to the fourth valence of each evocation spell you know.

01-20   Burning Hands
21-40   Magic Missile
41-60   Ray of Frost
61-80   Scorching Burst
81-00   Shatter

OTHER SCHOOLS: Other schools of magic include illusion, necromancy, conjuration and

polymorph, but there are many others as well.

WIZARD SPELLS & RECHARGING

When a wizard spell needs to recharge, you can use any lower valence of that spell until it recharges, but not higher valences. However, doing so results in a -4 penalty to your next recharge roll for that spell. If you use multiple recharge valences of the same spell, you only roll one recharge check (using the hardest DC).

BURNING HANDS (Evocation)

1st Valence: As a standard action, you spray flames from your hands in a close blast 1. Make a spell attack vs. Reflex against each creature in the blast; on a hit, you deal 1d4 points of fire damage, plus ongoing 2 fire (save ends).

2nd Valence: As a standard action, you spray flames from your hands in a close blast 2. Make a spell attack vs. Reflex against each creature in the blast; on a hit, you deal 1d4 points of fire damage, plus ongoing 2 fire (save ends).

3rd Valence: As a standard action, you spray flames from your hands in a close blast 3. Make a spell attack vs. Reflex against each creature in the blast; on a hit, you deal 2d4 points of fire damage, plus ongoing 3 fire (save ends).

4th Valence (recharges on an 11+)**:** As a standard action, you spray flames from you hand in a close blast 3. Make a spell attack vs. Reflex against each creature in the blast; on a hit, you deal 2d4 points of fire damage, plus ongoing 5 fire (save ends).

5th Valence (recharges on an 11+)**:** As a standard action, you spray flames from you hand in a close blast 3. Make a spell attack vs. Reflex against each creature in the blast; on a hit, you deal 3d4 points of fire damage, plus ongoing 5 fire (save ends). You may choose to spend action points to exclude creatures in the blast from the effect; if you do so, you may exclude one creature for each action point you spend this way.

CHARM (Enchantment)

1st Valence: As a standard action, make a spell attack vs. Will against one living creature within a range of 25' that can understand you. If you hit, that creature is charmed (save ends on a 10+). While charmed, the target cannot attack you and considers you an ally and you can likewise consider it an ally for purposes such as flanking, spell effects, etc. A charmed victim receives a new saving throw each time one of your allies damages it, and the charm ends if you damage it.

2nd Valence: As a standard action, make a spell attack vs. Will against one living creature within a range of 50' that can understand you. If you hit, that creature is charmed (save ends on a 12+). While charmed, the target cannot attack you and considers you an ally and you can likewise consider it an ally for purposes such as flanking, spell effects, etc. The charm ends if you damage the target.

3rd Valence: As a standard action, make a spell attack vs. Will against one creature within a range of 50'. If you hit, that creature is charmed (save ends on a 14+). While charmed, the target cannot attack you and considers you an ally and you can likewise consider it an ally for purposes such as flanking, spell effects, etc. The charm ends if you damage the target.

4th Valence (recharges on a 13+)**:** As a standard action, make spell attacks vs. Will against two creatures within a range of 50'. If you hit, the target is charmed (save ends on a 14+). While charmed, the target cannot attack you and considers you an ally and you can likewise consider it an ally for purposes such as flanking, spell effects, etc. The charm ends if you damage the target.

5th Valence (recharges on a 13+)**:** As a standard action, make spell attacks vs. Will against three

creatures within a range of 50'. If you hit, the target is charmed (save ends on a 14+). While charmed, the target cannot attack you and considers you an ally and you can likewise consider it an ally for purposes such as flanking, spell effects, etc. The charm ends if you damage the target.

DISPEL MAGIC (Abjuration)

1ˢᵗ Valence: As a full action, you to attempt to dispel a magic effect with a touch. Make a spell attack against the target's valence plus the Will defense of the target's creator; if you hit, the effect ends. You may target a conjuration or zone created by magic, an ongoing magical effect on a single creature, etc. If your target is invalid, you know it after only expending a minor action.

2ⁿᵈ Valence: As a full action, you attempt to dispel a magic effect within a range of 25'. Make a spell attack against the target's valence plus the Will defense of the target's creator; if you hit, the effect ends. You may target a conjuration or zone created by magic, an ongoing magical effect on a single creature, etc. If your target is invalid, you know it after only expending a minor action.

3ʳᵈ Valence: As a standard action, you attempt to dispel a magic effect within a range of 50'. Make a spell attack against the target's valence plus the Will defense of the target's creator; if you hit, the effect ends. You may target a conjuration or zone created by magic, an ongoing magical effect on a single creature, etc. If your target is invalid, you know it after only expending a minor action.

4ᵗʰ Valence (recharges on an 16+)**:** As an interrupt, you attempt to counter a spell or prayer being cast. Make opposed spell attacks against the caster of the targeted spell; if you win, the spell fizzles and has no effect.

5ᵗʰ Valence (recharges on an 11+)**:** As an interrupt, you attempt to counter a spell or prayer being cast. Make opposed spell attacks against the caster of the targeted spell; if you win, the spell fizzles and has no effect.

FALSE LIFE (Abjuration)

1ˢᵗ Valence: As a full action, you gain 3 temporary hit points that last until the end of the next round. Sustain minor.

2ⁿᵈ Valence: As a full action, you gain 6 temporary hit points that last until the end of the next round. Sustain minor.

3ʳᵈ Valence (recharges on a 16+)**:** As an interrupt, you gain 3 temporary hit points that last until the end of the next round. Sustain minor.

4ᵗʰ Valence: As a standard action, you gain 8 temporary hit points that last until the end of the next round. Sustain minor.

5ᵗʰ Valence (recharges on a 12+)**:** As an interrupt, you gain 5 temporary hit points that last until the end of the next round. Sustain minor.

HOLD (Enchantment)

1ˢᵗ Valence: As a standard action, make a spell attack vs. Will against one creature within a range of 50'. If you hit, the target is immobilized until the end of the next round.

2ⁿᵈ Valence: As a standard action, make a spell attack vs. Will against one creature within a range of 50'. If you hit, the target is immobilized (save ends on a 10+).

3ʳᵈ Valence (recharges on a 14+)**:** As a standard action, make a spell attack vs. Will against two creatures within a range of 50'. If you hit, the target is immobilized (save ends on a 10+).

4ᵗʰ Valence (recharges on a 16+)**:** As a standard action, make a spell attack vs. Will against two creatures within a range of 50'. If you hit, the target is immobilized and cannot take standard actions (save ends both on a 10+).

5ᵗʰ Valence (recharges on a 17+)**:** As a standard action, make a spell attack vs. Will against three

creatures within 10 squares. If you hit, the target is immobilized and cannot take standard actions (save ends both on a 10+).

MAGIC MISSILE (Evocation)

1st Valence: As a standard action, make a spell attack vs. Reflex against one creature within within a range of 50'. If you hit, you deal 1d4 points of force damage.

2nd Valence: As a standard action, make a spell attack vs. Reflex against two creatures within within a range of 50'. Each creature hit takes 1d4 points of force damage.

3rd Valence: As a standard action, make a spell attack vs. Reflex against three creatures within within a range of 50'. Each creature hit takes 1d4 points of force damage.

4th Valence (recharges on a 13+)**:** As a standard action, make three spell attacks vs. Reflex divided amongst targets within a range of 50' as you see fit. Each hit deals 1d4 force damage to the target. If you hit one target with two of the attacks, you may also push it 5'. If you hit one target with all three attacks, you may also knock it prone.

5th Valence (recharges on an 11+)**:** As a standard action, make a spell attack vs. Reflex against three creatures within within a range of 50'. Each creature hit takes 2d4 points of force damage and is pushed 5' and knocked prone.

MIND STAB (Enchantment)

1st Valence: As a standard action, make a spell attack vs. Will against one creature within a range of 30'. If you hit, you deal 1d8 points of psychic damage.

2nd Valence (recharges on an 11+)**:** As a standard action, make a spell attack vs. Will against one creature within a range of 30'. If you hit, you deal 1d8 points of psychic damage and the target is dazed until the end of the next round.

3rd Valence (recharges on an 11+)**:** As a standard action, make a spell attack vs. Will against one creature within a range of 40'. If you hit, you deal 2d6 points of psychic damage and the target is dazed (save ends on an 11+).

4th Valence (recharges on a 14+)**:** As a standard action, make a spell attack vs. Will against one creature within a range of 50'. If you hit, you deal 2d6 points of psychic damage and the target is dazed (save ends on a 14+).

5th Valence: As a minor action, spend an action point to make a spell attack vs. Will against one creature within a range of 25'. If you hit, it is dazed until the end of the next round. If you use this spell three times in a single round, it must recharge (on a 13+).

RAY OF FROST (Evocation)

1st Valence: As a minor action, make a spell attack vs. Reflex against one creature within a range of 25'. If you hit, you deal 1d3 points of cold damage.

2nd Valence: As a standard action, make a spell attack vs. Reflex against one creature within a range of 25'. If you hit, you deal 1d8 points of cold damage and the target is slowed (save ends on a 10+).

3rd Valence: As a minor action, you create an area of difficult terrain in an area burst 1 within 50'. This area lasts until the end of the next round. Sustain minor.

4th Valence: As a standard action, you create an area of difficult terrain in an area burst 1 within 50'. Any creature that ends its turn in the area falls prone. This area lasts until the end of the next round. Sustain minor.

5th Valence (recharges on a 10+)**:** As a minor action, make a spell attack against Reflex against one creature within 10 squares. If you hit, you deal 1d10 cold damage and the target is immobilized (save

ends on a 14+). Aftereffect: the target is slowed (save ends on a 10+).

RESIST BLOW (Abjuration)

1st Valence: As an interrupt 1/round, you gain resist 3 bludgeoning, piercing and slashing against the triggering attack.

2nd Valence: As an interrupt 1/round, you gain resist 5 bludgeoning, piercing and slashing against the triggering attack.

3rd Valence: As a minor action, you gain resist 5 bludgeoning, piercing and slashing until the end of the next round. Sustain minor.

4th Valence: As an interrupt, you gain resist 5 bludgeoning, piercing and slashing until the end of the next round. Sustain minor.

5th Valence: As a standard action, you touch an ally and give it resist 5 bludgeoning, piercing and slashing until the end of the next round. Sustain minor.

RESIST ENERGY (Abjuration)

1st Valence: As a standard action, gain resist 3 against one of the following damage types: acid, cold, fire, lightning or thunder. This lasts until the end of the next round. Sustain minor.

2nd Valence: As a minor action, gain resist 5 against one of the following damage types: acid, cold, fire lightning or thunder. This lasts until the end of the next round. Sustain minor.

3rd Valence: As a minor action, you or a creature you touch gains resist 5 against one of the following damage types: acid, cold, fire, lightning or thunder. This lasts until the end of the next round. Sustain minor.

4th Valence: As a minor action, you and up to two adjacent creatures gain resist 5 against one of the following damage types: acid, cold, fire, lightning or thunder. This lasts until the end of the next round. You can sustain the effect on all targets with a single minor action.

5th Valence: As a minor action, you and up to two adjacent creatures gain resist 8 against one of the following damage types: acid, cold, fire, lightning or thunder. This lasts until the end of the next round. You can sustain the effect on all targets with a single minor action.

SCORCHING BURST (Evocation)

1st Valence (recharge 8+)**:** As a standard action, you create a burst of flames in an area burst 1 within 20'. Make a spell attack vs. Reflex against each creature in the burst; on a hit, you deal 1d6 points of fire damage.

2nd Valence: As a standard action, you create a burst of flames in an area burst 1 within 30'. Make a spell attack vs. Reflex against each creature in the burst; on a hit, you deal 1d6 points of fire damage. Miss: half damage.

3rd Valence: As a standard action, you create a burst of flames in an area burst 1 within 40'. Make a spell attack vs. Reflex against each creature in the burst; on a hit, you deal 2d6 points of fire damage. Miss: half damage.

4th Valence: As a standard action, you create a burst of flames in an area burst 2 within 50'. Make a spell attack vs. Reflex against each creature in the burst; on a hit, you deal 3d6 points of fire damage. Miss: half damage.

5th Valence: As a standard action, you create a burst of flames in an area burst 3 within 50'. Make a spell attack vs. Reflex against each creature in the burst; on a hit, you deal 3d6 points of fire damage. Miss: half damage.

SHATTER (Evocation)

1st Valence (recharge 11+)**:** As a full action, make a spell attack vs. Fortitude against one object of small size or less within a range of 30'. If you hit, you deal 2d8 points of damage to it. If the object is crystalline or glass, it suffers an additional 20 points of damage. Effect: the object gains a wear point. Alternatively, you can spend an action point to use this spell to attack a crystalline or glass creature, dealing 2d8 points of damage on a hit.

2nd Valence (recharge 11+)**:** As a standard action, make a spell attack vs. Fortitude against one object of medium size or less within a range of 50'. If you hit, you deal 3d8 points of damage to it. If the object is crystalline or glass, it suffers an additional 20 points of damage. Effect: the object gains a wear point. Alternatively, you can spend an action point to use this spell to attack a crystalline or glass creature, dealing 3d8 points of damage on a hit.

3rd Valence (recharge 11+)**:** As a minor action 1/round, make a spell attack vs. Fortitude against one object of medium size or less within a range of 50'. If you hit, you deal 3d8 points of damage to it. If the object is crystalline or glass, it suffers an additional 20 points of damage. Effect: the object gains a wear point. Alternatively, you can spend an action point to use this spell to attack a crystalline or glass creature, dealing 3d8 points of damage on a hit.

4th Valence (recharge 11+)**:** As a standard action, make a spell attack vs. Fortitude against two objects of medium size or less within a range of 60'. Each target hit takes 3d8 points of damage. If the object is crystalline or glass, it suffers an additional 20 points of damage. Effect: each target gains a wear point.

5th Valence (recharge 11+)**:** As a full action, make a spell attack vs. Fortitude against one object of up to huge size within a range of 60'. If you hit, you deal 4d10 points of damage to it and ongoing 10 damage (save ends), plus the target gains 2 wear points; glass or crystalline objects suffer an additional 20 points of damage. Miss: Half damage, and the object gains a wear point.

SHIELD (Abjuration)

1st Valence: As a minor action, gain a +2 bonus to AC until the end of the next round. Sustain minor.

2nd Valence: As a minor action, gain a +4 bonus to AC until the end of the next round. Sustain minor.

3rd Valence (recharge 11+)**:** As an interrupt 1/round, gain a +4 bonus to AC and Reflex against a single attack.

4th Valence (recharge 11+)**:** As a minor action, gain a +5 bonus to AC and Reflex until the end of the next round. Sustain minor.

5th Valence (recharge 11+)**:** As a minor action, gain a +5 bonus to AC, Fortitude and Reflex until the end of the next round. Sustain minor.

SLEEP (Enchantment)

1st Valence: As a standard action, you touch an enemy. Make a spell attack vs. Will; if you hit, the target is slowed (save ends on a 13+). First failed save: the target falls unconscious (save ends on a 10+). Any damage inflicted on the target wakes it up.

2nd Valence: As a standard action, make a spell attack vs. Will against a creature within a range of 25'; if you hit, the target is slowed (save ends on a 13+). First failed save: the target falls unconscious (save ends on a 10+). Any damage inflicted on the target wakes it up.

3rd Valence: As a standard action, make a spell attack vs. Will against every creature in a burst 1 within a range of 50'. Each creature hit is dazed and slowed (save ends on a 13+). First failed save: the target falls unconscious (save ends on a 13+). Any damage inflicted on the target wakes it up.

4th Valence (recharge 13+)**:** As a standard action, make a spell attack vs. Will against one creature

within 50'. If you hit, the target falls unconscious (save ends on a 13+). Any damage inflicted on the creature wakes it up.

5ᵗʰ Valence (recharge 13+)**:** As a standard action, make a spell attack vs. Will against one creature within a range of 50'. If you hit, the target falls unconscious (save ends on a 13+).

SUGGESTION (Enchantment)

1ˢᵗ Valence: As a standard action, make a spell attack vs. Will against one target within a range of 20' that can understand you. If you hit, the target takes one action of your choice on its turn in the next round. This action must be reasonable; you cannot turn a creature against its allies or interests, but you can force a creature to aid your defenses (for example).

2ⁿᵈ Valence: As a standard action, make a spell attack vs. Will against one target within a range of 30' that can understand you. If you hit, the target takes one action of your choice at any time in the next minute. This action must be fairly reasonable; you cannot force a creature to take actions that lead to certain death or the destruction of its own interests, but you can turn a creature against an inferior lackey (for example).

3ʳᵈ Valence: As a standard action, make a spell attack vs. Will against one target within a range of 40' that can understand you. If you hit, the target takes two actions of your choice at any time in the next ten minutes. This action must be fairly reasonable; you cannot force a creature to take actions that lead to certain death or the destruction of its own interests, but you can turn a creature against an inferior lackey (for example).

4ᵗʰ Valence (recharge 13+)**:** As a standard action, make a spell attack vs. Will against one target within a range of 50' that can understand you. If you hit, at any point within the next hour, the subject takes a series of actions that you dictate for up to one minute. These actions must be within reason and you must be able to express them as a single command. For example, "Let the prisoners go from your camp when you have a chance for secrecy" is a valid suggestion, but "Leave the door open, cook some cabbage and take out the trash" is not, as it commands three separate actions. If your suggestion causes the creature to take actions that place it or its interests in serious jeopardy, it gains a save to end the effect at the end of each round of actions (14+).

5ᵗʰ Valence: As a standard action, make a spell attack vs. Will against one target within a range of 50' that can understand you. If you hit, at any point within the next day, the subject takes a series of actions that you dictate for up to ten minutes. These actions must be within reason and you must be able to express them as a single command. For example, "Let the prisoners go from your camp when you have a chance for secrecy" is a valid suggestion, but "Leave the door open, cook some cabbage and take out the trash" is not, as it commands three separate actions. If your suggestion causes the creature to take actions that place it or its interests in serious jeopardy, it gains a save to end the effect at the end of each round of actions.

MONEY

Different places sometimes have different currencies or valuations. However, the 'standard' economy in Jazz Edition uses the following coins and exchange rates:

100 Copper Pieces = 10 Silver Pieces = 2 Electrum Pieces = 1 Gold Piece = 1/5 Platinum Piece.

One gold piece is defined as **enough money for a peasant to live for one year.** This assumes that the peasant is providing much of his own food, shelter, etc. When you look at the price of a weapon, bear in mind this economic fact and realize just how rich you are.

STARTING EQUIPMENT

Once you roll your starting money, you should spend most of it. No pc should enter play with more than 20 gp in cash. Available gear is broken down into categories: *Armor & Shields, Weapons, Clothing, Mounts & Animals* and *Miscellanious.*

ARMOR & SHIELDS

Armor and shield are the basic protective gear that one needs in battle. When a creature wears armor it is not proficient in, it takes a -2 penalty to speed, defenses and attacks. When a creature uses a shield it is not proficient in, it takes a -1 penalty to Reflex, initiative and defenses. When a creature wears a helm that it is not proficient in, it takes a -1 penalty to speed, initiative and skill checks.

NOTE: If you do not wear armor, you gain a +1 bonus to AC if you Dexterity is 13 or higher and a +2 bonus to AC if your Dexterity is 16 or higher.

Protection Type	Bonuses/Notes	Cost
Leather armor	+1 AC (+2 with Dex 12; +3 with Dex 16)	5 gp
Studded leather	+2 AC (+3 with Dex 14; +4 with Dex 18)	25 gp
Chain mail	+3 AC (+4 with Dex 17); -5' speed	50 gp
Scale armor	+4 AC; -5' speed	75 gp
Banded mail	+5 AC; +1 Fortitude; -5' speed	150 gp
Plate mail	+6 AC; +2 Fortitude; -5' speed	600 gp
Full plate	+7 AC; +2 Fortitude; -5' speed	5,000 gp
Light shield	+1 AC; +1 Reflex	5 gp
Heavy shield	+2 AC; +2 Reflex	20 gp
Cap	+1 AC	5 gp
Helm	+1 AC; -1 crit severity	12 gp
Great helm	+2 AC; -1d3 crit severity	35 gp

WEAPONS

Wielding a weapon that one is not proficient in incurs no penalty per se; however, the wielder must be proficient in order to gain the weapon's proficiency bonus. Weapons are divided into broad categories based on their function. These categories overlap and many weapons are members of multiple categories; they include *Axes, Bows, Crossbows, Chain Weapons, Clubs, Hammers, Heavy Blades, Heavy Thrown Weapons, Light Blades, Light Thrown Weapons, Pole Arms, Slings* and

Spears. Each weapon's damage is noted as B, P and/or S; these represent bludgeoning, piercing and slashing damage types. Weapons with multiple types listed can deal any of those types, but the default is the first one listed. Finally, many weapons have special characteristics, which are noted below. A non-proficient wielder cannot benefit from any of these characteristics except for reach.

Weapon Type	Prof	Damage/Crit	Notes	Categories	Cost
Awl pike*	+1	1d8/x3 P	Reach 3, set	Pole arm, spear	45 gp
Bastard sword**	+2	2d4/19-20 S/P	-	Hvy blade	30 gp
Battle axe**	+2	1d8/x3 S	-	Axe	18 gp
Broad sword	+1	1d8/19-20 S/P	-	Hvy blade	15 gp
Club	+1	1d4 B	-	Club	Free
Dagger	+3	1d4/19-20 P/S	Range 3	Lt blade, lt thrown	5 gp
Dagger, silver	+3	1d4/19-20 P/S	Range 3	Lt blade, lt thrown	50 gp
Dart	+3	1d3 P	Range 3	Lt thrown	2 gp
Flail**	+2	1d8/x3 B	Dangerous	Chain	15 gp
Glaive*	+1	2d4/19-20 P/S	Reach 2, set	Hvy blade, pole arm	30 gp
Great axe*	+1	1d12/x3 S	-	Axe	60 gp
Great sword*	+1	1d10/19-20 S/P	-	Hvy blade	50 gp
Halberd*	+1	1d10/x3 S/P	Reach 2	Axe, pole arm	40 gp
Hand axe.	+2	1d6/x3 S	-	Axe	8 gp
Heavy crossbow*	+1	1d12/19-20 P	Range 12; load full	Crossbow	250 gp
Javelin	+2	1d6 P	Range 4	Spear, hvy thrown	10 gp
Lance	+2	1d8 P	Mounted, reach 2	Spear	40 gp
Light crossbow*	+1	1d8/19-20 P	Range 8; load standard	Crossbow	65 gp
Longbow*	+2	1d8/x3 P	Range 10	Bow	100 gp
Longsword	+2	1d8/19-20 S/P	-	Hvy blade	20 gp
Mace**	+1	1d6 B	-	Club	7 gp
Maul*	+1	1d10 B	-	Hammer	30 gp
Quarterstaff	+2	1d6 B	Defensive	Club	10 gp
Ranseur*	+1	2d4 P/S	Reach 2; tripping	Pole arm, spear	30 gp
Scimitar	+2	1d6/18-20 S	-	Lt blade	40 gp
Shortbow*	+3	1d6/x3 P	Range 6	Bow	30 gp
Short sword	+2	1d6/19-20 P/S	-	Lt blade	10 gp
Sling	+2	1d4 B	Range 5; load minor	Sling	4 gp
Spear**	+2	1d6/x3 P	Reach 2, set	Spear	12 gp
Throwing axe	+1	1d6 S	Range 3	Axe, hvy thrown	12 gp
War hammer	+2	1d6 B	Range 3	Hammer, hvy thrown	12 gp

Ammunition	Notes	Cost
Arrow	Ammunition for bows	1 sp
Arrow, silver	Ammunition for bows	1 gp
Bolt	Ammunition for crossbows	3 sp
Bolt, silver	Ammunition for crossbows	3 gp
Stone	Ammunition for slings	Free
Bullet	Ammunition for slings; gives +1 bonus to damage	5 cp

Bullet, silver   Ammunition for slings; gives +1 bonus to damage   5 sp

*Requires two hands to use.
**You can wield this weapon in one or two hands.

Dangerous: A non-proficient wielder that rolls a natural 1 on an attack with a dangerous weapon hits himself for normal damage.

Defensive: You gain a +1 bonus to AC while wielding this weapon.

Mounted: When you charge with this weapon and you are mounted, you gain a +4 bonus to damage. When you use this weapon and you are not mounted, you gain no proficiency bonus from it.

Range: This indicates the weapon's range increment, in squares. A missile weapon can fire to a maximum of 10 range increments; thrown weapons can be hurled a maximum of 5 range increments. For every range increment beyond the first, the attack suffers a -1 penalty to hit.

Set: When you spend a standard action to ready this weapon against a charging enemy and you hit, you deal double normal damage dice and gain a +1d6 bonus to crit severity.

Silver: Certain monsters are vulnerable to silver weapons. A silver version of most weapons can be fashioned, costing about ten times the normal amount, but ony a few are commonly made. Others must be custom-made.

Tripping: You can make a melee attack vs. Reflex to attempt to trip an enemy with this weapon without suffering the normal -4 penalty.

CLOTHING

Clothing makes the man, or so some would have you believe. Each pc starts with three items of poor clothing for free; anything else must be purchased. True finery, such as would be found in the upper classes, typically must be custom-made.

Clothing	Cost	Clothing	Cost
Beggar's shift	1 cp	Traveler's tunic	5 sp
Poor trousers	2 cp	Traveler's trousers	5 sp
Poor shirt	1 cp	Traveler's boots	2 gp
Poor cloak	3 cp	Traveler's cloak (hooded)	8 sp
Poor hat	1 cp	Traveler's jacket	1 gp
Poor sandals	4 cp	Traveler's belt	2 sp
Merchant's coat	1 gp	Plain robes	5 sp
Merchant's breeches	7 sp	Fancy robes	20 gp
Merchant's shoes.	1 gp	Workman's gloves	5 cp
Merchant's hat	2 gp	Riding gloves	5 sp
Merchant's belt	3 sp	Fancy gloves	5 gp

MOUNTS & ANIMALS

Mounts and livestock are an important part of everyday life. While adventurers may have limited interest in buying livestock, it is quite possible that the only treasure they might find in a goblin outpost is a bunch of chickens and goats, so they may wish to sell them. Slaves are included on this list as they are legally considered "livestock" in most areas. Other, more exotic animals are sometimes available for sale on a case by case basis, including hippogriffs, griffons, pegasi, drakes, etc.

Animal	Notes	Cost
Bodokod	Large beetle used to haul wagons and other slow steady labor	60 gp
Cat	-	1 sp
Chicken	-	¼ cp
Cow	-	80 gp
Dog	-	4 gp
Dog (war)	Trained for battle	25 gp
Garen	Zebra-like mount	20 gp
Goat	-	5 gp
Horse (draft)	-	35 gp
Horse (riding)	-	50 gp
Horse (war)	Trained for battle	120 gp
Kocho	Trained for battle	150 gp
Mule	-	15 gp
Ox	-	30 gp
Pig	-	8 gp
Riding lizard	-	40 gp
Shikkigar	Gnomish war cats; only available in gnome communities	250 gp
Slave, adolescent	Assumes healthy	100 gp
Slave, labor	Assumes healthy	400 gp
Slave, pleasure	Assumes healthy	500 gp
Slave, skilled	Assumes healthy; price may be much higher, depending on skills	1,500 gp

MISCELLANIOUS

This is a catch-all category that includes pretty much everything else. Included on this price list are some services, as well as various types of equipment. In all cases, the assumed quality of the item in question is poor to average. For a higher quality item, the cost will ratchet up quickly.

A few items are listed with their cost as "*". These items are expended by value (a typical example is ritual components).

Item or Service	Notes	Cost
Ale, cask	Good quality may increase price 500%	2 gp
Ale, cup	Good quality may increase price 500%	1 cp
Ale, skin	Good quality may increase price 500%	4 cp
Backpack	-	5 sp
Barrister	Lawyer/advocate	5 gp/day
Belt pouch	-	3 cp
Crier	Yell messages on street corner or in market	3 cp/day
Flint & steel	Fire starting kit	5 sp
Grappling hook	Gives +2 bonus to climb	3 gp
Holy symbol, wood	Needed for prayers	5 cp
Holy symbol, iron	Needed for 2nd valence prayers	1 gp
Holy symbol, silver	Needed for 4th valence prayers	25 gp
Holy water	Lt thrown; range 2; deals 0 radiant damage	20 gp
Incense	-	1 cp/hour

Ink and quill	-	10 gp
Lantern, hooded	Bright light in a burst 6; dim light for 3 more squares	5 gp
Lantern, bullseye	Bright light in a blast 6; dim light for 1 more square	3 gp
Maid	Household service	7 cp/day
Man-at-arms	Untrained; you must provide gear	1 gp/day
Manservant	Basic personal attendant	5 sp/day
Meal at an inn	Good quality may increase price 1000%	4 cp
Mirror, hand	-	20 gp
Oil, alchemist's fire	Range 2; 1d6 fire + ongoing 2 fire (save ends on a 10+; adjacent enemies take 2 fire)	5 gp
Oil, lamp	Burns for 2 hours	2 sp
Parchment (blank)	-	1 gp
Pole (10')	-	1 cp
Porter	Servant to carry gear	3 sp/day
Rations, iron	Preserved; will not spoil easily	4 sp/day
Rations, standard	Unpreserved	1 sp/day
Ritual components	Needed by clerics & wizards for many things	*
Room (common)	Sleep in common room with everyone else	1 cp/night
Room (poor)	Shared with many strangers	2 cp/night
Room (average)	Shared with a few, likely strangers	8 cp/night
Room (good)	Shared with a few friends; own room triples price	5 sp/night
Room (fine)	Shared with friends or attendants; private bed	5 gp/night
Room (rich)	Includes beck-and-call service; suite of rooms	35 gp/night
Rope (50')	-	1 sp
Sack (large)	-	3 cp
Sack (small)	-	1 cp
Thieves' tools	For picking locks & disabling traps	20 gp
Torch	Dim light in a burst 4; lasts 2 hours	1 cp
Waterskin	-	2 cp
Wine, bottle	Good quality may increase price 2000%	3 sp
Wine, cask	Good quality may increase price 2000%	8 gp
Wine, cup	Good quality may increase price 2000%	3 cp
Wine, skin	Good quality may increase price 2000%	2 sp

SKILL CHECKS

When a character attempts a non-combat action that is assured of neither success nor failure, the dm should call for a skill check. Although the D&D Jazz system does not have skills per se, your secondary skill and possibly race or class abilities give you bonuses to certain types of checks.

When you make a skill check, roll the dice indicated by the dm (although sometimes you get to choose the dice). If you roll your modified ability score or less, you generally succeed on the check. However, some skill checks are harder, requiring you to hit a minimum DC or obtain multiple successes to succeed. In other words, when you make a skill check, higher is better as long as you still roll equal or less than the ability you are checking against.

BONUSES AND PENALTIES TO CHECKS

When something gives you a bonus or a penalty to skill checks, modify the appropriate ability score by the bonus or penalty. (Example: If you get a +2 bonus to checks involving blacksmithing and you are making a Strength check to forge a sword, you treat your Strength score of 13 as a 15 for purposes of the check.)

SETTING THE DICE AND DC

Typically when you make a skill check, the DM decides on the dice and DC (if any). However, there are times when you (or another player) get to choose the dice, typically when you are making some sort of opposed skill check.

A typical task that an untrained person will succeed on about half the time is usually rolled on 1d20. However, some tasks are either more or less difficult. Modifying the dice a check is made on is the equivalent of modifying the DC in 3e or 4e. Here is a list of several possible options and the implications of the difficulty of the check.

2d6: Only difficult for those very weak in the skill
2d8: Easy for the skilled, more or less standard for everyone else
1d20: Standard
3d6: Standard, but significantly harder or easier for the less or more skilled
2d10: Standard, but slightly harder or easier for less or more skilled
2d12: Slightly difficult for everyone, but luck plays a huge role
4d6: Hard for anyone not fairly skilled
5d6: Very difficult even for the highly skilled

Some skill checks have a minimum DC for success. For example, a character attempting to roll a boulder out of the way of an ogre's cave might have to succeed at a Strength check on 4d6 with a DC of 15 in order to do so. This represents the fact that a character without either the raw physical ability or some way to apply a skill simply cannot move the boulder; it is too heavy.

Some skill checks require multiple successes. For example, a character climbing a crumbling wall might need to make three successive Strength checks on 2d12 to make it to the top (the 2d12 representing the wall's tendency to crumble away beneath the hapless character).

OPPOSED CHECKS

Sometimes when you make a skill challenge, you are opposing another creature's check. Attempts to be sneaky, pick pockets or intimidate people are examples of these kinds of skill challenges. In these

cases, the DM decides who the active party in the opposed check is; this is the one attempting to be sneaky, pick the pocket, etc. That person gets to pick the dice that the check is made on. As usual, the 10-second rule applies, and if the active party cannot make a decision, the checks default to 1d20.

The advantage of picking the dice is that a skilled party can choose dice that are reasonably easy for itself and fairly difficult for the opponent. A skilled thief attempting to pick someone's pocket with an overall skill of 20 can automatically succeed on a 1d20 check, but is still pretty likely to succeed a 4d6 check, while his victim may be unlikely to make that same check to spot his action.

Once the dice are chosen, each party in the opposed check makes a skill check on those dice. If both succeed, whoever has the higher successful roll wins.

SKILL CHALLENGES

Skill challenges are useful as a way to mark the party's progress through an adversarial environment, a way to run social combat, etc. Any situation overcome primarily or only through a series of skill checks is a skill challenge. Single skill checks are not skill challenges. Not all skill challenges involve multiple characters. Skill challenges are not a formal framework as in 4e, but 4e-style skill challenges are good examples, conceptually, of how skill challenges can work.

SPECIAL TRAINING

Characters may spend time and/or money training in order to gain certain skills and abilities, including new languages, proficiencies and secondary skills. When a character is training, it is an all-consuming activity that does not leave room for adventuring or carousing.

GAINING LANGUAGES

A character can learn a new language well enough to get by in two months minus one day per point of Intelligence. Intensive instruction from a native speaker can cut this time in half, although this often requires payment of some kind; a typical language tutor in a city might charge 1 gp per day.

Creatures with an Intelligence score of 1 cannot understand a language. Creatures with an Intelligence score of 2 can learn a rudimentary understanding of a few dozen terms, typically inferior to a dog. Creatures with Intelligence scores of 3 or higher can learn up to one language per point of Intelligence.

If a creature has learned all the languages it can but wishes to learn a new one, it may "forget" a language that it has not used in some time and has never used with great frequency (the DM must ajudicate this- an elf could not typically unlearn Elven, for instance) in order to learn a new language, but this process adds another two weeks to the time required.

GAINING WEAPON AND ARMOR PROFICIENCIES

A character can gain new armor and weapon proficiencies via intensive instruction and hard practice. Gaining proficiency in a specific weapon, armor, helm or shield type requires 2 months of intensive practice or one month of training under the tutelage of a warrior already skilled in the proficiency being sought. A creature with at least one level of fighter may gain proficiency in a weapon group instead of a specific weapon this way. A creature reduces the time required to gain proficiency by one day per point of Intelligence.

A higher level character needs a higher level trainer. The services of a typical trainer for weapon or armor proficiency typically costs between 100 and 500 gp per level of the character being trained.

GAINING NEW SECONDARY AND TERTIARY SKILLS

Gaining a secondary skill is a time consuming process. A character must spend three years minus a number of months equal to her Intelligence score to gain a new secondary skill. This time must be spent apprenticed to a master who teaches the character the skill.

If a character wishes to gain some new level of skill without spending years doing so, she can instead spend six months working under a master to gain a tertiary skill. A tertiary skill gives a character a +1 bonus to skill checks involving the tertiary skill. A character reduces the time it takes to learn a tertiary skill by three days per point of Intelligence.

Typically, hiring the services of a master to train a character in a secondary or tertiary skill costs between 10 and 100 gp per month.

Combat in D&D Jazz

HOW YOU CAN DIE

There are several ways to die in D&D Jazz. The most common of these is being reduced to -10 hit points (you fall unconscious at 0). If you are reduced to 0 or fewer hit points, you must make a death save each round (DC 10). If you fail, you gain a 'strike'. Once you have three strikes, you die. If you roll a 15+ on your death saving throw, you stabilize.

Another way to die is through lethal ability damage. Constitution damage is always lethal; other ability damage specifies when it is lethal, and otherwise is nonlethal. If an ability score is reduced to 0 via lethal ability damage (or drain), you die.

You can also be killed outright by certain effects, such as high severity critical hits, death magic, drowning, etc. The dm must adjudicate these on a case by case basis.

NONLETHAL DAMAGE

Most attacks deal lethal damage (unarmed strikes are generally an exception). However, when you make a melee attack, you may take a -4 penalty to attack in order to do nonlethal damage instead.

Nonlethal damage works essentially as it did in 3e: You keep a running total of nonlethal damage, and when it exceeds your present hit points, you lose consciousness. Nonlethal damage is recovered at a rate of 1 point per ten minutes if you are resting; if you are active or unconscious in an uncomfortable place, it instead returns at a rate of 1 point per hour. If you are affected by a healing power or effect while you have nonlethal damage, your nonlethal damage heals first at a rate of two points of nonlethal damage per point of healing.

ABILITY DAMAGE AND DRAIN

Similar to 3e, your ability scores can be damaged or drained. The difference is that drained ability scores do not return on their own. Ability damage heals at the rate of 1 point per damaged ability per day of complete rest. If you do not take a day of complete rest, ability damage will not heal on its own.

RECOVERING DAMAGE

Every time you take an extended rest, you recover 1 Hit Die worth of hit points. (You roll your highest type of hit die when checking this, so a fighter/wizard regains 1d10 hit points after an extended rest.) As stated, nonlethal damage is recovered at a rate of 1 point per ten minutes if you are resting; if you are active or unconscious in an uncomfortable place, it instead returns at a rate of 1 point per hour. If you are affected by a healing power or effect while you have nonlethal damage, your nonlethal damage heals first at a rate of two points of nonlethal damage per point of healing. Ability damage heals at the rate of 1 point per damaged ability per day of complete rest. If you do not take a day of complete rest, ability damage will not heal on its own.

ACTION POINTS

Each character starts with one action point. A character can only have one action point at a time until he is 5th level; then he can have two at a time. Once he is 10th level, a character can have three action points at a time; at 15th level he can have four at a time; etc. A character cannot spend another action point until he rolls a recharge check (action point use recharges on an 16+); however, a character can regain an action point long before he can spend it. A character regains an action point in any of the following ways:

Cleric: Drop an enemy, cast a prayer with a positive effect on an ally
Fighter: Hit an enemy
Rogue: Drop an enemy, sneak attack an enemy, succeed at a skill check
Wizard: Drop an enemy, hit an enemy with a spell

A character may spend his action point in three ways:

-*Take an extra action:* The character spends his action point during his turn to take an extra standard action.

-*Make an extra saving throw or recharge roll:* The character rolls one extra recharge roll or saving throw.

-*Second wind:* Once per day a character can spend an action point to take a second wind. This allows you to roll regain hit points equal to one hit die of your highest type. This does not require and action and a character may use his second wind even when unconscious. (Note that, unlike 4e, you do not automatically heal from 0 hit points if you are at a negative total.)

Monsters and Action Points: In general, a group of monsters has a pool of action points equal to the number of monsters in the group. Tiny creatures, swarms and creatures that have an initiative penalty do not provide action poitns to the pool, while those with an initiative bonus of +2 or higher provide 2 action points.

Monsters can use their action points to take extra actions or make extra saving throws or recharge rolls. Since they share a pool of action points, they don't have to roll to recharge their action point use, but the group of monsters can only use 1 action point per round (so only one monster per round can use an action point). Monsters *can* second wind, but this ability is a narrative tool, one performed by the DM or player and not the monster or character, and it should be treated as such. Typical monsters should not use their second wind ability often.

A group of monsters regains an action point whenever they drop an enemy. Some groups of monsters may have other specific conditions upon which they regain action points.

DEFENSES

Base defenses for a creature are:
AC: 10 + armor bonus + shield bonus + helm bonus
Fortitude: 10 + 1/3 Constitution score
Reflex: 10 + 1/3 Dexterity score
Will: 10 + 1/3 Wisdom score

Magic, class bonuses, etc. can all improve (or sometimes worsen) these.

OPPORTUNITY ATTACKS

If an enemy lowers its guard while you threaten it, you may make a free melee attack against it as a reaction. Two things typically trigger opportunity attacks: moving (not shifting) out of a threatened space and making a ranged attack or a spell attack at range.

COVER AND CONCEALMENT

Cover provides protection against attacks and grants a bonus to AC and Reflex; this bonus may be anywhere from +1 for minor cover to +7 for cover that protects almost the entire creature.

Concealment grants a flat chance of missing. If you attack a creature with total concealment, such as invisibility, this miss chance is 50%. Lesser concealment offers a correspondingly lower miss chance.

FIRING INTO MELEE

If you fire into a melee, you risk hitting allies. This works like it did in 3e: -4 on attacks when firing into a melee and other combatants may provide cover.

STACKING

Everything stacks (except with itself). Absolutely everything... except things that say they don't. That said, you can only be in one stance and one fighting style at a time.

THE COMBAT SYSTEM

Combat is broken up into rounds, each of which is approximately 6 seconds long. Unlike 3e and later, initiative is per side and is rerolled each round.

INITIATIVE: Each side rolls for initiative (players should take turns). Initiative is rolled on 1d10, and each side adds all appropriate modifiers for each creature on its side.

TIMING: Combat is fast and furious. If a creature can't decide what to do in ten seconds, it holds its action. If it has not gone by the start of its next turn, it loses its held action. Likewise, if a character can't decide on stance and fighting style within 10 seconds, it remains in its current stance and fighting style.

Each person's turn goes like this:

1. Beginning of round effects
2. Choose changes to stance and fighting style, if any
3. Make recharge rolls
4. Roll initiative for the round.
5. Take actions
6. End of turn effects
7. Make saving throws

Beginning of Round Effects: Some effects happen at the start of the round, including ongoing damage. If you have multiple beginning of turn effects on you, you choose which order to apply them.

Choose Changes to Stance and Fighting Style: You must decide whether to change stance or fighting style now, since it can affect your initiative modifier. If you cannot decide within 10 seconds, your stance and fighting style remain the same as they were the last round.

Make Recharge Rolls: Roll a recharge check for each applicable power. This is a 1d20 roll; if a power requires a recharge roll, it specifies the DC.

Roll Initiative for the Round: One person from each side rolls for initiative for their side. The roll is 1d10; all modifiers that any member of that side have apply. (For example, if a group of pcs fight a group of three ghouls that each have a +1 initiative bonus, the ghouls' initiave has a +3 bonus.)

There are sometimes more than two sides to a fight, and sometimes one or more creatures will switch sides in the middle of a fight. In all cases, initiative works the same. When a creature switches sides, it uses the other side's initiative, and adds any bonuses or penalties to initiative it might have to that side's initiative as normal. If a combatant betrays its side but does not join another, it may end up being its own side in the initiative. However, as long as creatures are fighting on the same side, they should use the same initiative.

Take Actions: The winning side goes in whichever order they prefer, one at at time. Each creature

may take either a full action, which uses up its entire turn, or one standard, one move and one minor action in a round. A character may trade its actions down; for example, a creature can use a minor or move action in place of a standard action, or a minor action in place of a move action, but not vice-versa.

A creature may also hold its action, in which case it defers its turn until later. It can take its turn at any point later before its next turn, even interrupting another creature's actions; however, it cannot take a full action and may only take two actions (a standard and a move).

Once the winning side goes, the next side goes, and so on until all sides have gone.

Actions are discussed in more detail below.

End of Round Effects: Some effects take place (or expire) at the end of the round. Those happen now. As with start of turn effects, if you are subject to multiple end of round effects, you decide in what order they apply.

Make Saving Throws: Make any appropriate saving throws. (Note that you may *not* make saving throws until after all other end of round effects have been applied.)

Actions in D&D Jazz

SUSTAINING

Many effects allow you to sustain them by spending an action, often a minor action. Typically, each power or effect that you wish to sustain requires its own action. Many actions state that they last until the end of the next round and also mention that you can sustain them until the end of the next round. Typically, the user spends the sustain action the round after activating the power; thus, the power lasts an extra round. A creature may sustain a power as long as it has the actions to do so, but over a long period (such as an hour) this becomes fatiguing and difficult to maintain. The dm must use common sense to adjudicate this.

ACTION TYPES

There are seven types of actions in D&D Jazz: *free, minor, move, standard, full, interrupt* and *reactions.* On its turn each round, a creature typically can take either a full action or three actions- one each standard, move and minor- and may "trade down" a standard for a move or minor action or a move for a minor action.

Interrupts and reactions can happen at any time. There is no limit on how many interrupts or reactions you may take at a time, though you can take only of each for each trigger. (For instance, if you have two reactions that trigger on being hit and an interrupt that triggers on being hit, when an enemy hits you you can use the interrupt and then one of the reactions.)

An interrupt happens before the trigger, and can conceivably negate it. For instance, if you have a power that lets you shift 15' as an interrupt when an enemy makes a melee attack on you, if you get to a position where the attacker cannot reach you with that attack, it automatically misses you. A reaction happens after the trigger.

Free actions are often triggered, but not always. A creature can take any number of free actions in a round, subject to common sense (after all, a round is only six seconds long!).

Here are some examples of actions:

MINOR ACTIONS
Open or close a typical door
Draw a weapon

Sheath a weapon
Ready a shield

MOVE ACTIONS
Walk
Run
Shift
Crawl
Stand up

STANDARD ACTIONS
Attack
Charge
Maneuver
Trick attack

Movement

Walk: You move up to your speed. For simplicity, when using a battlemat, count every other diagonal as 2 squares.

Run: You move up to double your speed. Until the end of the next round, you grant combat advantage and suffer a -4 penalty to attacks.

Shift: You move 5' without provoking opportunity attacks.

Crawl: You must be prone to crawl. You move 5'.

MOVING THROUGH OTHER CREATURES

You can always move through the space of prone creatures or creatures 2 or more sizes bigger or smaller than you. You can also move through other creatures' spaces unless they choose to contest you. If a creature contests you, you may use a trick attack (see below) to try to force your way through, but unless you are shifting, the creature will get an opportunity attack at the least. The trick attack takes your standard action, but it takes place in the midst of your movement; this is one of only a very few instances in which you can resume an action (your movement) when you have spent an action other than an interrupt or reaction in the middle of it.

Attacks: What Can I Do?

In combat, characters usually have various options they can try involving their fighting styles, stances, spells, etc. But sometimes they want to get tricky- instead of killing the goblin, they want to knock it unconscious; instead of defeating the death knight, they just want to knock him down and get past him; instead of killing the barbarian chieftain, they need to humiliate him by knocking him down.

Charge: When you charge, you move up to your speed (minimum of 2 squares) in a straight line and make a melee attack with a +2 bonus against a creature within reach at the end of your charge. Until the end of the next round, you grant combat advantage.

Maneuver: Sometimes it pays to move your enemy instead of attacking him. You must be adjacent to an enemy to maneuver him. Make opposed attack rolls; if you win, you may move the enemy 5'. If you win by 5, you may move the enemy 10'. If you win by 10, you may move the enemy 15'. If you win by 15, you may move the enemy 20'. At the end of the maneuver, you shift adjacent to the enemy.

If you attempt to maneuver an enemy into terrain that will harm it, such as a raging fire or off a cliff, the enemy receives a saving throw (succeeds on a 10+); if it succeeds, it instead falls prone in the last square before it enters the hazardous terrain.

Trick Attacks: Characters attempting such creative attacks use the ***Trick Attack*** mechanic. The character describes the attack he is performing, the dm assesses which defense it attacks, the attacker rolls and if he hits makes an opposed roll against the target to successfully pull of the trick attack. Trick attacks usually inflict a significant disadvantage against the enemy but are hard to pull off and don't deal damage.

Four examples of trick attacks are the disarm, feint, pass through and the trip attack.

Disarm: A successful disarm causes an opponent to lose its weapon, implement or similar object. It is hard to disarm an enemy, as retaining one's weapon is a very basic consideration in combat. It is also harder to disarm a target holding a weapon in both hands. Make a melee attack vs. Reflex; if you hit, you and the target make opposed attack rolls (the target gets a +4 bonusn and an additional +2 if it is holding the weapon in both hands). If you win, you cause the enemy to drop its weapon in its square. If you beat the enemy by 5 or more, you may knock the weapon 5' away from it; if you beat it by 10, you may knock the weapon 10' away from it; and so on.

Feint: A successful feint causes the enemy to misdirect its guard for a short time. Make a melee attack vs. Will; if you hit, make a Charisma check opposed by the enemy's Wisdom check (you choose the dice). If you win, the enemy grants you combat advantage until the end of the next round.

Pass Through: A successful pass through lets you move through the space of an enemy that is contesting your movement (see *Moving through Other Creatures* above). This takes your standard action, but it takes place as an interrupt triggered by a creature contesting your movement through its space. Make a melee attack vs. Reflex or Fortitude, your choice; if you hit, you and the target make opposed checks, each of you choosing Strength or Dexterity against the other (you choose the dice). If you win, you may move through the enemy's space with the rest of your move action. You must be able to reach an unoccupied space with your remaining movement. Note that this is a very rare case in which you can start your move, take a standard action and then complete your movement.

Trip: A successful trip attack knocks the enemy prone. Make a melee attack vs. Reflex; if you hit, you and the target make opposed Dexterity checks (you choose the dice). If you win, the enemy falls prone.

Conditions in D&D Jazz

There are quite a few possible conditions that one can suffer in D&D Jazz. These, along with their effects, include the following (NOTE: this list is highly incomplete at this point):

Dazed

A dazed creature can take only one action on its turn and may not take a full action. It cannot take interrupts or reactions.

Dying

A creature reduced to 0 or fewer hit points is dying. While dying, each round the creature must make a death saving throw; this succeeds on a 10+ and stabilizes the character on a 20+. If the creature fails three death saves, it dies. It must continue to make death saves every round until it dies or stabilizes. A creature can be stabilized by an ally that spends a standard action and makes a 1d20 Wisdom skill check to apply first aid. If this check fails, the dying creature still gets a +2 bonus on its next death save. A dying creature also stabilizes if it regains a hit point.

Helpless

A creature is usually helpless because it is unconscious or paralyzed. A helpless creature is unable to defend itself. Enemies gain a +5 bonus to melee attacks against it and can spend a full action to perform a coup de grace on it. A helpless enemy counts as granting combat advantage.

Immobilized

An immobilized creature cannot move from its space (but can be maneuvered). It can still take other actions normally.

Paralyzed

A paralyzed creature cannot move its body. It cannot take any actions that require even the slightest mobility, but if it has any actions that are strictly mental, it can still use those. A paralyzed creature is helpless.

Prone

A prone creature takes a -4 penalty to attacks and grants combat advantage to adjacent enemies. It gains a +2 bonus to AC and Reflex against attacks from non-adjacent foes. Sometimes an effect will make prone a creature that, on the surface of it, does not seem like it should be able to be knocked down. In these cases, the prone condition actually consists of the victim being tangled up in itself and unable to move properly without spending a move action to right itself. When you are prone, you can crawl but not walk or shift.

Slowed

A slowed creature moves at half speed and grants combat advantage. All of its movement modes are affected.

Stunned

A stunned creature drops what it is holding and can take no actions, even strictly mental ones. It grants combat advantage.

Critical Hits

When a creature deals a critical hit, it typically inflicts double damage. The critical hit also inflicts a critical effect, determined by a severity roll. When a creature inflicts a critical hit with a melee attack, if its Strength score is 12 or higher, it gets a +1 bonus to its severity. If its Strength is 15 or higher, it instead gets a +2 bonus to severity; if its Strength is 21 or higher, it gets a +3 bonus to severity; and if its Strength is 30 or higher, it gets a +4 bonus to severity. The same applies to spell attacks, but based on the attacker's Charisma score, and ranged attacks, based on the attacker's Dexterity score.

Critical Hit Inflicts...	Critical Severity Roll
50% of less of target's current hit points	1d12
More than 50% of current hps but target still conscious	2d10
Target reduced to 0 or fewer hit points	2d10+5
Target slain (-10 or fewer hps)	2d8+15

Critical Effects Chart

If a critical effect cannot apply to a creature (for example, you cannot cut the hand off of a beholder), use the next lowest result until an applicable result comes up. This does not apply if the creature is immune to a condition or effect imposed (e.g. oozes can't be knocked prone); in this case, there is no extra effect.

SEVERITY	CRITICAL EFFECT
1	Attacker may maneuver target 10'.
2	Target knocked prone.
3	Break ribs; -1 to speed.
4	Lose shield; lands 1d4 squares away (attacker's choice of exact space).
5	Lose weapon; lands 1d4 squares away (attacker's choice of exact space).
6	Target's armor gains 1d2 wear points.
7	Ear lopped off, -1 to checks involving hearing.
8	Jaw broken, loose some teeth, -2 to checks involving talking.
9	Nose lopped off, requires regeneration to fix, -2 to checks affected by looks.
10	Break hand, -1 to attacks and damage with that hand.
11	Break foot, -2 to speed.
12	Break arm; -4 to attacks and damage with that hand.
13	Break leg; -3 to speed, can't shift.
14	Lose an eye; -2 to checks involving spotting things, -1 to ranged attacks.
15	Lose a hand
16	Lose a foot
17	Internal damage; target also takes 1d4 Con damage.
18	Lose an arm; also take ongoing 3 damage (save ends on a 10+).
19	Lose a leg; also take ongoing 5 damage (save ends on a 10+).
20	Gutted; 1d6 Str, Dex and Con damage; each time the target moves without shifting, there is a 50% chance he tangles his feet in his guts and falls prone, dealing an additional 1d3 Str, Dex and Con damage to himself.
21	Dain bramage; 1d4 Int, Wis and Cha drain.
22	Both eyes put out, blinded.
23	Throat slit, vocal cords ruined, can't talk
24	Spine shattered, 3d6 Dex drain.
25	Groin destroyed
26	Heart destroyed
27	Brain destroyed
28	Decapitated
29	Unseemed from nave to crotch
30	Head pulped and sprayed over a large radius
31	Cut in two
32	Cut in three
33	Utterly dismembered
34+	Entire body pulped and sprayed over a large radius

EXPERIENCE AND TREASURE

Treasure is the basic goal of an adventure: not merely the gathering of it and using it to improve one's gear, skills and relationships, but the spending of it for its own sake.

EXPERIENCE POINTS

GAINING EXPERIENCE POINTS

Experience points (or xps) are the main way a character advances. Once a character accumulates sufficient xp to gain a level, she must spend a full day resting, studying and training; this is in addition to any other training, time or cost requirements for gaining a level in a specific class (see the Advancement section). After she rests again, she awakens refreshed and with a bit more potency.

Experience points come from two sources: *Overcoming Challenges* and *Frivolously Expending Treasure.*

OVERCOMING CHALLENGES

Pcs earn experience by defeating monsters, evading traps, navigating through social challenges, etc. However, it is important to realize what constitutes a challenge. For an event or encounter to be considered a challenge, *failure must have serious consequences* for the pcs. "Serious consequences" might not mean death, but a pc should not earn xp for a friendly arm wrestling match or a bar brawl where the stakes are a bump on the head and a small fine to pay for the damages. When in doubt, *do not award xp.*

Hit Points	Base XP	Threshold	Special Abilities	Superior Abilities
1 to 10	1 per hp	4 (+3)	5	10
11 to 20	2 per hp	5 (+4)	6	12
21 to 30	3 per hp	6 (+6)	10	20
31 to 50	4 per hp	7 (+10)	20	50
51 to 75	5 per hp	8 (+15)	40	100
76 to 100	6 per hp	8 (+25)	65	175
101 to 140	7 per hp	9 (+50)	100	275
141 to 190	8 per hp	9 (+100)	150	400
191 to 250	9 per hp	10 (+300)	250	600
251 to 330	10 per hp	10 (+500)	400	900
331 to 420	11 per hp	11 (+750)	600	1300
421 to 530	12 per hp	11 (+1000)	850	2000
531 to 650	13 per hp	12 (+1400)	1100	3000
651 to 800	14 per hp	13 (+2000)	1500	4000
801 to 1000	15 per hp	14 (+3000)	2000	5000
1001+	16 per hp	15 (+4500)	2500	6000

Threshold: A creature's Threshold value is only used when figuring xp. It is the base used for determining when a creature has an attack or defense value significant enough to be worth extra

experience points.

If a creature has an attack bonus of +Threshold or higher on at least one listed attack, the bonus xp applies. For each defense of Threshold + 12 or higher, the bonus xp applies. If the creature can deal a maximum damage of at least Threshold + 4 to a single creature in each round or Threshold to three or more creatures in each round, the bonus xp applies.

Special Abilities: Each of the following abilities earns the creature this award once:
Resistance or immunity to up to two types of energy (or swarm); DR with a value equal to or lower than Threshold; ability damage of up to Threshold; an ability that can't be used every round that can inflict a maximum damage of Threshold + 10 to a single creature or threshold + 6 to at least three creatures; ongoing damage of threshold - 1 or less; the ability to inflict a condition that doesn't immediately disable a creature; ongoing ability damage of ½ threshold or less; fast healing up to ½ threshold; other abilities of worth, per the dm's judgment (especially defenses). Note that not all abilities are worth bonus xp (for example, *goblin tactics*).

Superior Abilities: Each of the following abilities earns the creature this award once:
Resistance or immunity to up to three or more types of energy; Insubstantial; DR with a value above threshold; ability damage above threshold; ability drain; an ability that can be used every round that can inflict a maximum damage of threshold + 10 to a single creature or threshold + 6 to at least three creatures; the ability to inflict a condition that immediately disables a creature (e.g. paralysis); ongoing damage of threshold or more; four or more attacks in each round; regeneration; fast healing above ½ threshold; other abilities of extraordinary worth, per the dm's judgment.

TYPICAL XP VALUES FOR MONSTERS

Since everything is based on hit points, the xp value of a monster can vary widely if its hps put it onto a different line on the chart than the 'typical' specimen. For this reason, this xp worksheet shows where the values come from (to make it easier to refigure xp for a creature that has few enough, or many enough, hit points to change lines on the xp chart).

Monster	Base	Threshold	Specials	Superiors	Total	Average XP
Giant Worker Ant	1/hp (4)	+3	+5	-	8+1/hp	12
Giant Soldier Ant	1/hp (8)	+3	+5	-	8+1/hp	16
Ant Swarm	2/hp (26)	+4	+12	-	16+2/hp	42
Beholder	5/hp (280)	+45	+80	+400	525+5/hp	805
Carrion Crawler	2/hp (36)	+4	+6	+12	22+2/hp	58
Demon, Manes	2/hp (30)	-	+6	-	6+2/hp	36
Demon, Evistro	5/hp (335)	+30	-	-	30+5/hp	365
Demon, Vrock	6/hp (578)	+150	+260	+175	585+6/hp	1163
Dragon, White Hatchling	4/hp (200)	+30	+40	+100	170+4/hp	370
Elemental, Lesser Fire	2/hp (22)	+4	+6	-	10+2/hp	32
Gargoyle	4/hp (124)	+30	+20	+50	100+4/hp	224
Gargoyle Archer	4/hp (144)	+30	+20	+100	150+4/hp	294
Ghoul	2/hp (24)	-	-	+12	12+2/hp	36
Ghast	3/hp (63)	-	+10	+20	30+3/hp	93
Goblin	1/hp (6)	-	-	-	1/hp	6
Goblin Archer	1/hp (10)	+6	-	-	6+1/hp	16
Goblin Warrior	2/hp (22)	-	-	-	2/hp	22

Goblin Chieftain	2/hp (30)	-	+6	-	6+2/hp	36
Golem, Iron	7/hp (812)	+200	-	+1100	1300+7/hp	2112
Harpy	2/hp (36)	+4	+12	+12	28+2/hp	64
Harpy Bard	2/hp (36)	+8	+18	+12	38+2/hp	74
Human Hoodlum	1/hp (9)	+3	-	-	3+1/hp	12
Human Bandit	1/hp (9)	+6	-	-	6+1/hp	15
Human Cult Member	1/hp (6)	-	-	-	1/hp	6
Human Cult Leader	2/hp (40)	+8	+12	-	20+2/hp	60
Kobold	1/hp (4)	+3	-	-	3+1/hp	7
Kobold Scoundrel	1/hp (8)	+6	-	-	6+1/hp	14
Kobold Assassin	1/hp (8)	+6	+5	-	11+1/hp	19
Kobold Wyrmpriest	2/hp (22)	-	+6	-	6+2/hp	28
Kobold Chieftain	3/hp (63)	-	+10	-	10+3/hp	73
Mimic	4/hp (140)	+10	+20	-	30+4/hp	170
Ogre	5/hp (340)	+30	-	-	30+5/hp	370
Ogre Berserker	5/hp (340)	+30	+40	-	70+5/hp	410
Ooze, Gray Ooze	4/hp (144)	-	+20	+50	70+4/hp	214
Ooze, Green Slime	2/hp (26)	+4	+12	+24	40+2/hp	66
Ooze, Gelatinous Cube	2/hp (38)	+4	-	+24	28+2/hp	66
Orc	1/hp (8)	+9	+5	-	14+1/hp	22
Orc, Ogrillion	2/hp (38)	+8	-	-	8+2/hp	46
Orc Champion	3/hp (78)	+18	+20	-	38+3/hp	116
Owlbear	5/hp (315)	+30	-	+100	130+5/hp	445
Rat, Giant Rat	1/hp (3)	+3	-	-	3+1/hp	6
Rat, Dire Rat	1/hp (8)	+3	-	-	3+1/hp	11
Rat, Rat Swarm	2/hp (24)	+4	+12	-	16+2/hp	40
Rust Monster	2/hp (32)	-	+12	-	12+2/hp	44
Sahuagin	2/hp (26)	-	-	-	2/hp	26
Sahuagin Raider	4/hp (144)	-	-	-	4/hp	144
Skeleton, Decrepit	1/hp (4)	-	-	+10	10+1/hp	14
Skeleton Guard	2/hp (24)	-	-	+12	12+2/hp	36
Spider, Spider Swarm	2/hp (22)	-	+24	-	24+2/hp	46
Spider, Giant Gray	1/hp (3)	+3	+5	-	8+1/hp	11
Spider, Giant Jumping	1/hp (6)	+3	+5	-	8+1/hp	14
Spider, Giant Tarantella	2/hp (30)	-	-	+12	12+2/hp	42
Spider, Gt. Black Widow	4/hp (140)	-	-	+50	50+4/hp	190
Stirge	1/hp (3)	+3	+5	-	8+1/hp	11
Troll	5/hp (355)	+30	-	+200	230+5/hp	585
Troll, Ice Troll	5/hp (295)	+30	+80	+100	210+5/hp	505
Wolf	2/hp (22)	-	+6	-	6+2/hp	28
Wolf, Dire Wolf	5/hp (270)	+15	+40	-	55+5/hp	325
Wraith	3/hp (87)	-	+10	+20	30+3/hp	117
Zombie	2/hp (32)	+4	+6	-	10+2/hp	42
Zombie Ogre	2/hp (32)	+8	+12	-	20+2/hp	52

FRIVOLOUSLY EXPENDING TREASURE

This is one of D&D Jazz' few explicitly gamist constructions. When a pc spends money

frivolously, he gains experience points at a rate of *1 xp per gp spent frivolously.* For money spent to earn the pc experience, it must be spent in a way that gives the pc nothing more than fleeting pleasure: feasting, ale and whores, drugs, downtime vacations, etc. If the character ends up with something on his character sheet in exchange for the money spent, it does **not** qualify. Likewise, money that improves the character's relationships, repairs damaged equipment, gains the character fame or notoriety, is donated to an organization that may later aid the pc or otherwise has *any* gain for the pc does **not** qualify. (However, note that a pc cleric could "spend money frivolously" by donating it to his church anonymously; as long as there is NO POSSIBILITY of a "return on investment", the expenditure qualifies.)

    This rule exists for the following reasons:

    -To promote treasure-gathering as a primary pc motivation;

    -To ensure that spending money on improving your character's gear is not always the best use for money;

    -To help drain the pcs' resources so that those who become rich have given up something else.

WHEN TO AWARD XP (and why)

    The dm should only aware experience at the end of the session. Here's why.

    If the pcs know how many xp they are getting as they go along, they can 'cherry pick' the amount of money they frivolously spend. This is against the spirit of the 'frivolously spend money' system. If you award xp only at the end of the session, the player can only be sure that he'll gain enough xp to advance from spending money frivolously by overspending. He doesn't know what his share of the xp for overcoming a challenge will be.

THE PACE OF ADVANCEMENT

    D&D Jazz is designed with a pace of advancement similar to 1e in mind. However, a great deal of the pacing is in the hands of the pcs, since they can decide to plumb more dangerous areas in search of greater treasure (which they can spend to gain xp) or stick to easier, less dangerous areas at the cost of slower advancement.

    A character can never advance more than one level in one game session, and the pace should be substantially slower.

    Ideally, pcs should level more and more slowly as they go up in levels.

    All pcs use the same chart for advancement, as follows:

Experience Point Total	Level
0 - 999	1st
1,000 - 2,999	2nd
3,000 - 5,999	3rd
6,000 - 9,999	4th
10,000 - 19,999	5th
20,000 - 31,999	6th
32,000 - 45,999	7th
46,000 - 59,999	8th
60,000 - 77,999	9th
78,000 - 97,999	10th
98,000 - 130,999	11th
131,000 - 166,999	12th
167,000 - 205,999	13th

206,000 - 247,999	14th
248,000 - 317,999	15th
318,000 - 381,999	16th
382,000 - 449,999	17th
450,000 - 521,999	18th
522,000 - 597,999	19th
598,000 - 697,999	20th
698,000 - 802,999	21st
803,000 - 912,999	22nd
913,000 - 1,027,999	23rd
1,028,000 - 1,147,999	24th
1,148,000 - 1,297,999	25th
1,298,000 - 1,453,999	26th
1,454,000 - 1,615,999	27th
1,616,000 - 1,783,999	28th
1,784,000 - 1,957,999	29th
1,958,000 - 2,167,999	30th

EXTRAPOLATING THE XP CHART TO HIGHER LEVELS: It is easy enough to figure the xp required to attain higher levels as follows.

Each level requires xp equal to *Level * N* to advance.

N is equal to 1,000 + 1,000 per five full levels attained.

Thus, from 1st to 4th level, a character needs Level * 1000 to advance; from 5th to 9th, a character needs Level * 2000 to advance; and so on (the top of the chart, 30th level, reaches the point where the pc requires Level * 7000 xp to advance).

TREASURE

Treasure is found in the hordes of monsters, in payment for services rendered, as a reward or hidden in ancient burial chambers. It is one of the primary goals for adventurers.

That said, remember the value of a gold piece. Only the mightiest monsters have hundreds or thousands of gold pieces; most have a much smaller amount of money. Eventually each monster will be assigned a Treasure Type (similar to 1e) but for now, determining the amount of treasure in a given horde is an exercise left to the dm, using the xp chart as a guide.

The best and greatest treasures, of course, are magic items.

Magic items are rare. Almost all have unique histories, and many have individual names. Just because a sword's only mechanical benefits are a +1 bonus to attack and damage doesn't mean it isn't a valuable historical artifact with a storied history as the blade of a great hero.

Consumable items are the exception. Since they are typically single-use, most consumable items don't have a history. Even here, though, there are cases where they do, such as a scroll penned by the famed Acererak containing a powerful spell nobody dares unleash.

Any type of magic item from D&D's history can be converted for use in this system with a little work. Typical magical treasure should be generated randomly but should be in use by its possessor (except in cases where that is impossible). Pcs are free to provide the dm with "item wish lists" so long as those lists have plenty of room to be used as scratch paper before being mockingly discarded or are soft enough for the dm to use as toilet paper before flushing them away. If a pc wants a specific magic

item, he should focus on learning the ritual in question and making it himself- which is far closer to 1e or 2e levels of difficulty as opposed to 3e or 4e levels of difficulty.

CREATING MAGIC ITEMS

Creating magic items is an arduous and time-consuming process. To do so, a character must know the proper item creation ritual and the recipe for the item in question. The character must then perform the ritual, expend the required time, ritual components and ingredients and perform the various procedures required to create the item. If necessary, multiple creatures can work together to create the item, but all must work the entire time. Any interruption in the enchantment process will spoil it, with the loss of all ingredients and components; thus, most would-be item creators seclude themselves to make a magic item.

The item to be enchanted must be of high quality, although it can be disguised as a cheap or old item. The price to purchase such an item is anywhere from triple to ten times normal cost at a minimum.

Sometimes the enchantment process goes wrong, creating an item that is either cursed, intelligent or otherwise not as intended. Magic is never a sure thing. The more powerful an item is, the more likely it is to go awry, while the more powerful the creator is, the less likely it is.

INGREDIENTS

Most of the ingredients required for creating a magic item are subsumed in the cost of its ritual components and of buying the base item to be enchanted. All magic items require at least one ingredient that is not so easy to find, as specified in its description.

BUYING AND SELLING MAGIC ITEMS

Magic items are rarely for sale, but it happens once in a while. But what do they cost? There is no set cost, but look at the cost to create such an item for a beginning guideline. Note that, in addition to the cost of the components, the creator must go to the hassle of finding the ingredients, then must spend a great deal of time and effort to make the item. All that time and effort costs! On the other hand, an adventurer who is short of cash but recently found an item he cannot use might let it go at a much lower price than one would expect, especially if unaware of its properties and true value.

RANDOM MAGIC ITEM GENERATION

About 10% of discovered magic items should be cursed. About 50% of discovered magic items should be consumable.

The lists given should not be seen as exhaustive by any means.

D% Roll	Item Type
01-30	Potion
31-50	Scroll
51-65	Armor et. al.
66-80	Weapon
81-90	Implement
91-95	Worn Item
96-00	Wondrous Item

POTIONS (Consumable)

Creation: For a creature to create a potion, it must know the Brew Potion ritual. Each potion takes one day to brew. Procedures for potion brewing include distillation, evaporation, sublimation, heating, cooling, etc. The base ingredient is water, so there is no base cost.

Identifying a Potion: When a creature takes a tiny sip of a potion, it gets a hint of the potion's nature. For example, a potion of water breathing might make the taster salivate heavily and have a slight difficulty breathing air. Drinking more than a sip but less than a full dose of a potion usually has no effect; if the character drinks the rest of the potion by the end of the next round, it takes effect; otherwise, there is not enough of it to have an effect. Some larger bottles obviously hold multiple doses of a potion. (A standard "dose" of a potion is about 1 fluid ounce- roughly the equivalent of a shot of liquor. So a single dose of a potion is *small*.

Use: It takes a minor action to drink a potion or a standard action to feed one to a willing or unconscious ally. Feeding a potion to an ally provokes opportunity attacks. *Potions do not take effect until the start of the round after which a creature drinks them.*

POTION TYPES

d12 Roll	Potion Type
1	Potion of Climbing
2	Potion of Delusion
3	Potion of Eloquence
4	Potion of Energy Resistance
5-7	Potion of Healing
8	Potion of Heroism
9	Potion of Invisibility
10	Potion of Poison
11	Potion of Speed
12	Potion of Water Breathing

Potion of Climbing

Creation: Processes: 2; Components: 50 gp; Ingredients: The leg of a small or larger creature with a climb speed.

Effect: When this potion takes effect, you gain a climb speed equal to your land speed for 1 minute.

Potion of Delusion

Creation: Accidental.

Effect: This potion appears to be a random type of beneficial potion (roll randomly). When it takes effect, you are deluded into thinking it has the expected effect (save ends on a 16+).

Potion of Eloquence

Creation: Processes: 4; Components: 250 gp; Ingredients: The tongue of a creature that speaks with a Charisma of 16.

Effect: When this potion takes effect, you gain a +3 bonus to skill checks in which eloquence plays a part. This effect lasts for ten minutes.

Potion of Energy Resistance

Creation: Processes: 4; Components: 150 gp; Ingredients: The heart of a creature with resist 5 or better of the type granted by the potion.

Effect: When this potion takes effect, you gain resist 5 against one of the following energy types, determined at random, for one minute:

d12 Roll	Type of Resistance Granted
1-2	Cold
3-4	Electricity
5-6	Fire
7-8	Lightning
9	Necrotic
10	Psychic
11	Radiant
12	Thunder

Potion of Healing

Creation: Processes: 2; Components: 50 gp; Ingredients: The tears of a good priest.

Effect: When this potion takes effect, you regain 1d10+2 hit points. If you are suffering from ability damage, you instead regain 1d4 points of the attribute with the most ability damage.

Potion of Heroism

Creation: Processes: 5; Components: 300 gp; Ingredients: The heart of a 6th or higher level creature.

Effect: When this potion takes effect, you gain a +4 bonus on melee attack and damage rolls. This effect lasts until the end of the next round (save continues on a 13+).

Potion of Invisibility

Creation: Processes: 5; Components: 150 gp; Ingredients: Six pixie wings.

Effect: When this potion takes effect, you become invisible until you attack or until the end of the next round (save continues on a 13+ if you have not attacked).

Potion of Poison

Creation: Accidental.

Effect: This potion appears to be a random type of beneficial potion (roll randomly). When it takes effect, you suffer 2d4 plus ongoing 2 points of lethal poison damage to a random ability score (save ends on an 11+).

Potion of Speed

Creation: Processes: 4; Components: 500 gp; Ingredients: The feet of a creature with a speed of 45' or greater.

Effect: When this potion takes effect, you gain a +1 bonus to initiative and a +2 bonus to speed

until the end of the next round (save continues on a 6+).

Potion of Water Breathing

Creation: Processes: 2; Components: 100 gp; Ingredients: The gills of a medium or larger creature that can breathe water.

Effect: When this potion takes effect, you gain the ability to breathe water for one hour.

Special: Water breathing potions may be split between as many as six creatures.

SCROLLS (Consumable)

Creation: For a creature to create a scroll, it must know the Scribe Scroll ritual. Procedures for scribing scrolls include illumination, varnishing, washing, etc.; such procedures also sometimes include making the ink, parchment or vellum itself.

Identifying a Scroll: Anyone literate who examines a scroll can tell what it contains.

Use: It takes a standard action to use a scroll. To use a spell or prayer scroll safely, you must be able to cast spells or prayers.

SCROLL TYPES

d20 Roll	Scroll Type
1	Cursed Scroll
2	Identifying Scroll
3	Mapping Scroll
4-8	Prayer Scroll (lesser)
9-10	Prayer Scroll (moderate)
11	Prayer Scroll (greater)
12	Protection Scroll
13-17	Spell Scroll (lesser)
18-19	Spell Scroll (moderate)
20	Spell Scroll (greater)

Cursed Scroll

Creation: Accidental.

Effect: When you so much as glance at this scroll, its power activates. A cursed scroll may have any number of effects, determined by rolling on the table below.

01-10: Body Burn (the failed scroll deals 2d6 points each Str, Dex and Con damage to you).

11-30: Failed Prayer (roll a random prayer of valence 1d4+1; it either immediately takes effect against you or takes effect as soon as it can apply against you in a meaningful way).

31-40: Insidious Curse (a long-lasting effect that brings you unhappiness and misery, such as a rain cloud that hovers over you, an odor you cannot be rid of, etc. remains with you until removed by a remove curse ritual)

41-50: Mind Burn (the failed scroll deals 2d6 points each Int, Wis and Cha damage to you).

51-60: Psychic Dissonance (make a spell attack vs. Will with a +3 bonus against each creature within 40' of you; if you hit, it attacks you with intent to kill on its next turn, save ends on a 13+).

61-70: Psychic Feedback (make a spell attack vs. Will with a +3 bonus against yourself and each creature within 40' of you; if you hit, the target suffers 3d10 points of psychic damage).
71-80: Reality Warp (you and each creature within 30' of you are teleported to a random location 1d100 miles away, usually somewhere dangerous).
81-00: Spell Backfire (roll a random spell of valence 1d4+1; it either immediately takes effect against you or takes effect as soon as it can apply against you in a meaningful way).

Identifying Scroll

Creation: Processes: 2; Components: 100 gp; Time: 6 days; Ingredients: The eyes of a wizard of at least 3rd level.

Effect: When you read this scroll and hold it over a magic item, the words writhe and change to reveal a complete description of that item's properties, including the recipe to create it. If the item is cursed, the curse is revealed, although it is impossible to create most cursed items intentionally.

Mapping Scroll

Creation: Processes: 4; Components: 750 gp; Time: 15 days; Ingredients: Dust from every room in a dungeon with at least 20 rooms.

Effect: When you read this scroll, the words vanish and its surface begins to map the area you are in as well as you can see it. It continues mapping as you move for one hour, but will show no more than an area 200' x 200'. The scroll creates icons for doors, pits, sarcophagi and other large features of the area mapped but will not show much detail, small objects or things you haven't noticed yourself. Once the scroll is full or the hour is up, the map remains as it is (although you can add to it with mundane means).

Prayer Scroll

Creation: Processes: 4; Components: 100 gp per valence on the scroll, plus the cost of any components required for the prayers on the scroll; Time: 3 days per valence on the scrolls; Ingredients: Varies; each prayer requires a separate component (and recipe).

Effect: When you read a prayer from a scroll, it takes effect as if you had cast it. If you cannot cast prayers, you must make a Charisma check on 1d10 + 1d6 per valence of the prayer. If you fail, the prayer is expended and, if your check result was an even number, the prayer takes effect against you or is reversed so as to be baneful to you. Determine the contents of the scroll randomly; determine a random domain for each prayer on the scroll (if possible based on the religion of the scribe) and determine its valence as indicated below.

Lesser	Moderate	Greater	Number of Prayers on Scroll
01-65	01-20	-	One
66-90	21-60	01-20	Two
91-00	61-90	21-60	Three
-	91-00	61-85	Four
-	-	86-00	Five

Lesser	Moderate	Greater	Valence of Prayer on Scroll
01-65	01-20	-	First
66-90	21-50	01-20	Second
91-00	51-80	21-50	Third

Lesser	Moderate	Greater	
-	81-00	51-80	Fourth
-	-	81-00	Fifth

Protection Scroll

Creation: Processes: 3; Components: 6,000 gp; Time: 30 days; Ingredients: The liver of a 9th or higher level creature with the keyword that the scroll protects against.

Effect: When you read this scroll its characters begin to glow, and the scroll creates a 20' radius emanation that protects against certain types of supernatural creatures. Such creatures suffer a -4 penalty to attacks and damage against creatures or objects inside the emanation and cannot voluntarily enter the emanation. (However, if the creature ends up inside the emanation against its will, it can move around inside it normally.) The emanation lasts until the end of the next round, but you can sustain it by spending a standard action to continue to read the words on the scroll.

D6	Protection Against...
1	Constructs
2	Demons
3	Devils
4	Elementals
5	Shapechangers
6	Undeads

Spell Scroll

Creation: Processes: 4; Components: 100 gp per valence on the scroll, plus the cost of any components required for the spells on the scroll; Time: 3 days per valence on the scrolls; Ingredients: Varies; each spell requires a separate component (and recipe).

Effect: When you read a spell from a scroll, it takes effect as if you had cast it. If you cannot cast spells, you must make a Charisma check on 1d10 + 1d6 per valence of the spell. If you fail, the spell is expended and, if your check result was an even number, the spell takes effect against you or is reversed so as to be baneful to you. Determine the contents of the scroll randomly; determine a random school for each spell on the scroll (if possible based on the schools of the scribe) and determine its valence as indicated below.

Lesser	Moderate	Greater	Number of spells on Scroll
01-65	01-20	-	One
66-90	21-60	01-20	Two
91-00	61-90	21-60	Three
-	91-00	61-85	Four
-	-	86-00	Five

Lesser	Moderate	Greater	Valence of spell on Scroll
01-65	01-20	-	First
66-90	21-50	01-20	Second
91-00	51-80	21-50	Third
-	81-00	51-80	Fourth
-	-	81-00	Fifth

ARMOR, HELM & SHIELD

Creation: For a creature to create magical armor, helms or shields, it must know the Craft Magic Armor ritual. Procedures for crafting armor et. al. include bathing, heating, cooling, etching, engraving, filligree, bejewelling, leafing, etc.

The basic cost for creating magic armor is 5,000 gp times the square of the enhancement bonus. It requires two weeks per point of enhancement bonus, and it requires one procedure per point of enhancement bonus. To this add the time, money, etc. of any powers.

The basic ingredient required to make a suit of magic armor, shield or helm is the skin of a creature of a level equal to thrice the enhancement bonus with an AC of no less than 15 + the armor's enhancement bonus

Identifying Magic Armor: The easiest way to identify magic armor is to wear it in battle and see what happens.

Use: Typical armor just needs to be worn. Most of the time, its bonus applies to AC (and Reflex, in the case of a shield), but 10% of armor also grants its bonus to Fortitude and 10% of helms also grant its bonus to Will.

ARMOR et. al. TYPES

When generating magic armor, the following charts will determine exactly what is found.

D% Roll	Armor et. al. Type
01-10	Leather armor
11-20	Studded leather
21-30	Chain mail
31-40	Scale armor
41-50	Banded mail
51-60	Plate mail
61-70	Full plate
71-77	Light shield
78-85	Heavy shield
86-90	Cap
91-95	Helm
96-00	Great helm

d% (Armor)	d% (Shield)	d% (Helm)	Bonus/Powers
01-35	01-50	01-40	+1 enhancement
36-50	51-60	41-56	+1 enhancement and one power
51-54	-	57-60	+1 enhancement and two powers
55	-	61	+1 enhancement and three powers
56-71	61-75	62-80	+2 enhancement
72-77	76-81	81-83	+2 enhancement and one power
78-79	-	84	+2 enhancement and two powers
80	-	-	+2 enhancement and three powers
81-84	82-86	85-88	+3 enhancement
85-87	87-90	89-90	+3 enhancement and one power
88-89	-	-	+3 enhancement and two powers

90	-	-	+3 enhancement and three powers
91-00	91-00	91-00	Cursed

d% (Armor)	d% (Shield)	d% (Helm)	Power
-	01-28	-	Alliance
01-07	29-34	-	Dragonslayer's
08-23	-	01-20	Dwarven
24-35	35-56	21-30	Energy Resistance
36-41	-	-	Ghost Touch
42-51	57-70	-	Immovable
52-59	-	-	Poison Resistance
60-65	-	31-35	Stealth*
-	-	36-65	Strongmind
66-76	71-75	66-75	Swiftness
77-84	-	-	Swimming
85-00	76-00	76-00	Vitals Protection

*Leather or studded leather armor or cap only.

Alliance (shield)

Creation: Processes: 2; Components: 6,000 gp; Time: 60 days; Ingredients: The teeth of a pack of five dire wolves killed all at once.

Effect: As an interrupt when an adjacent creature is targeted by an attack, you give it the shield's bonus to AC and Reflex against that attack. You can recharge this ability by burning an action point. (You can burn an action point any time you have one and can take a free action, even if you need to recharge your ability to spend an action point.)

Dragonslayer's (armor or shield)

Creation: Processes: 2; Components: 10,000 gp; Time: 1 year; Ingredients: The heart of a dragon.

Effect: Dragons take a -3 penalty to attack you, you gain resist 10 against the breath weapon of dragons and you reduce the severity of a dragon's critical hit on you by 2d4.

Dwarven (armor or helm)

Creation: Processes: 1; Components: 3,000 gp; Time: 10 days; Ingredients: The beard of a dwarven warrior of at least 5th level.

Effect: As a minor action once per day you can take an exta second wind. (You regain hit points equal to your highest hit die.) You must still spend an action point to do so.

Energy Resistance (armor, helm or shield)

Creation: Processes: 3; Components: 6,000 gp; Time: 12 days; Ingredients: The heart of a creature with resist 5 or better of the type granted by the potion.

Effect: You gain resist 5 against one type of energy, as determined on the chart below.

d12 Roll   Type of Resistance Granted

1-2	Cold
3-4	Electricity
5-6	Fire
7-8	Lightning
9	Necrotic
10	Psychic
11	Radiant
12	Thunder

Ghost Touch (armor)

Creation: Processes: 4; Components: 12,000 gp; Time: 20 days; Ingredients: The ectoplasm of an insubstantial creature.

Effect: You don't do half damage to insubstantial creatures and creatures cannot phase through you.

Immovable (armor or shield)

Creation: Processes: 1; Components: 1,000 gp; Time: 4 days; Ingredients: The heart of a dwarf.

Effect: Reduce the distance you are maneuvered, pulled or pushed by 2 squares.

Poison Resistance (armor)

Creation: Processes: 1; Components: 5,000 gp; Time: 10 days; Ingredients: The blood of a venomous creature of at least 3rd level.

Effect: You gain resist 2 against poison damage and poison ability damage and drain.

Stealth (leather or studded leather armor or cap)

Creation: Processes: 2; Components: 3,000 gp; Time: 2 days; Ingredients: The whiskers or feet of a 4th or higher level creature with a +3 or better bonus to checks to be sneaky.

Effect: You get a +1 bonus on checks to be sneaky.

Strongmind (helm)

Creation: Processes: 3; Components: 10,000 gp; Time: 15 days; Ingredients: The brain of a mind flayer.

Effect: You gain resist 5 psychic and cannot be forced to make an attack against your will or regard an enemy as an ally.

Swiftness (armor, helm or shield)

Creation: Processes: 3; Components: 10,000 gp; Time: 20 days; Ingredients: The feet of a quickling.

Effect: You gain a +1 bonus to initiative.

Swimming (armor)

Creation: Processes: 2; Components: 1,000 gp; Time: 5 days; Ingredients: The swim bladder of a fish of at least medium size.

Effect: You gain a swim speed of 20', and the armor does not hinder your swimming.

Vitals Protection (armor, helm or shield)

Creation: Processes: 2; Components: 5,000 gp; Time: 9 days; Ingredients: The sternum of a 3rd or higher level creature with damage reduction.

Effect: The severity of critical hits that you take is reduced by 2d4.

WEAPONS

Creation: For a creature to create a magic weapon, it must know the Craft Magic Weapon ritual. Procedures for crafting weapons include quenching, engraving, etching, filligree, wrapping, tempering, etc.

The basic cost for creating a magic weapon is 5,000 gp times the square of the enhancement bonus. It requires two weeks per point of enhancement bonus, and it requires one procedure per point of enhancement bonus. To this add the time, money, etc. of any powers.

The basic ingredient required to make a magic weapon are the claws of a creature of a level no lower than thrice the enhancement bonus.

Identifying Magic Weapons: The easiest way to identify magic a magic weapon is to use it.

Use: Typical weapons just need to be wielded in battle. Most of the time, its bonus applies to attacks and damage, although there are exceptions; 25% of magic weapons apply their bonus only to attack or damage.

WEAPON TYPES

When generating magic armor, the following charts will determine exactly what is found.

d% Roll	Weapon Type
01-05	Arrows (1d10)
06-07	Awl pike
08-10	Bastard sword
11-13	Battle axe
14-17	Bolts (1d10)
18-21	Broad sword
22-23	Bullets (1d10)
24	Club
25-29	Dagger
30-32	Dart
33-36	Flail
37-40	Glaive
41-44	Great axe
45-48	Great sword
49-50	Halberd
51-52	Hand axe
53-55	Heavy crossbow
56-57	Javelin
58-59	Lance
60-61	Light crossbow

d%		
62-65	Longbow	
66-69	Longsword	
70-73	Mace	
74-75	Maul	
76-78	Quarterstaff	
79-80	Ranseur	
81-83	Scimitar	
84-86	Shortbow	
87-90	Short sword	
91-92	Sling	
93-96	Spear	
97-98	Throwing axe	
99-00	War hammer	

d%	Bonus/Powers
01-35	+1 enhancement
36-50	+1 enhancement and one power
51-54	+1 enhancement and two powers
55	+1 enhancement and three powers
56-71	+2 enhancement
72-77	+2 enhancement and one power
78-79	+2 enhancement and two powers
80	+2 enhancement and three powers
81-84	+3 enhancement
85-87	+3 enhancement and one power
88-89	+3 enhancement and two powers
90	+3 enhancement and three powers
91-00	Cursed

d%	Power	Notes
01-02	Anarchic	-
03-04	Axiomatic	-
05-14	Bane	-
15-16	Caustic	-
17-26	Deadly	-
27-30	Defending	Melee only
31-36	Distance	Ranged or ammunition only
37-44	Flaming	-
45-52	Frost	-
53-60	Glowing	Melee, thrown or ammunition only
61-62	Holy	-
63-64	Jagged	-
65-69	Lethal	-
70-72	Maneuvering	Melee only
73-74	Poisonous	Melee, thrown or ammunition only
75-79	Returning	Thrown only

80-85	Shock	-
86-88	Speed	Melee or ranged only
89-91	Terror	-
94-98	Thunder	-
99-00	Unholy	-

Notes: The notes describe which types of weapons are eligible for the power in question. Ranged weapons include thrown weapons. Powers without notes can be placed on any type of weapon.

Anarchic

Creation: Processes: 4; Components: 10,000 gp; Time: 30 days; Ingredients: The innards of a creature with the Chaotic keyword of at least 5th level.

Effect: When you attack a creature with the Lawful keyword, such as a devil, modron or inevitable, you get an additional +1 bonus on attacks, damage and critical severity. This weapon counts as chaotic for purposes of penetrating damage reduction.

Axiomatic

Creation: Processes: 4; Components: 10,000 gp; Time: 30 days; Ingredients: The brain and heart of a creature with the Lawful keyword of at least 5th level.

Effect: When you attack a creature with the Chaotic keyword, such as a demon, slaad or chaos beast, you get an additional +1 bonus on attacks, damage and critical severity. This weapon counts as lawful for purposes of penetrating damage reduction.

Bane

Creation: Processes: 2; Components: 6,000 gp; Time: 10 days; Ingredients: The heart of a creature with the keyword that this weapon will be bane against of at least 3rd level.

Effect: This weapon deals an extra 1d6 points of damage when it hits a creature against which it is bane. To determine the type of creature the weapon is bane against, choose based on its creator or roll on the chart below (which is obviously far from exhaustive).

d20 Roll	Creature Type
1	Demon
2	Devil
3	Dragon
4	Dwarf
5	Elemental
6	Elf
7	Giant
8	Goblinoid
9	Golem
10	Halfling
11	Human
12	Kobold
13	Ooze
14	Plant
15	Sahuagin

16	Shapechanger
17	Spellcaster (includes wizards, priests and spellcaster monsters)
18	Undead
19	Warrior (includes fighters and brute and soldier monsters)
20	Wolf

Caustic

Creation: Processes: 3; Components: 10,000 gp; Time: 30 days; Ingredients: Acid taken from a monster of at least 6th level.

Effect: When you hit with this weapon, the target also takes ongoing 2 acid damage (save ends on a 10+).

Cursed

Creation: Accidental.

Effect: This weapon appears to be a normal magic weapon until you become bloodied once wielding it, and then its true power becomes apparent and any positive abilities fade. Henceforth you cannot be rid of the weapon until a remove curse ritual is performed and your first action in any combat must be to draw it. When you wield a cursed weapon, you have a -1 penalty to initiative, a -2 penalty to all defenses and critical hits on you gain a +1d8 bonus to their severity.

Deadly

Creation: Processes: 2; Components: 7,500 gp; Time: 9 days; Ingredients: The fingers of a 3rd or higher level fighter.

Effect: You gain a bonus of +1d6 to the severity of critical hits you inflict with this weapon.

Defending (melee only)

Creation: Processes: 4; Components: 15,000 gp; Time: 90 days; Ingredients: The shell of a 3rd or higher level creature with the turtle keyword.

Effect: While you wield this weapon, you get a +1 bonus to AC.

Distance (ranged only)

Creation: Processes: 1; Components: 2,000 gp; Time: 5 days; Ingredients: The feathers of a 3rd or higher level creature with a fly speed of at least 90'.

Effect: This weapon's attacks can go an extra 3 range increments, and you suffer no penalty to attacks for the first four range increments.

Flaming

Creation: Processes: 3; Components: 10,000 gp; Time: 30 days; Ingredients: The ichor or blood of a 4th or higher level creature with the Fire keyword.

Effect: When you hit with this weapon, you deal an extra 1d4 points of fire damage.

Frost

Creation: Processes: 3; Components: 10,000 gp; Time: 30 days; Ingredients: The tongue or liver of a 4th or higher level creature with the Cold keyword.

Effect: When you hit with this weapon, you deal an extra 1d4 points of cold damage.

Glowing (melee, thrown or ammunition only)

Creation: Processes: 1; Components: 1,000 gp; Time: 3 days; Ingredients: The essence of a will-o-wisp.

Effect: As a minor action, you cause this weapon to shed bright light in a 20' emanation and dim light for an additional 20'. This effect lasts until you spend a minor action to douse the light.

Holy

Creation: Processes: 4; Components: 10,000 gp; Time: 30 days; Ingredients: The heart of a creature with the Good keyword of at least 5th level.

Effect: When you attack a creature with the Evil keyword, such as a devil, demon or yugoloth, you get an additional +1 bonus on attacks, damage and critical severity. This weapon counts as good for purposes of penetrating damage reduction.

Jagged

Creation: Processes: 4; Components: 15,000 gp; Time: 50 days; Ingredients: The horns of a peryton.

Effect: When you hit with this weapon, you also inflict ongoing 3 damage (save ends on a 10+).

Lethal

Creation: Processes: 2; Components: 6,000 gp; Time: 15 days; Ingredients: The gears of a nimblewright.

Effect: This weapon's base critical range doubles.

Maneuvering (melee only)

Creation: Processes: 2; Components: 5,000 gp; Time: 10 days; Ingredients: Six kobold ears.

Effect: When you hit with this weapon, you also maneuver the target 5'.

Poisonous

Creation: Processes: 5; Components: 25,000 gp; Time: 50 days; Ingredients: The fangs of a snake of 6th or higher level.

Effect: When you hit with this weapon, you also inflict ongoing 1d3 Strength damage (save ends on a 12+).

Returning (thrown only)

Creation: Processes: 2; Components: 2,000 gp; Time: 2 days; Ingredients: Lodestone from a meteor.

Effect: When you throw this weapon, it returns to you after the attack resolves.

Shock

Creation: Processes: 3; Components: 10,000 gp; Time: 30 days; Ingredients: The static organs of 3 shocker lizards.

Effect: When you hit with this weapon, you deal an extra 1d4 points of lightning damage.

Speed

Creation: Processes: 3; Components: 10,000 gp; Time: 20 days; Ingredients: The feet of a quickling.

Effect: While you wield this weapon, you gain a +1 bonus to initiative.

Terror

Creation: Processes: 3; Components: 7,500 gp; Time: 10 days; Ingredients: The eyes of a 4th or higher level undead.

Effect: You may make melee attacks with this weapon against Will instead of AC.

Thunder

Creation: Processes: 3; Components: 10,000 gp; Time: 30 days; Ingredients: The voicebox of a destrachan.

Effect: When you hit with this weapon, you deal an extra 1d4 points of thunder damage.

Unholy

Creation: Processes: 4; Components: 10,000 gp; Time: 30 days; Ingredients: The heart of a creature with the Evil keyword of at least 5th level.

Effect: When you attack a creature with the Good keyword, such as an angel, shedu or phoenix, you get an additional +1 bonus on attacks, damage and critical severity. This weapon counts as evil for purposes of penetrating damage reduction.

IMPLEMENTS

Creation: For a creature to create a magic implement, it must know the Craft Magic Implement ritual. Procedures for crafting implements vary according to the type of implement, but can include bejewelling, gilding, a vigil, washing, etc.

The basic cost for creating a magic implement is 5,000 gp times the square of the enhancement bonus. It requires two weeks per point of enhancement bonus, and it requires one procedure per point of enhancement bonus. To this add the time, money, etc. of any powers.

The basic ingredient required to make a magic implement is the heart of a wizard or cleric of a level no lower than twice the enhancement bonus.

Identifying Magic Implements: The easiest way to identify magic a magic implement is to use it.

Use: Typical implements just need to be wielded when casting spells. Holy symbols are an exception- you cannot use the holy symbol of another deity. However, you can perform a ritual requiring one day and 100 gp in ritual components to transfer the enchantment of a holy symbol to another symbol of your deity, although the base symbol used must be at least as valuable as the one you are transferring the enchantment from.

Most of the time, an implement's bonus applies to attacks and damage, although there are exceptions; 25% of magic implements apply their bonus only to attack or damage.

IMPLEMENT TYPES

When generating magic implements, the following charts will determine exactly what is found. Note that the predominant type of implement is the holy symbol; this is because of the fact that clerics

use only one type of implement, while wizards use all the rest.

d20 Roll	Weapon Type
1	Dagger
2-7	Holy symbol
8-10	Orb
11-12	Rod
13-14	Staff
15-17	Tome
18-20	Wand

d%	Bonus/Powers
01-35	+1 enhancement
36-50	+1 enhancement and one power
51-54	+1 enhancement and two powers
55	+1 enhancement and three powers
56-71	+2 enhancement
72-77	+2 enhancement and one power
78-79	+2 enhancement and two powers
80	+2 enhancement and three powers
81-84	+3 enhancement
85-87	+3 enhancement and one power
88-89	+3 enhancement and two powers
90	+3 enhancement and three powers
91-00	Cursed

Dagger	Symbol	Orb	Rod	Staff	Tome	Wand	Power
01-05	01-02	-	01-04	-	-	01-07	Deadly
06-10	03-06	01-08	05-08	01-10	01-05	08-10	Disorienting
-	07-11	09-10	09-10	11-15	06-15	11-15	Finding
11-19	12-14	11-12	11-15	16-18	16-17	16-20	Flame
20-28	15-17	13-14	16-20	19-21	18-19	21-25	Frost
29-30	18-23	15-16	-	22-23	20-29	-	Glyphs
-	24-33	-	-	-	-	-	Healer's
-	34-40	17-20	-	-	30-39	-	Knowledge
31-39	41-43	21-22	21-27	24-26	40-41	26-30	Lightning
40-49	44-51	23-32	28-36	27-36	42-51	31-40	Magic Detection
50-54	-	33-40	37-41	37-45	-	41-42	Maneuvering
55-60	52-57	41-46	42-48	46-52	52-60	43-50	Metamagician's
61-62	58-65	-	49-54	53-55	61-65	51-53	Mortality
63-66	66-73	47-50	55-56	56-57	66-67	54-57	Radiant
-	74-77	51-58	57-66	58-66	68-70	58-60	Rulership
67-73	78-84	-	67-70	-	71-73	61-68	Sacrificial
74-75	85-86	59-62	71-73	67-72	-	69-74	Sea
76-77	-	63-64	74-80	73-75	-	75-78	Smoke
78-81	87-88	65-74	81-84	76-81	74-80	79-83	Susceptibility
82-87	-	75-78	-	82-84	81-83	84-89	Swift

-	89-92	79-88	85-87	85-87	84-91	90-91	Tenacious
88-91	93-96	89-91	88-95	88-94	92-93	92-95	Thunder
92-00	97-00	92-00	96-00	95-00	94-00	96-00	Vulnerability

Cursed

Creation: Accidental.

Effect: This implement appears to be a normal magic implement until you become bloodied while wielding it, and then its true power becomes apparent and any positive abilities fade. Henceforth you cannot be rid of the implement until a remove curse ritual is performed and your first action in any combat must be to draw it. When you wield a cursed implement, you have a -1 penalty to initiative, a -2 penalty to all attacks and critical hits on you gain a bonus of +1d8 to their severity.

Deadly (dagger, symbol, rod or wand)

Creation: Processes: 4; Components: 20,000 gp; Time: 20 days; Ingredients: The brain of a creature with an Intelligence of 18 or higher.

Effect: You gain a bonus of +1d6 to the severity of critical hits you inflict with this implement.

Disorienting

Creation: Processes: 2; Components: 5,000 gp; Time: 9 days; Ingredients: Ichor from a mind flayer.

Effect: As a reaction when you hit a creature with this implement, the target is also dazed until the end of the next round. This ability recharges on a 16+.

Finding (symbol, orb, rod, staff, tome, wand)

Creation: Processes: 2; Components: 4,000 gp; Time: 7 days; Ingredients: The eyes of an elf.

Effect: As a full action, you concentrate on this implement and it helps you notice hidden things, such as secret doors or traps. The dm makes a secret Wisdom check for each hidden feature in the area to see if you notice it. You get a +3 bonus to each of these checks.

Flame

Creation: Processes: 2; Components: 10,000 gp; Time: 15 days; Ingredients: Ichor from a fire elemental.

Effect: When you hit with a spell attack using this implement, you deal an extra 1 fire damage. If the attack deals fire damage, you instead deal an extra 1d4 fire damage.

Frost

Creation: Processes: 2; Components: 10,000 gp; Time: 15 days; Ingredients: The tongue of an ice toad.

Effect: When you hit with a spell attack using this implement, you deal an extra 1 cold damage. If the attack deals cold damage, you instead deal an extra 1d4 cold damage.

Glyphs (dagger, symbol, orb, staff, tome)

Creation: Processes: 2; Components: 3,000 gp; Time: 4 days; Ingredients: A book that is over 100 years old.

Effect: As a full action, you gaze upon a written work and pass this implement before it. The dm

makes an Intelligence check for you on 4d6. If you succeed, you can tell if the writing is magical and, if it is nonmagical, you can read the words for one minute.

Healer's (symbol)

Creation: Processes: 1; Components: 2,500 gp; Time: 10 days; Ingredients: The tears of a high priest of the Healing domain (cannot come from the creator).

Effect: Once per day per healing prayer, you may cast a healing prayer on a creature an extra time (so instead of only being able to use *cure light wounds* on a given creature once per day, you can cast it a second time on a single creature).

Knowledge (symbol, orb, tome)

Creation: Processes: 5; Components: 40,000 gp; Time: 100 days; Ingredients: The brain of a 9th or higher level creature with an 18 Intelligence

Effect: This implement imparts bits of knowledge to you. Once per hour, you may spend an action point to attempt to learn a brief snippet of information (up to three sentences of up to twenty words total) by making an Intelligence check. The types of information available and dice used for the check include: the name and basic description of a creature type (3d6), the basic customs of a tribe or community (4d6), the basic geography of an area (4d6), an overview of the politics of a nation or organization that you can name (4d6), the history of an area, community or nation (4d6) or information on the history of an individual whose name (or pseudonym) you know (5d6).

Lightning

Creation: Processes: 2; Components: 10,000 gp; Time: 15 days; Ingredients: The genitals of a shocker.

Effect: When you hit with a spell attack using this implement, you deal an extra 1 lightning damage. If the attack deals lightning damage, you instead deal an extra 1d4 lightning damage.

Magic Detection

Creation: Processes: 1; Components: 3,000 gp; Time: 3 days; Ingredients: The eyes of a 3rd or higher level wizard.

Effect: As a standard action, you cause any magic within a single square within a range of 20' to glow visibly. If something is invisible, you must make an opposed Intelligence or Wisdom check against the target's Dexterity (you choose the dice) or you cannot tell it is there.

Maneuvering (dagger, orb, rod, staff, wand)

Creation: Processes: 3; Components: 10,000 gp; Time: 25 days; Ingredients: Twelve kobold ears.
Effect: When you hit with a spell attack using this implement, you also maneuver the target 5'.

Metamagician's

Creation: Processes: 2; Components: 10,000 gp; Time: 10 days; Ingredients: The heart of a 4th or higher level wizard.
Effect: You get a +2 bonus to metamagic recharge rolls.

Mortality (dagger, symbol, rod, staff, tome, wand)

Creation: Processes: 2; Components: 20,000 gp; Time: 35 days; Ingredients: The heart of a 5th or

higher level undead creature.

Effect: When you attack an undead creature with this implement, you get an extra +2 bonus to attack and damage, and your critical range doubles.

Radiant

Creation: Processes: 4; Components: 12,000 gp; Time: 20 days; Ingredients: The essence of a will-o-wisp.

Effect: This implement sheds bright light in a 40' radius and dim light for an additional 40' beyond that. The bright light deals 0 radiant damage to any creature that starts the round in it, which means that creatures that are vulnerable to radiant will be hurt.

Rulership (symbol, orb, rod, staff, tome, wand)

Creation: Processes: 5; Components: 50,000 gp; Time: 200 days; Ingredients: The tongue of a king who ruled over at least 1000 creatures.

Effect: While you wield this implement, you get a +5 bonus on skill checks to influence others.

Sacrificial (dagger, symbol, rod, tome, wand)

Creation: Processes: 4; Components: 24,000 gp; Time: 60 days; Ingredients: The heart of a young humanoid virgin.

Effect: When you slay a creature with this implement, you may burn an action point to regain 1d6 hit points. (You can burn an action point any time you have one and can take a free action, even if you need to recharge your ability to spend an action point.)

Sea (dagger, symbol, orb, rod, staff, wand)

Creation: Processes: 3; Components: 15,000 gp; Time: 30 days; Ingredients: The fat of a sahuagin.

Effect: Spells you cast with this implement function normally and without penalty underwater.

Smoke (dagger, orb, rod, staff, wand)

Creation: Processes: 2; Components: 5,000 gp; Time: 20 days; Ingredients: The ichor of a fire elemental.

Effect: As a standard action, you can create a 10' radius emanation of smoke. This smoke completely blocks line of sight and offers total concealment, even from adjacent creatures. This smoke lasts until the end of the next round and does not move with you.

Susceptibility

Creation: Processes: 5; Components: 30,000 gp; Time: 100 days; Ingredients: The liver of a slaad.

Effect: As a reaction when you hit with this implement, you may also cause the target to lose any resistance to acid, cold, fire, lightning, necrotic, psychic, radiant and thunder (save ends on a 10+). This power recharges on a 15+.

Swift (dagger, orb, staff, tome, wand)

Creation: Processes: 3; Components: 15,000 gp; Time: 30 days; Ingredients: The feet of a quickling.

Effect: While you wield this implement, you get a +1 bonus to initiative.

Tenacious (symbol, orb, rod, staff, tome, wand)

Creation: Processes: 3; Components: 20,000 gp; Time: 45 days; Ingredients: The tongue of a king who ruled over at least 1000 creatures.

Effect: Creatures have a -2 penalty to saving throws against effects created by this implement.

Thunder

Creation: Processes: 2; Components: 10,000 gp; Time: 15 days; Ingredients: The tongue of a thunderhawk.

Effect: When you hit with a spell attack using this implement, you deal an extra 1 thunder damage. If the attack deals lightning damage, you instead deal an extra 1d4 thunder damage.

Vulnerability

Creation: Processes: 4; Components: 20,000 gp; Time: 60 days; Ingredients: The skin of an infant human.

Effect: As a reaction when you hit with this implement, you may also reduce the target's damage reduction, if any, by 5 (save ends on a 13+).. This power recharges on a 15+.

WORN ITEMS

Worn magic items take up one or more areas on the body and are usually not consumable. They include cloaks, boots, backpacks, rings, amulets, scabbards, belts, gauntlets, etc. The difference in mechanical terms between armor and a worn item is that armor does not take up a body slot and primarily provides a bonus to defenses. A creature cannot usually wear more than one worn item in a single body slot, so you can't benefit from (for example) two pairs of magic boots or a cloak and a backpack simultaneously. The exception is rings- a creature can wear one ring on each hand (or more with a *ring of rings*).

Creation: For a creature to create a worn magic item, it must know the Craft Worn Magic Item ritual. Procedures for crafting worn items vary widely, possibly including washing, dyeing, embroidery, bejewelling, etching, varnishing, etc.

Identifying Worn Magic Items: The easiest way to identify magic a worn magic item is to wear it and experiment.

d20 Roll	Worn Item Type
1	Boots of Elvenkind
2	Boots of Teleportation
3	Bracers of Defense
4	Bracers of Defenselessness
5	Brooch of Shielding
6	Circlet of Persuasion
7	Cloak of Displacement
8	Cloak of Elvenkind
9	Cloak of Poisonousness
10	Cloak of Protection
11	Cloak of Resistance
12	Gauntlets of Fumbling

13	Gauntlets of Ogre Power
14	Gloves of Missile Snaring
15	Gloves of Thievery
16	Healer's Brooch
17	Necklace of Adaptation
18	Ring of Invisibility
19	Ring of Shooting Stars
20	Scabbard of Sharpness

Boots of Elvenkind

Creation: Processes: 2; Components: 10,000 gp; Time: 16 days; Ingredients: Leather from a century old elven bull.
Body Slot: Feet.
Effect: You get a +3 bonus on checks to move silently.

Boots of Teleportation

Creation: Processes: 5; Components: 75,000 gp; Time: 1000 days; Ingredients: The glands of a demon with a teleport speed.
Body Slot: Feet.
Effect: As a move action, you can teleport 60'. This power recharges on a 16+.

Bracers of Defense

Creation: Processes: 2; Components: 10,000 gp; Time: 16 days; Ingredients: Stone from an earth elemental of at least 3rd level.
Body Slot: Arms.
Effect: As an interrupt when you are attacked by an attack that targets AC, you gain a +3 bonus to AC against the triggering attack. This power recharges on a 10+.

Bracers of Defenselessness

Creation: Accidental.
Body Slot: Arms.
Effect: These appear to be bracers of a beneficial sort until you are bloodied, at which point they lock to your arms until a *remove curse* ritual is performed on you. While they are locked to your arms, you suffer a -4 penalty to all defenses.

Brooch of Shielding

Creation: Processes: 2; Components: 8,000 gp; Time: 16 days; Ingredients: The core of an earth elemental.
Body Slot: Neck.
Effect: You gain resist 4 force.

Circlet of Persuasion

Creation: Processes: 5; Components: 50,000 gp; Time: 150 days; Ingredients: The lips of a nymph.
Body Slot: Head.

Effect: You gain a +4 bonus on checks to persuade others and a +1 bonus on attacks vs. Will.

Cloak of Displacement

Creation: Processes: 4; Components: 25,000 gp; Time: 60 days; Ingredients: The hide of a displacer beast.

Body Slot: Back.

Effect: As an interrupt when a ranged attack targets you, it misses. This power recharges on an 11+.

Cloak of Elvenkind

Creation: Processes: 2; Components: 10,000 gp; Time: 16 days; Ingredients: Wool from a century old elven sheep.

Body Slot: Back.

Effect: You gain a +3 bonus on checks to hide.

Cloak of Poisonousness

Creation: Accidental.

Body Slot: Back.

Effect: As soon as you willingly don this cloak, you begin taking ongoing 2d4 lethal ability damage to a random ability score (save ends on a 15+).

Cloak of Protection

Creation: Processes: 2; Components: 10,000 gp; Time: 10 days; Ingredients: The scales of a bullette.

Body Slot: Back.

Effect: While you wear this cloak, you get a +1 bonus to your Fortitude, Reflex and Will.

Cloak of Resistance

Creation: Processes: 2; Components: 20,000 gp; Time: 30 days; Ingredients: The core of a golem.

Body Slot: Back.

Effect: While you wear this cloak, you get a +2 bonus to saving throws.

Gauntlets of Fumbling

Creation: Accidental.

Body Slot: Hands.

Effect: Once you put these gauntlets on, they lock onto your hands until a *remove curse* ritual is performed. You suffer a -4 penalty on melee attacks and if you roll a natural 5 or less on an attack roll, you drop your weapon or implement.

Gauntlets of Ogre Power

Creation: Processes: 3; Components: 40,000 gp; Time: 90 days; Ingredients: The hands of an ogre.

Body Slot: Hands.

Effect: While you wear these gauntlets, you gain a +2 bonus on Strength based checks. Additionally, as a reaction when you hit with a melee attack, you gain a +4 damage bonus. This power

recharges on a 14+.

Gloves of Missile Snaring

Creation: Processes: 5; Components: 15,000 gp; Time: 35 days; Ingredients: The eyes of a 5th or higher level monk.

Body Slot: Hands.

Effect: As an interrupt when a missile or thrown attack hits you, you instead pluck the missile or thrown weapon from the air. This power recharges on a 16+.

Gloves of Thievery

Creation: Processes: 2; Components: 15,000 gp; Time: 15 days; Ingredients: The fingers of a 5th or higher level thief.

Body Slot: Hands.

Effect: You get a +3 bonus on checks to open locks or pick pockets.

Healer's Brooch

Creation: Processes: 2; Components: 15,000 gp; Time: 15 days; Ingredients: The tears of a high priest of the Healing domain (cannot come from the creator).

Body Slot: Neck.

Effect: Whenever you heal hit points with a prayer, you heal an extra 2 points of damage.

Necklace of Adaptation

Creation: Processes: 6 ; Components: 50,000 gp; Time: 290 days; Ingredients: A barrel of water from a mile below the surface and a bladder of air from a mile above the surface.

Body Slot: Neck.

Effect: While you wear this necklace, you can breathe water or other liquids, foul gasses and even vaccuum. You are not affected by environmental changes in pressure. This necklace gives you no protection against attacks of any sort.

Ring of Invisibility

Creation: Processes: 2; Components: 10,000 gp; Time: 23 days; Ingredients: Thirty pixie wings.

Body Slot: Ring.

Effect: As a move action, you become invisible and shift 10'. The invisibility lasts until the end of the next round or until you attack. If you have not attacked, you can spend a minor action to sustain this effect until the end of your next turn. This power recharges on a 17+.

Ring of Shooting Stars

Creation: Processes: 6; Components: 85,000 gp; Time: 600 days; Ingredients: Lodestone and crystal taken from a meteor.

Body Slot: Ring.

Effect: This ring has great powers under the night sky and lesser powers whenever indoors. While indoors, you may spend a standard action to create two balls of lightning in unoccupied squares that last until the end of your next turn (sustain minor). While the balls exist, you may spend a move action to move each one 20' but may not move them into or through occupied spaces. The balls shed dim light in a 10' radius, and if a creature enters a square with a ball of lightning in it, the ball discharges

and deals 2d6 lightning damage to that creature. You can recharge this power by burning an action point under the open stars.

When you are under the open stars, you may create balls of lightning, as above, but may never have more than four in existence at a time. In addition, as a standard action you may fire three shooting stars at targets, no two of whom are more than 20' apart, within a range of 60'. Make a spell attack against Reflex for each shooting star. If you hit, the star deals 1d8 bludgeoning damage and penetrates damage reduction as if it were a +2 weapon. Additionally, whether you hit or miss, each creature within 5' of at least one of the stars' target points also takes 1d10 fire damage. You must burn an action point before rolling to recharge this power; it recharges on an 18+.

You can burn an action point any time you have one and can take a free action, even if you need to recharge your ability to spend an action point.

Scabbard of Sharpness

Creation: Processes: 3; Components: 15,000 gp; Time: 30 days; Ingredients: The hands of a dwarven master smith.

Body Slot: Waist or back.

Effect: If you store a light or heavy blade in this scabbard for at least one minute, the weapon's critical range doubles when you draw it. This effect lasts until the end of the next round (save continues on a 10+).

WONDROUS ITEMS

Wondrous items are items that do not fit into another category. Some wondrous items have the outward appearance of an item from another category, but don't function as items from that category do (for example, a *manual of gainful exercise*).

Creation: For a creature to create a wondrous item, it must know the Craft Wondrous Item ritual. Procedures for crafting wondrous items vary widely.

Identifying Wondrous Items: The easiest way to identify magic a magic implement is experimentation. Some are very hard to identify without consulting a sage or using magic.

D12	Wondrous Item
1	Bag of Holding
2	Banner of Victory
3	Carpet of Flying
4	Chime of Opening
5	Cube of Force
6	Decanter of Endless Water
7	Dust of Appearance
8	Dust of Disappearance
9	Iron Flask
10	Manual of Gainful Exercise
11	Vacuous Grimoire
12	Wind Fan

Bag of Holding

Creation: Processes: 3; Components: 5,000 gp; Time: 10 days; Ingredients: The skin of a giant

frog.

Effect: This bag is the size of a large sack on the outside, but it contains a demiplane 10' in diameter. The bag always weighs 5 lbs, no matter how much material is inside it. The neck of the bag is 2' in diameter.

Banner of Victory

Creation: Processes: 4; Components: 30,000 gp; Time: 150 days; Ingredients: The head of a great hero of at least 7th level.

Effect: As a full action, you can plant this banner in an unoccupied square. If you do, you and all of your allies gain a +1 bonus to attacks and damage while you can see the banner and are within 50' of it. The banner can be taken down by any creature with a standard action. If an enemy does this, you and all allies that received the banner's bonus suffer a -1 penalty to attacks and defenses.

Carpet of Flying

Creation: Processes: 5; Components: 45,000 gp; Time: 325 days; Ingredients: The feathers of a roc.

Effect: This carpet measures 10' x 20' and can seat up to eight medium or small creatures. For up to four hours per day the carpet can fly at a speed of 20', although the creature in the front left seat must spend the move action to move it. (If the seat is unoccupied, the carpet falls.) The carpet has a maximum altitude of 20'.

Chime of Opening

Creation: Processes: 3; Components: 5,000 gp; Time: 10 days; Ingredients: The fingers of a 5th or higher level thief.

Effect: As a standard action, you sound this chime and make a Dexterity check with a +4 bonus to open a lock within a range of 10'. This ability recharges on a 14+.

Cube of Force

Creation: Processes: 6; Components: 50,000 gp; Time: 940 days; Ingredients: The heart of a force dragon.

Effect: As a standard action, you create a 10' cube of force that contains you. (If you are larger than this, the effect fails.) This force cube is immobile and creatures (and the *cube of force* itself) cannot pass through it. While you are within the cube, you gain a +4 bonus to AC, Fortitude and Reflex and gain DR 10/- and resist 10 acid, cold, fire, force, lightning and necrotic. This effect lasts until the end of the next round and recharges on a 19+.

Decanter of Endless Water

Creation: Processes: 2; Components: 8,000 gp; Time: 30 days; Ingredients: The liquid of a 6th or higher level water elemental.

Effect: While this decanter is unstoppered, it pours forth ½ gallon of water per round. It takes a standard action to stopper or unstopper this decanter.

Dust of Appearance (consumable)

Creation: Processes: 2; Components: 5,000 gp; Time: 10 days; Ingredients: The eyes of a hell hound.

Effect: As a standard action, you hurl a pinch of this dust in a 10'x10' blast. All invisibility within the blast ends, and creatures and objects within the blast cannot become invisible (save ends on a 17+). When first created, a pouch of *dust of appearance* contains 10 pinchs.

Dust of Disappearance (consumable)

Creation: Processes: 4; Components: 10,000 gp; Time: 10 days; Ingredients: Ichor from an invisible stalker.

Effect: As a standard action, you sprinkle a pinch of this dust on a creature you can touch. It becomes invisible until the end of the next round (save continues on a 7+). When first created, a pouch of *dust of disappearance* contains 10 pinchs.

Iron Flask

Creation: Processes: 6; Components: 100,000 gp; Time: 3600 days; Ingredients: Six weapons taken from a marilith.

Effect: As a standard action when the flask is empty, you unstopper it and present it to a creature with the demon, devil or pseudonatural keyword within a range of 30'. Make a spell attack vs. Will against that creature. If you hit, it is sucked into the *iron flask* and imprisoned within it. While imprisoned, the creature cannot take any actions except to attempt to break free by succeeding at a Charsima check opposed by your Wisdom, which it can try once per day. If it succeeds, the *iron flask* is destroyed and the creature materialized in an unoccupied space adjacent to you, or in the closest available unoccupied space, and is able to act the next round. If it fails a number of escape attempts equal to its level, it can no longer attempt to escape. While the subject is imprisoned, it can see and hear as if the *iron flask* were its eyes and ears. Some arrogant or powerful users will attempt to strike a bargain with an imprisoned creature.

As a standard action when the flask contains a creature, you unstopper it. The contained creature materializes in an adjacent unoccupied space of your choice, or the closes available unoccupied space, and is able to act the next round.

Manual of Gainful Exercise

Creation: Processes: 5; Components: 100,000 gp; Time: 2,900 days; Ingredients: The tendons of a creature of 7th or higher level with a Strength of 18 or higher.

Effect: This manual contains instructions for a regimen of exercise that will rapidly build your Strength. If you spend a continuous month performing the exercises and studying the book, your Strength score increases by 2d10%. Only one creature can benefit from the book in any given month.

Vacuous Grimoire

Creation: Accidental.

Effect: This manual appears to be a book of arcane lore. However, when owned by a wizard, it begins sucking the spells out of its owner's spellbooks. Determine which spell is destroyed randomly; a *vacuous grimoire* will destroy one spell per month until its owner passes it on to another creature.

If its owner is not a wizard, the *vacuous grimoire* will begin destroying random bits of text in books, scrolls, maps and other written documents that the owner has at a rate of one page per day. The grimoire hungers to consume spells.

Wind Fan

Creation: Processes: 3; Components: 6,000 gp; Time: 11 days; Ingredients: The essence of an air elemental.

Effect: As a standard action, you wave this fan and create a blast up to 30' in size. Make a spell attack vs. Reflex against each creature in the blast. If you hit a large or larger creature, you push it 5'; if you hit a medium creature, you push it 10' and knock it prone; it you hit a small creature, you push it 15' and knock it prone; and if you hit a tiny or smaller creature, you push it 25' and knock it prone. This power recharges on a 17+.

RITUALS

The D&D Jazz system recognizes the awesomeness of rituals and incorporates them into itself in many ways. Some spells and prayers are rituals (and are thus restricted to the class with access to those spells or prayers), some rituals are only available to prestige classes, and some are "standalone" rituals that anyone can perform, given the instructions and correct materials. Rituals in the game include the following:

Break Enchantment: You spend one hour and 15,000 gp in ritual components to attempt to remove enchantments, curses, petrification and other magically-inflicted conditions on the subject. Most such effects end automatically, although you may need to make an opposed spell attack or a spell attack against an effect in the case of exceptionally powerful effects.

Continual Light: You spend ten minutes and expend 500 gp in ritual components. You cause a transparent gem worth at least 1000 gp to begin to glow, giving off bright light in a 30' radius and dim light for 30' beyond that. This light lasts for a very long time, but gradually consumes its focus until it is gone, consuming 1 gp value of the gem per month (leading to a minimum duration of 83 years and 4 months.

Cure Disease: You expend 100 gp in ritual components per subject and spend one hour per subject. Make a spell attack at +4 opposed by the disease's attack roll; if you win, you cure the disease.

Raise Dead: You expend 1000 gp in components per level of the subject and 12 hours performing this ritual. When you are done, the subject makes a 1d6 Constitution check. If it succeeds, it returns to life in the same condition as its body currently is in; this means that you cannot raise a creature with no head, for example. For each time the creature has been raised by this or similar rituals in the past, the check's difficulty increases by 1d6. If a creature fails this check, it is beyond the reach of this ritual.

Regenerate: You spend 6 hours performing this ritual and expend components based on the body part being regenerated: a finger, toe or ear requires 250 gp in components; a hand, foot, eye or nose requires 500 gp in components; an arm, leg, lower jaw or the like requires 1000 gp in components; and anything more requires 5,000 gp in components. The body part regrows and is perfectly functional.

Remove Affliction: You spend one hour and 5,000 gp in ritual components to eliminate diseases, infections, blindness, insanity and other non-magical conditions, including those initially inflicted but not maintained by magic in a subject. This ritual does not heal hit points or restore lost body parts.

Remove Curse: You spend an hour and 1000 gp in ritual components to attempt to remove a curse from a willing or helpless subject that you touch. Typically, you must make a spell attack against the curse to remove it. Often a cursed victim will struggle to avoid the application of this ritual.

Stone Tell: You spend 30 minutes and 600 gp in ritual components to ask a question of a rock, stone or boulder. (Gems or precious stones count as double their value in components for this purpose.) A rock's primary sense is touch, and it does not normally understand languages, so the information that you can gain from it is limited. The stone answers your inquiry in a phrase of five words or less. Alternatively, you can expend 2,000 gp in ritual components to get an answer of ten words or less.

Warlock Pact: You spend a day and 1000 gp performing a ritual to make a bargain with supernatural forces that exchanges your soul and service for the powers of a warlock.

Water Breathing: You expend 100 gp per subject in ritual components and 10 minutes per subject

(pearls count as components of double their value). The subjects gain the ability to breathe water for up to four hours. You can sustain this effect by performing another ten-minute ritual that expends 250 gp in components (again, pearls count as double their normal value).

ADVANCEMENT

Characters advance 'one level at a time', similar to 3ʳᵈ Edition. A character that starts as a 1ˢᵗ level fighter and then takes a level of rogue is a 2ⁿᵈ level character who is a fighter 1/rogue 1. However, it is worth noting that you gain noticeably more as a 1ˢᵗ level character than you do for taking a 1ˢᵗ level in another class.

When you gain a level, you can choose to advance a base class you have, to gain a racial paragon level or to take a level in a prestige class. If you wish to take 1ˢᵗ level in a base class you do not have, you must first train in that class- a process that takes a month and costs 1000 gp.

In addition to the basic classes and racial paragon classes, characters can take levels in prestige classes. Prestige classes are usually 3 levels long, but a character might have one (or more) levels in many prestige classes, and each offers new ways to customize a character.

Several things are worth noting in discussion advancement. First, it is more difficult to gain a new base class at 1ˢᵗ level than any other sort of level. This is because base classes are fundamental. Once a character has gained a base class, not only do further levels in that class open up, but it offers access to many possible prestige class options.

A second thing to note is that racial paragon paths generally give a character the most hit points, as they accrue at every level. However, they advance your stats at a more specialized but generally lower rate than other classes.

Prestige classes offer ways to replicate many traditional character types from D&D's history, as well as offering flavorful ways to specialize your character in new and unusual ways. Some have tough entry requirements, while others are very easy to enter. Generally speaking, prestige classes advance your hit points and attacks slowly, while they tend to advance your defenses relatively quickly. Each prestige class offers unique abilities and options.

GAINING HIT POINTS

Whenever you gain hit points by gaining a level, roll all your Hit Dice and take the total rolled if it is higher than your previous hit point total; otherwise, keep your previous total.

PRESTIGE CLASSES

Abjurer

An abjurer learns ever greater forms of magical protection. To become an abjurer, you must already be a mage of the abjuration school (and thus have access to the 4ᵗʰ valence of that spell's schools).

ABJURER ADVANCEMENT

When you gain an abjurer level, add 3d10% to your Wisdom and 2d10% to your Constitution. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Archmage of abjuration
2	-	+1 Will	-	Abjurer's stance
3	+1 spell	-	+1d4	Expert abjurer's stance

Archmage of Abjuration: You gain access to the 5th valence of the abjuration school's spells.

<u>Abjurer's Stance</u>
You gain a +2 bonus to all defenses.
Expert: When you cast an abjuration spell that gives the target a bonus temporary hit points or resistance to damage, the bonus, temporary hit points or resistance increases by 1.

Acrobat

An acrobat is a master of balance and tumbling. To become an acrobat, you must have a +2 base Reflex defense.

ACROBAT ADVANCEMENT

When you gain an acrobat level, add 3d10% to your Dexterity and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Acrobatics
2	-	+1 Ref	-	Defensive tumble
3	+1 melee	-	+1d6	Offensive tumble

Acrobatics: You get a +2 bonus to skill checks involving balance, jumping, acrobatics and tumbling.

Defensive Tumble (recharges on a 17+)**:** Trigger (interrupt): An enemy moves adjacent to you. Effect: You shift half your speed.

Offensive Tumble (recharges on a 13+): As a move action, you shift your speed. You gain combat advantage against enemies adjacent to you at the end of this shift.

Archer

An archer focuses on the bow. To become an archer, you must be proficient in bows, must know the missile weapon fighting style and must have a base ranged attack of at least +1.

ARCHER ADVANCEMENT

When you gain an archer level, add 3d10% to your Dexterity and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Reflex	-	Expert missile attack
2	-	+1 AC	-	Rapid shot
3	+1 ranged	-	+1d8	Rapid shot improves

Expert Missile Attack: When you use your missile weapon fighting style, all the bonuses it gives you increase by 1.

Rapid Shot: As a full action, you may make two ranged attacks with a bow at a -2 penalty. At 3rd level, you may instead make three ranged attacks with a bow at a -2 penalty.

Assassin

An assassin is trained to kill by stealth and surprise. Becoming an assassin requires that you kill someone for your master as an initiation. You must also have the sneak attack ability.

ASSASSIN ADVANCEMENT

When you gain an assassin level, add 3d10% to your Dexterity and 2d10% to either your Strength or Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Reflex	-	Death attack
2	-	+1 Reflex	-	Stealthy
3	+1 melee or ranged	-	+1d6	Poison master

Death Attack (recharges on a 17+)**:** If you have combat advantage, you may make a death attack as a standard action. Make a melee or ranged attack vs. Fortitude. If you hit, you deal double damage and the target is dazed until the end of the next round.

Stealthy: You gain a +2 bonus on skill checks involving being sneaky or stealthy.

Poison Master: You never risk poisoning yourself when you handle poisons. You gain resist 1 poison. Enemies take a -2 penalty to saving throws to throw off the effects of your poisons.

Axeman

An axeman focuses on axes (some axemen call themselves "halberdiers" or the like instead). To become an axeman, you must know the axeman's stance.

AXEMAN ADVANCEMENT

When you gain an axeman level, add 3d10% to your Strength and 2d10% to your Constitution. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Axe brute
2	-	+1 AC	-	Aggressive move
3	+1 melee	-	1d10	Devastating blow

Axe Brute: You get a +1 bonus to attacks and damage with axes.

Aggressive Move (recharges on a 13+): As a move action, you move up to your speed. If any creatures take opportunity attacks against you during this movement, you may make a melee attack as a reaction against one of them.

Devastating Blow (recharge 18+)**:** As a full action, make a melee attack vs. AC with an axe. If you hit, you deal triple damage.

Bard

Bards are master musicians. They can use their magic to inspire their allies. Bards are jacks of all trades; to become a bard, all of your base attack bonuses must be +1 or higher.

BARD ADVANCEMENT

When you gain a bard level, add 3d10% to your Charisma and 2d10% to one other ability score of your choice. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 primary	-	Bardic music
2	-	+1 secondary	-	Song of glory
3	+1 to any one		+1d6	Song of endurance

Defenses: When you take your first bard level, decide whether your primary bard defense is Reflex

or Will. The other is your secondary.

Bardic Music: You get a +2 bonus on skill checks involving music. In addition, as a minor action, you can sing or perform, giving yourself and allies within 60' of you a +1 bonus on attacks, damage and defenses until the end of the next round.

Song of Glory (recharges on a 16+): As a standard action, you can sing a song of glory about one creature within 60'. Until the end of the next round, that creature gains a +4 bonus on attacks, resist 5 all and its critical range doubles.

Song of Endurance (recharges on a 16+): As a standard action, you can sing a song of endurance about one creature within 60'. That creature gains 10 temporary hit points and a +2 bonus on all defenses until the end of the next round.

Battlepriest

A battlepriest is a cleric who chooses to emphasize the Battle domain. To become a battlepriest, you must have access to the third valence of the Battle domain.

BATTLEPRIEST ADVANCEMENT

When you gain a bard level, add 3d10% to your Strength and 2d10% to your Dexterity. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Battle competence
2	-	+1 AC	-	Battle domain advances
3	+1 melee	-	+1d8	Battle domain advances

Battle Competence: You get a +1 bonus to melee and spell attacks.

Battle Domain Advances: You become a priest of the Battle domain at 2nd level (gaining access to the 4th valence of the domain) and a high priest at 3rd level (gaining access to the 5th valence of the domain).

Berserker

Barely able to tell friend from foe, berserkers let the red rage overtake them and don't even notice the wounds that they take, taking superhuman amounts of punishment. To become a berserker, you must know the Reckless Offense stance.

BERSERKER ADVANCEMENT

When you gain a berserker level, add 3d10% to your Strength and 2d10% to your Constitution. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Rage stance
2	-	+1 Fort	-	Expert rage stance
3	+1 melee	-	1d12	Master rage stance

Rage Stance

Special: You cannot use this stance if you are unwounded. You may not end this stance if an enemy is within sight. If no enemy is within sight at the end of your turn, you may attempt a save to end this stance (10+ succeeds). If you roll a 5 or lower, on your next turn you attack or charge the nearest creature instead.

You gain temporary hit points equal to your Constitution score that last until the rage ends. You grant combat advantage until the rage ends. On your turn, you must attack an enemy if possible. If you cannot reach an enemy, you must double move towards the closest visible enemy.

Expert: You get a +3 to melee damage and +1d6 severity to crits your inflict.

Master: You gain resist 3 bludgeoning, piercing and slashing.

Blood Magus

Wizards who specialize in the dagger as an implement can learn to use blood magic, sacrificing their own vitality for enhanced magical effects. To become a blood magus, you must have a base spell attack bonus of +1 and a Constitution score of 13.

BLOOD MAGUS ADVANCEMENT

When you gain a blood magus level, add 3d10% to your Constituiton and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Blood magic
2	-	+1 Will	-	Blood magic improves
3	+1 spell	-	+1d6	Blood magic improves

Blood Magic: When you cast a spell while you wield a dagger as an implement, you may deal 1d4 damage to yourself in order to gain a +3 bonus on spell attacks, spell damage and spell and metamagic recharge rolls until the end of the next round. At 2nd level, you only need to deal 1d3 damage to yourself. At 3rd level, you only need to deal 1d2 damage to yourself.

Cavalier

A cavalier focuses on mounted combat. To become a cavalier, you must have a mount that is trained for battle.

CAVALIER ADVANCEMENT

When you gain a cavalier level, add 3d10% to your Strength and 2d10% to your Dexterity. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 AC	-	Cavalier style
2	-	+1 AC	-	Expert cavalier style
3	+1 melee	-	+1d10	Master cavalier style

Cavalier Style

When you are mounted, you and your mount gain a +2 bonus to AC and to melee attacks. If you charge, your critical range doubles.

Expert: When you are mounted, you and your mount gain a +2 bonus to melee damage.

Master: When you are mounted, your mount gains a +1 bonus to initiative and a +5' bonus to speed, and you and your mount gain a +2 bonus to Fortitude, Reflex and Will.

Crusher

A crusher focuses on bludgeoning weapons (some crushers call themselves "maulers,"

"macement" or the like instead). To become a crusher, you must know the crusher stance.

CRUSHER ADVANCEMENT

When you gain a crusher level, add 3d10% to your Constitution and 2d10% to your Strength. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Avalanche strike
2	-	+1 Fort	-	Clear the way
3	+1 melee	-	1d10	Bell ringer

Avalanche Strike (recharges on a 16+): As a standard action, make a melee attack vs. Fortitude with a bludgeoning weapon. If you hit, you deal normal damage and knock the target prone.

Clear the Way (recharges on a 17+): As a full action, make a melee attack vs. Fortitude with a bludgeoning weapon against each enemy within reach. Each enemy you hit takes normal damage and is knocked prone.

Bell Ringer (recharges on a 17+): As a standard action, make a melee attack vs. Fortitude with a bludgeoning weapon. If you hit, the target takes double damage and is stunned (save ends on a 6+).

Dagger Master

A dagger master focuses on light blades (some cagger masters call themselves "knife masters" or the like instead). To become a dagger master, you must know the knife stance.

DAGGER MASTER ADVANCEMENT

When you gain a dagger master level, add 3d10% to your Dexterity and 2d10% to your Intelligence. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 AC	-	Swift blade
2	-	+1 Ref	-	Swift throw
3	+1 melee or ranged	-	1d10	Lethal skill

Swift Blade: While you wield a light blade, you gain a +1 bonus to initiative and Reflex.

Swift Throw: As a full action, you can make two ranged light blade attacks. If both hit the same target, you gain combat advantage against it until the end of the next round.

Lethal Skill: Your critical range doubles with light blades, and when you score a critical hit with a light blade you gain a +1d8 bonus to severity.

Diviner

A diviner specializes in the school of Divination. To become a diviner, you must already be a mage of the divination school (and thus have access to the 4th valence of that spell's schools).

DIVINER ADVANCEMENT

When you gain a diviner level, add 3d10% to your Intelligence and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Archmage of divination
2	-	+1 Will	-	Ritual diviner

| 3 | +1 spell | - | +1d4 | Discern weaknesses |

Archmage of Divination: You gain access to the 5th valence of the divination school's spells.

Ritual Diviner: Divination spells that take longer than a full action to cast take you half as long as normal to cast, and you need only spend half the normal value in ritual components for divinations that you cast that require ritual components.

Discern Weaknesses (recharges on a 14+)**:** As a standard action, make a spell attack vs. Will against a creature within 50'. If you hit, you learn any vulnerabilities it has, which of its defenses is lowest and which of its ability scores is lowest.

Dragonslayer

A dragonslayer is an adventurer who has survived an encounter with a dragon and subsequently dedicated himself to slaying them. To become a dragonslayer, you must have a +1 base melee attack bonus and a +1 base Reflex defense, and you must have survived an encounter with a dragon.

DRAGONSLAYER ADVANCEMENT

When you gain a dragonslayer level, add 3d10% to your Strength and 2d10% to your Constitution. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Dragonslayer stance
2	-	+1 AC	-	Expert dragonslayer stance
3	+1 melee	-	+1d10	Master dragonslayer stance

Dragonslayer Stance

You gain a +3 bonus to attacks and defenses against creatures with the dragon keyword.

Expert: You gain immunity to fear effects produced by dragons.

Master: You gain resist 10 against the breath weapons of dragons.

Druid

A druid is a priest of nature, whose reverence is more for the sky and trees than for the gods themselves. Animals and spirits are a druid's concern, rather than people and souls. To become a druid, you must either have the wilderness lore ability or have access to one of the following domains: Animal, Plant and/or Weather. Additionally, you must undergo a period of meditation, purification and initiation that takes 1 month and requires 100 gp in various sacrifices to the spirits of nature.

DRUID ADVANCEMENT

When you gain a druid level, add 3d10% to your Wisdom and 2d10% to your Constitution. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Nature domains, nature's tongue, nature's vow
2	-	+1 Will	-	Wilderness lore
3	+1 spell	-	+1d8	Nature domains improve

Nature Domains: You gain access to two of the following domains: Animal, Plant and/or Weather. If you already have access to one or more of these domains, you may instead advance it to the next level. At 3rd level, the two domains you chose at 1st level advance. (If you already have access to the fifth valence of one or more of them, you instead gain access to, or advance, the domain you didn't

choose at 1st level.)

Nature's Tongue: You learn the Druidic tongue.

Nature's Vow: As part of the initiation into druidism that you undergo, you foreswear metal armor. If you wear metal armor, you suffer a -4 penalty to spell attacks and all defenses.

Wilderness Lore: You gain a +1 bonus to skill checks involving the wilderness. If you already have wilderness lore, this stacks.

Enchanter

An enchanter delves deeper into the mysteries of the school of enchantment. To become an enchanter, you must already be a mage of the enchantment school (and thus have access to the 4th valence of that spell's schools).

ENCHANTER ADVANCEMENT

When you gain an enchanter level, add 3d10% to your Charisma and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Archmage of enchantment
2	-	+1 Will	-	Enchanter's stance
3	+1 spell	-	+1d4	Expert enchanter's stance

Archmage of Enchantment: You gain access to the 5th valence of the enchantment school's spells.

Enchanter's Stance

You gain a +2 bonus to spell attacks with enchantment spells. Enemies take a -2 penalty to end effects you impose with enchantment spells.

Expert: You gain a +4 bonus to the recharge rolls of your enchantment spells.

Evoker

An evoker is a master of the lore of the evocation wizard school and is able to unleash devastating magical energies. To become an evoker, you must already be a mage of the evocation school (and thus have access to the 4th valence of that spell's schools).

EVOKER ADVANCEMENT

When you gain an evoker level, add 3d10% to your Constitution and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Archmage of Evocation
2	-	+1 Will	-	Evoker's stance
3	+1 spell	-	+1d4	Expert evoker's stance

Archmage of Evocation: You gain access to the 5th valence of the evocation school's spells.

Evoker's Stance

You gain a +2 bonus to spell attacks with evocation spells, and your evocation spells deal one extra die of damage. (If an evocation spell doesn't deal dice of damage, the latter effect does not apply.)

Expert: You gain a +4 bonus to the recharge rolls of your evocation spells.

Exemplar

An exemplar focuses on skills. To become an exemplar, you must have the skill mastery ability.

EXEMPLAR ADVANCEMENT

When you gain an exemplar level, add 3d10% to your highest abiltiy score and 2d10% to your lowest ability score. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort, Ref or Will	-	Skill exemplar
2	-	+1 Fort, Ref or Will	-	Skill exemplar improves
3	+1 melee or ranged	-	+1d6	Skill exemplar improves

Skill Exemplar: Trigger (interrupt): You roll a skill check and don't like it. Effect: Reroll the skill check. You may only use this ability once per hour. At 2nd level, you can use it twice per hour. At 3rd level, you can use it thrice per hour.

Guardian

A guardian is a cleric who chooses to emphasize the Protection domain. To become a guardian, you must have access to the third valence of the Protection domain.

GUARDIAN ADVANCEMENT

When you gain a guardian level, add 3d10% to your Wisdom and 2d10% to your Constitution. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Guardian aura
2	-	+1 Fort	-	Protection domain advances
3	+1 spell	-	+1d8	Protection domain advances

Guardian Aura: Allies within 10' of you (but not you) gain a +1 bonus to all defenses and to saving throws.

Protection Domain Advances: You become a priest of the Protection domain at 2nd level (gaining access to the 4th valence of the domain) and a high priest at 3rd level (gaining access to the 5th valence of the domain).

Healer

A healer is a cleric who chooses to emphasize the Healing domain. To become a healer, you must have access to the third valence of the Healing domain.

HEALER ADVANCEMENT

When you gain a healer level, add 3d10% to your Charisma and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Master healer
2	-	+1 Will	-	Healing domain advances
3	+1 spell	-	+1d8	Healing domain advances

Master Healer: You get a +1 bonus to skill checks involving healing. Whenever you use a prayer that restores hit points or nonlethal damage, you restore an extra 4 points.

Healing Domain Advances: You become a priest of the Healing domain at 2ⁿᵈ level (gaining access to the 4ᵗʰ valence of the domain) and a high priest at 3ʳᵈ level (gaining access to the 5ᵗʰ valence of the domain).

Hunter of the Dead

Hunters of the dead are dedicated to slaying undead. To become a hunter of the dead, you must have suffered terribly at the hands of the undead- either been rendered unconscious, killed, paralyzed, suffered a critical hit or abilty drain, etc. You must also be able to *turn undead* (usually through the second valence prayer of the Sun domain).

HUNTER OF THE DEAD ADVANCEMENT

When you gain a hunter of the dead level, add 3d10% to your Charisma and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Undead slayer
2	-	+1 Fort	-	Resist necrotic 5
3	+1 melee	-	+1d8	Radiant burst

Undead Slayer: You get a +2 bonus to attack, damage and all defenses against undead.

Radiant Burst (recharges on a 17+)**:** As a full action, you can unleash a burst of radiant energy in a 20' radius around yourself. Make an attack vs. Reflex against each enemy in the burst; on a hit the target takes 2d10 radiant damage. A miss deals half damage. Undead that you hit are also blinded (save ends on a 12+).

Iconist

An iconist is someone who focuses on their holy symbol, mastering it in order to boost their mystical powers. Some iconists call themselves by names appropriate to their deity's symbol (for instance, some Dexterite iconists call themselves "blind priests" because they use a blindfold as their symbol).

ICONIST ADVANCEMENT

When you gain an iconist level, add 3d10% to your Wisdom and 2d10% to your Constitution. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Holy symbol expertise
2	-	+1 Will	-	Holy symbol expertise improves
3	+1 spell	-	+1d8	Holy symbol expertise improves

Holy Symbol Expertise: While you wield a holy symbol, you gain a +1 bonus to spell attacks and AC. At 2ⁿᵈ level, you also gain a +4 bonus to recharge rolls of your prayers. At 3ʳᵈ level, you also gain a +2 bonus to saving throws and a +1 bonus to AC and Fortitude.

Illusionist

An illusionist specializes in the school of Illusion. To become an illusionist, you must already be a mage of the illusion school (and thus have access to the 4ᵗʰ valence of that spell's schools).

ILLUSIONIST ADVANCEMENT

When you gain an illusionst level, add 3d10% to your Intelligence and 2d10% to your Charisma. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Archmage of illusion
2	-	+1 Will	-	Persistent illusion
3	+1 spell	-	+1d4	Persistent illusion improves

Archmage of Illusion: You gain access to the 5th valence of the illusion school's spells.

Persistent Illusion: When an illusion spell that you can sustain ends, roll 1d20. On an 18+, it lasts until the end of the next turn. At 3rd level, it instead lasts until the end of the next round on a 16+.

Impositionist

Wizards who specialize in the orb, seeking to ensure that their spells cling to enemies, are called impositionists. To become an impositionist you must have a base spell attack bonus of +1 and you must be proficient in the orb.

IMPOSITIONIST ADVANCEMENT

When you gain an impositionist level, add 3d10% to your Wisdom and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Imposition
2	-	+1 Will	-	Spell tenacity
3	+1 spell	-	+1d4	Imposition improves

Imposition: Enemies take a -1 penalty to saving throws against effects imposed by your spells when you wield an orb. At 3rd level, this penalty increases to -2.

Spell Tenacity (recharges on an 18+)**:** Trigger (interrupt): An enemy within 30' makes a saving throw against an effect imposed by one of your spells while you wield an orb. Effect: The enemy must reroll that saving throw.

Iron Mage

An iron mage focuses on the rod as an implement. To become an iron mage, you must be proficient in the rod and you must have a +1 base spell attack.

IRON MAGE ADVANCEMENT

When you gain an iron mage level, add 3d10% to your Constitution and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Iron strike
2	-	+1 Fort	-	Iron thunder
3	+1 spell	-	+1d6	Master of the rod

Iron Strike (recharges on a 12+)**:** When you hit a creature with a spell attack using your rod, you deal an extra 1d6 bludgeoning damage.

Iron Thunder (recharges on a 10+): When you hit a target with a spell attack using your rod, you also deal 1d6 points of thunder damage to each creature adjacent to the target.

Master of the Rod: While you wield a rod, you gain a +1 bonus to initiative and to Will.

Martial Artist

A martial artist focuses on unarmed combat, learning to fight with surprising skill with no weapons. Becoming a martial artist requires six months of dedicated training.

MARTIAL ARTIST ADVANCEMENT

When you gain a martial artist level, add 3d10% to your Dexterity and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Unarmed combat style
2	-	+1 Fort	-	Expert unarmed combat style
3	+1 melee	-	+1d10	Master unarmed combat style

Unarmed Combat Style

When you fight unarmed, you gain a +3 proficiency bonus and deal 1d8 bludgeoning damage with your unarmed strike.

Expert: When you fight unarmed, you may make a melee attack as a minor action (recharges on a 6+).

Master: When you fight unarmed, you may shift 10' before or after each melee attack you make.

Monk

A monk focuses on physical and mental mastery of himself, becoming more and more impervious over time. Becoming a monk requires six months of dedicated training.

MONK ADVANCEMENT

When you gain a monk level, add 3d10% to your Wisdom and 2d10% to your lowest score. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 any except AC	-	Physical and mental mastery
2	-	+1 any except AC	-	Physical and mental mastery improves
3	+1 any	-	+1d8	Physical and mental mastery improves

Physical and Mental Mastery: Your mastery of yourself gives you a +2 bonus to saving throws (including death saves). At 2nd level, you gain resist 2 against ability damage and drain. At 3rd level, you gain a +1 bonus to all defenses.

Necromancer

A necromancer is a master of the lore of the necromancy wizard school and is able to manipulate the power of death itself. To become a necromancer you must already be a mage of the necromancy school (and thus have access to the 4th valence of that spell's schools).

NECROMANCER ADVANCEMENT

When you gain a necromancer level, add 3d10% to your Constitution and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Archmage of Necromancy
2	-	+1 Will	-	Ritual of animation
3	+1 spell	-	+1d4	Command undead

Archmage of Necromancy: You gain access to the 5th valence of the necromancy school's spells.

Ritual of Animation: You learn a ritual of animation that you can use to animate zombies and skeletons of up to half your level. Each animation requires an onyx worth 50 gp plus components worth 100 gp per level of the creature to be animated. The ritual requires 4 hours for each animation. Although each skeleton or zombie you animate must be half your level or lower, you can control a total number of skeleton and zombie levels equal to your Wisdom score plus your level. If you animate more creatures, you lose control of some at random.

Command Undead (recharges on a 15+): As a standard action, you issue a command to an undead creature within 30'. Make a spell attack vs. Will against the target; if you hit, it takes a standard action of its choice.

Orator

An orator focuses on persuasion. To become an orator, you must have a Charisma of 13 or higher.

ORATOR ADVANCEMENT

When you gain an orator level, add 3d10% to your Charisma and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Oratory
2	-	+1 Will	-	Oratory improves
3	+1 any	-	+1d6	Oratory improves

Oratory: You get a +2 bonus on skill checks involving oratory, including verbal persuasion, bluffs and intimidation. At 2nd level this bonus increases to +3, and at 3rd level it increases to +4.

Paladin

A holy warrior who fights for a sacred cause, a paladin generally sees himself as a heroic figure. Depending on the faith he follows, however, others might view him more darkly. To become a paladin, a character must have a base melee attack of +1, a base spell attack of +1 and must know the paladin fighting style.

PALADIN ADVANCEMENT

When you gain a paladin level, add 3d10% to your Charisma and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Lay on hands
2	-	+1 AC	-	Protective aura
3	+1 melee	+1 Fort	+1d10	Smite

Lay on Hands: As a standard action, you touch an ally and give it up to half of your current hit points. Each creature can only be subject to this abilty once per day. (You lose the hit points you give.)

Protective Aura: Adjacent allies get a +2 bonus to AC, Fortitude and Will.

Smite (recharge 16+)**:** As a full action, make a melee attack vs. Fortitude. If you hit, you knock the

target prone and deal double damage.

Ranger

A ranger focuses on wilderness skills and mobility. To become a ranger, your base melee and ranged attack bonuses must both be +1.

RANGER ADVANCEMENT

When you gain a ranger level, add 3d10% to your Dexterity and 2d10% to your Constitution. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Wilderness lore
2	-	+1 Fort	-	Ranger's stance
3	+1 melee or ranged	-	+1d8	Expert ranger's stance

Wilderness Lore: You gain a +1 bonus to skill checks involving the wilderness. If you already have wilderness lore, this stacks.

Ranger's Stance

As a move action, you may shift half your speed.

Expert: You gain a +2 bonus to initiative. When you are at least 15' from where you started your turn, you gain a +2 bonus to all defenses until the end of the round.

Shield Bearer

A shield bearer focuses on using a shield in combat. To become a shield bearer, you must know the weapon and shield fighting style.

SHIELD BEARER ADVANCEMENT

When you gain a shield bearer level, add 3d10% to your Wisdom and 2d10% to your Intelligence. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 AC	-	Shield expertise
2	-	+1 AC	-	Shield expertise improves
3	+1 melee	-	1d8	Shield expertise improves

Shield Expertise: While you wear a shield, you gain a +1 bonus to AC and Reflex. At 2nd level, you also reduce the severity of critical hits from attacks vs. AC, Fortitude or Reflex by 2d6. At 3rd level, you also reduce the distance an enemy maneuvers you by 10' and your bonus to AC and Reflex improves to +2.

Slayer

A slayer focuses on weapon skill. To become a slayer, you must have a +1 base melee and ranged attack bonus.

SLAYER ADVANCEMENT

When you gain a slayer level, add 3d10% to your Strength and 2d10% to your Dexterity. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 AC	-	Weapon mastery
2	-	+1 AC	-	Weapon mastery improves
3	+1 melee	-	+1d8	Weapon mastery improves

Weapon Mastery: You get a +1 bonus to initiative and attacks when wielding a weapon you are proficient with. At 2nd level, you also get a +1 bonus to damage when wielding a weapon you are proficient with. At 3rd level, your bonus to attacks increases to +2 when wielding a weapon you are proficient with.

Slinger

A slinger focuses on becoming an expert with the sling- an unlikely choice, but one that a dedicated individual can make pay off. To become a slinger, you must be proficient in the sling, have the missile weapon fighting style and have a +1 base ranged attack.

SLINGER ADVANCEMENT

When you gain a slinger level, add 3d10% to your Dexterity and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Rapid reload, rapid shot
2	-	+1 AC	-	Expert slinger
3	+1 ranged	-	+1d10	Slinger's headshot

Rapid Reload: When you use a missile weapon that has reload standard, you can instead reload it with a minor action. When you use a missile weapon that has reload minor, you can instead reload it with a free action.

Rapid Shot: You can make a ranged attack with a sling as a minor action.

Expert Slinger: When you use a sling, you double your basic critical range and get a +1 bonus on attacks and damage.

Slinger's Headshot (recharges on a 12+): When you hit with a ranged attack with a sling, the target is also dazed until the end of the next round.

Sniper

A sniper focuses on making ranged attacks from hiding. To become a sniper, you must know the sneaky stance and have a +1 base ranged attack.

SNIPER ADVANCEMENT

When you gain a sniper level, add 3d10% to your Dexterity and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Sniper
2	-	+1 Ref	-	Hidden shot
3	+1 ranged	-	+1d6	Sneaky

Sniper: When you are hidden and you miss with a ranged attack, you may make a Dexterity check against each potential observer's Wisdom check to remain hidden (you choose the dice).

Hidden Shot: When you are hidden and you hit an enemy with a ranged attack, you deal an extra 1d6 points of damage.

Sneaky: You gain a +1 bonus to skill checks involving being sneaky or hiding.

Spearman

A spearman focuses on spears (some spearmen call themselves "pikesmen" or the like instead). To become a spearman, you must know the long stance.

SPEARMAN ADVANCEMENT

When you gain a spearman level, add 3d10% to your Dexterity and 2d10% to your Strength. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 AC	-	Tripping thrust
2	-	+1 Ref	-	Fend
3	+1 melee	-	1d10	

Tripping Thrust (recharges on a 10+): You must be wielding a spear. As a standard action, make a melee attack. If you hit, in addition to dealing damage, you knock the target prone.

Fend (recharges on a 6+): As an interrupt, when an enemy enters a square adjacent to you while you are wielding a spear, you may make an attack vs. Reflex. If you hit, you deal no damage but push the enemy out of your spear's reach. (If the target has movement remaining, it may still be able to close with you.)

Spear Expert: When you wield a spear, you gain a +2 bonus to attacks and a +1d8 severity bonus to critical hits.

Spy

A spy focuses on disguise and information gathering. To become a spy, you must know the liar stance.

SPY ADVANCEMENT

When you gain an iron mage level, add 3d10% to your Charisma and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Spy skills
2	-	+1 Ref	-	Empty mind
3	+1 melee or ranged	-	+1d6	Escape artist

Spy Skills: You get a +2 bonus on skill checks to disguise yourself and to notice or find things.

Empty Mind: Trigger (interrupt): A creature attempts to read your mind. Effect: You make a Wisdom check opposed by its Charisma check to prevent the mindreading attempt (you choose the dice). If you win, the triggering enemy cannot preceive your thoughts. If you beat the target by at least 5, it cannot succeed at attempts to read your mind for 1 day.

Escape Artist: You get a +4 bonus on skill checks to escape bonds or grabs. Additionally, when making an opposed check to escape a grab, you always choose the dice.

Staff Savant

A staff savant focuses on the staff as an implement, using it to improve her defensive abilities. To become a staff savant, you must be proficient in the staff as an implement and you must have a +1 base

spell attack.

STAFF SAVANT ADVANCEMENT

When you gain a staff savant level, add 3d10% to your Dexterity and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 AC	-	Staff defense
2	-	+1 Ref	-	Deflect
3	+1 spell	-	+1d4	Staff defense improves

Staff Defense: While you wield a staff, you gain a +1 bonus to all defenses. At 3rd level, this bonus also applies to adjacent allies.

Deflect (recharges on a 15+)**:** Trigger (interrupt): A ranged or ranged spell attack hits you. Effect: The attack instead hits a different creature of your choice within 20'. (If there is no other creature within 20', you may not use this power.)

Sunpriest

A sunpriest is a cleric who chooses to emphasize the Sun domain. To become a sunpriest, you must have access to the third valence of the Sun domain.

SUNPRIEST ADVANCEMENT

When you gain a sunpriest level, add 3d10% to your Charisma and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Daunting radiance
2	-	+1 Fort	-	Sun domain advances
3	+1 spell	-	+1d8	Sun domain advances

Daunting Radiance: Whenever you hit with an attack that deals radiant damage, the target grants combat advantage until the end of the next round.

Sun Domain Advances: You become a priest of the sun domain at 2nd level (gaining access to the 4th valence of the domain) and a high priest at 3rd level (gaining access to the 5th valence of the domain).

Swordsman

A swordsman focuses on heavy blades (some swordsmen call themselves "glaivemen" or the like instead). To become a swordsman, you must know the swordsman stance.

SWORDSMAN ADVANCEMENT

When you gain a swordsman level, add 3d10% to your Strength and 2d10% to your Dexterity. When this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 AC	-	Heavy blade mastery
2	-	+1 AC	-	Heavy blade mastery improves
3	+1 melee	-	1d10	Heavy blade mastery improves

Heavy Blade Mastery: Your critical range doubles while you wield a heavy blade. At 2nd level, the bonuses your *swordsman stance* grant increase by +1. At 3rd level, you gain a +1d8 severity bonus when you score a critical hit with a heavy blade.

Tamer of Beasts

A tamer of beasts has a companion creature that fights alongside it. In order to become a tamer of beasts, you must singlehandedly subdue a beast two (or more) levels lower than you with an Intelligence of 3 or lower.

TAMER OF BEASTS ADVANCEMENT

When you gain a tamer of beasts level, add 3d10% to your Charisma and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Beast companion
2	-	+1 Fort	-	Beast companion improves
3	+1 any	-	+1d8	Beast companion improves

Beast companion: The beast you subdues accompanies you and more or less obeys your commands (although it is a beast, and still follows its instincts). Although your beast prefers to avoid a fight, you may spend a minor action each round in combat to get your companion to join in the fight. At 2nd level and 3rd level, your beast companion gains a level (the dm will adjudicate this).

Thief

A thief focuses on stealing. To become a thief, you must know two of the following stances: stealthy stance, thief's stance and trapfinder stance.

THIEF ADVANCEMENT

When you gain an iron mage level, add 3d10% to your Dexterity and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Thief skills
2	-	+1 Ref	-	Thief skills improve
3	+1 melee or ranged	-	+1d6	Thief skills improve

Thief Skills: You get a +1 bonus on skill checks to be sneaky, pick pockets, open locks and find and disable traps. At 2nd level this bonus improves to +2, and at 3rd level it improves to +3.

Tome Initiate

An iconist is someone who focuses on the tome as an implement, mastering it in order to boost their mystical powers.

TOME INITIATE ADVANCEMENT

When you gain a tome initiate level, add 3d10% to your Intelligence and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Grimoire knowledge
2	-	+1 Will	-	Gain 1 school
3	+1 spell	-	+1d4	Overwhelming knowledge

Grimoire Knowledge: Scribing a spell into your spellbook costs you only 50 gp x the highest

level valence you can cast. You get a +2 bonus on skill checks involving books.

Gain 1 School: You gain access to a new school of magic. Unlike gaining a school as a wizard, you need not have access to a spell of that school, but you must have had some contact with that school. You may choose instead to advance one of your existing schools to the next valence (up to 3rd).

Overwhelming Knowledge (recharges on a 14+)**:** Trigger: You hit an enemy with a spell attack. Effect: That enemy is also dazed (save ends on a 15+).

Transmorgifier

A transmorgifier specializes in the school of Polymorph. To become a transmorgifier, you must already be a mage of the polymorph school (and thus have access to the 4th valence of that spell's schools).

TRANSMORGIFIER ADVANCEMENT

When you gain a transmorgifier level, add 3d10% to your Dexterity and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Archmage of polymorph
2	-	+1 Will	-	Swift change
3	+1 spell	-	+1d4	Master transmorgifier

Archmage of Polymorph: You gain access to the 5th valence of the polymorph school's spells.

Swift Change (recharges on a 17+)**:** As an interrupt, you cast a polymorph spell you know on yourself.

Master Transmorgifier: You may cast any polymorph spell that normally affects you on a creature you touch. (You may not combine this ability with your swift change ability.)

Transmuter

A transmuter specializes in the school of Transmutation. To become a transmuter, you must already be a mage of the abjuration school (and thus have access to the 4th valence of that spell's schools).

TRANSMUTER ADVANCEMENT

When you gain a transmuter level, add 3d10% to your Strength and 2d10% to your Dexterity. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Fort	-	Archmage of transmutation
2	-	+1 Will	-	Transmuter's stance
3	+1 spell	-	+1d4	Expert transmuter's stance

Archmage of Transmutation: You gain access to the 5th valence of the transmutation school's spells.

Transmuter's Stance

Your transmutation spells target one extra creature or inanimate object or area.

Expert: You gain a +4 bonus to the recharge rolls of your transmutation spells.

Wand Magus

A wand magus focuses on the wand as an implement, improving his accuracy. To become a wand magus, you must be proficient in the wand and you must have a +1 base spell attack.

TOME INITIATE ADVANCEMENT

When you gain a tome initiate level, add 3d10% to your Intelligence and 2d10% to your Wisdom. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Wand of accuracy
2	-	+1 Will	-	Conduct magic
3	+1 spell	-	+1d4	Lethal accuracy

Wand of Accuracy (recharges on a 16+)**:** When you miss with a spell attack using your wand, you may reroll the attack.

Conduct Magic (recharges on a 10+): As a minor action, make a recharge roll for one of your spells or metamagic abilities.

Lethal Accuracy: Your spell attacks' base critical range doubles.

Warlock

A warlock is a creature that has gained magical powers through a pact with supernatural forces. To become a warlock, you must make such a bargain, offering service and soul to a powerful entity of your choice via a ritual that takes a day and requires 1000 gp in components. Your new supernatural patron periodically makes demands of you in return for the magical might that it gives you.

WARLOCK ADVANCEMENT

When you gain a warlock level, add 3d10% to your Charisma and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attack	Defenses	Hit Points	Features
1	-	+1 Will	-	Eldritch blast
2	-	+1 Will	-	Pact sacrifice
3	+1 spell	-	+1d6	Eldritch blast improves

Eldritch Blast: As a standard action, you can make a spell attack against an enemy within a range of 60'. If you hit, you deal 1d10 points of force damage. Your *eldritch blast* is subject to metamagic as if it were a spell. At 3rd level, your damage increases to 2d8 and you get a +2 bonus to hit with your *eldritch blast.*

Pact Sacrifice: When you kill a creature, you regain hit points equal to its level.

Warlord

A warlord is a warrior who inspires and aids his allies. To become a warlord, you must have a Charisma of 11 and a base melee attack of +1.

WARLORD ADVANCEMENT

When you gain a warlord level, add 3d10% to your Charisma and 2d10% to your Strength. Once this reaches 100%, your ability score increases by one point.

Level	Attack	Defenses	Hit Points	Features

1	-	+1 Will	-	Inspiring Word
2	-	+1 Fort	-	Stand Tough
3	+1 melee	-	+1d10	Commander's Strike

Inspiring Word (recharges on a 10+)**:** One ally within 60' gains 5 temporary hit points that last until the end of the next round.

Stand Tough: You and allies within 25' get a +2 bonus on saving throws.

Commander's Strike: As a standard action, choose an ally and an enemy that are each within 30' of you. That ally makes an attack against that enemy.

Wayfarer

A wayfarer is a master of the lore of the Teleportation wizard school. To become a wayfarer you must already be a mage of the teleportation school (and thus have access to the 4th valence of that spell's schools).

WAYFARER ADVANCEMENT

When you gain a wayfarer level, add 3d10% to your Dexterity and 2d10% to your Intelligence. Once this reaches 100%, your ability score increases by one point.

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Ref	-	Archmage of Teleportation
2	-	+1 Will	-	Follow teleport
3	+1 spell	-	+1d4	Come to me

Archmage of Teleportation: You gain access to the 5th valence of the teleportation school's spells.

Follow Teleport (recharges on a 16+)**:** When a creature within 40' of you teleports, you may teleport to a space adjacent to its destination as a reaction. Alternatively, when a creature teleports to a space within 40' of you, you may teleport to a space adjacent to it as a reaction.

Come to Me (recharges on an 18+): As a standard action, you teleport a willing or unconscious ally within a range of 60' to a space adjacent to you.

ADDITIONAL CLERIC DOMAINS & PRAYERS

The following are some additional cleric domains, and the prayers within them:

ANIMAL DOMAIN

LINKED ABILITY SCORE: Wisdom or Charisma

1st Valence (Speak with Animals): As a minor action, you gain the ability to speak with natural beasts with an Intelligence of 3 or lower that normally do not have a language until the end of the next round. This gives you no special influence over the animals, nor does it make the animal more aware or intelligent than it normally is. You may spend a minor action to sustain this effect until the end of the next round.

2nd Valence (Gift of Speech): As a standard action, you give a single natural beast with an Intelligence of 3 or lower that normally does not have a language the ability to speak one language that you know for one minute. This gives you no special influence over the animals, nor does it make the animal more aware or intelligent than it normally is.

3rd Valence (Hold Animal): As a standard action, make a spell attack vs. Will against a single natural beast within 40'. If you hit, it is immobilized (save ends on a 10+).

4ᵗʰ Valence (Beast Aura): As a standard action, you cloak yourself or an ally you touch in an aura that causes natural beasts to view you as an ally. Unless magically compelled, they treat you as an ally and will not attack you. This effect lasts until the end of the next round, but you can spend a minor action to sustain it until the end of the next round.

5ᵗʰ Valence (Mighty Beast): As a standard action, you touch an allied natural beast. Until the end of the next round, that ally gains a +3 bonus on attacks and damage with its natural weapons. You can spend a minor action to sustain it until the end of the next round.

DARKNESS DOMAIN
LINKED ABILITY SCORE: Wisdom

1ˢᵗ Valence (Darkvision): As a full action, you or a creature you touch gains darkvision for one minute.

2ⁿᵈ Valence (Darkness): As a standard action, you create a 10' radius globe of darkness within a range of 50'. The darkness blocks line of sight and blinds any creature within it that does not have darkvision. Light sources within the darkness fail to illuminate anything unless they are of the second valence or higher.

3ʳᵈ Valence (Inky Attacker): As a standard action, you conjure an inky ball of blackness in an enemy's space within a range of 40'. Make a spell attack vs. Reflex against that enemy. If you hit, the inky attacker clings to the target (save ends on a 14+). While the inky attacker clings to a creature, that creature is blinded and takes ongoing 3 cold damage.

4ᵗʰ Valence (Utterdark): As a standard action, you create a 20' radius globe of darkness within a range of 80'. The darkness blocks line of sight and blinds any creature within it except for you. Light sources within the darkness fail to illuminate anything unless they are of the fourth valence or higher.

5ᵗʰ Valence (Black Banishing): As a full action, you touch a creature and make a spell attack vs. Will against it. If you hit, it is banished to the Shadowfell. After you use it, this power must recharge (15+). On the Shadowfell, you may instead use this prayer to teleport the target 100', and it does not need to recharge.

DEATH DOMAIN
LINKED ABILITY SCORE: Constitution

1ˢᵗ Valence (Death Vision): As a standard action, make a spell attack vs. Will against an enemy that you can touch. If you hit, the target is overcome by a vision of its own death and takes 1d6 points of psychic damage.

2ⁿᵈ Valence (Death Knell): As a standard action, make a spell attack vs. Fortitude against a bloodied enemy you can touch. If you hit, the target takes 2d6 points of necrotic damage. If it dies, you gain a +2 bonus on attacks and defenses until the end of the next round.

3ʳᵈ Valence (Death Ward): As a minor action, you gain resist 10 necrotic and resist 5 against Constitution damage or drain until the end of your next turn.

4ᵗʰ Valence (Slay Living): As a full action, make a spell attack vs. Fortitude against a creature that you can touch. If you hit, it takes 2d6 points of Constitution damage.

5ᵗʰ Valence (Destruction): As a full action, make a spell attack vs. Fortitude against a creature within a range of 50'. If you hit, it takes 3d6 points of Constitution damage.

FIRE DOMAIN
LINKED ABILITY SCORE: Strength

1ˢᵗ Valence (Produce Flame): As a standard action, you cause a flame to spring either from the palm of your hand or from your implement. This flame sheds bright light in a 10' radius and dim light 10' beyond that and lasts until the end of the next round. You can sustain the flame until the end of the next

round with a minor action. As a standard action, you can hurl the flame at a creature within 20'. Make a spell attack vs. Reflex; if you hit, the target catches fire and takes ongoing 1d6 fire damage (save ends on a 13+). If you hurl the flame, you can no longer sustain it in your hand.

2nd Valence (Flame Blade): As a standard action, you cause a scimitar of flames to arise in your hand. You count as proficient in the *flame blade* (which gives you a +2 bonus); it deals 1d6/18-20 fire damage. If you score a critical hit with it, the target takes ongoing 5 fire damage in addition to all other effects. The *flame blade* remains until the end of the next round, but you can sustain it until the end of the next round with a minor action.

3rd Valence (Flame Strike) (recharges on a 13+)**:** As a standard action, you cause a pillar of flames to descend from above (if you serve a good deity) or ascend from below (if you serve an evil deity) in a 15' diameter explosion. Make a spell attack vs. Reflex against each creature in the area; if you hit, you deal 3d6 fire damage to it.

4th Valence (Wall of Fire) (recharges on a 13+)**:** As a full action, you create a wall of flames in 6 contiguous squares. The wall is 20' high. Each square of the wall must share a side (not just a corner) with another square. Any creature that is in the wall when it manifests can use an interrupt to drop prone in an adjacent square (sometimes this will allow some of them to escape). Make a spell attack against Reflex against each creature in the wall when it forms; if you hit, they take 2d4 fire damage. Any creature that starts its turn in the wall or moves into a square of the wall takes 5 points of fire damage. Any creature that ends its turn adjacent to the wall takes 2 points of fire damage. The wall lasts until the end of the next turn, but you can sustain it until the end of your next turn with a minor action.

5th Valence (Fire Storm) (recharges on a 13+)**:** Make a spell attack vs. Reflex against each enemy within 40' of you. If you hit, you deal 3d6 fire damage.

PLANT DOMAIN

LINKED ABILITY SCORE: Wisdom or Constitution

1st Valence (Entangle): As a full action, you create a zone of writhing vegetation that grasps creatures within it in an area burst 2 within 50'. The zone is difficult terrain and each creature within it grants combat advantage. If a creature starts its turn in the zone, it must make a saving throw (10+) or be immobilized until the end of its turn. The zone lasts until the end of the next round, but you can sustain it until the end of the next round with a minor action.

2nd Valence (Plant Door): As a move action, you step into an adjacent tree or area of plants thick enough to constitute difficult terrain and teleport up to 30' to a space adjacent to another tree or area of plants thick enough to constitute difficult terrain.

3rd Valence (Thorny Grasp): As a standard action, make a spell attack vs. Reflex against one creature within a range of 50'. If you hit, the creature takes 2d4 points of damage and is immobilized by thorny vines that suddenly grow from a nearby surface and wrap around it (save ends on a 12+).

4th Valence (Poison Thorns): As a standard action, you cause thin, almost invisible thorns to grow from the ground in up to four squares within a range of 50'. Whenever a creature enters a square of thorns, make a spell attack vs. Reflex; on a hit, the target takes 1d2 damage, is slowed and takes ongoing 1d3 Dexterity poison damagen (save ends both on a 15+).

5th Valence (Commune with Plants): You spend an hour in a deep trance, during which time you are helpless. During this time you commune with the plants within a number of miles equal to your Wisdom or Constitution score. You may glean information from this communion, including the location of a group of creatures or settlement, weather, geographical features, magical areas, etc. You cannot track a single individual unless it is profoundly noticeable to the plants as a whole (e.g. an ancient dragon).

<u>WEATHER DOMAIN</u>
  LINKED ABILITY SCORE: Constitution
1st Valence (Oscuring Mist): As a standard action, you create a bank of fog that fills ten contiguous squares. Each square affected by the mist must share a side (not just a corner) with at least one other square. The mist completely blocks line of sight. The mist lasts until the end of the next round, but as a minor action you can sustain it until the end of the next round. You can spend a standard action to add five squares of mist to the bank and a move action to cause the bank to move up to 20'.
2nd Valence (Gust of Wind): As a standard action, make an attack on one creature within 60'; if it is flying, you gain a +5 bonus on this attack. If you hit, you maneuver the target 10' (20' if it is flying) and knock it prone.
3rd Valence (Wind Wall): As a standard action, you create a wall of roaring winds 30' high that fills up to 10 contiguous squares. Any attacks that pass through the wall suffer a -4 penalty. A creature that attempts to pass through the wall suffers 1d6 points of damage and must make a Strength check on 4d6 to push through; otherwise, its move action ends in the space from which it attempted to enter the wall. The wall lasts until the end of the next round, but you can sustain it until the end of the next round by spending a minor action.
4th Valence (Call Lightning): You cause a bolt of lightning to descend from the sky. Make a spell attack against one enemy within a range of 100'. If you hit, the target takes 2d10 lightning damage and is knocked prone; even on a miss, you deal half damage.
5th Valence (Control Weather): You spend one hour concentrating, spending a standard action each round, and cause the weather to change. You do not have fine control over the weather, but can make broad changes, making it colder or hotter, bringing or ending rain, increasing or decreasing the winds, etc. It takes an additional four hours for the weather you summon to arrive, and it lasts for one day.

<u>ADDITIONAL WIZARD SCHOOLS & SPELLS</u>

The following are some additional schools of magic and spells within them. Detailed are *Divination, Illusion, Necromancy, Polymorph, Teleportation* and *Transmutation.*

<u>Divination School Spells</u>

Divination spells magically gather information.
  Journeyman (must be 3rd level wizard, must have Int 11 or Wis 11): You gain access to the second valence of each divination spell you know.
  Thaumaturge (must be 5th level wizard, must have Int 12 or Wis 11): You gain acccess to the third valence of each divination spell you know.
  Mage (must be 8th level wizard, must have Int 14 or Wis 14): You gain access to the fourth valence of each divination spell you know.
01-20   Examine Aura
21-40   Foresight
41-60   Question Spirits
61-80   True Seeing
81-00   Wizard's Discernment

EXAMINE AURA (Divination)

1st Valence: You spend one minute examining an object or creature, maintaining physical contact with it while doing so. The dm makes an Intelligence or Wisdom check with a bonus equal to the highest divination valence you can cast, opposed by a Charisma check for the creature or object (you choose the dice). This check always fails on a 10 or less. If you succeed, you discern whether the object or creature is strongly aligned to a philosophical force such as good or evil. If you fail and your check was a 5 or less, you receive false information.

2nd Valence: You spend an hour examining an item, effect, area, etc. that you know to be magical, maintaining physical contact with it while doing so, and expend 100 gp in ritual components. (A pearl worth at least 25 gp can be substituted for components equal to double the pearl's value.) The dm makes an Intelligence or Wisdom check with a bonus equal to the highest divination valence you can cast, opposed by a Charisma check for the creature or object (you choose the dice). This check always fails on an 8 or less. If you succeed, you discern one quality of the magic item or learn that it is fully identified. If you fail and your check was a 4 or less, you receive false information. Whether you succeed or fail, you may then expend an additional 25 gp in ritual components and 15 minutes to make an additional check on the same dice and attempt to identify another property of the item in question (or a different item that you know to be magical). You may continue doing this as long as you have sufficient components and unidentified items.

3rd Valence: As a minor action, you read the emotional aura of one creature in within a range of 50'. You can tell its emotional state, whether it is hostile or friendly, whether it has a language, and the creature's types (anidian, beast, humanoid or ooze). If you spend a second minor action in the same round, you can also tell whether it is living, undead, elemental or a construct; whether it is native to the area and plane you are encountering it in; whether it is aware of you and any allies with you; and whether it is healthy, wounded, bloodied, diseased or cursed. You gain a +2 bonus to any skill checks to influence the creature, understand its motives or otherwise interact in ways where your reading might help for one minute.

4th Valence: As a standard action, make a spell attack vs. Will against a creature within 50'. If you hit, you can read the surface thoughts of the target until the end of the next round. You gain a +3 bonus to any skill checks to influence the creature, understand its motives or otherwise interact in ways where your reading might help while the effect persists, in addition to any information you gain by reading the target's mind.

5th Valence: You spend ten minutes handling and examining an object and receive a vision of your choice from the following list: its most recent possessor, the moment of its creation, the moment when visible changes were made to it (such as a crack or a fresh coat of paint), the moment of greatest emotional significance that it was present for or the moment of greatest historical significance that it was present for. Each vision is very short, lasting only a few seconds.

FORESIGHT (Divination)

1st Valence: As a standard action, you grant yourself limited prescience until the end of the next round. This gives you a +1 bonus to initiative. Sustain minor.

2nd Valence: As a standard action, you grant yourself limited prescience until the end of the next round. This gives you a +1 bonus to initiative, and you never grant combat advantage while this effect lasts. Sustain minor.

3rd Valence: As a minor action, you grant yourself or a creature you touch limited prescience until the end of the next round. The target gains a +2 bonus to initiative and never grants combat advantage while this effect lasts. Sustain minor.

4th Valence: As a standard action, you grant yourself limited prescience for one minute. You are

immune to surprise and never grant combat advantage while this effect lasts. Additionally, you gain a +2 bonus to initiative and a +1 bonus to AC and Reflex.

5th Valence: As a standard action, you grant yourself limited prescience for one minute. You are immune to surprise and never grant combat advantage or trigger opportunity attacks while this effect lasts. Additionally, you gain a +3 bonus to initiative and a +1 bonus to AC and Reflex.

QUESTION SPIRITS (Divination)

1st Valence: You spend an hour performing a ritual requiring 100 gp in ritual components to contact spirits that you can interrogate. You ask the spirits a question and the dm makes a Charisma check for you on 4d6. This check always fails on a 6 or lower. If you succeed, the spirit truthfully answers your question as best it can with a single word. If you fail, you receive no answer. If this check is a 6 or less, you receive a false answer. You may continue the ritual by spending another hour and another 50 gp in ritual components. The spirit you are interrogating knows nothing of anything more than one mile from its location, nor does it know anything about events more than one week in the past.

2nd Valence: You spend an hour performing a ritual requiring 200 gp in ritual components to contact spirits that you can interrogate. You ask the spirits a question and the dm makes a Charisma check for you on 1d20. If you succeed, the spirit truthfully answers your question with a single word. If you fail, you receive no answer. You may continue the ritual by spending another hour and another 50 gp in ritual components, but the dm makes your Charisma check on 4d6. This check always fails on a 6 or lower, in which case you receive a false answer. The spirit you are interrogating knows nothing of anything more than 10 miles from its location, nor does it know anything about events more than one month in the past.

3rd Valence: You spend an hour performing a ritual requiring 500 gp in ritual components to contact spirits that you can interrogate. You ask the spirits a question and the dm makes a Charisma check for you on 1d6. If you succeed, the spirit truthfully answers your question with a short answer of up to three words. If you fail, you receive no answer. You may continue the ritual by spending another thirty minutes and another 100 gp in ritual components, but each question adds 1d6 to the dice of your check. If you fail this check by at least 5, you receive a false answer. The spirit you are interrogating knows nothing of anything more than 100 miles from its location, nor does it know anything about events more than one year in the past.

4th Valence: You spend an hour performing a ritual requiring 1000 gp in ritual components to contact spirits that you can interrogate. You ask the spirits up to six question and the dm makes a Charisma check for you on 1d20 for each question. If you succeed, the spirit truthfully answers your question with a short answer of up to three words. If you fail, you receive no answer. If you fail by at least 5, you receive a false answer for that question. The spirit you are interrogating knows nothing of anything more than 250 miles from its location, nor does it know anything about events more than twenty years in the past.

5th Valence: You spend ten minutes performing a ritual requiring 100 gp in ritual components to contact spirits that you can interrogate, burning your own vitality to power the spell by taking 2d4 points of Constitution damage. You ask the spirits up to three question and the dm makes a Charisma check for you on 1d20 for each question. If you succeed, the spirit truthfully answers your question with a short answer of up to three words. If you fail, you receive no answer. If you fail by at least 5, you receive a false answer for that question. The spirit you are interrogating knows nothing of anything more than 500 miles from its location, nor does it know anything about events more than 100 years in the past.

TRUE SEEING (Divination)

1ˢᵗ Valence: As a minor action, you gain a +2 bonus to checks involving vision. You also halve any miss chance granted by concealment that you must check. These effects last until the end of the next round. Sustain minor.

2ⁿᵈ Valence: As a minor action, you gain a +2 bonus to checks involving vision and the ability to see invisible creatures. You also halve any miss chance granted by concealment that you must check. These effects last until the end of the next round. Sustain minor.

3ʳᵈ Valence: As a minor action, you gain a +2 bonus to checks involving vision and the ability to see invisible creatures. You also halve any miss chance granted by concealment that you must check. If you are the target of an illusion spell, you gain a +3 bonus to the targeted defense. These effects last until the end of the next round. Sustain minor.

4ᵗʰ Valence: As a minor action, you or a creature you touch gain a +3 bonus to checks involving vision and the ability to see invisible creatures. The subject also ignores any miss chance granted by concealment and is immune to the effects of illusions of the 1ˢᵗ valence. If a higher valence illusion targets the subject, it gets a +3 bonus to the targeted defense. These effects last until the end of the next round. Sustain minor.

5ᵗʰ Valence: As a minor action, you or a creature you touch gain a +3 bonus to checks involving vision and the ability to see invisible creatures. The subject also ignores any miss chance granted by concealment and is immune to the effects of illusions of the 2ⁿᵈ or lower valence. If a higher valence illusion targets the subject, it gets a +3 bonus to the targeted defense. These effects last until the end of the next round. Sustain minor.

WIZARD'S DISCERNMENT (Divination)

1ˢᵗ Valence: As a minor action, you gain the ability to see magic within 30' until the end of the next round. Sustain minor.

2ⁿᵈ Valence: As a minor action, you gain the ability to see magic within 40' until the end of the next round. You can also discern whether a creature has a base spell attack of +1 or higher. Sustain minor.

3ʳᵈ Valence: As a minor action, you gain the ability to see magic within 50' until the end of the next round. In the case of spells, prayers or effects with a valence, you can discern what valence they are. You can also discern whether a creature has a base spell attack of +1 or higher or +5 or higher and which of its non-AC defenses is highest. Sustain minor.

4ᵗʰ Valence: As a minor action, you or a creature you touch gains the ability to see magic within 60' until the end of the next round. In the case of spells, prayers or effects with a valence, you can discern what valence they are. The subject can also discern whether a creature has a base spell attack of +1 or higher or +5 or higher; whether it casts spells or prayers, and if so what the highest valence spell or prayer it can cast; and which of its non-AC defenses is highest. Sustain minor.

5ᵗʰ Valence: As a minor action, you or a creature you touch gains the ability to see magic within 80' for the next minute. In the case of spells, prayers or effects with a valence, you can discern what valence they are. The subject can also discern whether a creature has a base spell attack of +1 or higher or +5 or higher; whether it casts spells or prayers, and if so what the highest valence spell or prayer it can cast; and which of its defenses are highest and lowest. Sustain minor.

Illusion School Spells

Illusions fool the senses.

Journeyman (must be 3ʳᵈ level wizard, must have Int 11): You gain access to the second valence

of each illusion spell you know.

Thaumaturge (must be 5th level wizard, must have Int 12): You gain acccess to the third valence of each illusion spell you know.

Mage (must be 8th level wizard, must have Int 14): You gain access to the fourth valence of each illusion spell you know.

01-20   Invisibility
21-40   Mirror Image
41-60   Phantasmal Image
61-80   Phantasmal Killer
81-00   Phantom Ally

INVISIBILITY (Illusion)

1st Valence: As a standard action, you become invisible until you attack or the end of the next round.

2nd Valence: As a standard action, you become invisible until you attack or the end of the next round. Sustain minor.

3rd Valence: As a standard action, you touch a willing creature and it become invisible until it attacks, to a maximum of one minute. If you cast this spell upon yourself, you instead use a move action to do so and shift 10' after you become invisible.

4th Valence (recharges on a 15+)**:** As a full action, you touch up to four willing creatures and they become invisible until the end of the next round. You may sustain the effect on two creatures with one minor action.

5th Valence: As a standard action, you touch up to six willing creatures and they become invisible until they attack, to a maximum of one minute.

MIRROR IMAGE (Illusion)

1st Valence: As a standard action, you create a duplicate of yourself that shimmers and shifts position, making it impossible to tell it from you. When a non-area attack targets you, it actually randomly targets you or the image of you. Your image's defenses are all 10, and any damage to it causes it to vanish. The image lasts until the end of the next round. Sustain minor.

2nd Valence (recharges on a 10+)**:** As a standard action, you create 1d3 duplicates of yourself that shimmer and shift position, making it impossible to tell them from you. When a non-area attack targets you, it actually randomly targets you or an image of you. Your images' defenses are all 10, and any damage to an image causes it to vanish. The images last until the end of the next round. Sustain minor.

3rd Valence (recharges on an 18+): As a minor action, you create 1d3 duplicates of yourself that shimmer and shift position, making it impossible to tell them from you. When a non-area attack targets you, it actually randomly targets you or an image of you. Your images' defenses are all 12, and any damage to an image causes it to vanish. The images last until the end of the next round.Sustain minor.

4th Valence (recharges on a 16+): As a minor action, you create 1d4+1 duplicates of yourself that shimmer and shift position, making it impossible to tell them from you. When a non-area attack targets you, it actually randomly targets you or an image of you. Your images' defenses are all 12, and any damage to an image causes it to vanish. The images last until the end of the next round. You may spend one or two minor actions to sustain the images; if you spend two, you also create an additional image, to a maximum of 5.

5th Valence (recharges on a 19+): As a minor action, you create 1d4+1 duplicates of yourself that shimmer and shift position, making it impossible to tell them from you. When a non-area attack targets you, it actually randomly targets you or an image of you. Your images' defenses are all 12, and any

damage to an image causes it to vanish. The images last until destroyed, to a maximum of one minute. While at least one image persists, you may spend a minor action to create an additional image 1/round, to a maximum of 6 images.

PHANTASMAL IMAGE (Illusion)

1st Valence: You create an illusion filling a 15' diameter area within 50' of you. The illusion affects only one sense of your choice. When a creature perceives the illusion, make an Intelligence check with a bonus equal to the highest Illusion valence you can cast opposed by the creature's Wisdom check (you choose the dice). If the illusion is missing sensory components (e.g. a slavering wolf that makes no sound) or is especially unbelievable, the creature receives a bonus to its check of from +1 to +5 at the dm's discretion. If you succeed, the creature believes the illusion is real. A creature may spend a minor action 1/round to attempt to disbelieve the illusion by making another opposed check against you. A phantasmal image cannot deal damage but can distract, deceive or fool a creature. The illusion lasts until the end of the next round or until a creature touches it. Sustain minor.

2nd Valence: You create an illusion filling a 20' diameter area within 50' of you. The illusion affects only two senses of your choice. When a creature perceives the illusion, make an Intelligence check with a bonus equal to the highest Illusion valence you can cast opposed by the creature's Wisdom check (you choose the dice). If the illusion is missing sensory components (e.g. a slavering wolf that makes no sound) or is especially unbelievable, the creature receives a bonus to its check of from +1 to +5 at the dm's discretion. If you succeed, the creature believes the illusion is real. A creature may spend a minor action 1/round to attempt to disbelieve the illusion by making another opposed check against you. A phantasmal image cannot deal damage but can distract, deceive or fool a creature. The illusion lasts until the end of the next round or until a creature touches it. Sustain minor. You may spend a move action to case the illusion to move up to 15' or to change its appearance (although it is limited to the senses you have chosen to affect until you create a new illusion).

3rd Valence: You create an illusion filling a 20' diameter area within 60' of you. The illusion affects three senses of your choice. When a creature perceives the illusion, make an Intelligence check with a bonus equal to the highest Illusion valence you can cast opposed by the creature's Wisdom check (you choose the dice). If the illusion is missing sensory components (e.g. a slavering wolf that makes no sound) or is especially unbelievable, the creature receives a bonus to its check of from +1 to +5 at the dm's discretion. If you succeed, the creature believes the illusion is real. A creature may spend a minor action 1/round to attempt to disbelieve the illusion by making another opposed check against you. A phantasmal image cannot deal damage but can distract, deceive or fool a creature. The illusion lasts until the end of the next round and is not dispelled by a touch. Sustain minor. You may spend a move action to case the illusion to move up to 15' or to change its appearance (although it is limited to the senses you have chosen to affect until you create a new illusion).

4th Valence: You create an illusion filling a 25' diameter area within 80' of you. The illusion affects four senses of your choice. When a creature perceives the illusion, make an Intelligence check with a bonus equal to the highest Illusion valence you can cast opposed by the creature's Wisdom check (you choose the dice). If the illusion is missing sensory components (e.g. a slavering wolf that makes no sound) or is especially unbelievable, the creature receives a bonus to its check of from +1 to +5 at the dm's discretion. If you succeed, the creature believes the illusion is real. A creature may spend a minor action 1/round to attempt to disbelieve the illusion by making another opposed check against you. A phantasmal image cannot deal damage but can distract, deceive or fool a creature. The illusion lasts until the end of the next round or until a creature touches it. Sustain minor. You may spend a move action to case the illusion to move up to 15' or to change its appearance (although it is limited to the senses you have chosen to affect until you create a new illusion).

5ᵗʰ Valence: You create an illusion filling a 30' diameter area within 100' of you. The illusion affects five senses of your choice. When a creature perceives the illusion, make an Intelligence check with a bonus equal to the highest Illusion valence you can cast opposed by the creature's Wisdom check (you choose the dice). If the illusion is missing sensory components (e.g. a slavering wolf that makes no sound) or is especially unbelievable, the creature receives a bonus to its check of from +1 to +5 at the dm's discretion. If you succeed, the creature believes the illusion is real. A creature may spend a minor action 1/round to attempt to disbelieve the illusion by making another opposed check against you. A phantasmal image cannot deal damage but can distract, deceive or fool a creature. The illusion lasts until the end of the next round or until a creature touches it. Sustain minor. You may spend a move action to case the illusion to move up to 15' or to change its appearance (although it is limited to the senses you have chosen to affect until you create a new illusion).

PHANTASMAL KILLER (Illusion)

1ˢᵗ Valence: As a standard action, make a spell attack vs. Will against a creature within 20'. If you hit, it perceives a terrifying phantom that no other creatures can see that attempts to devour it. The target takes 1d4 points of lethal Charisma damage.

2ⁿᵈ Valence: As a standard action, make a spell attack vs. Will against a creature within 30'. If you hit, it perceives a terrifying phantom that no other creatures can see that attempts to devour it. The target takes 1d4 points of lethal Charisma damage and ongoing 1d2 lethal Charisma damage (save ends on a 10+).

3ʳᵈ Valence: As a standard action, make a spell attack vs. Will against a creature within 40'. If you hit, it perceives a terrifying phantom that no other creatures can see that attempts to devour it. The target takes 1d6 points of lethal Charisma damage and ongoing 1d2 lethal Charisma damage (save ends on a 13+).

4ᵗʰ Valence: As a standard action, make a spell attack vs. Will against a creature within 50'. If you hit, it perceives a terrifying phantom that no other creatures can see that attempts to devour it. The target takes 2d4 points of lethal Charisma damage and ongoing 1d3 lethal Charisma damage (save ends on a 15+).

5ᵗʰ Valence (recahrges on a 12+)**:** As a standard action, make a spell attack vs. Will against up to three creatures within 50'. If you hit, each perceives a terrifying phantom that no other creatures can see that attempts to devour it. The target takes 1d4 points of lethal Charisma damage and ongoing 1d3 lethal Charisma damage (save ends on a 15+).

PHANTOM ALLY (Illusion)

1ˢᵗ Valence: As a standard action, you create an illusory ally in one unoccupied square within 50' of you. The phantom ally's defenses are all 10. Enemies cannot enter its space, but any damage causes it to vanish. Allies can use the phantom ally to help determine flanking. The phantom ally remains until the end of the next round. Sustain minor.

2ⁿᵈ Valence: As a standard action, you create an illusory ally in one unoccupied square within 60' of you. The phantom ally's defenses are all 10. Enemies cannot enter its space, but any damage causes it to vanish. Enemies adjacent to the phantom ally grant combat advantage. The phantom ally remains until the end of the next round. Sustain minor.

3ʳᵈ Valence: As a standard action, you create an illusory ally in an unoccupied space within 60' of you. At your option, the phantom ally may be medium or large sized, filling either one square or four squares. The phantom ally has one defense of your choice of 12; its other defenses are all 10. Enemies cannot enter its space, but any damage causes it to vanish. Enemies adjacent to the phantom ally grant combat advantage, and if an enemy moves away from it without shifting, that enemy takes 1d6 psychic

damage. The phantom ally remains until the end of the next round. Sustain minor.

4ᵗʰ Valence (recharges on a 15+): As a standard action, you create up to four illusory allies in unoccupied squares within 60' of you. The phantom allies' defenses are all 10. Enemies cannot enter the space of a phantom ally, but any damage causes it to vanish. Enemies adjacent to a phantom ally grant combat advantage. The phantom allies remain until the end of the next round. Sustain minor.

5ᵗʰ Valence (recharges on an 18+)**:** As a standard action, you create up to six medium or two large illusory allies in unoccupied squares within 60' of you. The phantom allies' defenses are all 12. Enemies cannot enter the space of a phantom ally, but any damage causes it to vanish. Enemies adjacent to a medium phantom ally or wtihin 2 squares of a large phantom ally grant combat advantage. If an enemy adjacent to a medium phantom ally or within 2 squares of a large phantom ally moves without shifting, it takes 1d4 psychic damage and you may maneuver it 10' after it finishes its move action. The phantom allies remain until the end of the next round. Sustain minor.

Necromancy School Spells

Necromancy spells affect the life force directly.

Journeyman (must be 3ʳᵈ level wizard, must have Wis 11 or Con 11): You gain access to the second valence of each necromancy spell you know.

Thaumaturge (must be 5ᵗʰ level wizard, must have Wis 12 or Con 12): You gain acccess to the third valence of each necromancy spell you know.

Mage (must be 8ᵗʰ level wizard, must have Wis 14 or Con 14): You gain access to the fourth valence of each necromancy spell you know.

01-20   Chill Touch
21-40   Death Spell
41-60   Fear
61-80   Ray of Enfeeblement
81-00   Vampirism

CHILL TOUCH (Necromancy)

1ˢᵗ Valence: As a minor action, you charge one hand with necromantic power until the end of the next round. As long as your hand is charged, you may make a spell attack vs. Reflex against an enemy in your normal reach in order to touch it as a standard action. If you hit, you expend the charge, dealing 1d8 cold and necrotic damage. If you touch anything else you also expend the charge; however, you may freely use your other hand. (You can charge each hand if you cast two touch spells.)

2ⁿᵈ Valence: As a minor action, you charge one hand with necromantic power until the end of the next round. As long as your hand is charged, you may make a spell attack vs. Reflex against an enemy in your normal reach in order to touch it as a standard action. If you hit, you expend the charge, dealing 1d8 cold and necrotic damage plus ongoing 2 cold and necrotic damage (save ends on a 12+). If you touch anything else you also expend the charge; however, you may freely use your other hand. (You can charge each hand if you cast two touch spells.) As long as you have not expended the charge, you may spend a minor action to sustain the charge until the end of the next round.

3ʳᵈ Valence: As a minor action, you charge one hand with necromantic power until the end of the next round. As long as your hand is charged, you may make a spell attack vs. Reflex against an enemy in your normal reach in order to touch it as a standard action. If you hit, you expend the charge, dealing 1d8 cold and necrotic damage plus ongoing 3 cold and necrotic damage (save ends on a 14+). If you touch anything else you also expend the charge; however, you may freely use your other hand. (You can charge each hand if you cast two touch spells.) As long as you have not expended the charge, you

may spend a minor action to sustain the charge until the end of the next round.

4th Valence: As a minor action, you charge one hand with necromantic power until the end of the next round. As long as your hand is charged, you may make a spell attack vs. Reflex against an enemy in your normal reach in order to touch it as a standard action. If you hit, you expend the charge, dealing 2d6 cold and necrotic damage plus ongoing 3 cold and necrotic damage (save ends on a 15+). If you touch anything else you also expend the charge; however, you may freely use your other hand. (You can charge each hand if you cast two touch spells.) As long as you have not expended the charge, you may spend a minor action to sustain the charge until the end of the next round.

5th Valence: As a minor action, you charge one hand with necromantic power until the end of the next round. As long as your hand is charged, you may make a spell attack vs. Reflex against an enemy in your normal reach in order to touch it as a standard action. If you hit, you expend the charge, dealing 2d6 cold and necrotic damage plus ongoing 5 cold and necrotic damage (save ends on a 16+). If you touch anything else you also expend the charge; however, you may freely use your other hand. (You can charge each hand if you cast two touch spells.) As long as you have not expended the charge, you may spend a minor action to sustain the charge until the end of the next round.

DEATH SPELL (Necromancy)

1st Valence: As a standard action, make a spell attack vs. Fortitude against one living creature within a range of 30'. If you hit, you deal 1d4 Constitution damage to it.

2nd Valence: As a standard action, make a spell attack vs. Fortitude against one living creature within a range of 40'. If you hit, you deal 1d6 Constitution damage to it.

3rd Valence: As a standard action, make a spell attack vs. Fortitude against one living creature within a range of 50'. If you hit, you deal 2d4 necrotic damage plus 1d6 Constitution damage to it.

4th Valence: As a standard action, make a spell attack vs. Fortitude against one living creature within a range of 60'. If you hit, you deal 2d4 necrotic damage plus 2d4 Constitution damage to it. If it is bloodied after this attack, you deal an extra 2 points of Constitution damage.

5th Valence (recharges on a 12+)**:** As a standard action, make a spell attack vs. Fortitude against one living creature within a range of 60'. If you hit, you deal 2d6 necrotic damage plus 2d6 Constitution damage to it. If it is bloodied after this attack, you deal an extra 2 points of Constitution damage.

FEAR (Necromancy)

1st Valence: Make a spell attack vs. Will against one creature within a range of 40'. If you hit, it panics. You push it a distance equal to its speed.

2nd Valence (recharges on a 10+)**:** Make a spell attack vs. Will against one creature within a range of 40'. If you hit, it panics. You maneuver it a distance equal to its speed and it may not move closer to you on its next turn.

3rd Valence (recharges on a 13+)**:** You unleash a wave of fear all around you. Make an attack against each non-allied creature within a 20' range of you. If you hit, you push that creature a distance equal to its speed.

4th Valence (recharges on a 15+)**:** Make a spell attack vs. Will against one creature within a range of 60'. If you hit, it is so overcome by fear that is is paralyzed (save ends on a 10+).

5th Valence (recharges on **:** Make a spell attack vs. Will against one creature within a range of 60'. If you hit, it is overcome by terror so great that it takes 2d6 psychic damage plus ongoing 5 psychic damage (save ends on a 10+). As long as the target is taking this ongoing psychic damage, it grants combat advantage and cannot move closer to you.

RAY OF ENFEEBLEMENT (Necromancy)

1st Valence (recharges on a 10+)**:** Make a spell attack vs. Fortitude against one creature within a range of 60'. If you hit, the target does half damage with melee attacks until the end of the next round.

2nd Valence (recharges on a 10+)**:** Make a spell attack vs. Fortitude against one creature within a range of 60'. If you hit, the target does half damage with melee attacks (save ends on a 14+).

3rd Valence (recharges on a 12+)**:** Make a spell attack vs. Fortitude against one creature within a range of 60'. If you hit, the target takes a -2 penalty to melee attacks and does half damage with melee attacks (save ends both on a 14+).

4th Valence (recharges on a 12+)**:** Make a spell attack vs. Fortitude against one creature within a range of 60'. If you hit, the target is slowed, takes a -2 penalty to melee attacks and does half damage with melee attacks (save ends all on a 14+).

5th Valence (recharges on a 12+)**:** Make a spell attack vs. Fortitude against one creature within a range of 80'. If you hit, the target is slowed, takes a -4 penalty to melee attacks and does half damage with melee attacks (save ends all on a 14+).

VAMPIRISM (Necromancy)

1st Valence: As a minor action, you charge one hand with necromantic power until the end of the next round. As long as your hand is charged, you may make a spell attack vs. AC against a living enemy in your normal reach in order to touch it as a standard action. If you hit, you expend the charge, dealing 1d4 necrotic damage and regaining an equal number of hit points. You can only regain hit points through each valence of this spell once per day, but can still use those valences to attack. If you touch anything else you also expend the charge; however, you may freely use your other hand. (You can charge each hand if you cast two touch spells.)

2nd Valence: As a standard action, make a spell attack vs. Fortitude against one living enemy within 30'. If you hit, it takes 1d4 necrotic damage and you an equal number of hit points. You can only regain hit points through each valence of this spell once per day, but can still use those valences to attack.

3rd Valence: As a minor action, you charge one hand with necromantic power until the end of the next round. As long as your hand is charged, you may make a spell attack vs. AC against a living enemy in your normal reach in order to touch it as a standard action. If you hit, you expend the charge, dealing 1d8 necrotic damage and regaining an equal number of hit points. You can only regain hit points through each valence of this spell once per day, but can still use those valences to attack. If you touch anything else you also expend the charge; however, you may freely use your other hand. (You can charge each hand if you cast two touch spells.) As long as you have not expended the charge, you may spend a minor action to sustain the charge until the end of the next round.

4th Valence: As a standard action, make a spell attack vs. Fortitude against one living enemy within 50'. If you hit, it takes 1d8 necrotic damage and you an equal number of hit points. You can only regain hit points through each valence of this spell once per day, but can still use those valences to attack.

5th Valence (recharges on a 16+)**:** As a full action, you drain the life from every living thing within 30' of you. Make a spell attack vs. Fortitude against each living creature in range. If you hit, you deal 2d4 necrotic damage and regain half that many hit points.

Polymorph School Spells

Polymorph spells change the shape or form of a creature. A creature can be under the effect of multiple polymorph effects at once, and all such effects stack.

Journeyman (must be 3rd level wizard, must have Dex 11): You gain access to the second valence

of each polymorph spell you know.

Thaumaturge (must be 5th level wizard, must have Dex 12): You gain acccess to the third valence of each polymorph spell you know.

Mage (must be 8th level wizard, must have Dex 14): You gain access to the fourth valence of each polymorph spell you know.

01-20   Adaptation
21-40   Alter Self
41-60   Baleful Polymorph
61-80   Juggernaut Form
81-00   Slayer Form

ADAPTATION (Polymorph)

1st Valence: As a standard action, you adapt your body to overcome the difficulties of your environment. You may choose to gain any one of the following abilities: lowlight vision, a climb or swim speed of half your normal speed + 5', any form of terrain walk, or resist 1 against a specific type of terrain or environment-caused damage. This adaptation lasts until the end of the next round, but you may sustain it with a minor action.

2nd Valence: As a minor action, you adapt your body to overcome the difficulties of your environment. You may choose to gain any two of the following abilities: lowlight vision, a climb or swim speed of half your normal speed + 5', any form of terrain walk, or resist 1 against a specific type of terrain or environment-caused damage. This adaptation lasts until the end of the next round, but you may sustain it with a minor action.

3rd Valence: As a minor action, you gain gills, allowing you to breathe both water and air. This adaptation lasts until the end of the next round, but you may sustain it with a minor action.

4th Valence: As a minor action, you or an ally you touch gain resist 5 against all damage caused by the environment or terrain. This adaptation lasts until the end of the next round, but you may sustain it with a minor action.

5th Valence (recharge 12+)**:** As a standard action, you and all allies within 10' gain resist 5 against all damage caused by the environment or terrain. The recipients also receive two of the following adaptations of your choice (all must receive the same adaptations): lowlight vision, gills, the abiltiy to ignore difficult terrain, a swim speed equal to your normal speed or a climb speed equal to half your normal speed + 10'. This adaptation lasts until the end of the next round, but you may sustain it with a minor action.

ALTER SELF (Polymorph)

1st Valence: As a standard action, you alter your appearance, although your abilities are unchanged. You may appear as any type and gender of humanoid within one size category of you, but you may not take on the appearance of a specific individual. You may not gain or lose limbs. You gain a +3 bonus to skill checks to disguise yourself while under the influence of this spell. This effect lasts for one minute, at which point you may sustain it for another minute by spending a standard action.

2nd Valence: As a standard action, you alter your appearance, although your abilities are unchanged. You may appear as any humanoid within one size category of you, including a specific humanoid. You gain a +5 bonus to skill checks to disguise yourself while under the influence of this spell. This effect lasts for one minute, at which point you may sustain it for another minute by spending a standard action.

3rd Valence: As a minor action, you alter your appearance, although your abilities are unchanged. You may appear as any humanoid within one size category of you, including a specific humanoid. You

gain a +5 bonus to skill checks to disguise yourself while under the influence of this spell. You may gain or lose up to two limbs, but they are cosmetic only. This effect lasts for ten minutes, at which point you may sustain it for another ten minutes by spending a standard action.

4th Valence: As a minor action, you alter your appearance. You may appear as any humanoid within one size category of you, including a specific humanoid. You gain a +5 bonus to skill checks to disguise yourself while under the influence of this spell. You may gain or lose up to two limbs, but they are weak and frail. You can use this effect to gain a climb or swim speed of half your normal speed, or a feeble ability to fly via wings, allowing you to fly your speed as a move action; however, you must land at the end of this move or fall. This effect lasts for ten minutes, at which point you may sustain it for another ten minutes by spending a standard action.

5th Valence: As a standard action, you sprout powerful wings that allow you to fly at your speed. These last until the end of the next round. By spending a minor action, you can sustain this effect until the end of the next round.

BALEFUL POLYMORPH (Polymorph)

1st Valence (recharges on a 15+): As a standard action, make a spell attack vs. Will against one creature within a range of 20'. If you hit, it (along with all of its equipment) transforms into a small and relatively helpless creature, such as a toad, snail or slug, until the end of the next round. While it is transformed, the target loses its starndard action.

2nd Valence (recharges on a 15+): As a standard action, make a spell attack vs. Will against one creature within a range of 30'. If you hit, it (along with all of its equipment) transforms into a small and relatively helpless creature, such as a toad, snail or slug (save ends on an 8+). While it is transformed, the target loses its starndard action.

3rd Valence: As a standard action, make a spell attack vs. Fortitude against one creature within 40'. If you hit, you trigger a series of agonizing reconfigurations of its body. Roll a severity 2d6 critical hit; although you inflict no damage, you inflict the critical effect of that severity.

4th Valence: As a standard action, make a spell attack vs. Will against one creature within a range of 60'. If you hit, it (along with all of its equipment) transforms into a small and relatively helpless creature that is unable to survive in the environment it is in, such as a fish (in air) or a mole (underwater) (save ends on a 10+). While it is transformed, the target loses its standard action, is slowed and takes ongoing 5 damage.

5th Valence (recharges on a 19+): As a standard action, make a spell attack vs. Will against each enemy within a range of 30'. If you hit, it (along with all of its equipment) transforms into a small and relatively helpless creature, such as a toad, snail or slug (save ends on an 11+). While it is transformed, the target loses its starndard action.

JUGGERNAUT FORM (Polymorph)

1st Valence: As a standard action, you alter your form to one that is burly and hulking until the end of the next round. You may choose the superficial detals of your juggernaut form's appearance, but you do not change size or basic body structure. While this spell is in effect, you reduce the distance enemies maneuver you by 10' and you gain a +4 bonus to defenses against opportunity attacks.

2nd Valence: As a standard action, you alter your form to one that is burly and hulking until the end of the next round. You may choose the superficial detals of your juggernaut form's appearance, but you do not change size or basic body structure. While this spell is in effect, you gain a +10' bonus to speed, reduce the distance enemies maneuver you by 10' and you gain a +4 bonus to defenses against opportunity attacks. You may spend a minor action to sustain this effect until the end of the next round.

3rd Valence: As a minor action, you alter your form to one that is burly and hulking until the end of

the next round. You may choose the superficial detals of your juggernaut form's appearance, but you do not change size or basic body structure. While this spell is in effect, you gain a +20' bonus to speed, reduce the distance enemies maneuver you by 15' and you gain a +4 bonus to defenses against opportunity attacks. You may spend a minor action to sustain this effect until the end of the next round.

4ᵗʰ Valence: As a minor action, you alter your form to one that is burly and hulking until the end of the next round. You may choose the superficial detals of your juggernaut form's appearance, but you do not change basic body structure. While this spell is in effect, you become large sized, gain a +20' bonus to speed, become immune to being maneuvered and gain a +4 bonus to defenses against opportunity attacks. If you charge in your juggernaut form, you deal double damage. You may spend a minor action to sustain this effect until the end of the next round.

5ᵗʰ Valence: As a minor action, you alter your form to one that is burly and hulking until the end of the next round. You may choose the superficial detals of your juggernaut form's appearance, but you do not change basic body structure. While this spell is in effect, you become large sized, gain a +20' bonus to speed, become immune to being maneuvered or knocked prone and gain a +2 bonus to AC and Fortitude and an additional +4 bonus to defenses against opportunity attacks. If you charge in your juggernaut form, you deal double damage. You may spend a minor action to sustain this effect until the end of the next round.

SLAYER FORM (Polymorph)

1ˢᵗ Valence: As a minor action, you modify your bodify to become an instrument of death, growing vicious-looking dark claws. You gain a claw attack that you can use as a standard action; this is a melee attack that deals 1d4 points of piercing and slashing damage. This spell lasts until the end of the next round, but you can spend a minor action to sustain it until the end of the next round.

2ⁿᵈ Valence: As a minor action, you modify your bodify to become an instrument of death, growing vicious-looking dark claws. You gain a claw attack that you can use as a standard action; this is a melee attack that deals 1d4 points of piercing and slashing damage. You gain a +2 bonus to attack and damage with your claws. This spell lasts until the end of the next round, but you can spend a minor action to sustain it until the end of the next round.

3ʳᵈ Valence: As a minor action, you modify your bodify to become an instrument of death, growing vicious-looking dark claws. You gain a claw attack that you can use as a standard action; this is a melee attack that deals 1d6/19-20 points of piercing and slashing damage. You gain a +2 bonus to attack and damage with your claws, and if you score a critical hit, you gain a bonus of +1d6 to the severity. This spell lasts until the end of the next round, but you can spend a minor action to sustain it until the end of the next round.

4ᵗʰ Valence: As a minor action, you modify your bodify to become an instrument of death, growing vicious-looking dark claws and thickening your skin. You gain a claw attack that you can use as a standard action; this is a melee attack that deals 1d6/19-20 points of piercing and slashing damage. You gain a +2 bonus to attack and damage with your claws, and if you score a critical hit, you gain a bonus of +1d6 to the severity. You also gain a +2 bonus to AC. This spell lasts until the end of the next round, but you can spend a minor action to sustain it until the end of the next round.

5ᵗʰ Valence: As a minor action, you modify your bodify to become an instrument of death, growing vicious-looking dark claws and thickening your skin. You gain a claw attack that you can use as a minor action; this is a melee attack that deals 1d4/19-20 points of piercing and slashing damage. You gain a +2 bonus to attack and damage with your claws, and if you score a critical hit, you gain a bonus of +1d8 to the severity. You also gain a +3 bonus to AC. This spell lasts until the end of the next round, but you can spend a minor action to sustain it until the end of the next round.

Teleportation School Spells

Teleportation spells allow instantaneous movement or travel into other planes.

Journeyman (must be 3rd level wizard, must have Int 11 or Dex 11): You gain access to the second valence of each teleportation spell you know.

Thaumaturge (must be 5th level wizard, must have Int 12 or Dex 12): You gain acccess to the third valence of each teleportation spell you know.

Mage (must be 8th level wizard, must have Int 14 or Dex 14): You gain access to the fourth valence of each teleportation spell you know.

01-20   Baleful Teleport
21-40   Blink
41-60   Filch
61-80   Plane Shift
81-00   Teleport

BALEFUL TELEPORT (Teleportation)

1st Valence: As a standard action, make a spell attack vs. Will against a creature you can touch. If you hit, you teleport small parts of the target's body, dealing 1d3 damage to it and inflicting a -1 penalty on its initiative for the next round.

2nd Valence (recharges on a 16+)**:** As a standard action, make a spell attack vs. Will against a creature you can touch. If you hit, you teleport the target to a solid surface within 30'.

3rd Valence: As a standard action, make a spell attack vs. Will against a creature you can touch. If you hit, you teleport small parts of the target's body, dealing 1d6 damage to it and inflicting a -1 penalty on its initiative, attacks and defenses until the end of the next round.

4th Valence: As an interrupt when a creature within 50' of you teleports, you inflict 3d4 damage on it (no attack roll required).

5th Valence (recharges on a 16+)**:** As a standard action, make a spell attack vs. Will against a creature you can touch. If you hit, you teleport the target anywhere within 50'.

BLINK (Teleportation)

1st Valence (recharges on an 18+)**:** As an interrupt when a creature makes a melee attack against you, you teleport onto a solid surface within 15'.

2nd Valence (recharges on a 16+): As an interrupt when a creature makes an attack against you, you teleport onto a solid surface within 15'.

3rd Valence (recharges on a 15+): As an interrupt when you are hit by a melee attack you teleport onto a solid surface within 20'.

4th Valence (recharges on a 12+)**:** As a move action, you move 10', phasing through solid objects along the way. (A thin sheet of lead prevents phasing through an object.)

5th Valence (recharges on a 15+)**:** As an interrupt when you are hit by an attack you teleport anywhere within 30'.

FILCH (Teleportation)

1st Valence (recharges on a 15+)**:** As a standard action, you touch an unattended object of small or smaller size and teleport it to a solid surface within 20'.

2nd Valence (recharges on a 15+): As a standard action, you touch an object of small or smaller size. If it attended by a creature, make a spell attack vs. Will against that creature. If you hit (or if the target is unattended) you teleport it to a solid surface within 30'.

3rd Valence (recharges on an 18+): As a standard action, you cause a medium or smaller unattended object within a range of 20' to teleport to a solid surface within 40' of it. Alternatively, you can do the same to an attended object, but you must make a spell attack vs. Will against the attending creature.

4th Valence (recharges on an 18+): As a standard action, you cause a medium or smaller unattended object within a range of 40' to teleport to a solid surface within 60' of it. Alternatively, you can do the same to an attended object, but you must make a spell attack vs. Will against the attending creature. If you spend an action point when you cast this spell, you may instead cause a large unattended object that you touch to teleport to a solid surface within 30' of it.

5th Valence (recharges on an 18+): To use this valence, you must first perform a ritual requiring 24 hours and 500 gp in components on an object of small or smaller size that you own. Then, when you cast this valence of this spell, that object teleports to you from any distance as long as it is on the same plane.

PLANE SHIFT (Teleportation)

1st Valence: As a standard action you cause an area within a range of 50' to become a zone of revelation 20' in diameter until the end of the next round. Within this zone, you can see translucent images of anything on a coterminous plane. Sustain minor.

2nd Valence (recharges on a 16+)**:** As a full action, you fade into the Shadowfell until the end of the next round. While you are in the Shadowfell, you can faintly see translucent shapes in the world. On your turn in the next round, the only actions you can take are those that affect only things on the Shadowfell and to move your speed.

3rd Valence (recharges on a 16+): As a move action and up to two creatures that you touch you slip into the Shadowfell. (You must hit an unwilling creature with a spell attack vs. Will.) While you are in the Shadowfell, you can faintly see translucent shapes in the world. On your turn in the next round, the only actions you and your fellow travelers can take are those that affect only things on the Shadowfell and to move your speed.

4th Valence: You perform a ritual taking an hour. You and up to six willing companions either fade into the Shadowfell, translate into the Feywild, project into the Astral Sea or transition into the Elemental Chaos, at your option. You arrive 1-100 miles from your chosen destination in a relatively safe place. You remain on the alternate plane for 24 hours or until you spend three full actions in three rounds to end it, in which case you and any other subjects of the ritual within a range of 50' return to the world. Performing the ritual requires you to expend ritual components worth a base 1000 gp (to enter the Shadowfell or Feywild) or 10,000 gp (for the Astral Sea or Elemental Chaos), plus 200 gp per subject of the spell. If you spend an hour and ritual components equal to 10% of the base price, you can sustain the ritual for a day.

5th Valence (recharges on an 18+): As a standard action, make a spell attack vs. Will against a creature that you can touch. If you hit, you banish the target to either the Feywild or the Shadowfell, at your option.

TELEPORT (Teleportation)

1st Valence (recharges on a 15+)**:** As a move action, you teleport onto a solid surface within 30'.

2nd Valence (recharges on a 15+): As a move action, you teleport onto a solid surface within 60'.

3rd Valence (recharges on an 18+): As a move action, you and a willing or unconscious ally within a range of 60' teleport, swapping places.

4th Valence: You perform a ritual that takes 10 minutes and create a temporary teleportation circle which opens until the end of the next round and leads to a circle within 100 miles for which you have

the coordinates. You must expend ritual components worth 10 gp per mile that you will teleport.

5th Valence (recharges on an 18+): As a move action, you and up to three willing or unconscious allies within a range of 15' teleport up to 60'. You designate the destinations of each target.

Transmutation School Spells

While the polymorph school involves changing a creature's form, transmutation spells involve changing the nature or characteristics of a creature or material.

Journeyman (must be 3rd level wizard, must have Str 11 or Dex 11): You gain access to the second valence of each transmutation spell you know.

Thaumaturge (must be 5th level wizard, must have Str 12 or Dex 12): You gain acccess to the third valence of each transmutation spell you know.

Mage (must be 8th level wizard, must have Str 14 or Dex 14): You gain access to the fourth valence of each transmutation spell you know

01-20   Disintegrate
21-40   Flesh to Stone
41-60   Harden Substance
61-80   Modify Size
81-00   Rock to Mud

DISINTEGRATE (Transmutation)

1st Valence (recharges on a 16+)**:** As a standard action, make a spell attack vs. Fortitude against a creature or object within 50'. If you hit, the target takes 1d8 points of damage that ignores all resistances except insubstantial and those that specifically protect against disintegration.

2nd Valence (recharges on a 16+)**:** As a standard action, make a spell attack vs. Fortitude against a creature or object within 60'. If you hit, the target takes 1d8 points of damage that ignores all resistances except insubstantial and those that specifically protect against disintegration and gains vulnerable all 2 until the end of the next round.

3rd Valence (recharges on a 16+)**:** As a standard action, make a spell attack vs. Fortitude against a creature or object within 60'. If you hit a creature, it takes 2d8 points of damage that ignores all resistances except insubstantial and those that specifically protect against disintegration, plus ongoing 5 damage (save ends on a 10+). If you hit an object, a cube up to 3' on a side is utterly destroyed.

4th Valence (recharges on a 16+): As a standard action, make a spell attack vs. Fortitude against a creature or object within 60'. If you hit a creature, it takes 2d10 points of damage that ignores all resistances except insubstantial and those that specifically protect against disintegration, plus ongoing 5 damage (save ends on a 10+; aftereffect: gain vulnerable 2 all until the end of the next round). If you hit an object, a cube up to 5' on a side is utterly destroyed.

5th Valence (recahrges on a 16+): As a standard action, make a spell attack vs. Fortitude against a creature or object within 60'. If you hit a creature, it takes 2d10 points of damage that ignores all resistances except insubstantial and those that specifically protect against disintegration, plus ongoing 8 damage (save ends on a 15+; aftereffect: gain vulnerable 3 all until the end of the next round). If you hit an object, a cube up to 10' on a side is utterly destroyed.

FLESH TO STONE (Transmutation)

1st Valence: As a standard action, make a spell attack vs. Fortitude against a creature within a range of 30'. If you hit, the target takes 1d4 points of Dexterity damage. If this reduces its Dexterity to 0, the creature is petrified.

2ⁿᵈ Valence: As a standard action, make a spell attack vs. Fortitude against a creature within a range of 40'. If you hit, the target takes 1d6 points of Dexterity damage. If this reduces its Dexterity to 0, the creature is petrified.

3ʳᵈ Valence: As a standard action, make a spell attack vs. Fortitude against a creature within a range of 50'. If you hit, the target takes 1d6 points of Dexterity damage plus ongoing 1 Dexterity damage and slowed (save ends both on a 15+). If the damage reduces its Dexterity to 0, the creature is petrified.

4ᵗʰ Valence (recharges on a 10+)**:** As a standard action, make a spell attack vs. Fortitude against a creature within a range of 50'. If you hit, you deal 1d6 points of Dexterity damage plus ongoing 1d3 Dexterity damage (save ends on a 15+). If the damage reduces its Dexterity to 0, the creature is petrified.

5ᵗʰ Valence (recharges on a 15+): As a full action, make spell attacks vs. Fortitude against up to three enemies no more than 15' apart from each other. Each enemy hit takes 1d6 points of Dexterity damage plus ongoing 1d3 Dexterity damage and slowed (save ends both on a 15+). If the damage reduces a creature's Dexterity to 0, it is petrified. Alternatively, you can touch a petrified creature and restore it to flesh.

HARDEN SUBSTANCE (Transmutation)

1ˢᵗ Valence: As a full action, you touch an inanimate, nonliving object of medium or smaller size or up to one square of a surface such as a wall, floor, etc. The target gains resist all 3 for one minute.

2ⁿᵈ Valence: As a full action, you touch an inanimate, nonliving object of large or smaller size or up to four square of a surface such as a wall, floor, etc. The target gains resist all 5 for ten minutes.

3ʳᵈ Valence: You spend ten minutes performing a ritual and touching up to four inanimate objects of huge or smaller size or up to twenty squares of a surface such as a wall, floor, etc. The ritual requires components worth 5 gp per square of surface of 25 gp per object protected. The target gains resist all 8 for one hour.

4ᵗʰ Valence (recharges on a 10+)**:** As a standard action, you touch an inanimate, nonliving object of huge or smaller size or up to four square of a surface such as a wall, floor, etc. The target gains resist all 15 until the end of the next round.

5ᵗʰ Valence (recharges on a 15+)**:** As a standard action, you touch an inanimate object or a square of surface such as a wall, floor, etc. The target gains resist all 15 until the end of the next round and is repaired of 3d6 points of damage.

MODIFY SIZE (Transmutation)

1ˢᵗ Valence: As a standard action, you cause an unattended, inanimate, nonmagical object of up to medium size that you touch to either grow or shrink one size category. This effect lasts until the end of the next round. Sustain minor.

2ⁿᵈ Valence: As a standard action, you cause an unattended, inanimate, nonmagical object of up to medium size that you touch to either grow or shrink one size category. This effect lasts for one minute. Alternatively, you can make a spell attack vs. Fortitude against a creature that you touch to cause it to grow or shrink one size category until the end of the next round. A creature that shrinks takes a -2 penalty to melee attacks and damage but gains a +1 bonus to Reflex. Any exceptional reach it has is reduced by 5' and if it becomes tiny or smaller, its attacks without reach require the creature to enter an enemy's square to attack it. A creature that grows gains a +2 bonus to melee damage and a +1 bonus to Fortitude, and if it grows to large or larger size it gains a bonus of 5' to its reach with melee attacks. If you use this spell on a creature, you may sustain the effect with a minor action.

3ʳᵈ Valence: As a standard action, you cause an unattended, inanimate, nonmagical object of up to

medium size that you touch to either grow or shrink up to three size categories. This effect lasts for one minute, but for every 10 gp in ritual components you expend when you cast the spell, the duration increases by ten minutes.

4th Valence: As a standard action, make a spell attack vs. Fortitude against a creature within a range of 30'. If you hit, you cause it to grow or shrink one size category until the end of the next round. A creature that shrinks takes a -2 penalty to melee attacks and damage and a -1 penalty to speed. Any exceptional reach it has is reduced by 5' and if it becomes tiny or smaller, its attacks without reach require the creature to enter an enemy's square to attack it. A creature that grows gains a +2 bonus to melee attacks and damage and Fortitude, and if it grows to large or larger size it gains a bonus of 5' to its reach with melee attacks. Sustain minor.

5th Valence (recharges on a 15+)**:** As a standard action, make a spell attack vs. Fortitude against a creature within a range of 30'. If you hit, you cause it to grow or shrink two size categories until the end of the next round. A creature that shrinks takes a -3 penalty to melee attacks and damage and a -1 penalty to speed but gains a +2 bonus to Reflex and a +2 bonus on skill checks to conceal itself. Any exceptional reach it has is reduced by 10' and if it becomes tiny or smaller, its attacks without reach require the creature to enter an enemy's square to attack it. A creature that grows gains a +2 bonus to melee attacks and a +4 bonus to melee damage and Fortitude. If the creature begins with a reach of 0 and grows to small or larger size, it gains a reach of 5'. If it grows to large size, it gains a reach of 10', and for each additional size category it gains its reach increases by 5'. Sustain minor.

ROCK TO MUD (Transmutation)

1st Valence: As a full action, you cause a layer of natural unworked stone several inches thick to become mud at your touch. You can use this to create a muddy hole up to 3' in diameter and 3' deep in a stone object or create a single square of difficult terrain.

2nd Valence: As a standard action, you cause a layer of stone several inches thick to become mud at your touch. You can use this to create a muddy hole up to 3' in diameter and 3' deep in a stone object or create up to four contiguous squares of difficult terrain (at least one of which must be adjacent to you).

3rd Valence: As a standard action, make a spell attack vs. Fortitude against a creature with the earth keyword within a range of 50'. If you hit, the target suffers a -3 penalty to all defenses (save ends on a 16+).

4th Valence: As a full action, you cause stone you touch to flow like mud and reshape it to suit your design. You can reshape a cube of stone up to 2' on a side as if were as soft as wet clay, molding it with your hands.

5th Valence (recharges on a 13+)**:** As a standard action, you cause a mass of stone to become mud. Using this spell, you can create ten squares of contiguous difficult terrain, create a muddly hole up to 5' in diameter and 5' deep in a stone object or create up to four squares of deep mud. (Any creature that starts its turn in a square of deep mud must make a Dexterity check on 4d6 to move out of the deep mud; any creature entering a square of deep mud immediately loses 15' from its remaining movement for the round.)

MONSTERS

Monster design recognizes the brilliance of exception based design. It also recognizes the wonderful fun that can be had by tinkering with monsters via templates, class levels, advancement, etc. Monster design in D&D Jazz thus operates under the following precepts:

1. Level is not the same as Challenge Rating.

A monster will have an overall level and levels in various classes, some of which are the monster's basic building blocks.

2. Adventurers can fight creatures of vastly differing Challenge Ratings.

Low-CR monsters are never obsolete.

3. Monster Classes are fundamentally different from PC classes.

They give attack bonuses and defense bonuses, but not much else. Monster classes are not limited to 10 levels like pc classes; a big enough monster could have 20 brute levels, for instance. Each monster class has a regular progression that is established in four levels. A monster that has more levels in that class keeps repeating the same progression.

4. Monster Powers do not come from monster classes.

Powers are exception-based. Most monsters don't use fighting styles or stances, instead having the effects built into their powers.

5. Keywords.

It's all about the keywords.

HIT POINTS: Monsters, like pcs, gain 1/3 their Constituiton score as a hit point "kicker" on top of their hit dice.

MONSTER CLASSES

Like pcs, there are base classes for monsters and monster prestige classes.

ARTILLERY

An artillery monster is fragile but tends to be quick. It relies on ranged attacks.

ARTILLERY ADVANCEMENT

Level	Attacks	Defenses	Hit Points
1	+1 ranged or spell	+1 Ref	+1d6
2	+1 ranged or spell	-	-
3	+1 ranged or spell	+1 Ref	-
4	+1 ranged or spell	-	-

BRUTE

A brute monster is able to withstand a lot of damage. Many brutes have powers that further increase these traits.

BRUTE ADVANCEMENT

Level	Attacks	Defenses	Hit Points
1	+1 melee	+1 Fort	+1d10+5
2	-	+1 Fort	+1d10+5
3	+1 melee	+1 Fort	+1d10+5
4	-	+1 Fort	+1d10+5

CONTROLLER

A controller is a monster whose attacks, while physical, have effects that hinder their targets more than they damage them. In contrast to a spellcaster monster, these attacks are delivered predominantly via melee or ranged attacks.

CONTROLLER

Level	Attacks	Defenses	Hit Points
1	+1 primary	-	+1d8
2	-	+1 primary	-
3	+1 primary	-	+1d8
4	-	+1 primary	-

LEADER

A leader monster enhances its fellows. Leaders tend to be tough, but less focused on offense than most other monsters.

LEADER ADVANCEMENT

Level	Attacks	Defenses	Hit Points
1	-	+1 Will	+1d8
2	-	-	+1d8
3	+1 any one	+1 Will	-
4	-	-	+1d8

SKIRMISHER

A skirmisher tends to have powers that encourage it to move around a lot in combat.

SKIRMISHER ADVANCEMENT

Level	Attacks	Defenses	Hit Points
1	-	+1 Ref	+1d6
2	+1 melee or ranged	-	-
3	-	+1 Ref	+1d6
4	+1 melee or ranged	-	-

SOLDIER

In contrast to brutes, soldiers are harder to hit but easier to slay.

SOLDIER ADVANCEMENT

Level	Attacks	Defenses	Hit Points
1	+1 melee	+1 AC	+1d8
2	-	+1 Fort	+1d8
3	+1 melee	+1 AC	+1d8
4	-	+1 AC	+1d8

SPELLCASTER

A spellcaster is a monster that relies on attacks that use its spell attack bonus.

SPELLCASTER ADVANCEMENT

Level	Attacks	Defenses	Hit Points
1	+1 spell	+1 Will	+1d4
2	+1 spell	+1 Will	+1d4
3	+1 spell	+1 Will	+1d4
4	+1 spell	+1 Will	+1d4

MONSTER PRESTIGE CLASSES

Some prestige classes are available only to monsters, sometimes because they grant monstrous characteristics and sometimes because they require brainwashing, demonic influence or the like to take them.

CULTIST

A cultist is a member of a foul cult devoted to the worship of an unwholesome entity or philosophy. In contrast to a cleric, cultists are often brainwashed, and their power comes from fanaticism rather than divine empowerment.

CULSTIST ADVANCEMENT

Level	Attacks	Defenses	Hit Points	Features
1	-	+1 Will	-	Fanaticism, master prevaricator
2	-	+1 Will	-	Take one for the team
3	+1 any one	-	+1d8	Mindless obedience

Fanaticism: A cultist gains a +5 bonus to saving throws against effects that target her Will defense. A cultist gains a +1 bonus to attacks when another cultist or a location sacred to the cult is within 50'.

Master Prevaricator: The cultist gains a +2 bonus to skill checks made to deceive or misdirect creatures about the cult.

Take One for the Team (recharges on a 10+): Trigger: An adjacent ally is hit by a melee or ranged attack. Effect (interrupt): The cultist switches places with the target and is hit instead.

Mindless Obedience: Any effect that causes a 3rd level cultist to attack an ally, act against the cult, consider an ally an enemy, or consider a creature attacking a member or fixture of the cult an ally ends

immediately.

MONSTER FORMAT

Monsters are formatted with a stat block that covers their abilities, focused on combat, as follows:

MONSTERS NAME

XP Value Breakdown **OR** breakdown
Size and type, classes and levels (keywords)

Hit Dice:	**AC:**

Immunity; Resist
Vulnerability

Melee:	**Fort:**
Ranged:	**Reflex:**
Spell:	**Will:**

Perceptions

Initiative	**Speed**

Languages

Str, Int, Wis, Dex, Con, Cha

TRAITS

TRIGGERED ACTIONS

FULL ACTIONS

STANDARD ACTIONS

MOVE ACTIONS

MINOR ACTIONS

Skill Bonuses
Equipment
Typical Treasure

   NOTES ON MONSTER FORMAT: The Melee, Ranged and Spell attack values listed are *base attack values.* Powers list the total attack and damage bonus, including all static modifiers but not stances, styles or other temporary modifiers.

The Perceptions line details any special perceptions the creature has (or lacks). If this entry is missing, the creature's senses are roughly equivalent to a human's.

KEYWORDS: All monsters have the title of their main entry as a keyword (e.g. "ant"), although this is not listed as a keyword in a typical monster's entry.

MONSTER TYPES: A monster's type is a basic description of its body structure. Monster types fall into the following categories; a few creatures have more than one type.

Anidian: An anidian is a truly formless creature with no physical body at all. Some anidians have multiple types; a ghost is an anidian humanoid, for example.

Beast: A beast resembles most animals from the real world. The defining characteristics of a beast are that it is not humanoid and it has a physical body with a distinct shape. Beasts include magical creatures like dragons, and their body structure can range very widely, from that of a quadruped like a dog to an octopus or centipede.

Humanoid: A humanoid stands upright and usually has two arms and legs and one head. (There are exceptions, or course; an ettin has two heads, whicle an athach has three arms and a cripple might only have one leg.)

Ooze: An ooze has a body that (usually) has an undefined or morphing shape (exceptions include the gelatinous cube and the stunjelly). Oozes range from the unintelligent to the genius; while most are solid, some, especially elementals, are composed of liquid, gas or more exotic materials (for example, a fire elemental). An ooze cannot be flanked or knocked prone but has a -1 penalty to initiative.

Hit Points	Base XP	Threshold	Special Abilities	Superior Abilities
1 to 10	1 per hp	4 (+3)	5	10
11 to 20	2 per hp	5 (+4)	6	12
21 to 30	3 per hp	6 (+6)	10	20
31 to 50	4 per hp	7 (+10)	20	50
51 to 75	5 per hp	8 (+15)	40	100
76 to 100	6 per hp	8 (+25)	65	175
101 to 140	7 per hp	9 (+50)	100	275
141 to 190	8 per hp	9 (+100)	150	400
191 to 250	9 per hp	10 (+300)	250	600
251 to 330	10 per hp	10 (+500)	400	900
331 to 420	11 per hp	11 (+750)	600	1300
421 to 530	12 per hp	11 (+1000)	850	2000
531 to 650	13 per hp	12 (+1400)	1100	3000
651 to 800	14 per hp	13 (+2000)	1500	4000
801 to 1000	15 per hp	14 (+3000)	2000	5000
1001+	16 per hp	15 (+4500)	2500	6000

Threshold: A creature's Threshold value is only used when figuring xp. It is the base used for determining when a creature has an attack or defense value significant enough to be worth extra experience points.

If a creature has an attack bonus of +Threshold or higher on at least one listed attack, the bonus xp applies. For each defense of Threshold + 12 or higher, the bonus xp applies. If the creature can deal a maximum damage of at least Threshold + 4 to a single creature in each round or Threshold to three or more creatures in each round, the bonus xp applies.

Special Abilities: Each of the following abilities earns the creature this award once:
Resistance or immunity to up to two types of energy (or swarm); DR with a value equal to or lower than Threshold; ability damage of up to Threshold; an ability that can't be used every round that can inflict a maximum damage of Threshold + 10 to a single creature or threshold + 6 to at least three creatures; ongoing damage of threshold - 1 or less; the ability to inflict a condition that doesn't immediately disable a creature; ongoing ability damage of ½ threshold or less; fast healing up to ½ threshold; other abilities of worth, per the dm's judgment (especially defenses). Note that not all abilities are worth bonus xp (for example, *goblin tactics*).

Superior Abilities: Each of the following abilities earns the creature this award once:
Resistance or immunity to up to three or more types of energy; Insubstantial; DR with a value above threshold; ability damage above threshold; ability drain; an ability that can be used every round that can inflict a maximum damage of threshold + 10 to a single creature or threshold + 6 to at least three creatures; the ability to inflict a condition that immediately disables a creature (e.g. paralysis); ongoing damage of threshold or more; four or more attacks in each round; regeneration; fast healing above ½ threshold; other abilities of extraordinary worth, per the dm's judgment.

TYPICAL XP VALUES FOR MONSTERS

Since everything is based on hit points, the xp value of a monster can vary widely if its hps put it onto a different line on the chart than the 'typical' specimen. For this reason, this xp worksheet shows where the values come from (to make it easier to refigure xp for a creature that has few enough, or many enough, hit points to change lines on the xp chart).

Monster	Base	Threshold	Specials	Superiors	Total	Average XP
Giant Worker Ant	1/hp (4)	+3	+5	-	8+1/hp	12
Giant Soldier Ant	1/hp (8)	+3	+5	-	8+1/hp	16
Ant Swarm	2/hp (26)	+4	+12	-	16+2/hp	42
Beholder	5/hp (280)	+45	+80	+400	525+5/hp	805
Carrion Crawler	2/hp (36)	+4	+6	+12	22+2/hp	58
Demon, Manes	2/hp (30)	-	+6	-	6+2/hp	36
Demon, Evistro	5/hp (335)	+30	-	-	30+5/hp	365
Demon, Vrock	6/hp (578)	+150	+260	+175	585+6/hp	1163
Dragon, White Hatchling	4/hp (200)	+30	+40	+100	170+4/hp	370
Elemental, Lesser Fire	2/hp (22)	+4	+6	-	10+2/hp	32
Gargoyle	4/hp (124)	+30	+20	+50	100+4/hp	224
Gargoyle Archer	4/hp (144)	+30	+20	+100	150+4/hp	294
Ghoul	2/hp (24)	-	-	+12	12+2/hp	36
Ghast	3/hp (63)	-	+10	+20	30+3/hp	93
Goblin	1/hp (6)	-	-	-	1/hp	6
Goblin Archer	1/hp (10)	+6	-	-	6+1/hp	16
Goblin Warrior	2/hp (22)	-	-	-	2/hp	22
Goblin Chieftain	2/hp (30)	-	+6	-	6+2/hp	36
Golem, Iron	7/hp (812)	+200	-	+1100	1300+7/hp	2112
Harpy	2/hp (36)	+4	+12	+12	28+2/hp	64
Harpy Bard	2/hp (36)	+8	+18	+12	38+2/hp	74
Human Hoodlum	1/hp (9)	+3	-	-	3+1/hp	12
Human Bandit	1/hp (9)	+6	-	-	6+1/hp	15

Human Cult Member	1/hp (6)	-	-	-	1/hp	6
Human Cult Leader	2/hp (40)	+8	+12	-	20+2/hp	60
Kobold	1/hp (4)	+3	-	-	3+1/hp	7
Kobold Scoundrel	1/hp (8)	+6	-	-	6+1/hp	14
Kobold Assassin	1/hp (8)	+6	+5	-	11+1/hp	19
Kobold Wyrmpriest	2/hp (22)	-	+6	-	6+2/hp	28
Kobold Chieftain	3/hp (63)	-	+10	-	10+3/hp	73
Mimic	4/hp (140)	+10	+20	-	30+4/hp	170
Ogre	5/hp (340)	+30	-	-	30+5/hp	370
Ogre Berserker	5/hp (340)	+30	+40	-	70+5/hp	410
Ooze, Gray Ooze	4/hp (144)	-	+20	+50	70+4/hp	214
Ooze, Green Slime	2/hp (26)	+4	+12	+24	40+2/hp	66
Ooze, Gelatinous Cube	2/hp (38)	+4	-	+24	28+2/hp	66
Orc	1/hp (8)	+9	+5	-	14+1/hp	22
Orc, Ogrillion	2/hp (38)	+8	-	-	8+2/hp	46
Orc Champion	3/hp (78)	+18	+20	-	38+3/hp	116
Owlbear	5/hp (315)	+30	-	+100	130+5/hp	445
Rat, Giant Rat	1/hp (3)	+3	-	-	3+1/hp	6
Rat, Dire Rat	1/hp (8)	+3	-	-	3+1/hp	11
Rat, Rat Swarm	2/hp (24)	+4	+12	-	16+2/hp	40
Rust Monster	2/hp (32)	-	+12	-	12+2/hp	44
Sahuagin	2/hp (26)	-	-	-	2/hp	26
Sahuagin Raider	4/hp (144)	-	-	-	4/hp	144
Skeleton, Decrepit	1/hp (4)	-	-	+10	10+1/hp	14
Skeleton Guard	2/hp (24)	-	-	+12	12+2/hp	36
Spider, Spider Swarm	2/hp (22)	-	+24	-	24+2/hp	46
Spider, Giant Gray	1/hp (3)	+3	+5	-	8+1/hp	11
Spider, Giant Jumping	1/hp (6)	+3	+5	-	8+1/hp	14
Spider, Giant Tarantella	2/hp (30)	-	-	+12	12+2/hp	42
Spider, Gt. Black Widow	4/hp (140)	-	-	+50	50+4/hp	190
Stirge	1/hp (3)	+3	+5	-	8+1/hp	11
Troll	5/hp (355)	+30	-	+200	230+5/hp	585
Troll, Ice Troll	5/hp (295)	+30	+80	+100	210+5/hp	505
Wolf	2/hp (22)	-	+6	-	6+2/hp	28
Wolf, Dire Wolf	5/hp (270)	+15	+40	-	55+5/hp	325
Wraith	3/hp (87)	-	+10	+20	30+3/hp	117
Zombie	2/hp (32)	+4	+6	-	10+2/hp	42
Zombie Ogre	2/hp (32)	+8	+12	-	20+2/hp	52

ANT

Giant Worker Ant
XP Value: 8 + 1/hp (1 to 10 hp)

Tiny beast 1st level soldier (insect)

Hit Dice: 1d8 (4 hp)	**AC:** 19
Melee: +1	**Fort:** 13
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 13

Perceptions Scent
Initiative +0   **Speed** 6, climb 6 (spider climb)
Languages -

Str 10, Int 1, Wis 10, Dex 13, Con 11, Cha 3

TRAITS

Ant: Ants get a +2 bonus on melee attacks and a +5 bonus to AC.
Tiny: Tiny creatures don't get a bonus kicker of 1/3 its hit points, but do get a +2 bonus to AC.

STANDARD ACTIONS

Bite: +3 vs. AC; 1d2 damage and the target is grabbed. See also *drag*.

MOVE ACTIONS

Drag: The giant worker ant moves half its speed and pulls any creature or object it has grabbed with it.

Giant Soldier Ant

XP Value: 8 + 1/hp (1 to 10 hp); **OR** 10 + 2/hp (11 to 20 hp)
Small beast 1st level soldier (insect)

Hit Dice: 1d8+4 (8 hp)	**AC:** 17
Melee: +1	**Fort:** 14
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 13

Perceptions Scent
Initiative +0   **Speed** 6

Str 15, Int 1, Wis 10, Dex 13, Con 13, Cha 3

TRAITS

Ant: Ants get a +2 bonus on melee attacks and a +5 bonus to AC.

STANDARD ACTIONS

Bite: +3 vs. AC; 1d3 plus 1d4 acid damage.

MOVE ACTIONS

Drag: The giant worker ant moves half its speed and pulls any creature or object it has grabbed with it.

Ant Swarm

XP Value: 16 + 1/hp (1 to 10 hp); **OR** 16 + 2/hp

Medium beast 3rd level skirmisher (insect, swarm)
Hit Dice: 2d6+6 (13 hp)   **AC:** 15
Resist/Vulnerability See *swarm*
Melee: +1   **Fort:** 16
Ranged: +0   **Reflex:** 15
Spell: +0   **Will:** 13

Perceptions Scent
Initiative +0   **Speed** 6, climb 6 (spider climb)

Str 2, Int 1, Wis 10, Dex 10, Con 18, Cha 10

TRAITS

Ant: Ants get a +2 bonus on melee attacks and a +5 bonus to AC.
Swarm: A swarm takes half damage from single-target attacks and double damage from area or close attacks.

TRIGGERED ACTIONS

Too Close!: Trigger: A creature starts its turn adjacent to the swarm of ants. Effect: The triggering creature gains ongoing 3 damage (and takes 3 points immediately) (save ends on a 13+). A creature submerged in liquid gets a +5 bonus to this saving throw. If the target takes fire damage, this ongoing damage ends.

STANDARD ACTIONS

Swarming Ants: Targets each creature adjacent to the swarm; +3 vs. AC; 1d6 damage plus ongoing 3 damage (save ends on a 13+). A creature submerged in liquid gets a +5 bonus to this saving throw. If the target takes fire damage, this ongoing damage ends.

BAT

Mobat

Medium beast 1st level brute/3rd level skirmisher
Hit Dice: 1d10+2d6+8 (20 hp)   **AC:** 13
Melee: +2   **Fort:** 14
Ranged: +0   **Reflex:** 17
Spell: +0   **Will:** 15

Perceptions Blindsight 60'
Initiative +0   **Speed** 10', fly 45'

Str 16, Int 5, Wis 15, Dex 13, Con 10, Cha 12

TRAITS

Bat: Bats get a +1 bonus to Reflex and blindsight 60'.

Mobat: A mobat gets a +2 bonus to AC.

Bite: +2 vs. AC; 1d4 damage.
Flyby Attack (recharges on an 8+)**:** The mobat shifts (flies) a minimum of 10' and up to 30' and makes a bite attack at any point during that movement.

MOVE ACTIONS
Battering Flight (recharges on a 16+)**:** The mobat flies its speed. Any creatures adjacent to it at the start of its movement take 1d3 points of damage and lose combat advantage against it.

Typical Treasure (Group of four or more) 20% chance each: 1d6x1000 cp, 1d6x1000 sp, 1d6x500 ep, 1d6x500 gp, 1d4 gems.

BEAR

Black Bear
Medium beast 3rd level brute
Hit Dice: 3d10+18 (34 hp) (see also *final strike*) **AC:** 13

Melee: +2	**Fort:** 16
Ranged: +0	**Reflex:** 13
Spell: +0	**Will:** 14

Initiative +0   **Speed** 40'
Languages -

Str 18, Int 2, Wis 13, Dex 11, Con13, Cha 8

TRAITS
Bear: Bears get a +3 bonus to AC and a +1 bonus to melee attacks and damage.

TIGGERED ACTIONS
Final Strike: Trigger: The bear is reduced to 0 or fewer hit points. Effect (reaction): The bear makes a bite attack.

FULL ACTIONS
Hug: +3 vs. Fortitude; 1d6+1 damage and the target is grabbed and dazed (save ends both on a 12+).

STANDARD ACTIONS
Claw: +3 vs. AC; 1d4+1 damage.
Bite: +3 vs. AC; 1d4+1 damage.

BEETLE

Giant Fire Beetle

Small beast 1st level soldier

Hit Dice: 1d8+3 (7 hp)   **AC:** 14
Melee: +1   **Fort:** 13
Ranged: +0   **Reflex:** 12
Spell: +0   **Will:** 13

Perceptions Lowlight vision
Initiative +0   **Speed** 20'

Str 7, Int 1, Wis 10, Dex 8, Con 11, Cha 5

TRAITS

Fire Beetle: Fire beetles get a +3 bonus to AC. A fire beetle sheds dim light in a 20' radius; its glands continue to glow for 24 hours after death.

FULL ACTIONS

Squirt Flames (recharges on a 16+)**:** The fire beetle makes the following attack in a 10' blast: +0 vs. Reflex; 1d4 fire damage on a hit.

STANDARD ACTIONS

Bite: +1 vs. AC; 1d3 damage.

Giant Oil Beetle

Small beast 1st level soldier/1st level controller

Hit Dice: 2d8+3 (12 hp)   **AC:** 15
Vulnerability fire (if the oil beetle takes fire damage, it also gains ongoing 2 fire damage, save ends on a 10+)
Melee: +1   **Fort:** 13
Ranged: +1   **Reflex:** 14
Spell: +0   **Will:** 13

Perceptions Lowlight vision
Initiative +0   **Speed** 30'

Str 7, Int 1, Wis 10, Dex 13, Con 11, Cha 5

TRAITS

Oil Beetle: Giant oil beetles get a +3 bonus to AC.

STANDARD ACTIONS

Bite: +1 vs. AC; 1d3 damage.

Against a prone opponent: +3 vs. AC; 1d3+2 damage.

Oil Slick (recharges on a 15+)**:** The oil beetle creates a zone of oil in one square within a range of 20'. Any creature entering that square must make a Dexterity check on 4d6 or fall prone. Oil beetles are immune to this effect.

MINOR ACTIONS
Oil Squirt (recharges on a 12+)**:** Range 10'; +3 vs. Reflex; the target falls prone.

BEHOLDER

Beholder
XP Value: 280 + 4/hp (31 to 50 hp); **OR** 525 + 5/hp (51 to 75 hp); **OR** 905 + 6/hp (76 to 100 hp)
Medium beast 8th level spellcaster/3rd level brute

Hit Dice: 8d4+3d10+20 (56 hp)	**AC:** 14 (see also *all-around vision*)
Melee: +1	**Fort:** 22 (see also *all-around vision*)
Ranged: +0	**Reflex:** 15 (see also *all-around vision*)
Spell: +6	**Will:** 21 (see also *all-around vision*)

Perceptions All-around vision
Initiative +2   **Speed** fly 20'
Languages Common, Beholder, usually 4 others

Str 15, Int 18, Wis 23, Dex 7, Con 17, Cha 18

TRAITS
All-Around Vision: A beholder cannnot be flanked.
Beholder: A beholder gains a +4 bonus to all defenses and a +2 bonus to spell attacks and initiative.

FULL ACTIONS
Doom of the Beholder: The beholder flies its speed and uses each of its *eye ray* attacks during this movement.

STANDARD ACTIONS
Bite: +1 vs. AC; 2d4 damage.
Eye Rays: The beholder fires up to three of the following eye ray attacks (these do not trigger opportunity attacks):
   Charm Ray: Range 100'; +8 vs. Will. If the target is hit, it is charmed (save ends on a 15+). While charmed, the target treats the beholder as an ally and cannot attack it. If any of the target's allies attack the beholder, the target begins treating them as an enemy. While charmed, the target rolls initiative with the beholder. If a creature attacks the beholder, the target must attack that creature on its next turn.
   Death Ray: Range 100'; +8 vs. Fortitude. If the target is hit, it takes 1d8 Constitution damage and ongoing 1d3 Constitution damage (save ends on a 15+).
   Disintegration Ray: Range 100'; +8 vs. Fortitude; 1d10 damage, plus ongoing 10 damage (save ends on a 15+).

Fear Ray: Range 100'; +8 vs. Will. If the target is hit, it grants combat advantage and must use its move action to move further away from the beholder if it can see it (save ends on a 15+).

Paralysis Ray: Range 100'; +8 vs. Will. If the target is hit, it is paralyzed (save ends on a 15+).

Petrifying Ray: Range 100'; +8 vs. Fortitude; 1d8 Dexterity damage, plus ongoing 1d6 Dexterty damage (save ends on a 15+). If the target's Dexterity is reduced to 0 by this effect, it turns to stone.

Sleep Ray: Range 100'; +8 vs. Will; the target falls unconscious and cannot awaken (save ends on a 15+).

Slowing Ray: Range 100'; +8 vs. Will; the target is slowed (save ends on a 15+).

Telekinesis Ray: Range 100'; +8 vs. Reflex; the beholder maneuvers the target 30'.

Wounding Ray: Range 100'; +8 vs. Reflex; 3d6 damage.

MINOR ACTIONS

Central Eye: The beholder creates a close blast 5 that suppresses magic within it. Magic items do not function within the zone. In order to cast a spell or prayer within the zone, a creature must first make a spell attack against a DC of 20. The beholder cannot move after using this power until the next round.

Skill Bonuses +4 to checks involving intimidation or bullying

Typical Treasure 75% each: 3d6x1000 cp, 2d10x1000 sp, 2d10x1000 ep. 85% chance each: 2d6x1000 gp, 2d6x500 pp, 3d10 gems, 2d8 art objects. 25% chance: 1d10 trade goods. 60% chance: 1d6 magic items.

CARRION CRAWLER

Carrion Crawler

XP Value: 18 + 1/hp (1 to 10 hp); **OR** 22 + 2/hp (11 to 20 hp); **OR** 30 + 3/hp (21 to 30 hp).
Large beast 5th level controller (aberration)

Hit Dice: 3d8+5 (18 hp)	**AC:** 14 (-1d8 critical severity)
Melee: +3	**Fort:** 17
Ranged: +0	**Reflex:** 12
Spell: +0	**Will:** 13

Perceptions Darkvision, scent   **Initiative** -1
Speed 20', climb 20' (spider climb)

Str 16, Int 1, Wis 9, Dex 6, Con 16, Cha 6

TRAITS

Aberrant Body: A carrion crawler gains a +4 bonus to AC. Critical hits on a carrion crawler are reduced in severity by 1d8.

STANDARD ACTIONS

Tentacle: +3 vs. Fortitude; Hit: The target is paralyzed (save ends on a 14+).
Bite: The target must be paralyzed; +3 vs. AC; 1d2 damage and the target takes a -2 penalty on saving throws until the end of the next round.

COCKATRICE

Cockatrice

XP Value: 10 + 1/hp (1 to 10 hp); **OR** 12 + 2/hp (11 to 20 hp)
Small beast 3rd level controller (bird, earth)

Hit Dice: 2d8+4 (13 hp)	**AC:** 11
Melee: +2	**Fort:** 14
Ranged: +0	**Reflex:** 12
Spell: +0	**Will:** 13

Perceptions Darkvision
Initiative +0   **Speed** 20' (see also *haphazard flight*)

Str 5, Int 3, Wis 10, Dex 7, Con 14, Cha 10

Peck: +2 vs. AC; 1d2 damage plus 1d6 Dexterity damage. If this reduces the target to 0 Dexterity, it is petrified.

Haphazard Flight (recharges on a 6+)**:** The cockatrice flies 30' (maximum altitude 10') but must land at the end of this movement.

Typical Treasure 20% chance each: 1d8x1000 cp, 1d6x1000 sp, 1d10x500 ep, 1d6x500 gp. 10% chance each: 1d6 gems, 1d4 art objects, 1d2 magic items.

CRAB

Giant Dungeon Crab

Medium beast 3rd level soldier

Hit Dice: 3d8+3 (16 hp)	**AC:** 15
Melee: +2	**Fort:** 14
Ranged: +0	**Reflex:** 13
Spell: +0	**Will:** 13

Initiative +0   **Speed** 25'

Str 18, Int 1, Wis 10, Dex 10, Con 10, Cha 6

Hard-Shelled: The crab gets a +4 bonus to AC.

Pincer: +4 vs. AC; 1d6+1 damage. The crab cannot use this attack if it has two creatures grabbed.
Put the Squeeze on You (recharges on a 13+)**:** The crab makes the following attack against each grabbed enemy: +2 vs. Foritude; 2d4 damage (a miss deals half damage).

MINOR ACTIONS
Seize: +2 vs. Reflex; on a hit, the target is grabbed. The crab may not have more than two creatures grabbed at a time.

DEATH DOG

Death Dog
XP Value 10 + 2/hp (11 to 20 hp); **OR** 16 + 3/hp (21 to 30 hp).
Medium beast 1st level brute/1st level skirmisher (dog)
Hit Dice: 1d10 + 1d6 + 9 (18 hp)   **AC:** 13

Melee: +1	**Fort:** 15
Ranged: +0	**Reflex:** 15
Spell: +0	**Will:** 14

Perceptions Scent
Initiative +1   **Speed** 50'

Str 15, Int 4, Wis 13, Dex 14, Con 12, Cha 12

TRAITS
Pack Hunter: A pack hunter gains combat advantage against any creature with one of the pack hunter's allies adjacent to it.
Death Dog: Death dogs get a +2 bonus to AC and melee attacks and a +1 bonus to melee damage.

TRIGGERED ACTIONS
No Easy Escape: Trigger: An enemy adjacent to the death dog moves. Effect (interrupt): The death dog makes the following attack against the triggering enemy: +3 vs. Reflex; Hit: The target is grabbed. The death dog must release the target to make a *double bite* attack.

STANDARD ACTIONS
Double Bite: The death dog makes the following attack twice: +3 vs. AC; 1d4+1 damage. If both attacks hit the same target, it is knocked prone.

MOVE ACTIONS
Lope: The death dog moves 30' and gets a +2 bonus to defenses against opportunity attacks during this move.

Skill Bonuses +2 to checks involving tracking

DEMON

Manes

XP Value: 6 + 2/hp (11 to 20 hp).
Small humanoid 1st level brute
Hit Dice: 1d10+10 (15 hp)   **AC:** 12
Immunity disease**; Resist** 10 poison
Melee: +1   **Fort:** 16
Ranged: +0   **Reflex:** 13
Spell: +0   **Will:** 11

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Abyssal

Str 13, Int 4, Wis 4, Dex 10, Con 15, Cha 4

Least Demon: Least demons have a +2 bonus to AC.

Noisome Cloud: Trigger (reaction): The manes dies. Effect: The manes' space becomes the center of a 15' diameter cloud of greenish vapor that lasts until the end of the next turn. The cloud blocks line of sight. Any creature that enters or starts its turn in the cloud takes 3 points of poison damage.

Claws: +1 vs. AC; 1d3 damage.

Evistro (Carnage Demon)

XP Value: 20 + 4/hp (31 to 50 hp); **OR** 30 + 5/hp (51 to 75 hp); **OR** 50 + 6/hp (76 to 100 hp).
Medium humanoid 6th level brute
Hit Dice: 6d10+34 (67 hp)   **AC:** 15
Melee: +3   **Fort:** 22
Ranged: +0   **Reflex:** 15
Spell: +0   **Will:** 14

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Abyssal

Str 18, Int 5, Wis 6, Dex 10, Con 14, Cha 6

Lesser Demon: Lesser demons have a +5 bonus to AC and a +2 bonus to other defenses, as well as a +2 bonus on all attacks and saving throws.

Destructive Appetite: If an evistro cannot attack an enemy on its turn, it must make a saving throw (succeeds on a 14+) or attack the nearest creature (if it can reach a creature at all).

STANDARD ACTIONS

Claw: +5 vs. AC; 1d6+2 damage. The evistro gains a +1 bonus to damage for each other demon adjacent to the target.

MINOR ACTIONS

Followup Claw (recharges on a 6+)**:** +5 vs. AC; 1d6+2 damage. The evistro gains a +1 bonus to damage for each other demon adjacent to the target.

Typical Treasure 25% chance: 1d4 pieces of jewelry

Vrock

XP Value: 350 + 5/hp (51 to 75 hp); **OR** 585 + 6/hp (76 to 100 hp); **OR** 975 + 7/hp (101 to 140 hp).
Large humanoid 7th level brute/7th level skirmisher (keywords)
Hit Dice: 7d10+4d6+41 (93 hp)　　**AC:** 21
Immunity disease**; Resist** 10 poison
Damage Reduction 10/cold iron or good

Melee: +7	**Fort:** 29
Ranged: +0	**Reflex:** 23
Spell: +0	**Will:** 20

Perceptions Darkvision
Initiative +1　　　　　　　**Speed** 30', fly 80'
Languages Abyssal, Common

Str 24, Int 7, Wis 15, Dex 14, Con 20, Cha 13

TRAITS

Greater Demon: Greater demons have a +10 bonus to AC and a +5 bonus to other defenses, as well as a +4 bonus on all attacks and saving throws and a +1 bonus to initiative.

TRIGGERED ACTIONS

Foul Spores: Trigger (reaction): The vrock becomes bloodied. Effect: The vrock makes an attack on each creature within 10': +4 vs. Fortitude; 2d4 Constituiton damage.

FULL ACTIONS

Dance of Ruin (recharges on a 17+)**:** The vrock shifts 5 squares, but not in a straight line. At the end of the round, it makes an attack on each enemy within 40': +4 vs. Reflex; 1d12+3 thunder and necrotic damage and the target is knocked prone.

STANDARD ACTIONS

Claw (poison)**:** +11 vs. AC; 2d6 damage plus ongoing 5 poison (save ends on a 10+).

Flyby Attack: The vrock flies its speed and makes a claw attack at any point during that movement. It does not trigger opportunity attacks from the target of that attack for moving away from it following the attack.

Bite (recharges on a 10+)**:** +11 vs. AC; 1d6 damage.

Typical Treasure 75% chance each: 3d10x1000 cp, 3d10x1000 sp, 2d10x1000 ep, 2d10x1000 gp, 3d6x200 pp, 1d6 gems. 35% chance each: 1d6 art objects, 1d3 magic items.

DRAGON

White Dragon Hatchling

XP Value: 96 + 3/hp (21 to 30 hp); **OR** 170 + 4/hp (31 to 50 hp); **OR** 325 + 5/hp (51 to 75 hp).
Small beast 4th level brute/2nd level artillery
Hit Dice: 4d10+1d6+25 (50 hp)   **AC:** 17
Immunity cold
Vulnerability 5 fire

Melee: +2	**Fort:** 23
Ranged: +2	**Reflex:** 19
Spell: +0	**Will:** 17

Perceptions Darkvision, lowlight vision, scent
Initiative +0   **Speed** 30', fly 60' (clumsy)
Languages Draconic

Str 18, Int 5, Wis 12, Dex 14, Con 16, Cha 14

Dragon Hatchling: Dragon hatchlings get a +6 bonus to AC and a +4 bonus to all other defenses, attacks, damage, recharge rolls and saving throws.

Bloodied Breath: Trigger: The dragon becomes bloodied. Effect: Its *breath weapon* recharges and it uses it as a free action.

Breath Weapon (recharges on an 18+)**:** Close blast 5; +6 vs. Reflex; 3d6+4 cold damage and the target is slowed (save ends on a 10+).
Bite: +6 vs. AC; 1d4+4 damage.

Ramming Flight: The dragon flies at least 20' and up to 30' and makes the following attack on each adjacent enemy at the end of this move: +6 vs. AC; on a hit, the target is knocked prone and pushed 10'.

The dragon may choose not to push one target.

Claw: +6 vs. AC; 1d3+4 damage.

Typical Treasure 60% chance each: 2d6x1000 cp, 1d8x1000 sp, 1d6x1000 gp, 2d10 gems, 1d10 art objects, 1d10 trade goods, 1d4 magic items.

DRAKE

Ambush Drake
Medium beast 2nd level skirmisher/2nd level soldier
Hit Dice: 1d6+2d8+4 (16 hp) **AC:** 14

Melee: +2	**Fort:** 16
Ranged: +0	**Reflex:** 18
Spell: +0	**Will:** 16

Perceptions Scent
Initiative +1   **Speed** 40'
Languages Draconic

Str 18, Int 7, Wis 13, Dex 15, Con 12, Cha 13

TRAITS
Drake: Drakes get a +2 bonus to all defenses and attacks.
Ambush Drake: Ambush drakes get a +1 bonus to initiative.

TRIGGERED ACTIONS
Carnivorous Pursuit: Trigger: A bloodied enemy within 20' moves or shifts. Effect (reaction): The ambush drake shifts 10' towards the triggering enemy.

STANDARD ACTIONS
Bite: +4 vs. AC; 1d4+2 damage, and if the target is bloodied, the ambush drake shifts 5'.
    With Surprise: +8 vs. AC; 2d4+4 damage and the target falls prone.

Skill Bonuses +3 bonus on checks to be sneaky
Typical Treasure 10% chance each: 1d6x500 cp, 1d6x500 sp, 1d6x250 ep, 1d8x100 gp, 3d6x5 pp, 1d6 gems, 1d3 art objects, 1 magic item

Spitting Drake
XP Value: 5 + 1/hp (1 to 10 hp); **OR** 6 + 2/hp (11 to 20 hp).
Small beast 1st level skirmisher/3rd level artillery
Hit Dice: 2d6+3 (10 hp) **AC:** 14

Immunity; Resist
Vulnerability

Melee: +0	**Fort:** 14
Ranged: +3	**Reflex:** 19
Spell: +0	**Will:** 14

Perceptions Darkvision

Initiative -   **Speed** 30', fly 50'
Languages Draconic

Str 11, Int 6, Wis 13, Dex 16, Con 12, Cha 13

TRAITS

Drake: Drakes get a +2 bonus to all defenses and attacks.

STANDARD ACTIONS

Bite: +2 vs. AC; 1d3+2 damage.
Spit Poison: Ranged 50'; +5 vs. Reflex; 1d6 poison damage.
Blinding Spit (recharges on a 14+)**:** Ranged 30'; +5 vs. Reflex; 1d6 poison damage and the target is blinded (save ends on an 8+).

MOVE ACTIONS

Careful Flight: The spitting drake shifts (flies) 20',

Typical Treasure (Group of four or more) 10% chance each: 1d6x500 cp, 1d6x500 sp, 1d6x250 ep, 1d8x100 gp, 3d6x5 pp, 1d6 gems, 1d3 art objects, 1 magic item

DWARF

Dwarf Guard

XP Value: 3 + 1/hp (1 to 10 hp); **OR** 2/hp (11 to 20 hp).
Medium humanoid 1st level soldier
Hit Dice: 1d8+8 (12 hp) (-1 crit severity)   **AC:** 15

Melee: +1	**Fort:** 14
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 14

Perceptions Lowlight vision
Initiative +0   **Speed** 15'
Languages Dwarven, Common

Str 13, Int 10, Wis 12, Dex 9, Con 14, Cha 7

Dwarf: A dwarf gets a bonus 4 hit points.

Stubborn Stand: Trigger: The dwarf is pushed, pulled or maneuvered. Effect: Reduce the forced movement by 5'.

Battle Axe: +3 vs. AC; 1d8/x3 damage.
Throwing Axe: +1 vs. AC (range 3); 1d6 damage.

Skill Bonuses +1 to checks involving stone
Equipment Chain mail, light shield, helm, battle axe, 2 throwing axes
Typical Treasure 2d6 gp

ELEMENTAL

Lesser Earth Elemental

Small ooze 3rd level brute (earth)
Hit Dice: 3d10+19 (35 hp) **AC:** 13
DR 3/adamantine

Melee: +2	**Fort:** 17
Ranged: +0	**Reflex:** 12
Spell: +0	**Will:** 13

Initiative -1 **Speed** 20'
Languages Terran

Str 18, Int 5, Wis 10, Dex 6, Con 14, Cha 12

Earthen Body: A lesser earth elemental gets a +3 bonus to AC.

Earthen Blow: +2 vs. AC; 1d6 damage.
Crushing Blow (recharges on a 12+)**:** +2 vs. AC; 1d6 damage and the earth elemental pushes the target 10'.

Lesser Fire Elemental

XP Value: 8 + 1/hp (1 to 10 hp); **OR** 10+2/hp (11 to 20 hp)
Small ooze 3rd level skirmisher (fire)

Hit Dice: 2d6+4 (11 hp)   **AC:** 12
Immunity fire
Vulnerability 5 cold
Melee: +1   **Fort:** 14
Ranged: +0   **Reflex:** 18
Spell: +0   **Will:** 13

Initiative +1   **Speed** 50'
Languages Ignan

Str 6, Int 5, Wis 10, Dex 18, Con 12, Cha 14

TRAITS
Flame Body: A lesser fire elemental sheds bright light in a 20' radius and dim light for an additional 20' beyond that. Any adjacent creature that hits a fire elemental with a melee attack, or any creature that hits a fire elemental with a natural weapon, takes 1d4 points of fire damage.

TRIGGERED ACTIONS
Flickering Flame: Trigger (reaction): An attack hits the elemental. Effect: It shifts 10'.

STANDARD ACTIONS
Flame Touch: +1 vs. Reflex; 1d4 fire damage and ongoing 2 fire (save ends on an 8+).

FOULSPAWN

Foulspawn Seer
XP Value: 24 + 1/hp (1 to 10 hp); **OR** 26 + 2/hp (11 to 20 hp)
Medium humanoid 4th level spellcaster (aberrant)
Hit Dice: 4d4+4 (14 hp)   **AC:** 12
Resist 5 psychic
Melee: +0   **Fort:** 14
Ranged: +0   **Reflex:** 14
Spell: +4   **Will:** 17

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Deep Speech, telepathy 30'

Str 10, Int 18, Wis 5, Dex 14, Con 14, Cha 18

TRAITS
Foulspawn: Foulspawn get a +2 bonus to Will and spell attacks.

Foul Insight: Allied aberrants within 20' gain a +2 bonus on attacks and skill checks.

Twisting Staff: +2 vs. AC; 1d6 damage and the target is pushed 5'.
Warp Orb: +6 vs. Reflex; 1d8 psychic damage and the target suffers from a spatial warp (save ends on a 13+). While suffering from the warp, the target suffers a -1 penalty to initiative, and roll 1d4 at the start of the round and consult the chart below; note that the victim doesn't know how the warp is affecting it on a given round until it experiments.

    1: Until the end of the round, any distances calculated for the target treat every other square as 10' (regardless of diagonals).

      2: Until the end of the round, all squares count as 5' (regardless of diagonals).

      3: Until the end of the round, straight squares count as 10' and diagonals count as 5'.

      4: Until the end of the round, diagonal squares count as 15' and straight squares count 5-10-5.

MOVE ACTIONS
Warp Location (Teleportation) (recharges on a 12+)**:** The farspawn seer teleports 30'. Each creature adjacent to its starting or ending square is dazed (save ends on a 9+).

Equipment staff
Typical Treasure 20% chance each: 1d10x100 cp, 1d10x100 sp, 1d10x100 ep, 1d10x100 gp. 10% chance: 1 magic item.

Foulspawn Berserker
XP Value: 30 + 3/hp (21 to 30 hp); **OR** 48 + 4/hp (31 to 50 hp); **OR** 90 + 5/hp (51 to 75 hp)
Medium humanoid 3rd level brute (aberrant)
Hit Dice: 3d10+21 (37 hp)   **AC:** 16
Resist 5 psychic

Melee: +2	**Fort:** 20
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 13

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Deep Speech, telepathy 30'

Str 18, Int 8, Wis 3, Dex 12, Con 18, Cha 9

TRAITS
Berserk Aura: Aura 1; when a creature in the aura other than the berserker makes a melee attack, it attacks a random creature within reach.
Foulspawn: Foulspawn get a +2 bonus to Will and spell attacks.
Irrational Rage: A creature with irrational rage gets a +3 bonus to melee attacks and a +1 bonus to melee damage.

STANDARD ACTIONS
Greatsword: +6 vs. AC; 1d10+1/19-20 damage.

Psychic Feedback: Only if an enemy attacked the foulspawn berserker's Will defense this round; +2 vs. Will; 2d6 psychic damage and the foulspawn berserker takes 1d6 damage.

Equipment greatsword, ferroplasmic armor (dissolves upon the foulspawn's death)
Typical Treasure 25% chance each: 1d6x100 gp, 1d6 gems. 10% chance: 1 magic item.

GARGOYLE

Gargoyle

XP Value: 30 + 2/hp (11 to 20 hp); **OR** 54 + 3/hp (21 to 30 hp); **OR** 150 + 4/hp (31 to 50 hp)
Medium humanoid 1ˢᵗ level brute/2ⁿᵈ level skirmisher/3ʳᵈ level soldier (earth)
Hit Dice: 1d10+1d6+3d8+9 (31 hp) **AC:** 18
Damage Reduction 5/+1 or adamantine
Melee: +4   **Fort:** 19
Ranged: +0   **Reflex:** 15
Spell: +0   **Will:** 14

Perceptions Darkvision
Initiative +1   **Speed** 30', fly 50' (clumsy)
Languages Common, Terran

Str 18, Int 7, Wis 14, Dex 13, Con 14, Cha 12

TRAITS
Stone Body: The gargoyle has a +5 bonus to AC and a +3 bonus to Fortitude.
Gargoyle: A gargoyle gets a +1 bonus to initiative, melee attacks and melee damage..

FULL ACTIONS
Gargoyle Frenzy (recharges on a 10+)**:** The gargoyle makes a *claws, bite* and *horn* attack.

STANDARD ACTIONS
Claws: +5 vs. AC; 2d4 damage.
Bite: +5 vs. AC; 1d4 damage.
Horn: +5 vs. AC; 1d6 damage.
Flying Charge: The gargoyle makes a flying charge and uses the following attack (this includes the gargoyle's bonus for charging): +7 vs. AC; 2d6 damage.
Flyby Attack: The gargoyle flies up to its speed and makes a *claws* attack at one creature during that movement. It does not trigger opportunity attacks when moving away from the target of that attack.

Skill Bonuses +3 to checks involving stealth
Typical Treasure 50% each 1d4x500 cp, 1d6x200 sp, 1d6x100 ep, 1d6x100 gp, 1d6x20 pp, 1d6 gems, 1d4 art objects. 30% each 1d4 trade goods, 1d2 magic items.

Gargoyle Archer

XP Value: 49 + 2/hp (11 to 20 hp) **OR** 74 + 3/hp (21 to 30 hp) **OR** 150 + 4/hp (31 to 50 hp) **OR** 170 + 5/hp (51 to 75 hp).

Medium humanoid 1st level brute/2nd level skirmisher/3rd level soldier/3rd level archer (earth)

Hit Dice: 1d10+1d6+4d8+9 (36 hp)   **AC:** 19

Damage Reduction 10/+1 or adamantine

Melee: +4	**Fort:** 19
Ranged: +1	**Reflex:** 16
Spell: +0	**Will:** 14

Perceptions Darkvision

Initiative +3   **Speed** 30', fly 50' (clumsy)

Languages Common, Terran

Str 18, Int 7, Wis 14, Dex 13, Con 14, Cha 12

TRAITS

Stone Body: The gargoyle has a +5 bonus to AC and a +3 bonus to Fortitude.

Gargoyle: A gargoyle gets a +1 bonus to initiative, melee attacks and melee damage..

Missile Weapon Style: The gargoyle is always wielding his bow, so his bonuses for this weapon style are figured into his stat block. If he loses his bow, he takes a -2 penalty to initiative.

FULL ACTIONS

Gargoyle Frenzy (recharges on a 10+)**:** The gargoyle makes a *claws, bite* and *horn* attack.

Rapid Shot: The gargoyle makes 3 longbow attacks at -2.

STANDARD ACTIONS

Longbow: +5 vs. AC (range 50'); 1d8/x3 damage. If the target has cover, its AC bonus is reduced by 2.

Claws: +5 vs. AC; 2d4 damage.

Bite: +5 vs. AC; 1d4 damage.

Horn: +5 vs. AC; 1d6 damage.

Flying Charge: The gargoyle makes a flying charge and uses the following attack (this includes the gargoyle's bonus for charging): +7 vs. AC; 2d6 damage.

Flyby Attack: The gargoyle flies up to its speed and makes a *claws* attack at one creature during that movement. It does not trigger opportunity attacks when moving away from the target of that attack.

Skill Bonuses +3 to checks involving stealth

Equipment longbow, 20 arrows

Typical Treasure 50% each 1d4x500 cp, 1d6x200 sp, 1d6x100 ep, 1d6x100 gp, 1d6x20 pp, 1d6 gems, 1d4 art objects. 30% each 1d4 trade goods, 1d2 magic items.

GEAR HOUND

Gear Hound

XP Value: 30 + 1/hp (1 to 10 hp); **OR** 22 + 2/hp (11 to 20 hp)
Medium beast 4th level skirmisher (construct)
Hit Dice: 2d6+3 (10 hp)   **AC:** 16
Damage Reduction 4/adamantine
Melee: +2   **Fort:** 13
Ranged: +0   **Reflex:** 17
Spell: +0   **Will:** 14

Initiative +1   **Speed** 40'
Languages Understands master's primary tongue

Str 18, Int 9, Wis 14, Dex 15, Con 10, Cha 7

TRAITS
Gear Hound: Gear hounds get a +4 bonus to AC, a +2 bonus to melee attacks and a +1 bonus to initiative.

TRIGGERED ACTIONS
Leap Back (recharges on a 13+)**:** Trigger (interrupt): An enemy enters a square adjacent to the gear hound. Effect: The gear hound shifts 15'.

STANDARD ACTIONS
Bite: +4 vs. AC; 1d4 damage.

MOVE ACTIONS
Pounce: The gear hound jumps 15' to a space adjacent to an enemy and gains combat advantage against enemies adjacent to it at the end of its move.

GHOUL

Ghoul
XP Value 13 + 1/hp (1 to 10 hp); **OR** 12 + 2/hp (11 to 20 hp)
Medium humanoid 3rd level controller (undead)
Hit Dice: 2d8+3 (12 hp)   **AC:** 15
Melee: +2   **Fort:** 13
Ranged: +0   **Reflex:** 14
Spell: +0   **Will:** 14

Perceptions Darkvision
Initiative +1   **Speed** 30'
Languages Common

Str 15, Int 7, Wis 12, Dex 13, Con 10, Cha 9

TRAITS

Ghoul: Ghouls get a +1 bonus to initiative, a +2 bonus to AC and melee damage, and a +1d6 severity bonus to critical hits caused by their claws or bite. If a ghoul starts its turn next to a paralyzed enemy, it must use its *feast* power.

FULL ACTIONS

Feast: Targets an adjacent paralyzed enemy; automatic hit; 2d4+2 damage.

STANDARD ACTIONS

Claws: +2 vs. AC; 1d6+2 damage and the target is slowed (save ends on an 11+); if the target is already slowed, it is instead immobilized (save ends on a 12+); if the target is already immobilized, it is instead paralyzed (save ends on a 15+).

MINOR ACTIONS

Bite (recharges on a 10+)**:** +2 vs. AC; 1d4+2 damage and the target is slowed (save ends on an 11+); if the target is already slowed, it is instead immobilized (save ends on a 12+); if the target is already immobilized, it is instead paralyzed (save ends on a 15+).

Skill Bonuses +3 to checks involving stealth
Typical Treasure (Group of four or more) 50% chance each: 1d10x1000 cp, 1d10x1000 sp, 1d6x500 ep, 2d4x250 gp. 25% chance: 1d4 gems, 1d6 trade goods, 1d2 magic items.

Ghast

XP Value: 21 + 1/hp (1 to 10 hp); **OR** 22 + 2/hp (11 to 20 hp); **OR** 40 + 3/hp (21 to 30 hp); **OR** 80 + 4/hp (31 to 50 hp).
Medium humanoid 3rd level controller/3rd level leader (undead)

Hit Dice: 4d8+3 (21 hp)	**AC:** 15
Melee: +3	**Fort:** 13
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 16

Perceptions Darkvision
Initiative +1   **Speed** 30'
Languages Common

Str 16, Int 9, Wis 14, Dex 13, Con 10, Cha 13

TRAITS

Ghoul: Ghouls get a +1 bonus to initiative, a +2 bonus to AC and melee damage, and a +1d6 severity bonus to critical hits caused by their claws or bite. If a ghoul starts its turn next to a paralyzed enemy, it must use its *feast* power.
Stench: Living creatures within 10' of a ghast suffer a -2 penalty on attacks and defenses.

FULL ACTIONS

Feast: Targets an adjacent paralyzed enemy; automatic hit; 2d4+2 damage.

Claws: +3 vs. AC; 1d6+2 damage and the target is immobilized (save ends on an 14+); if the target is already immobilized, it is instead paralyzed (save ends on a 17+).

MINOR ACTIONS
Bite (recharges on a 3+)**:** +2 vs. AC; 1d4+2 damage and the target is slowed (save ends on an 11+); if the target is already slowed, it is instead immobilized (save ends on a 12+); if the target is already immobilized, it is instead paralyzed (save ends on a 15+).

Skill Bonuses +3 to checks involving stealth
Typical Treasure 50% chance each: 1d10x500 gp, 1d6 gems, 1d2 pieces of jewelry, 1 magic item.

GOBLIN

Goblin
XP Value: 1/hp (1 to 10 hp).
Small humanoid 1st level skirmisher (goblinoid, humanoid)

Hit Dice: 1d6+3 (6 hp)	**AC:** 12
Melee: +0	**Fort:** 13
Ranged: +0	**Reflex:** 15
Spell: +0	**Will:** 13

Perceptions Lowlight vision
Initiative +0   **Speed** 30'
Languages Common, Goblin

Str 8, Int 9, Wis 10, Dex 13, Con 9, Cha 8

TRIGGERED ACTIONS
Goblin Tactics: When a melee attack misses the goblin, it can shift 1 as a reaction.

STANDARD ACTIONS
Scimitar: +2 vs. AC; 1d6/18-20 damage.

Skill Bonuses +2 to stealth related skill checks
Equipment leather armor, scimitar
Typical Treasure 2d10 cp

Goblin Archer
XP Value: 6 + 1/hp (1 to 10 hp); **OR** 4 + 2/hp (11 to 20 hp).
Small humanoid 1st level skirmisher/2nd level artillery (goblinoid, humanoid)

Hit Dice: 2d6+3 (10 hp)	**AC:** 13 (15 while wielding bow- see *archery*)
Melee: +0	**Fort:** 13
Ranged: +2	**Reflex:** 17

Spell: +0   **Will:** 13

Perceptions Lowlight vision
Initiative +0   **Speed** 30'
Languages Common, Goblin

Str 8, Int 9, Wis 10, Dex 16, Con 9, Cha 8

TRAITS

Archery: While the goblin archer wields a bow, it gains a +2 bonus to AC.

TRIGGERED ACTIONS

Goblin Tactics: When a melee attack misses the goblin, it can shift 1 as a reaction.

STANDARD ACTIONS

Shortsword: +2 vs. AC; 1d6/18-20 damage.
Shortbow: +5 vs. AC (range 6); 1d6/x3 damage.

Skill Bonuses +2 to stealth related skill checks
Equipment leather armor, short sword, shortbow, 20 arrows
Typical Treasure 2d10 cp

Goblin Warrior

XP Value: 6 + 1/hp (1 to 10 hp); **OR** 2/hp (11 to 20 hp).
Small humanoid 1st level skirmisher/1st level soldier (goblinoid, humanoid)
Hit Dice: 1d6+1d8+3 (11 hp)   **AC:** 16
Melee: +1   **Fort:** 13
Ranged: +0   **Reflex:** 16
Spell: +0   **Will:** 13

Perceptions Lowlight vision
Initiative +0   **Speed** 25'
Languages Common, Goblin

Str 13, Int 9, Wis 10, Dex 13, Con 9, Cha 8

TRAITS

Helm: -1 crit severity.

TRIGGERED ACTIONS

Goblin Tactics: When a melee attack misses the goblin, it can shift 1 as a reaction.

STANDARD ACTIONS

Scimitar: +3 vs. AC; 1d6/18-20 damage.

Skill Bonuses +2 to stealth related skill checks
Equipment chain mail, light shield, helm, scimitar
Typical Treasure 2d10 cp, 2d10 sp

Goblin Chieftain

XP Value: 5 + 1/hp (1 to 10 hp); **OR** 6 + 2/hp (11 to 20 hp).
Small humanoid 1st level skirmisher/2nd level leader (goblinoid, humanoid)

Hit Dice: 1d6+2d8+3 (15 hp)	**AC:** 12
Melee: +0	**Fort:** 13
Ranged: +0	**Reflex:** 15
Spell: +0	**Will:** 14

Perceptions Lowlight vision
Initiative +0 **Speed** 30'
Languages Common, Goblin

Str 8, Int 9, Wis 10, Dex 13, Con 9, Cha 8

Leadership: Allied goblinoids within 20' gain a +1 bonus to initiative.

Goblin Tactics: When a melee attack misses the goblin, it can shift 1 as a reaction.

Scimitar: +2 vs. AC; 1d6/18-20 damage.
Shortbow: +2 vs. AC (range 6); 1d6/x3 damage.

Skill Bonuses +2 to stealth related skill checks
Equipment leather armor, scimitar, shortbow, 20 arrows
Typical Treasure 1d4x100 cp, 1d4x100 sp, 1d10x20 gp. 25% chance: 1d4 gems. 10% chance: 1 magic item.

GOLEM

Bronze Living Statue

XP Value: 11 + 1/hp (1 to 10 hp); **OR** 10 + 2/hp (11 to 20 hp); **OR** 16 + 3/hp (21 to 30 hp)
Medium humanoid 3rd level soldier (construct)

Hit Dice: 3d8+4 (17 hp) **AC:** 15
DR 3/+1

Melee: +2	**Fort:** 15
Ranged: +0	**Reflex:** 12
Spell: +0	**Will:** 13

Perceptions -
Initiative -1   **Speed** 25'
Languages Common

Str 15, Int 7, Wis 10, Dex 7, Con 12, Cha 6

TRAITS
Bronze Body: A bronze living statue gets a +3 bonus to AC.
Golem: A golem gets a +2 bonus to melee and spell attacks and melee damage and takes a -1 penalty to initiative.

TRIGGERED ACTIONS
Dull Clangor (recharges on a 12+)**:** Trigger (reaction): An enemy hits the bronze living statue with an attack that deals bludgeoning damage. Effect: The bronze living statue rings like a bell. Enemies adjacent to it are slowed (save ends on a 10+).

STANDARD ACTIONS
Bronze Sword: +4 vs. AC; 1d8+2/19-20 damage.

Typical Treasure 15% chance each: 1d10x1000 gp, 1d6 gems, 1d3 art objects, 1d2 magic items.

Iron Golem

XP Value: 660 + 5/hp (51 to 75 hp); **OR** 960 + 6/hp (76 to 100 hp); **OR** 1300 + 7/hp (101 to 140 hp); **OR** 2000 + 8/hp (141 to 190 hp).
Large humanoid 10th level soldier/6th level brute
Hit Dice: 10d8+6d10+38 (116 hp)   **AC:** 21 (see also *spell immunity*)
Immunity see *spell immunity*
DR 15/adamantine
Melee: +8   **Fort:** 31 (see also *spell immunity*)
Ranged: +0   **Reflex:** 12 (see also *spell immunity*)
Spell: +0   **Will:** 13 (see also *spell immunity*)

Perceptions Darkvision
Initiative -1   **Speed** 20'
Languages usually none

Str 30, Int 3, Wis 10, Dex 7, Con 24, Cha 5

TRAITS
Golem: A golem gets a +2 bonus to melee and spell attacks and melee damage and takes a -1 penalty to initiative.
Iron Body: Because it is made of iron, the iron golem gets a +4 bonus to AC and Fortitude.
Spell Immunity: Spell attacks automatically miss the golem.

Poisonous Breath (poison) (recharges on a 13+)**:** The golem breathes out a cloud of greenish vapors in a 20' blast. It makes the following attack on each creature in the blast: +2 vs. Fortitude; 2d6 Constitution poison damage.

STANDARD ACTIONS

Large Greatsword: +11 vs. AC; 2d10+2 damage.

GRICK

Grick

XP Value 24 + 1/hp (1 to 10 hp) **OR** 20 + 2/hp (11 to 20 hp) **OR** 32 + 3/hp (21 to 30 hp)
Medium beast 1st level soldier/1st level skirmisher/1st level controller (aberrant)
Hit Dice: 2d8+1d6+4 (16 hp)   **AC:** 14
Damage Reduction 5/+1

Melee: +2	**Fort:** 16
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 14

Perceptions Darkvision
Initiative +0   **Speed** 25', climb 20' (spider climb)

Str 21, Int 5, Wis 14, Dex 11, Con 13, Cha 12

TRAITS

Grick: A grick gets a +3 bonus to AC and a +2 bonus to Fortitude. It gets a +2 bonus on melee attacks.

STANDARD ACTIONS

Bite: Only against a grabbed target; the grick pulls the target adjacent to it and makes the following attack: +6 vs. AC; 1d4/x3 damage.

MOVE ACTIONS

Jerking Move: The grick moves 15' and makes the following attack against each grabbed creature: +4 vs. Reflex; Hit: The target falls prone and is pulled to a square adjacent to a grick at the end of its move.

MINOR ACTIONS

Grasping Tentacle: Reach 10'; +4 vs. Reflex; Hit: 1d3 damage and the target is grabbed until the end of the round. A grick can grab up to four creatures at once.
Keep 'Em Grabbed: The grick sustains up to four grabs until the end of the next round.

Typical Treasure 25% chance each: 1d8x1000 cp; 1d8x1000 sp; 1d8x500 ep; 1d8x500 gp. 10%

chance each: 1d4 gems, 1 art object, 1d2 magic items.

HARPOON SPIDER

Not truly spiders, these beasts have ten legs.

Harpoon Spider

XP Value: 10 + 2/hp (11 to 20 hp); **OR** 10 + 3/hp (21 to 30 hp); **OR** 20 + 4/hp (31 to 50 hp).
Large beast 1st level brute/6th level controller
Hit Dice: 1d10+3d8+10 (29 hp)   **AC:** 14
Melee: +1   **Fort:** 16
Ranged: +3   **Reflex:** 16
Spell: +0   **Will:** 14

Perceptions Darkvision
Initiative +0   **Speed** 30', climb 30' (spider climb)
Languages Deep Speech

Str 21, Int 8, Wis 13, Dex 11, Con 15, Cha 12

Harpoon Spider: A harpoon spider gets a +4 bonus to AC and a +2 bonus to melee and ranged attacks.

Bite: +3 vs. AC; 1d3 damage plus 1d4 acid damage.
   Against a Harpooned Target: +5 vs. AC; 2d3 damage plus 1d4 acid damage.
Organic Harpoon: Range 50'; +5 vs. AC; 1d6 damage and the target is harpooned. Getting free requires a minor action that inflicts 1d4 damage on the victim or a standard action and a successful 1d20 Dexterity check. While harpooned, a creature cannot move further from the harpoon spider, and if the harpoon spider moves further from the target it is pulled to a point within 50' of the harpoon spider.

Reel In: Only against a harpooned target; the harpoon spider makes an opposed Strength check against the target on 4d6; if the harpoon spider wins, the target is pulled 20' and the maximum distance it can be while harpooned is reduced by the amount pulled.

Typical Treasure (3 or more) 50% chance each: 2d6x1000 cp, 1d10x1000 sp, 1d8x1000 ep, 1d6x1000 gp, 1d10x200 pp. 20% chance each: 1d6 gems, 1d2 magic items.

HARPY

Harpy

XP Value: 26 + 1/hp (1 to 10 hp); **OR** 28 + 2/hp (11 to 20 hp); **OR** 46 + 3/hp (21 to 30 hp).
3rd level humanoid beast skirmisher/3rd level spellcaster (avian, humanoid)

Hit Dice: 2d6+3d4+4 (18 hp)	**AC:** 13
Melee: +1	**Fort:** 14
Ranged: +0	**Reflex:** 16
Spell: +3	**Will:** 19

Perceptions -
Initiative +0　　　　　　　　**Speed** 20', fly 40'
Languages Common, Harpy

Str 10, Int 10, Wis 13, Dex 13, Con 13, Cha 18

TRAITS

Harpy: A harpy gets a +2 bonus to its AC and Will defense.

TRIGGERED ACTIONS

Protect Me! (recharges on a 10+)**:** Trigger: An enemy attacks the harpy; Effect: As an interrupt, an adjacent enemy that is affected by the harpy's *harpy song* switches places with it, and the attack now targets that enemy.

Don't Hurt My Friend (recharges on a 10+): Trigger: An enemy attacks the harpy; Effect: As an interrupt, an enemy that is affected by the harpy's *harpy song* and adjacent to the triggering enemy makes a melee attack against the triggering enemy.

STANDARD ACTIONS

Dagger (melee): +4 vs. AC; 1d4/19-20 damage.
Dagger (ranged): +3 vs. AC (range 3); 1d4/19-20 damage.
Dart: +4 vs. AC (range 3); 1d3 damage.

MINOR ACTIONS

Harpy Song: Once per round; targets each enemy within 30'; +3 vs. Will; Hit: The target treats the harpy as an ally and cannot attack it (save ends on a 12+).

Skill Bonuses +4 to checks involving music, +2 to checks involving persuasion
Equipment dagger, 4 darts
Typical Treasure 50% chance each: 1d8x1000 cp, 1d6x1000 sp, 1d4x300 gp. 10% chance each: 1d12x10 pp, 1d4 gems, 1d4 art objects, 1 magic item.

Harpy Bard

XP Value: 34 + 1/hp (1 to 10 hp); **OR** 38 + 2/hp (11 to 20 hp); **OR** 62 + 3/hp (21 to 30 hp).
4th level humanoid beast skirmisher/3rd level spellcaster/1st level bard (avian, humanoid)

Hit Dice: 2d6+3d4+4 (18 hp)	**AC:** 13 (See also *bardic music.*)
Melee: +1	**Fort:** 14 (See also *bardic music.*)

Ranged: +1   **Reflex:** 17 (See also *bardic music.*)
Spell: +3   **Will:** 19 (See also *bardic music.*)

Perceptions -
Initiative +0   **Speed** 20', fly 40'
Languages Common, Harpy

Str 10, Int 10, Wis 13, Dex 13, Con 13, Cha 18

TRAITS
Harpy: A harpy gets a +2 bonus to its AC and Will defense.

TRIGGERED ACTIONS
Protect Me! (recharges on a 10+)**:** Trigger: An enemy attacks the harpy; Effect: An adjacent enemy that is affected by the harpy's *harpy song* switches places with it, and the attack now targets that enemy.
Don't Hurt My Friend (recharges on a 10+): Trigger: An enemy attacks the harpy; Effect: An enemy that is affected by the harpy's *harpy song* and adjacent to the triggering enemy makes a melee attack against the triggering enemy.

STANDARD ACTIONS
Dagger (melee): +4 vs. AC; 1d4/19-20 damage. See also *bardic music.*
Dagger (ranged): +3 vs. AC (range 3); 1d4/19-20 damage. See also *bardic music.*
Dart: +4 vs. AC (range 3); 1d3 damage. See also *bardic music.*

MINOR ACTIONS
Harpy Song: Targets each enemy within 30'; +3 vs. Will; Hit: The target treats the harpy as an ally and cannot attack it.
Bardic Music: The harpy bard and each ally within 60' gains a +1 bonus on attacks, damage and defenses until the end of the next round.

Skill Bonuses +6 to checks involving music, +2 to checks involving persuasion
Equipment dagger, 4 darts

HELMED HORROR

Helmed Horror
XP Value: 27 + 1/hp (1 to 10 hp); **OR** 28 + 2/hp (11 to 20 hp); **OR** 44 + 3/hp (21 to 30 hp); **OR** 60 + 4/hp (31 to 50 hp); **OR** 110 + 5/hp (51 to 75 hp).
Medium humanoid 6th level soldier (construct)
Hit Dice: 6d8+4 (31 hp)   **AC:** 21
Damage Reduction 5/adamantine or +1
Immunity necrotic, psychic
Vulnerability lightning 5
Melee: +3   **Fort:** 18

Ranged: +0   **Reflex:** 13
Spell: +0   **Will:** 13

Perceptions Darkvision
Initiative +0   **Speed** 25'
Languages Understands Common or creator's tongue

Str 16, Int 10, Wis 11, Dex 9, Con 12, Cha 13

TRAITS
Helmed Horror: A helmed horror gets a +7 bonus to AC and a +2 bonus to Fortitude and melee attacks.

STANDARD ACTIONS
Greatsword: +6 vs. AC; 1d10/19-20 damage.
Energy Strike (recharges on a 13+)**:** Each helmed horror deals either cold, fire, lightning, radiant or thunder damage with this attack. Requires greatsword. +6 vs. AC; 1d10/19-20 damage plus 2d6 damage of the chosen type.

MINOR ACTIONS
Keep Your Attention: Range 10 (doesn't provoke); +0 vs. Will; Hit: The target suffers a -2 penalty on attacks that don't include the helmed horror as a target until the end of the next round.

Equipment Greatsword
Typical Treasure 30% chance each: 1d6x100 cp, 1d6x100 sp. 50% chance each: 3d6x100 ep, 3d6x100 gp. 20% chance each: 1d10x50 pp, 1d10 gems, 1d4 art objects, 1 magic item.

HOBGOBLIN

Hobgoblin
XP Value: 14 + 1/hp (1 to 10 hp); **OR** 10 + 2/hp (11 to 20 hp)
Medium humanoid 2nd level soldier (goblinoid)
Hit Dice: 2d8+4 (13 hp)   **AC:** 19 (plus see *formation soldier*)
-1 crit severity
Melee: +1   **Fort:** 15 (plus see *formation soldier*)
Ranged: +0   **Reflex:** 15 (plus see *formation soldier*)
Spell: +0   **Will:** 14 (plus see *formation soldier*)

Perceptions Lowlight vision
Initiative +0   **Speed** 25'
Languages Common, Goblin

Str 15, Int 10, Wis 12, Dex 9, Con 13, Cha 11

Hobgoblin: A hobgoblin gets a +1 bonus to AC and to melee attacks and damage.
Formation Soldier: As long as the hobgoblin warrior has at least one adjacent ally, it gets a +2 bonus to all defenses.

TRIGGERED ACTIONS

Reprisal (recharges on a 17+)**:** Trigger: An enemy within 10' drops an ally. Effect (reaction): The hobgoblin warrior makes a *spear* attack at the triggering enemy.

STANDARD ACTIONS

Spear: +4 vs. AC (reach 10'); 1d6+1/x3 damage.

MINOR ACTIONS

Butt Strike (recharges on a 6+)**:** Requires spear; +4 vs. AC; 1d4+1 damage.

Skill Bonuses +2 to checks involving the military or military history
Equipment scale mail, heavy shield, helm, spear
Typical Treasure 2d12 gp

Hobgoblin Captain

XP Value: 24 + 1/hp (1 to 10 hp); **OR** 22 + 2/hp (11 to 20 hp); **OR** 36 + 3/hp (21 to 30 hp); **OR** 70 + 4/hp (31 to 50 hp).
Medium humanioid 5th level soldier (goblinoid)
Hit Dice: 5d8+4 (26 hp)   **AC:** 22 (plus see *formation soldier*)
-1 crit severity
Melee: +3   **Fort:** 15 (plus see *formation soldier*)
Ranged: +0   **Reflex:** 15 (plus see *formation soldier*)
Spell: +0   **Will:** 14 (plus see *formation soldier*)

Perceptions Lowlight vision
Initiative +0   **Speed** 25'
Languages Common, Goblin

Str 15, Int 10, Wis 12, Dex 9, Con 13, Cha 11

TRAITS

Hobgoblin: A hobgoblin gets a +1 bonus to AC and to melee attacks and damage.
Formation Soldier: As long as the hobgoblin captain has at least one adjacent ally, it gets a +2 bonus to all defenses.

TRIGGERED ACTIONS

Reprisal (recharges on a 15+)**:** Trigger: An enemy within 10' drops an ally. Effect (reaction): The hobgoblin captain makes a *spear* attack at the triggering enemy.

STANDARD ACTIONS

Spear: +6 vs. AC (reach 10'); 1d6+1/x3 damage.

Impaling Strike (recharges on a 14+)**:** +6 vs. AC (reach 10'); 2d6+2/x3 damage and the target is impaled on the spear and immobilized (save ends on a 15+).

<mark>MOVE ACTIONS</mark>
Tactical Formation: The hobgoblin captain and each goblinoid ally within 30' each shift 10'.

<mark>MINOR ACTIONS</mark>
Butt Strike (recharges on a 6+)**:** Requires spear; +6 vs. AC; 1d4+3 damage.

Skill Bonuses +2 to checks involving the military or military history
Equipment scale mail, heavy shield, helm, 2 spears
Typical Treasure 2d12 gp

HUMAN

Human Hoodlum   XP Value
XP Value: 3 + 1/hp (1 to 10 hp); **OR** 2/hp (11 to 20 hp).
Medium humanoid 1ˢᵗ level fighter
Hit Dice: 1d10+4 (9 hp)   **AC:** 15 (16 with weapon and shield style)
Melee: +1   **Fort:** 15
Ranged: +0   **Reflex:** 14 (15 with weapon and shield style)
Spell: +0   **Will:** 13

Perceptions -
Initiative +0   **Speed** 6
Languages Common plus one other

Str 14, Int 8, Wis 10, Dex 10, Con13, Cha 9

<mark>TRAITS</mark>
Fighting Styles: The hoodlum can choose between the following fighting styles:
  One Handed Weapon Style: While the hoodlum has a weapon in one hand and the other hand free, she gets a +1 bonus to attacks.
  Weapon and Shield Style: While fighting with a melee weapon in one hand and a shield in the other, the hoodlum gets a +1 bonus to AC and Reflex.
Stances: The hoodlum can choose between the following stances:
  Call 'Em Out: Adjacent enemies suffer a -2 penalty on attacks that don't include the hoodlum as a target.
  Crusher Stance: When she hits with a melee weapon that does bludgeoning damage, the hoodlum gets a +2 bonus to damage.
  Defensive Stance: The hoodlum gets a +1 bonus to all defenses.

<mark>STANDARD ACTIONS</mark>

Club: +2 vs. AC; 1d4 damage.
With One Handed Weapon Style: +3 vs. AC; 1d4 damage.
With Crusher Stance: +2 vs. AC; 1d4+2 damage.
With One Handed Weapon Style and Crusher Stance: +3 vs. AC; 1d4+2 damage.

Skill Bonuses +2 to checks involving bullying
Equipment Studded leather armor, light shiled, cap, club
Typical Treasure 2d10 cp, 2d6 sp.

Human Bandit   XP Value

XP Value: 6 + 1/hp (1 to 10 hp); **OR** 8 + 2/hp (11 to 20 hp)
Medium humanoid 1st level rogue/1st level fighter

Hit Dice: 1d10+4 (9 hp)	**AC:** 12
Melee: +1	**Fort:** 13
Ranged: +0	**Reflex:** 16
Spell: +0	**Will:** 12

Initiative +0	**Speed** 30'

Languages Common, one other

Str 13, Int 8, Wis 8, Dex 15, Con 12, Cha 9

TRAITS

Fighting Styles: The bandit can choose between the following fighting styles:
One-Handed Weapon Style: When attacking with a weapon in one hand and the other hand free, the bandit gains a +1 bonus to melee attacks.
Throwing Weapon Style: When the bandit throws a weapon, he may shift 5' before or after the attack.
Stances: The bandit can choose between the following stances:
Aggressive Stance: +1 to melee attacks.
Knife Stance: +1 bonus to melee and ranged attacks with a light blade.
Stealthy Stance: +2 bonus on skill checks to be sneaky.
Sneak attack: +1d6 damage with combat advantage.

STANDARD ACTIONS

Shortsword: +3 vs. AC; 1d6/19-20 damage.
With One-Handed Style and Aggressive or Knife Stance: +5 vs. AC; 1d6/19-20.
Dart: +3 vs. AC; 1d3 damage.
With Throwing Style: Shift 5' before or after the attack.

Skill Bonuses +2 to skills involving banditry
Equipment leather armor, shortsword, 6 darts
Typical Treasure 2d10 cp, 2d6 sp, 1d6 ep.

Human Cult Member

XP Value: 1/hp (1 to 10 hp)

Medium humanoid 1st level rogue/1st level cultist

Hit Dice: 1d6+3 (6 hp) **AC:** 12 (plus see weapon and cloak style)
Melee: +1 **Fort:** 13 (plus see weapon and cloak style)
Ranged: +0 **Reflex:** 15 (plus see weapon and cloak style)
Spell: +0 **Will:** 13 (plus see fanaticism and weapon and cloak style)

Initiative +0 (+1 with weapon and cloak style) **Speed** 30'
Languages Common, one other (usually Abyssal, Infernal or something else of that ilk)

Str 11, Int 12, Wis 6, Dex 13, Con 10, Cha 13

TRAITS

Fanaticism: A cultist gains a +5 bonus to saving throws against effects that target her Will defense. A cultist gains a +1 bonus to attacks when another cultist or a location sacred to the cult is within 50'.
Fighting Styles: The cult member can choose between the following fighting styles:
   One Handed Weapon Style: While the cult member has a weapon in one hand and the other hand free, she gets a +1 bonus to attacks.
   Weapon and Cloak Style: While the cult member has a weapon in one hand and her cloak in the other, she gets a +1 bonus to initiative and a +3 bonus to defenses against opportunity attacks.
Stances: The hoodlum can choose between the following stances:
   Knife Stance: The cult member gets a +1 bonus to melee and ranged attacks with light blades.
   Liar Stance: The cult member gets a +2 bonus on skill checks to mislead or lie to creatures.

STANDARD ACTIONS

Dagger (melee): +4 vs. AC; 1d4/19-20 damage.
   With One Handed Weapon Style or Knife Stance: +5 vs. AC; 1d4/19-20 damage.
Dagger (ranged): +3 vs. AC (range 3); 1d4/19-20 damage.
   With One Handed Weapon Style or Knife Stance: +4 vs. AC (range 3); 1d4/19-20 damage.

Skill Bonuses +2 bonus to skill checks made to deceive or misdirect creatures about the cult (+4 with *liar stance*)
Equipment cap, dagger, sling, 10 bullets

Human Cult Leader

XP Value: 19 + 1/hp (1 to 10 hp); **OR** 20 + 2/hp (11 to 20 hp); **OR** 26 + 3/hp (21 to 30 hp); **OR** 50 + 4/hp (31 to 50 hp).
Medium 5th level cleric/3rd level cultist
Hit Dice: 4d8+2 (20 hp) **AC:** 16 (17 while using a style) (see also *defensive stance*)
-1 to crit severity
Melee: +1 (see also *fanaticism*) **Fort:** 15 (see also *defensive stance*)
Ranged: +0 (see also *fanaticism*) **Reflex:** 12 (13 with *weapon and shield style*) (see also *defensive stance*)
Spell: +2 (see also *fanaticism*) **Will:** 19 (see also *fanaticism, mindless obedience, holy warrior style, defensive stance*)

Initiative +0 **Speed** 25'

Languages Common, Abyssal

Str 10, Int 13, Wis 16, Dex 8, Con 7, Cha 15

TRAITS

Fighting Styles: The cult leader can choose between the following fighting styles:

Weapon and Shield Style: When the cult leader wields a weapon and shield, he gets a +1 bonus to AC and Reflex.

Holy Warrior Style: When the cult leader wields a weapon in one hand and a holy symbol in the other, he gains a +1 bonus to AC and Will.

Metamagic: The cult leader can apply the following metamagic effects (see also *prayerful stance*):

Expert Reaching (recharges on a 14+): Cast a touch prayer with a range of 25'

Overwhelm (recharges on an 18+): When he hits a target with a spell attack, the cult leader knocks it prone.

Concentrate (recharges on a 16+): When he uses a prayer that gives a bonus to himself or his allies, the bonus increases by 1.

Stances: The cult leader can choose between the following stances:

Expert Prayerful Stance: The cult leader gains a +1 bonus on spell attacks and a +2 bonus to metamagic recharge rolls.

Defensive Stance: The cult leader gains a +1 bonus to all defenses.

Crusher Stance: When he uses a bludgeoning melee weapon, the cult leader gets a +2 bonus to damage.

Domains: Acolyte of Battle and Healing; Initiate of Death

TRIGGERED ACTIONS

Fanaticism: A cultist gains a +5 bonus to saving throws against effects that target her Will defense. A cultist gains a +1 bonus to attacks when another cultist or a location sacred to the cult is within 50'.

Take One for the Team (recharges on a 10+): Trigger: An adjacent ally is hit by a melee or ranged attack. Effect (interrupt): The cult leader switches places with the target and is hit instead.

Mindless Obedience: Any effect that causes a cult leader to attack an ally, act against the cult, consider an ally an enemy, or consider a creature attacking a member or fixture of the cult an ally ends immediately.

STANDARD ACTIONS

Mace: +2 vs. AC; 1d6 damage.

With Crusher Stance: +2 vs. AC; 1d6+2 damage.

Death Vision: +2 vs. Will against a target the cult leader can touch; 1d6 psychic damage.

With Prayerful Stance: +3 vs. Will.

Death Knell: +2 vs. Fortitude against a bloodied enemy the cult leader can touch; 2d6 necrotic damage. If the target dies, the cult leader gets a +2 bonus to attacks and defenses until the end of the next round.

With Prayerful Stance: +3 vs. Fortitude.

Bless: The cult leader and all allies within a range of 25' gain +1 to melee attacks and AC until the end of the next round. Sustain minor.

Cure Light Wounds: Touch one creature and heal it of damage equal to 10% of its maximum hit points plus 1d6. This prayer can be used as a minor action, but it must then recharge.

Cure Light Wounds (recharge 13+)**:** Touch one creature and heal it of damage equal to 10% of its maximum hit points plus 1d6. (Each creature is only subject to this effect 1/day.)

Skill Bonuses +2 to skill checks involving religion or made to deceive or misdirect creatures about the cult
Equipment chain mail, heavy shield, helm, mace, holy symbol
Typical Treasure: 1d12x100 gp. 25% chance each: 3d6 gems, 1d8 art objects, 1d12 trade goods, 1d2 magic items.

KOBOLD

Kobold

XP Value: 3 + 1/hp (1 to 10 hp).
Small humanoid 1st level skirmisher (canine, reptilian)

Hit Dice: 1d6+1 (4 hp)	**AC:** 13
Melee: +0	**Fort:** 11
Ranged: +0	**Reflex:** 16
Spell: +0	**Will:** 13

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Common, Draconic

Str 6, Int 10, Wis 9, Dex 17, Con 3, Cha 15

Dagger (ranged): +3 ranged (1d4/19-20, range 3).
Dagger (melee): +3 melee (1d4/19-20)

Shift 1 square.

Skill Bonuses +2 to stealth or trap-related skill checks
Equipment leather armor, dagger
Typical Treasure 2d6 cp.

Kobold Scoundrel

XP Value: 6 + 1/hp (1 to 10 hp); **OR** 8 + 2/hp (11 to 20 hp).
Small humanoid 1st level skirmisher/3rd level rogue (canine, reptilian)

Hit Dice: 2d6+1 (8 hp)	**AC:** 13
Melee: +0	**Fort:** 11
Ranged: +0	**Reflex:** 19

Spell: +0   **Will:** 13

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Common, Draconic

Str 6, Int 10, Wis 9, Dex 17, Con 3, Cha 15

STANDARD ACTIONS
Dagger (ranged): +3 vs. AC (1d4/19-20, range 3).
   With one-handed weapon style and knife stance: +4 ranged (1d4/19-20, range 3)
Dagger (melee): +3 vs. AC (1d4/19-20)
   With one-handed weapon style and knife stance: +5 melee (1d4/19-20, range 3)

MINOR ACTIONS
Shift 1 square.

Skill Bonuses +3 to stealth or trap-related skill checks; +1 to all other skill checks.
Equipment leather armor, dagger
Typical Treasure 2d10 cp, 2d6 sp.

Kobold Assassin
XP Value: 11 + 1/hp (1 to 10 hp); **OR** 14 + 2/hp (11 to 20 hp).
Small humanoid 1st level skirmisher/3rd level rogue/1st level assassin (canine, reptilian)
Hit Dice: 2d6+1 (8 hp)   **AC:** 13
Melee: +0   **Fort:** 11
Ranged: +0   **Reflex:** 20
Spell: +0   **Will:** 13

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Common, Draconic

Str 6, Int 10, Wis 9, Dex 17, Con 3, Cha 15

TRAITS
Sneak Attack +1d6.
One-Handed Weapon Style: +1 to melee attacks with one weapon and one hand free.
Knife Stance: +1 to melee and ranged attacks with light blade.
Stealthy Stance: +2 bonus on skill checks to be sneaky.

STANDARD ACTIONS

Dagger (ranged): +3 vs. AC (range 3) (1d4/19-20).
   With one-handed weapon style and knife stance: +4 vs. AC (1d4/19-20, range 3)
Dagger (melee): +3 vs. AC (1d4/19-20)
   With one-handed weapon style and knife stance: +5 vs. AC (1d4/19-20, range 3)
Death Attack (recharges on a 17+)**:** If you have combat advantage, you may make a death attack as a standard action. Make a melee or ranged attack vs. Fortitude. If you hit, you deal double damage and the target is dazed until the end of the next round.

MINOR ACTIONS

Shift 1 square.

Skill Bonuses +2 to stealth or trap-related skill checks
Equipment leather armor, dagger
Typical Treasure 2d10 cp, 2d6 sp, 1d4 ep.

Kobold Wyrmpriest

Small humanoid 1st level skirmisher/1st level spellcaster/1st level leader (canine, reptilian)
Hit Dice: 1d6+1d4+1d8+1 (11 hp)

Resist see traits	**AC:** 14
Melee: +0	**Fort:** 11
Ranged: +0	**Reflex:** 16
Spell: +1	**Will:** 15

Perceptions Darkvision
Initiative +0   **Speed** 25'
Languages Common, Draconic

Str 6, Int 10, Wis 9, Dex 17, Con 3, Cha 15

TRAITS

Dragon's Blessing: The wyrmpriest has resist 5 against the damage type of its patron's breath weapon.

STANDARD ACTIONS

Staff: +2 melee (1d6).
Wyrm's Breath: +1 vs. Reflex against a target within a range of 40'; Hit: 1d6 damage of the same type as the breath weapon of the wyrmpriest's patron dragon.

MINOR ACTIONS

Shift 1 square.

Skill Bonuses +2 to stealth or trap-related skill checks
Equipment chain mail, helm, staff
Typical Treasure 3d6 gp. 50% chance of 1d4 pieces of jewelry. 15% chance of 1 magic item.

Kobold Chieftain

XP Value: 11 + 1/hp (1 to 10 hp); **OR** 10 + 2/hp (11 to 20 hp); **OR** 10 + 3/hp (21 to 30 hp)
Small humanoid 4th level skirmisher/4th level leader (canine, reptilian)

Hit Dice: 2d6+3d8+1 (21 hp)   **AC:** 14

Melee: +3	**Fort:** 11
Ranged: +0	**Reflex:** 16
Spell: +0	**Will:** 13

Perceptions Darkvision
Initiative +1   **Speed** 25'
Languages Common, Draconic

Str 6, Int 10, Wis 9, Dex 17, Con 3, Cha 15

TRAITS

Leadership: All kobold allies within 20' gain a +1 bonus on initiative.
Helm: -1 crit severity.

STANDARD ACTIONS

Spear (ranged): +2 ranged (1d6/x3, range 2).
Spear (melee): +5 melee (1d6/x3).

MINOR ACTIONS

Shift 1 square.

Skill Bonuses +3 to stealth or trap-related skill checks; +1 to all other skill checks.
Equipment chain mail armor, helm, spear
Typical Treasure 1d6x100 gp. 50% chance: 1d10x1000 cp, 1d10x1000 sp. 75% chance each: 1d4 gems, 1d4 pieces of jewelry.

LIZARDFOLK

Greenscale Lizardfolk

XP Value: 1/hp (1 to 10 hp); **OR** 2/hp (11 to 20 hp)
Medium humanoid 2nd level soldier (reptile)

Hit Dice: 2d8+3 (12 hp)   **AC:** 15

Melee: +1	**Fort:** 14
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 14

Perceptions Lowlight vision
Initiative +0   **Speed** 30', swim 20'
Languages Draconic

Str 14, Int 6, Wis 13, Dex 9, Con 11, Cha 8

STANDARD ACTIONS
Mighty Blow (recharges on a 15+)**:** Requires club; +4 vs. AC; 2d4 damage.
Club: +2 vs. AC; 1d4 damage.
Claw: +1 vs. AC; 1d2 damage.

MINOR ACTIONS
Bite (recharges on a 7+)**:** +1 vs. AC; 1d3 damage.

Skill Bonuses +2 to checks involving dwelling in the swamp
Equipment Leather armor, light shield, club
Typical Treasure 3d10 cp, 2d10 sp, 2d6 ep, 1d8 gp.

Greenscale Darter

XP Value: 3 + 1/hp (1 to 10 hp); **OR** 4 + 2/hp (11 to 20 hp); **OR** 3/hp (21 to 30 hp)
Medium humanoid 2nd level soldier/3rd level artillery (reptile)
Hit Dice: 2d8+1d6+3 (12 hp)   **AC:** 15
Melee: +1	**Fort:** 14
Ranged: +3	**Reflex:** 16
Spell: +0	**Will:** 14

Perceptions Lowlight vision
Initiative +0   **Speed** 30', swim 20'
Languages Draconic

Str 14, Int 6, Wis 13, Dex 9, Con 11, Cha 8

TRAITS
Lizardfolk: A lizardfolk gets a +2 bonus to AC.

FULL ACTIONS
Volley: The greenscale darter makes three dart attacks.

STANDARD ACTIONS
Mighty Blow (recharges on a 15+)**:** Requires club; +4 vs. AC; 2d4 damage.
Club: +2 vs. AC; 1d4 damage.
Claw: +1 vs. AC; 1d2 damage.
Dart: +6 vs. AC (range 3); 1d3 damage.

MINOR ACTIONS
Bite (recharges on a 7+)**:** +1 vs. AC; 1d3 damage.

Skill Bonuses +2 to checks involving dwelling in the swamp
Equipment Leather armor, club, 12 darts
Typical Treasure 3d10 cp, 2d10 sp, 2d6 ep, 1d8 gp.

Greenscale Bruiser Lizardfolk

XP Value: 3 + 1/hp (1 to 10 hp); **OR** 4 + 2/hp (11 to 20 hp); **OR** 3/hp (21 to 30 hp); **OR** 4/hp (31 to 50 hp).
Medium humanoid 2nd level soldier/1st level brute (reptile)
Hit Dice: 2d8+1d10+8 (22, 23 hp)   **AC:** 15

Melee: +2	**Fort:** 15
Ranged: +0	**Reflex:** 14
Spell: +0	**Will:** 14

Perceptions Lowlight vision
Initiative +0   **Speed** 30', swim 20'
Languages Draconic

Str 20, Int 6, Wis 13, Dex 9, Con 11, Cha 8

TRAITS
Lizardfolk: A lizardfolk gets a +2 bonus to AC.
Bruiser: A bruiser gets a +2 bonus to melee attacks and damage.

STANDARD ACTIONS
Mighty Blow (recharges on a 15+)**:** Requires club; +7 vs. AC; 2d4+4 damage.
Club: +5 vs. AC; 1d4+2 damage.
Claw: +4 vs. AC; 1d2+2 damage.

MINOR ACTIONS
Bite (recharges on a 7+)**:** +4 vs. AC; 1d3+2 damage.

Skill Bonuses +2 to checks involving dwelling in the swamp
Equipment Leather armor, light shield, club
Typical Treasure 3d10 sp, 4d6 ep, 2d8 gp. 5% chance: 1 magic item.

MANTICORE

Manticore

XP Value: 28 + 1/hp (1 to 10 hp); **OR** 24 + 2/hp (11 to 20 hp); **OR** 32 + 3/hp (21 to 30 hp); **OR** 50 + 4/hp (31 to 50 hp).

Large beast 4th level artillery/2nd level skirmisher/3rd level soldier
Hit Dice: 2d6+3d8+5 (25 hp)   **AC:** 16

Melee: +2	**Fort:** 18
Ranged: +5	**Reflex:** 19
Spell: +0	**Will:** 16

Perceptions Lowlight vision, scent
Initiative +1   **Speed** 30', fly 60'
Languages Common

Str 20, Int 7, Wis 15, Dex 15, Con 16, Cha 11

TRAITS

Manticore: A manticore gets a +3 bonus to melee and ranged attacks, a +2 bonus to AC and Fortitude and a +1 bonus to Reflex and Will.

FULL ACTIONS

Claws: The manticore makes two claw attacks: +5 vs. AC; 1d4 damage.

STANDARD ACTIONS

Spike Attack: +8 vs. AC (range 50'); 1d4 damage.
Spike Volley (recharges on a 10+)**:** The manticore makes 3 spike attacks.
Bite: +5 vs. AC; 1d6 damage.

MOVE ACTIONS

Flyby: The manticore must be in flight at the start of this move. The manticore flies (shifts) 20'.

Skill Bonuses +2 to checks involving intimidation
Typical Treasure 35% chance each: 1d12x1000 cp, 2d4x1000 sp, 1d6x1000 ep. 50% chance: 1d6x1000 gp. 20% chance each: 1d6 gems, 1d3 art objects, 1d2 magic items.

MEPHIT

Fire Mephit

XP Value 13 + 1/hp (1 to 10 hp) **OR** 16 + 2/hp (11 to 20 hp)
Small humanoid 2nd level skirmisher/2nd level spellcaster (fire)
Hit Dice: 1d6+2d4+4 (12 hp)   **AC:** 12
Immunity fire
Vulnerability cold 5

Melee: +1	**Fort:** 14
Ranged: +0	**Reflex:** 18
Spell: +2	**Will:** 13

Perceptions Darkvision

Initiative +0   **Speed** 20', fly 40' (maximum altitude 20')
Languages Ignan, Common

Str 5, Int 9, Wis 5, Dex 15, Con 12, Cha 13

Mephit: A mephit gets a +2 bonus to Reflex.

Flaming Claw: +1 vs. Reflex; 1d4 fire damage.
Spit Fire: Range 20'; +2 vs. Reflex; 1d6 fire damage.

Blazing Flit (recharges on a 10+)**:** The fire mephit flies (shifts) 15'. Each creature that it shifts adjacent to during this action chooses: the fire mephit pushes it 5' or it takes 2 fire damage.

Typical Treasure 25% chance each: 3d10 cp, 3d10 sp, 3d10 ep, 3d10 gp.

Mud Mephit

XP Value 14 + 1/hp (1 to 10 hp) **OR** 10 + 2/hp (11 to 20 hp).
Small humanoid 1st level soldier/2nd level skirmisher
Hit Dice: 1d8+1d6+4 (12 hp)   **AC:** 16
Damage Reduction 4/+1

Melee: +2	**Fort:** 14
Ranged: +0	**Reflex:** 18
Spell: +0	**Will:** 11

Perceptions Darkvision
Initiative -1   **Speed** 20', fly 20' (maximum altitude 10')
Languages Terran, Common

Str 7, Int 6, Wis 5, Dex 15, Con 14, Cha 9

Mephit: A mephit gets a +2 bonus to Reflex.
Mud Body: The mud mephit gets a +3 bonus to AC.

Hawk Up a Mud Loogie: Ranged 40'; +2 vs. Reflex; Hit: 2d4 damage and the target is slowed (save ends on a 12+); if the target is already slowed, it is instead immobilized (save ends on a 14+).

Muddy Punch: +2 vs. AC; 1d3 damage.

Miring Mud: The mud mephit turns into a flow of mud and shifts through an adjacent enemy's space and into any other square adjacent to it. The enemy cannot contest this movement. The enemy is then slowed (save ends on a 10+). If the target is already slowed, it is instead immobilized (save ends ona 12+).

Typical Treasure 25% chance each: 3d10 cp, 3d10 sp, 3d10 ep, 3d10 gp.

MIMIC

Mimic

XP Value: x + 2/hp (11 to 20 hp);
Medium beast 2nd level brute/4th level controller
Hit Dice: 2d10+2d8+15 (35 hp)   **AC:** 16
Resist 10 acid
Melee: +3   **Fort:** 21
Ranged: +0   **Reflex:** 11
Spell: +0   **Will:** 14

Initiative +0 (see also *surprise!*)   **Speed** 15'
Languages 50% chance of Common

Str 18, Int 4, Wis 13, Dex 3, Con 15, Cha 10

TRAITS
Mimic: A mimic gains a +4 bonus to AC and Fortitude. It can change its shape to that of an inanimate object (stereotypically a chest). When it is mimicking an object, it requires a Wisdom check on 5d6 to realize a mimic's true nature.

TRIGGERED ACTIONS
Surprise!: When a creature touches a mimic without being aware of its nature, the creature becomes stuck to the mimic and immobilized (save ends on a 17+) and the mimic makes two *bash* attacks against it as a free action.

STANDARD ACTIONS
Bash: +3 vs. AC; 1d6 damage. If the target is stuck to the mimic, the mimic gets a +4 bonus to the attack roll.

MINOR ACTIONS
Sticky Bits: +3 vs. Reflex; the target is stuck to the mimic and immoblized (save ends on a 17+).

Typical Treasure: 30% chance each: 1d8x1000 cp, 1d8x1000 sp, 1d8x1000 ep, 1d6x1000 gp, 1d10x100 pp, 1d12 gems, 1d6 art objects, 1d3 magic items.

MUMMY

Shambling Mummy

XP Value: 30 + 3/hp (21 to 30 hp); **OR** 60 + 4/hp (31 to 50 hp)
Medium humanoid 3rd level brute (undead)
Hit Dice: 3d10+19 (35 hp)   **AC:** 12
Damage Reduction 5/+1
Immune disease, poison
Vulnerability fire (see *inflammable*)

Melee: +2	**Fort:** 17
Ranged: +2	**Reflex:** 12
Spell: +2	**Will:** 14

Perceptions Darkvision
Initiative +0   **Speed** 20'
Languages Whatever it spoke in life

Str 19, Int 7, Wis 14, Dex 7, Con 13, Cha 12

TRAITS

Mummy: A mummy gets a +2 bonus to AC and attacks.
Inflammable: If an inflammable creature takes fire damage, it also takes ongoing 3 fire damage (save ends on a 10+).

STANDARD ACTIONS

Terrific Blow: +4 vs. AC; 1d6 damage and ongoing 4 necrotic (save ends on a 13+).

MINOR ACTIONS

Fear (recharges on a 10+)**:** Targets up to three creatures within a range of 20'; +2 vs. Will; on a hit, the target must move its speed away from the mummy as its first action on its next turn.

Skill Bonuses +2 to checks involving the mummy's life
Typical Treasure 75% each: 1d8x2000 cp; 1d8x2000 sp; 2d6x1000 ep; 2d6x1000 gp. 50% each: 1d10 gems; 1d6 art objects; 2d8 trade goods. 30% chance: 1d3 magic items.

OGRE

Ogre

XP Value: 20 + 4/hp (31 to 50 hp); **OR** 30 + 5/hp (51 to 75 hp); **OR** 50 + 6/hp (76 to 100 hp).
Large humanoid 4th level brute (ogre)

Hit Dice: 4d10+46 (68 hp)		**AC:** 14	
Melee: +2		**Fort:** 21	
Ranged: +0		**Reflex:** 13	
Spell: +0		**Will:** 12	

Perceptions Darkvision
Initiative -1   **Speed** 25'
Languages Orcish, Giant

Str 19, Int 5, Wis 8, Dex 9, Con 18, Cha 7

TRAITS

Ogrish Might: Ogres receive a +4 bonus to melee damage and AC but have a -1 penalty to initiative.

STANDARD ACTIONS

Large club: +3 vs. AC; 2d4+4 damage.

Skill Bonuses +4 to skill checks involving athletics or endurance
Equipment large club, thick hides
Typical Treasure 2d4x200 cp, 2d4x100 sp, 1d4x100 ep, 1d6x30 gp. 25% chance: 1d6 gems, 1 magic item.

Ogre Berserker

XP Value: 40 + 4/hp (31 to 50 hp); **OR** 70 + 5/hp (51 to 75 hp); **OR** 115 + 6/hp (76 to 100 hp).
Large humanoid 4th level brute/1st level berserker (humanoid. ogre)

Hit Dice: 4d10+46 (68 hp)		**AC:** 14	
Melee: +2		**Fort:** 20	
Ranged: +0		**Reflex:** 13	
Spell: +0		**Will:** 12	

Perceptions Darkvision
Initiative -1   **Speed** 25'
Languages Orcish, Giant

Str 19, Int 5, Wis 8, Dex 9, Con 18, Cha 7

TRAITS

Ogrish Might: Ogres receive a +4 bonus to melee damage and AC.
Rage Stance: Must be wounded. The ogre gains 18 temporary hit points and grants combat advantage. On each turn, it must attack an enemy; if it cannot, it must double move towards the closest visible enemy.

Cannot end this stance if an enemy is in sight. If no enemy is in sight at the end of the ogre beserker's turn, it may make a save (10+) to end the stance. On a 5 or lower, on its next turn it instead

attacks or charges the nearest creature.

Large club: +3 vs. AC (reach 2); 2d4+4 damage.

Skill Bonuses +4 to skill checks involving athletics or endurance
Equipment large club, thick hides
Typical Treasure 2d4x100 cp, 2d6x100 sp, 1d6x100 ep, 1d6x50 gp. 40% chance: 1d6 gems, 1 magic item.

OOZE

Gray Ooze
XP Value: 36 + 3/hp (21 to 30 hp); **OR** 70 + 4/hp (31 to 50 hp).
Medium ooze 3rd level brute
Hit Dice: 3d10+20 (36 hp)   **AC:** 10
Resist 10 acid, 10 piercing, 10 poison, 5 slashing (see also *corrosive fluids*)
Melee: +2   **Fort:** 18
Ranged: +0   **Reflex:** 11
Spell: +0   **Will:** 12

Perceptions Tremorsense 100' (blind)
Initiative -1   **Speed** 30', climb 20'

Str 16, Int 1, Wis 7, Dex 4, Con 15, Cha 1

TRAITS
Ooze: An ooze cannot be flanked or knocked prone but has a -1 penalty to initiative.

TRIGGERED ACTIONS
Corrosive Fluids: Trigger: A weapon or natural weapon hits the ooze. Effect: The ooze makes the following attack against the wielder of the weapon: +2 vs. Reflex; Hit: The weapon is destroyed. If it was a natural weapon, the creature instead takes 1d6 acid damage.

STANDARD ACTIONS
Caustic Pseudopod: +2 vs. Reflex; 1d6 acid damage.

Green Slime
XP Value: 36 + 1/hp (1 to 10 hp); **OR** 40 + 2/hp (11 to 20 hp)
Medium ooze 4th level controller (plant)
Hit Dice: 2d8+4 (13 hp)   **AC:** 10
Immunity bludgeoning, force, piercing, slashing (see also *slimy doom*)
Vulnerability fire 5, radiant 5

Melee: +2	**Fort:** 16
Ranged: +0	**Reflex:** 10
Spell: +0	**Will:** 13

Perceptions Tremorsense 60' (blind)

| **Initiative** -1 | **Speed** 10' |

Str 1, Int 1, Wis 10, Dex 1, Con 13, Cha 1

TRAITS

Ooze: An ooze cannot be flanked or knocked prone but has a -1 penalty to initiative.
Slimy: A slime cannot be maneuvered, pushed or pulled. It is almost impossible to notice before it acts, gaining surprise unless an enemy makes a Wisdom check on 5d6 to perceive it.

TRIGGERED ACTIONS

Slimy Doom: Trigger: An enemy touches the slime, including hitting it with a melee attack. Effect: The creature touching the slime takes ongoing 5 acid damage (save ends on a 14+). If the target takes fire damage, this ongoing damage ends.

STANDARD ACTIONS

Drip: The green slime must be undetected on the ceiling above the target. +6 vs. Reflex; on a hit, the green slime moves into the target's square and the target takes 2d6 acid damage and is immobilized and takes ongoing 5 acid damage (save ends both on a 14+). As long as the target is taking this ongoing damage, the green slime is stuck to it and shares its space, moving with the target. If the target takes fire damage, the ongoing damage ends and the green slime shifts to the nearest unoccupied square..
Slimy Touch: +2 vs. Reflex; 1d6 acid damage plus ongoing 5 acid damage (save ends on a 14+). If the target takes fire damage, this ongoing damage ends.

Gelatinous Cube

XP Value: 26 + 1/hp (1 to 10 hp); **OR** 28 + 2/hp (11 to 20 hp); **OR** 46 + 3/hp (21 to 30 hp).
Large ooze 6th level controller
Hit Dice: 3d8+6 (19 hp)   **AC:** 10
Resist bludgeoning 10, piercing 10, slashing 10

Melee: +3	**Fort:** 19
Ranged: +0	**Reflex:** 10
Spell: +0	**Will:** 13

Perceptions Tremorsense 100' (blind)

| **Initiative** -1 | **Speed** 20' |

Languages -

Str 20, Int 1, Wis 10, Dex 1, Con 18, Cha 3

TRAITS

Ooze: An ooze cannot be flanked or knocked prone but has a -1 penalty to initiative.
Transparent: A gelatinous cube is almost impossible to spot before you know it is there. It requires a

Wisdom check on 3d10 to notice the cube before contacting it (see *engulf*).

Engulf (recharges on an 11+)**:** The cube attacks up to two creatures that are medium or smaller: +3 vs. Reflex; 1d4 acid damage and the target is drawn into the cube and paralyzed (save ends on a 16+). The cube cannot hold more creatures than will fill its space. Each engulfed creature takes ongoing 5 acid damage until they escape the cube.

Touch: +3 vs. Reflex; 1d4 acid damage.

Typical Treasure: 40% chance each: 3d6 cp, 3d6 sp, 2d6 ep, 2d6 gp. 10% chance each: 1d3 gems, 1 magic item (that the cube won't dissolve).

ORC

Orc   XP ?

XP Value: 14 + 1/hp (1 to 10 hp); **OR** 10 + 2/hp (11 to 20 hp)
Medium humanoid 1st level soldier (orc)

Hit Dice: 1d8+4 (8 hp)   **AC:** 18
Melee: +1   **Fort:** 14
Ranged: +0   **Reflex:** 13
Spell: +0   **Will:** 12

Perceptions Lowlight vision
Initiative +0   **Speed** 25'
Languages Orcish, Common

Str 14, Int 8, Wis 8, Dex 10, Con 12, Cha 8

Warrior's Surge: Trigger: The orc drops. Effect: The orc makes a longsword attack as a free action.

Longsword: +4 vs. AC; 1d8+1/19-20 damage.

Equipment scale mail, heavy shield, cap, longsword
Typical Treasure: 2d8 sp, 1d6 ep.

Ogrillion (Half-Ogre, Half-Orc)

XP Value: 8 + 2/hp (11 to 20 hp); 6 + 3/hp (21 to 30 hp)
Medium humanoid 1st level soldier/1st level brute (ogre, orc)
Hit Dice: 1d8+1d10+9 (19 hp) **AC:** 15

Melee: +2   **Fort:** 15
Ranged: +0   **Reflex:** 13
Spell: +0   **Will:** 12

Perceptions Lowlight vision
Initiative +0   **Speed** 25'
Languages Orcish, Common

Str 17, Int 7, Wis 7, Dex 10, Con 14, Cha 8

TRAITS
Masher: The ogrillion gets +2 to melee damage.
Thick Skin: An ogrillion gets a +4 bonus to AC.

STANDARD ACTIONS
Maul: +5 vs. AC; 1d10+2 damage.
Crushing Blow (recharges on a 16+): +5 vs. AC; 1d10+2 damage and the target is pushed 15' and knocked prone.

Equipment thick hides, maul

Orc Champion
XP Value: 19 + 1/hp (1 to 10 hp); **OR** 24 + 2/hp (11 to 20 hp); **OR** 38 + 3/hp (21 to 30 hp); **OR** 40 + 4/hp (31 hp to 50 hp)
Medium humanoid 5th level soldier (orc)
Hit Dice: 5d8+4 (26 hp)   **AC:** 21
Melee: +3   **Fort:** 15
Ranged: +0   **Reflex:** 13
Spell: +0   **Will:** 12

Perceptions Lowlight vision
Initiative +0   **Speed** 25'
Languages Orcish, Common

Str 17, Int 8, Wis 10, Dex 10, Con 12, Cha 8

TRIGGERED ACTIONS
Warrior's Surge: Trigger: The orc drops. Effect: The orc makes a longsword attack as a reaction.

STANDARD ACTIONS
Longsword: +8 vs. AC; 1d8+3/19-20 damage.
Power Attack (recharges on a 12+): The orc champion makes a longsword attack for double damage.

Equipment scale mail, heavy shield, cap, longsword
Typical Treasure: 5d6 gp, 2d4 pp. 25% chance: 1 magic item.

OTYUGH

Otyugh

XP Value: 16 + 1/hp (1 to 10 hp); **OR** 16 + 2/hp (11 to 20 hp); **OR** 26 + 3/hp (21 to 30 hp).
Medium beast 3rd level soldier
Hit Dice: 3d8+6 (19 hp)   **AC:** 14
Immunity disease, stench; **Resist** poison 5

Melee: +2	**Fort:** 21
Ranged: +0	**Reflex:** 12
Spell: +0	**Will:** 12

Perceptions Darkvision
Initiative -1 **Speed** 20'
Languages 25% speak one language, either Common, Goblin, Orcish or the tongue of nearby creatures

Str 17, Int 5, Wis 8, Dex 8, Con 20, Cha 6

TRAITS
Otyugh: Otyughs have a -1 penalty to intitiative, a +2 bonus to AC and a +4 bonus to Fortitude. It gets a +4 bonus to attacks with its *horrendous fart* power.

FULL ACTIONS
Horrendous Fart (recharges on a 15+) **(gas, stench):** Close burst 15'; make the following attack on each creature in the burst; +4 vs. Fortitude; on a hit, the creature takes 1d4 points of Strength damage and is pushed half its speed.

STANDARD ACTIONS
Filthy Swat: Reach 10'; +2 vs. AC; 1d4 damage and secondary attack: +2 vs. Fortitude; Hit: the target catches to filth fever.
   Filth Fever: Each day the disease makes an attack against the victim: +2 vs. Fortitude; on a hit, the target takes 1d3 Strength and Constitution damage. If the disease misses three days in a row, the victim recovers.

Skill Bonuses +8 to conceal itself or objects in filth
Typical Treasure 50% chance: 3d10x100 cp. 35% chance: 1d10x100 sp. 20% chance: 1d10x100 ep. 10% chance: 2d6x50 gp. 10% chance: 1d100 pp. 1% chance: 1d10 gems. 1% chance: 1 magic item.

OWLBEAR

Owlbear

XP Value: 70 + 4/hp (31 to 50 hp); **OR** 130 + 5/hp (51 to 75 hp); **OR** 225 + 6/hp (76 to 100 hp).
Large beast 5th level brute

Hit Dice: 5d10+30 (63 hp)	**AC:** 14
Melee: +3	**Fort:** 20
Ranged: +0	**Reflex:** 16
Spell: +0	**Will:** 15

Perceptions Lowlight vision
Initiative +0   **Speed** 35'
Languages -

Str 20, Int 3, Wis 15, Dex 13, Con 16, Cha 10

TRAITS

Owlbear's Fierceness: Owlbears get a +3 bonus to AC and a +2 bonus to Reflex, melee attacks and melee damage.

TRIGGERED ACTIONS

Terrifying Screech (fear)**:** Trigger: The owlbear becomes bloodied; recharges when the owlbear rests. As a reaction, the owlbear makes an attack in a 20' blast: +0 vs. Will; Hit: The target suffers a -2 penalty to attacks until the end of the next round.

FULL ACTIONS

Claws: The owlbear makes two claw attacks. If both hit the same target, the owlbear hugs the target: +5 vs. Fortitude; Hit: The target is grabbed and cannot move from its

STANDARD ACTIONS

Claw: +5 vs. AC; 1d8+2 damage.
Bite: The owlbear must have the target grabbed; +5 vs. AC; 2d4+2/x3 damage.

Typical Treasure 25% chance each: 3d10x200 cp, 3d10x200 sp, 3d10x100 ep, 3d10x100 gp. 10% chance each: 1d10 gems, 1d4 art objects, 1d6 trade goods, 1d4 magic items.

PIXIE

Pixie

Tiny humanoid 1st level controller (fey)

Hit Dice: 1d8 (4 hp)	**AC:** 14
Melee: +0	**Fort:** 14
Ranged: +1	**Reflex:** 16

Spell: +0   **Will:** 12

Perceptions Low-light vision
Initiative +1   **Speed** 15', fly 30'
Languages Sylvan

Str 2, Int 11, Wis 6, Dex 19, Con 12, Cha 15

TRAITS

Tiny: Tiny creatures don't get a bonus kicker of 1/3 its Constitution, but do get a +2 bonus to AC.
Natural Invisibility: A pixie is invisible unless it chooses to show itself or it attacks (or an effect reveals it). If a pixie is visible, it can become invisible and move or fly half its speed as a move action.
Pixie Archery: A pixie gets a +2 bonus to ranged attacks.

FULL ACTIONS

Volley: The pixie makes 3 tiny shortbow attacks with a -3 penalty.

STANDARD ACTIONS

Tiny Dagger (melee): +3 vs. AC (1d2/19-20).
Tiny Dagger (ranged): +6 vs. AC (1d2/19-20, range 3).
Tiny Shortbow: +6 vs. AC (1d3/x3, range 3)

MINOR ACTIONS

Sleep Dust: The pixie shakes dust from its wings onto one tiny arrow. If that arrow hits a living creature by the end of the next round,

Skill Bonuses Pixies get a +3 bonus to skill checks to cause mischief.
Equipment tiny shortbow, 20 tiny arrows, tiny dagger
Typical Treasure 75% chance each of 2d10 ep, 2d6 sp, 1d8 gp. 10% chance 1 potion.

RAT

GIANT RAT

XP Value: 3 + 1/hp (1 to 10 hp).
Tiny beast 1st level skirmisher
Hit Dice: 1d6 (3 hp)   **AC:** 14
Melee: +0   **Fort:** 15
Ranged: +0   **Reflex:** 16
Spell: +0   **Will:** 14

Perceptions Lowlight vision, scent
Initiative +0   **Speed** 30', climb 15', swim 20'
Languages -

Str 4, Int 2, Wis 13, Dex 17, Con 15, Cha 8

Filth Dweller: The giant rat gets a +2 bonus to defenses and saving throws against poison and disease.
Tiny: The giant rat doesn't get a bonus kicker of 1/3 its Constitution, but it gets a +2 bonus to AC.

STANDARD ACTIONS
Bite: +0 vs. AC; 1d3 damage plus make a secondary attack: +0 vs. Fortitude; the target contracts filth fever.
   Filth Fever: Each day the disease makes an attack against the victim: +2 vs. Fortitude; on a hit, the target takes 1d3 Strength and Constitution damage. If the disease misses three days in a row, the victim recovers.

DIRE RAT
XP Value: 3 + 1/hp (1 to 10 hp); **OR** 2/hp (11 to 20 hp).
Small beast 2nd level skirmisher
Hit Dice: 1d6+5 (8 hp)   **AC:** 12
Melee: +1   **Fort:** 15
Ranged: +0   **Reflex:** 16
Spell: +0   **Will:** 14

Perceptions Lowlight vision, scent
Initiative +0   **Speed** 30', climb 15', swim 20'
Languages -

Str 4, Int 2, Wis 13, Dex 17, Con 15, Cha 8

TRAITS
Filth Dweller: The giant rat gets a +2 bonus to defenses and saving throws against poison and disease.

STANDARD ACTIONS
Bite: +1 vs. AC; 1d4 damage plus make a secondary attack: +1 vs. Fortitude; the target contracts filth fever.
   Filth Fever: Each day the disease makes an attack against the victim: +2 vs. Fortitude; on a hit, the target takes 1d3 Strength and Constitution damage. If the disease misses three days in a row, the victim recovers.

RAT SWARM
XP Value: 13 + 1/hp (1 to 10 hp); **OR** 16 + 2/hp (11 to 20 hp).
Medium beast 4th level skirmisher (swarm)
Hit Dice: 2d6+5 (12 hp) (see *swarm*)   **AC:** 12
Melee: +2   **Fort:** 15
Ranged: +0   **Reflex:** 17
Spell: +0   **Will:** 14

Perceptions Lowlight vision, scent
Initiative +0   **Speed** 30', climb 15', swim 20'
Languages -

Str 4, Int 2, Wis 13, Dex 17, Con 15, Cha 8

TRAITS
Filth Dweller: The rat swarm gets a +2 bonus to defenses and saving throws against poison and disease.
Swarm: A swarm takes half damage from single-target attacks and double damage from area or close attacks.

TRIGGERED ACTIONS
Swarm Attack: Trigger: An enemy starts its turn adjacent to the swarm. Effect: The swarm makes a *swarm of rats* attack at the target.

STANDARD ACTIONS
Swarm of Rats: Targets one or two creatures; +2 vs. AC; 1d6 damage plus ongoing 2 damage (save ends on a 10+).

MOVE ACTIONS
Carpet of Rats: The rat swarm moves its speed. It gains combat advantage on any creatures that it ends adjacent to until the end of the round.

RUST MONSTER

Rust Monster
XP Value: 10 + 1/hp (1 to 10 hp); **OR** 12 + 2/hp (11 to 20 hp); **OR** 20 + 3/hp (21 to 30 hp).
Medium beast 5th level controller
Hit Dice: 3d8+3 (16 hp)   **AC:** 15
Melee: +3   **Fort:** 13
Ranged: +0   **Reflex:** 13
Spell: +0   **Will:** 14

Perceptions Lowlight vision, scent
Initiative +0   **Speed** 30'
Languages -

Str 14, Int 4, Wis 12, Dex 10, Con 10, Cha 10

TRAITS
Rusting Hide: Rust monsters have a +2 bonus to AC. If a metal weapon hits the rust monster, the rust monster gains resist 5 against the attack and the weapon gains a wear point.

Lashing Antennae (recharges on a 15+): Trigger (reaction): An enemy hits the rust monster with a melee attack. Effect: The rust monster makes a *rusting antennae* attack at the triggering enemy.

STANDARD ACTIONS
Bite: +3 vs. AC; 1d2 damage.
Rusting Antennae: +3 vs. Reflex (reach 10'); one of the target's items gains a wear point. The item is the first one in this list that the target is wearing or bearing that is metal: armor, shield, weapon wielded, other weapon, cloak, gauntlets, belt, boots.

SAHUAGIN

Sahuagin
XP Value: 3 + 1/hp (1 to 10 hp); **OR** 2/hp (11 to 20 hp).
Medium humanoid 1st level brute (aquatic)
Hit Dice: 1d10+8 (13 hp) **AC:** 12 (plus see *aquatic*)
Melee: +1   **Fort:** 15 (plus see *aquatic*)
Ranged: +0   **Reflex:** 13 (plus see *aquatic*)
Spell: +0   **Will:** 14 (plus see *aquatic*)

Perceptions Green eyes
Initiative +1 (plus see *aquatic*)   **Speed** 25', swim 40'
Languages Sahuagin

Str 15, Int 11, Wis 13, Dex 10, Con 13, Cha 13

TRAITS
Aquatic: An aquatic creature can breathe water and gets a +1 bonus to initiative, attacks and defenses against non-aquatic creatures while in the water.
Sahuagin: Sahuagin get a +1 bonus to AC, initiative, melee and ranged attacks and melee damage. A sahuagin that is out of water for more than an hour takes 1d4 points of Constitution damage and an additional 1d6 points per hour thereafter.

STANDARD ACTIONS
Spear: +4 vs. AC (reach 10'); 1d6+1/x3 damage.

MINOR ACTIONS
Claw (recharge 6+)**:** The sahuagin makes the following attack. If it is wielding its spear, it releases one hand's grip on it and then re-readies the spear as a part of this action. +4 vs. AC; 1d3 damage.

Skill Bonuses +2 on checks involving the ocean
Equipment sea shell armor, spear
Typical Treasure (Group of 10 or more) 50% chance each: 3d6x100 cp, 2d6x100 sp, 1d8x100 ep, 1d10x40 gp. 75% chance each: 2d10 pearls, 2d6 pieces of coral. 20% chance each: 1d10 art objects that

can survive immersion, 1d3 magic items that can survive immersion.

Sahuagin Raider

XP Value: 6 + 3/hp (21 to 30 hp); **OR** 4/hp (31 to 50 hp).
Medium humanoid 3rd level brute (aquatic)
Hit Dice: 3d10+20 (36 hp)   **AC:** 14 (plus see *aquatic*)
Melee: +2   **Fort:** 18 (plus see *aquatic*)
Ranged: +0   **Reflex:** 14 (plus see *aquatic*)
Spell: +0   **Will:** 14 (plus see *aquatic*)

Perceptions Green eyes
Initiative +1 (plus see *aquatic*)   **Speed** 25', swim 40'
Languages Sahuagin

Str 16, Int 11, Wis 13, Dex 12, Con 15, Cha 13

TRAITS

Aquatic: An aquatic creature can breathe water and gets a +1 bonus to initiative, attacks and defenses against non-aquatic creatures while in the water.
Sahuagin: Sahuagin get a +1 bonus to AC, initiative, melee and ranged attacks and melee damage. A sahuagin that is out of water for more than an hour takes 1d4 points of Constitution damage and an additional 1d6 points per hour thereafter.

STANDARD ACTIONS

Spear: +5 vs. AC (reach 10'); 1d6+1/x3 damage.
Raider's Strike (recharges on a 13+)**:** +5 vs. AC (reach 10'); 1d6+3/x3 damage and the target is knocked prone.

MINOR ACTIONS

Claw (recharge 6+)**:** The sahuagin makes the following attack. If it is wielding its spear, it releases one hand's grip on it and then re-readies the spear as a part of this action. +4 vs. AC; 1d3 damage.

Skill Bonuses +2 on checks involving the ocean
Equipment turtle shell armor, spear
Typical Treasure (Group of 10 or more) 50% chance each: 3d6x1000 cp, 2d6x1000 sp, 1d8x1000 ep, 1d10x500 gp, 1d10 art objects that can survive immersion, 1d3 magic items that can survive immersion.

SCORPION

Deep Scorpion

XP Value: 15 + 1/hp (1 to 10 hp); **OR** 18 + 2/hp (11 to 20 hp).

Small beast 1st level soldier/1st level skirmisher
Hit Dice: 1d8+1d6+3 (11 hp)   **AC:** 13
Melee: +1   **Fort:** 13
Ranged: +0   **Reflex:** 15
Spell: +0   **Will:** 13

Perceptions Tremorsense 30'
Initiative +0   **Speed** 40'

Str 11, Int 1, Wis 11, Dex 12, Con 10, Cha 8

TRAITS
Scorpion: Scorpions get a +2 bonus to AC and a +1 bonus to melee attacks and damage.

TRIGGERED ACTIONS
Death Sting: Trigger: The scorpion is reduced to 0 or fewer hit points. Effect (reaction, even if dead): The scorpion makes a sting attack with a +2 bonus to attack and damage against a random creature within 1 square (including itself).

STANDARD ACTIONS
Sting: +2 vs. AC; 1d3+1 damage plus ongoing 1d4 lethal Dexterity damage (save ends on a 12+).

MINOR ACTIONS
Claw: +2 vs. Reflex; on a hit, the target is grabbed. The scorpion can have up to two targets grabbed at once.

SKELETON

Decrepit Skeleton
XP Value: 10 + 1/hp (1 to 10 hp).
Medium humanoid 1st level soldier (undead)
Hit Dice: 1d8 (4 hp)   **AC:** 14
Resist 5 cold, 10 piercing, 5 slashing
Melee: +1   **Fort:** 10
Ranged: +0   **Reflex:** 15
Spell: +0   **Will:** 13

Perceptions Darkvision
Initiative +1   **Speed** 6
Languages -

Str 12, Int 5, Wis 10, Dex 15, Con 2, Cha 4

Skeleton: Skeletons have a +1 bonus on initiative and to melee attacks. They also have a +2 bonus to AC.

STANDARD ACTIONS
Bony Claws: +2 vs. AC; 1d4 damage.

Equipment Tattered armor

Skeleton Guard
XP Value: 16 + 1/hp; **OR** 12 + 2/hp (11 to 20 hp); **OR** 20 + 3/hp (21 to 30 hp)
Medium humanoid 2nd level soldier (undead)
Hit Dice: 2d8+3 (12 hp)   **AC:** 16
Resist 5 cold, 10 piercing, 5 slashing

Melee: +1	**Fort:** 14
Ranged: +0	**Reflex:** 15
Spell: +0	**Will:** 13

Perceptions Darkvision
Initiative +1   **Speed** 5
Languages -

Str 14, Int 5, Wis 10, Dex 15, Con 10, Cha 4

TRAITS
Skeleton: Skeletons have a +1 bonus on initiative and to melee attacks. They also have a +2 bonus to AC.

TRIGGERED ACTIONS
Swift Opportunity: Trigger: An enemy provokes an opportunity attack from the skeleton guard; Effect: The skeleton guard gets a +2 bonus to its opportunity attack and damage.

STANDARD ACTIONS
Broad sword: +3 vs. AC; 1d8/19-20 damage.

Equipment chain mail, broadsword

Skeleton Archer
Medium humanoid 1st level soldier/1st level artillery (undead)
Hit Dice: 1d8+1d6+3 (11 hp)   **AC:** 14
Resist 5 cold, 10 piercing, 5 slashing

Melee: +1	**Fort:** 13
Ranged: +1	**Reflex:** 16
Spell: +0	**Will:** 13

Perceptions Darkvision
Initiative +1   **Speed** 6
Languages -

Str 12, Int 5, Wis 10, Dex 15, Con 10, Cha 4

Skeleton: Skeletons have a +1 bonus on initiative and to melee attacks. They also have a +2 bonus to AC.

Bony Claws: +2 vs. AC; 1d4 damage.
Shortbow: +4 vs. AC (range 6); 1d6/x3 damage.
Quick Shot (recharges on a 13+)**:** The skeleton archer makes two shortbow attacks.

Equipment Tattered armor, shortbow, 20 arrows

Skeleton Mage   XP ?

Medium humanoid 1st level soldier/2nd level spellcaster (undead)
Hit Dice: 1d8+2d4+3 (12 hp)   **AC:** 14
Resist 5 cold, 10 piercing, 5 slashing
Melee: +1   **Fort:** 13
Ranged: +0   **Reflex:** 15
Spell: +2   **Will:** 15

Perceptions Darkvision
Initiative +1   **Speed** 6
Languages -

Str 12, Int 5, Wis 10, Dex 15, Con 10, Cha 4

Skeleton: Skeletons have a +1 bonus on initiative and to melee attacks. They also have a +2 bonus to AC.
Magery: A skeleton mage can cast three 1st valence spells.

Bony Claws: +2 vs. AC; 1d4 damage.

Equipment Tattered armor

SNAKE

Cave Snake

XP Value: 8 + 1/hp (1 to 10 hp); **OR** 10 + 2/hp (11 to 20 hp)
Medium beast 3rd level skirmisher

Hit Dice: 2d6+3 (10 hp)	**AC:** 12
Melee: +1	**Fort:** 13
Ranged: +0	**Reflex:** 17
Spell: +0	**Will:** 14

Perceptions Scent

Initiative +0	**Speed** 25', swim 30'

Str 13, Int 2, Wis 14, Dex 15, Con 10, Cha 8

TRAITS

Cave Snake: Cave snakes get a +1 bonus to AC and melee attacks.

STANDARD ACTIONS

Bite: +2 vs. AC; 1d4 damage plus ongoing 2 poison (save ends on a 10+).
Lunging Bite: The cave snake shifts 10' and makes the following attack: +3 vs. AC; 1d4+1 damage plus ongoing 2 poison (save ends on a 10+).

MOVE ACTIONS

Slither: The cave snake shifts 15'.

Grey Constrictor

XP Value: 22 + 3/hp (21 to 30 hp); **OR** 40 + 4/hp (31 to 50 hp); **OR** 70 + 5/hp (51 to 75 hp).
Large 3rd level brute/3rd level controller

Hit Dice: 3d10+2d8+19 (44 hp)	**AC:** 13
Melee: +4	**Fort:** 17
Ranged: +0	**Reflex:** 13
Spell: +0	**Will:** 15

Perceptions Heat sense 30'

Initiative +0	**Speed** 30', climb 20'

Str 22, Int 1, Wis 15, Dex 11, Con 12, Cha 8

TRAITS

Constrictor Snake: A constrictor gets a +2 bonus to AC and melee attacks. It also gets a +2 bonus on checks to prevent a creature from escaping its coils.

FULL ACTIONS

Squeeze: Targets a grabbed creature; +8 vs. Fortitude; Hit: 2d6 damage and the target is dazed (save ends on a 10+).

STANDARD ACTIONS

Coil: +6 vs. Reflex; Hit: 1d6 damage and the target is grabbed. A grey constrictor can only grab one creature at a time.

SPIDER

SPIDER SWARM

XP Value: 23 + 1/hp (1 to 10 hp); **OR** 24 + 2/hp (11 to 20 hp).
Medium beast 1st level skirmisher/1st level controller
Hit Dice: 1d6+1d8+3 (11 hp)   **AC:** 12
Resist/Vulnerable See *Swarm*

Melee: +1	**Fort:** 13
Ranged: +0	**Reflex:** 16
Spell: +0	**Will:** 14

Perceptions Tremorsense in webs   **Initiative** +0   **Speed** 6, climb 5 (spider climb)
Languages -

Str 1, Int 1, Wis 13, Dex 17, Con 10, Cha 8

TRAITS
Swarm: A swarm takes half damage from single-target attacks and double damage from area or close attacks.

TRIGGERED ACTIONS
Swarm Attack: Trigger: An enemy starts its turn adjacent to the swarm. Effect: The swarm makes a *thousand bites* attack at the target.

STANDARD ACTIONS
Thousand Bites (poison)**:** Targets each creature adjacent to the swarm; +1 vs. AC; 1d4 damage plus ongoing 1 damage (save ends on a 13+) and poison (ongoing 1d2 Dexterity damage) (save ends on a 10+)

MOVE ACTIONS
Web Slick (recharges on a 13+): The spider swarm moves its speed and leaves webs in one square that it passed through during this movement. A creature must make a Strength check on 4d6 to leave a square of webs.

Giant Gray Spider

XP Value: 8 + 1/hp (1 to 10 hp).
Tiny beast 1st level skirmisher

Hit Dice: 1d6 (3 hp)	**AC:** 14
Melee: +0	**Fort:** 13
Ranged: +0	**Reflex:** 16

Spell: +0   **Will:** 14

Perceptions Tremorsense in webs
Initiative +0   **Speed** 30', climb 25' (spider climb)
Languages -

Str 4, Int 1, Wis 13, Dex 17, Con 11, Cha 8

TRAITS

Tiny: The giant gray spider doesn't get a bonus kicker of 1/3 its hit points, but it gets a +2 bonus to AC.

STANDARD ACTIONS

Bite (poison)**:** +0 vs. AC; 1d3 damage plus poison (ongoing 2 poison) (save ends on an 8+)

Giant Jumping Spider

XP Value: 8 + 1/hp (1 to 10 hp).
Small beast 2nd level skirmisher
Hit Dice: 1d6+3 (6 hp)   **AC:** 14
Melee: +1   **Fort:** 13
Ranged: +0   **Reflex:** 16
Spell: +0   **Will:** 14

Perceptions Tremorsense in webs
Initiative +1   **Speed** 30', climb 25' (spider climb)
Languages -

Str 7, Int 1, Wis 13, Dex 17, Con 11, Cha 8

TRAITS

Scuttler: Because of its constant scuttling movements, a giant jumping spider gets a +2 bonus to AC and a +1 bonus to initiative.

STANDARD ACTIONS

Bite (poison)**:** +0 vs. AC; 1d3 damage plus poison (ongoing 2 poison) (save ends on an 8+)

MOVE ACTIONS

Leap: The giant jumping spider leaps 20' without provoking opportunity attacks.

Giant Tarantella Spider

XP Value: 13 + 1/hp (1 to 10 hp); **OR** 12 + 2/hp (11 to 20 hp); **OR** 20 + 3/hp (21 to 30 hp).
Medium beast 1st level skirmisher/4th level controller
Hit Dice: 1d6+2d8+3 (15 hp)   **AC:** 14
Melee: +3   **Fort:** 13
Ranged: +0   **Reflex:** 16
Spell: +0   **Will:** 14

Perceptions Tremorsense in webs
Initiative +1   **Speed** 30', climb 25' (spider climb)
Languages -

Str 15, Int 1, Wis 13, Dex 17, Con 11, Cha 8

TRAITS
Expert Biter: A giant tarantella gets a +2 bonus on attack and damage rolls with its bite attack and a +1 bonus to initiative.

STANDARD ACTIONS
Bite (poison)**:** +5 vs. AC; 1d3+2 damage plus poison (ongoing 1d3 Wisdom damage and the target dances, moving 15' in a random direction at the start of each round and granting combat advantage; save ends on a 12+).

Giant Black Widow Spider

XP Value: 20 + 2/hp (11 to 20 hp); **OR** 20 + 3/hp (21 to 30 hp); **OR** 50 + 4/hp (31 to 50 hp); **OR** 100 + 5/hp (51 to 75 hp).
Medium beast 4th level skirmisher/2nd level brute
Hit Dice: 2d8+2d10+15 (35 hp)   **AC:** 11
Melee: +3   **Fort:** 17
Ranged: +0   **Reflex:** 16
Spell: +0   **Will:** 14

Perceptions Tremorsense in webs
Initiative +0   **Speed** 30', climb 25' (spider climb)
Languages -

Str 15, Int 1, Wis 13, Dex 14, Con 16, Cha 8

TRAITS
Expert Biter: A giant black widow gets a +2 bonus on attack and damage rolls with its bite attack.

STANDARD ACTIONS
Bite (poison)**:** +5 vs. AC; 1d6+2 damage plus poison (ongoing 1d4 Constitution damage; save ends on a 12+).

Typical Treasure 20% chance each: 1d6x100 cp, 1d6x100 sp, 1d6x100 ep, 1d6x100 gp, 1d6x10 pp, 1d6 gems, 1d3 pieces of jewelry, 1d3 magic items.

SQUIRMING MASS

This thing looks like a wriggling mass of worms and tentacles.

Squirming Mass

XP Value: 16 + 1/hp (1 to 10 hp); OR 16 + 2/hp (11 to 20 hp); OR 26 + 3/hp (21 to 30 hp); OR 40 + 4/hp (31 to 50 hp).
Large ooze 3rd level skirmisher/3rd level controller (aberrant)
Hit Dice: 2d8+2d6+5 (21 hp)   **AC:** 12
Resist 5 piercing

Melee: +3	**Fort:** 16
Ranged: +0	**Reflex:** 13
Spell: +0	**Will:** 13

Perceptions Tremorsense 50'

Initiative +0	**Speed** 30', climb 30' (spider climb)

Str 20, Int 7, Wis 11, Dex 5, Con 15, Cha 6

TRAITS
Squirming Mass: A squirming mass gets a +2 bonus to AC and grab attacks. An enemy cannot contest a squirming mass moving into its space.

STANDARD ACTIONS
Drilling Tentacles: The squirming mass makes the following attack against each grabbed creature: +5 vs. AC; 2d3 damage.

MOVE ACTIONS
Move and Drag: The squirming mass moves or climbs half its speed. Grabbed enemies remain grabbed and move with the squirming mass.

MINOR ACTIONS
Carpet of Tentacles: The squirming mass shifts one square into an enemy's square and makes the following attack against it: +5 vs. Reflex; on a hit, the target is grabbed. (A squirming mass can grab up to four medium or smaller creatures at a time.) A creature can escape this grab with a Dexterity check opposed by the squirming mass' Strength check.

STIRGE

Stirge
XP Value: 8 + 1/hp (1 to 10 hp).
Tiny beast 1st level skirmisher
Hit Dice: 1d6 (3 hp)   **AC:** 14

Melee: +0	**Fort:** 13
Ranged: +0	**Reflex:** 19
Spell: +0	**Will:** 14

Perceptions Darkvision, scent
Initiative +1   **Speed** 10', fly 50'
Languages -

Str 6, Int 2, Wis 13, Dex 16, Con 11, Cha 8

Stirge: Stirges get a +3 bonus to Reflex and a +1 bonus to initiative.
Tiny: Tiny creatures don't get a bonus kicker of 1/3 its Constitution, but do get a +2 bonus to AC.

Blood Drain: Only when the stirge is attached; the creature to which it is attached takes 1d2 points of lethal Strength damage.

Bite: +0 vs. AC; 1d2 points of damage and the stirge attaches to the target. If a creature attacks an attached stirge with an attack that doesn't target the creature to which the stirge is attached, it must take a -2 penalty to its attack roll or else have a 50% chance of accidentally targeting the creature to which the stirge is attached.

Skill Bonuses +4 to skill checks to hide

TOAD

Giant Dungeon Toad
XP Value: 16 + 2/hp (11 to 20 hp); **OR** 26 + 3/hp (21 to 30 hp); **OR** 60 + 4/hp (31 to 50 hp).
Medium beast 2nd level brute
Hit Dice: 2d10+15 (26 hp)   **AC:** 14
Melee: +1   **Fort:** 19
Ranged: +0   **Reflex:** 12
Spell: +0   **Will:** 13

Perceptions Darkvision
Initiative -1   **Speed** 20' plus see *hop*

Str 15, Int 1, Wis 10, Dex 5, Con 15, Cha 6

Giant Toad: Giant toads get a +2 bonus to AC and Fortitude and a +1 bonus to Reflex but have a -1 penalty to initiative.
Dungeon Specialist: Giant dungeon toads get a +2 bonus to AC and attacks.

Here, Have Him Back: Trigger (reaction): The toad takes 10 or more points of damage in a single attack while it has a victim swallowed. Effect: The swallowed creature takes ¼ the triggering damage and is vomited into a square adjacent to the toad of the toad's choice.

STANDARD ACTIONS

Bite: +3 vs. AC; 1d4 damage and the target is grabbed.
Swallow Whole: Only against a medium or smaller grabbed target; +3 vs. Fortitude; Hit: The toad swallows the target. While swallowed, the creature takes 1d4 acid damage at the start of its turn and cannot attack with a weapon other than a dagger that is already in hand (and even then it takes a -4 penalty to attacks). The creature can use a full action to attempt to break free by making an opposed Strength or Dexterity check against the toad's Strength; the toad gets a +4 bonus to this check.

MOVE ACTIONS

Hop: The dungeon toad jumps 15' horizontally, 10' up or 40' down without harm.

Skill Bonuses +4 to checks involving jumping or climbing

Ice Toad

XP Value: 14 + 1/hp (1 to 10 hp); **OR** 14 + 2/hp (11 to 20 hp); **OR** 16 + 3/hp (21 to 30 hp).
Small beast 2nd level artillery/2nd level soldier (cold)
Hit Dice: 1d6+2d8+4 (16 hp)   **AC:** 15
Resist cold 10
Vulnerability fire 5 and slowed until the end of the next round

Melee: +1	**Fort:** 17
Ranged: +0	**Reflex:** 14
Spell: +2	**Will:** 13

Initiative -2	**Speed** 20'

Str 7, Int 2, Wis 10, Dex 8, Con 12, Cha 7

TRAITS

Giant Toad: Giant toads get a +2 bonus to AC and Fortitude and a +1 bonus to Reflex but have a -1 penalty to initiative.
Frozen Flesh: An ice toad gets a +2 bonus to AC but takes a -1 penalty to initiative.
Freezing Aura: 10' aura; any creature that starts its turn in the aura takes 2 cold damage. If a creature starts its turn in multiple freezing auras, it takes damage equal to the strongest aura's damage + 1 point per additional aura.

STANDARD ACTIONS

Bite: +3 vs. AC; 1d3 damage plus 1d4 cold damage.
Freezing Breath: 5' radius burst within 30'; attacks each creature in burst; +4 vs. Reflex; 1d6 cold damage and the target is slowed (save ends on an 11+).

Typical Treasure (Group of four or more) 25% chance each: 1d8x100 cp, 1d8x100 sp, 1d8x100 ep, 1d8x100 gp, 1d10x20 pp. 10% chance each: 1d6 gems, 1 magic item.

TROLL

Troll

XP Value: 120 + 4/hp (31 to 50 hp); **OR** 230 + 5/hp (51 to 75 hp); **OR** 400 + 6/hp (76 to 100 hp).
Large humanoid 6th level brute
Hit Dice: 6d10+38 (71 hp)   **AC:** 13
Immune disease; **Resist** 10 poison
Regeneration 3 (acid, fire)

Melee: +3	**Fort:** 24
Ranged: +0	**Reflex:** 13
Spell: +0	**Will:** 12

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Troll

Str 18, Int 6, Wis 8, Dex 10, Con 24, Cha 7

TRAITS

Troll: A troll gets a +3 bonus to AC, melee attacks and damage.

FULL ACTIONS

Troll Frenzy: The troll makes two claw attacks and one bite attack.

STANDARD ACTIONS

Claw: +6 vs. AC (reach 2); 1d4+3 damage. If this damage bloodies the target, the troll uses *claw* against it again as a free action.
Bite: +6 vs. AC; 1d6+3 damage.

Typical Treasure 35% chance each: 1d10x1000 cp, 1d10x1000 sp, 1d10x500 ep, 1d6x500 gp, 1d6x100 pp, 1d8 gems, 1d4 art objects, 1 magic item.

Ice Troll   XP Value

XP Value: 110 + 4/hp (31 to 50 hp); **OR** 210 + 5/hp (51 to 75 hp); **OR** 360 + 6/hp (76 to 100 hp).
Medium humanoid 4th level brute
Hit Dice: 4d10+37 (59 hp)   **AC:** 13
Immune cold, disease; **Resist** 10 poison
Vulnerability 5 fire
Regeneration 3 (acid, fire)

Melee: +2	**Fort:** 21
Ranged: +0	**Reflex:** 13
Spell: +0	**Will:** 12

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Troll

Str 18, Int 6, Wis 8, Dex 10, Con 21, Cha 7

TRAITS

Troll: A troll gets a +3 bonus to AC, melee attacks and damage.
Cold Aura: Any creature that starts its turn adjacent to an ice troll is slowed until the end of the next round.

FULL ACTIONS

Troll Frenzy: The troll makes two claw attacks and one bite attack.

STANDARD ACTIONS

Claw: +5 vs. AC (reach 2); 1d3+3 damage. If this damage bloodies the target, the troll uses *claw* against it again as a free action.
Bite: +5 vs. AC; 1d4+3 damage.

Typical Treasure 35% chance each: 1d10x500 cp, 1d10x500 sp, 1d6x500 ep, 2d6x100 gp, 1d6x10 pp, 1d4 gems. 10% chance: 1 magic item.

WIGHT

Wight

XP Value 28 + 2/hp (11 to 20 hp) **OR** 46 + 3/hp (21 to 30 hp) **OR** 90 + 4/hp (31 to 50 hp)
Medium humanoid 1st level brute/2nd level soldier
Hit Dice: 1d10+2d8+8 (22 hp)   **AC:** 13
Immunity disease, poison; **Resist** cold 10, necrotic 10
Vulnerability radiant 3
Damage Reduction 4/silver or +1

Melee: +2	**Fort:** 14
Ranged: +0	**Reflex:** 13
Spell: +0	**Will:** 14

Perceptions Darkvision
Initiative +0   **Speed** 30'
Languages Same as in life

Str 16, Int 8, Wis 13, Dex 11, Con 10, Cha 13

TRAITS
Wight: A wight's dense body gives it a +2 bonus to AC. It gains a +1 bonus on melee attacks and damage.

STANDARD ACTIONS
Life Drain: +3 vs. AC; 1d3+1 damage plus 1d6 necrotic damage and the target cannot regain hit points (save ends on a 10+). If the target is already under the influence of this effect, the save DC instead rises by 2, to a maximum of 20.

MINOR ACTIONS
Necrotic Surge (recharges on a 16+)**:** Targets an enemy that is under the effect of the wight's life drain; +3 vs. Fortitude; 1d3+1 damage plus 1d6 necrotic damage. The wight regains hit points equal to the necrotic damage dealt.

Typical Treasure 30% chance each of 1d6x1000 sp, 1d6x1000 ep. 50% chance each of 1d6x1000 gp, 1d10x100 pp, 1d10 gems, 1d6 art objects, 1d6 trade goods, 1d3 magic items.

WOLF

Wolf
XP Value: 8 + 1/hp (1 to 10 hp); **OR** 6 + 2/hp (11 to 20 hp).
Medium beast 3rd level skirmisher
Hit Dice: 2d6+4 (11 hp)   **AC:** 13
Melee: +1   **Fort:** 13
Ranged: +0   **Reflex:** 16
Spell: +0   **Will:** 15

Perceptions Lowlight vision, scent
Initiative +1   **Speed** 40'
Languages -

Str 16, Int 3, Wis 15, Dex 13, Con 12, Cha 10

TRAITS
Pack Hunter: A pack hunter gains combat advantage against any creature with one of the pack hunter's allies adjacent to it.
Wolf: A wolf gets a +2 bonus to AC and a +1 bonus to initiative.

STANDARD ACTIONS
Bite: The wolf shits 10' before or after the attack. +1 vs. AC; 1d4 damage. If the wolf has combat advantage, make a secondary attack on a hit: +1 vs. Reflex; the target falls prone.

Dire Wolf

XP Value: 40 + 4/hp (31 to 50 hp); **OR** 55 + 5/hp (51 to 75 hp); **OR** 90 + 6/hp (76 to 100 hp).
Large beast 3rd level skirmisher/4th level brute

Hit Dice: 2d6+4d10+26 (54 hp)	**AC:** 15
Melee: +3	**Fort:** 19
Ranged: +0	**Reflex:** 16
Spell: +0	**Will:** 15

Perceptions Lowlight vision, scent
Initiative +1   **Speed** 40'
Languages -

Str 21, Int 3, Wis 15, Dex 13, Con 18, Cha 10

TRAITS

Pack Hunter: A pack hunter gains combat advantage against any creature with one of the pack hunter's allies adjacent to it.
Dire Wolf: A dire wolf gets a +4 bonus to AC, a +2 bonus to melee attacks and damage and a +1 bonus to initiative.

STANDARD ACTIONS

Bite: The dire wolf shits 10' before or after the attack. +5 vs. AC; 2d4+2 damage. If the dire wolf has combat advantage, make a secondary attack on a hit: +5 vs. Reflex; the target falls prone.

MOVE ACTIONS

Lope: The wolf does not provoke opportunity attacks from leaving its starting square.

WORM

Frost Worm

XP Value 52 + 3/hp (21 to 30 hp); **OR** 80 + 4/hp (31 to 50 hp); **OR** 160 + 5/hp (51 to 75 hp)
Huge beast 2nd level spellcaster/2nd level artillery/3rd level brute (cold)
Hit Dice: 2d4+1d6+3d10+20 (45 hp)   **AC:** 15
Resist cold 10
Vulnerability fire 5 and see *freezing aura*

Melee: +2	**Fort:** 18
Ranged: +0	**Reflex:** 13
Spell: +4	**Will:** 17

Perceptions Lowlight vision
Initiative   **Speed** 40', burrow 20'

Str 26, Int 6, Wis 15, Dex 7, Con 17, Cha 10

TRAITS

Frost Worm: A frost worm gets a +5 bonus to AC and a +2 bonus to melee and spell attacks.
Freezing Aura (Cold): 20' aura; creatures within the aura are slowed. If the frost worm takes fire damage, its aura ceases to function until the end of the next round.

TRIGGERED ACTIONS

Shatter: Trigger: The frost worm dies; Effect (reaction): The frost worm's body explodes in a 20' radius close burst. The frost worm makes the following attack on each creature in the burst: +4 vs. Reflex; Hit: 2d6 cold and slashing damage.

FULL ACTIONS

Freezing Weapon (recharges on a 16+)**:** 30' blast; the frost worm makes the following attack against each creature in the blast: +6 vs. Fortitude; Hit: 2d8 cold damage and the target is immobilized (save ends on a 10+).

STANDARD ACTIONS

Bite: Reach 10'; +4 vs. AC; 3d3 damage.
Blizzard Breath (recharges on a 16+)**:** 30' blast; the frost worm makes the following attack against each creature in the blast: +6 vs. Fortitude; Hit: The target is pushed 15' and knocked prone; Miss: The target is pushed 10'; Effect: The blast becomes filled with a blizzard until the end of the next round. Creatures within the zone are blinded. The zone also stymies tremorsense, blindsight and scent.

Skills +6 on checks to hide in snowy conditions
Typical Treasure 25% chance each: 1d10x1000 cp, 1d10x1000 sp, 1d10x1000 ep, 1d10x1000 gp, 1d8x300 pp, 2d10 gems, 1d12 art objects, 1d6 magic items

WRACKSPAWN

Wrackspawn Wretch

XP Value: 16 + 1/hp (1 to 10 hp); **OR** 16 + 2/hp (11 to 20 hp); **OR** 20 + 3/hp (21 to 30 hp).
Medium humanoid 2nd level soldier/2nd level spellcaster
Hit Dice: 2d8+2d4+6 (20 hp)   **AC:** 11
Immunity pain
Melee: +1   **Fort:** 17
Ranged: +0   **Reflex:** 12
Spell: +2   **Will:** 14

Perceptions Darkvision
Initiative -1   **Speed** 20'

Languages Common, Deep Speech

Str 17, Int 10, Wis 7, Dex 7, Con 18, Cha 6

TRAITS

Aura of Pain: Aura 15'; each creature in the aura takes a -3 penalty on defenses and saving throws.

FULL ACTIONS

Waves of Agony (recharges on a 13+)**:** Targets up to three creatures within a range of 60'; +2 vs. Fortitude; 1d4 psychic damage and the target is immobilized (save ends on a 13+). If the target is already immobilized, it is instead paralyzed (save ends on a 16+).

STANDARD ACTIONS

Pain Touch: +2 vs. Fortitude; 1d8 psychic damage.

Typical Treasure 25% chance each: 1d6x50 ep, 1d6x50 gp, 1d6x10 pp.

Wrackspawn Tormenter

XP Value: 32 + 2/hp (11 to 20 hp); **OR** 46 + 3/hp (21 to 30 hp); **OR** 80 + 4/hp (31 to 50 hp).
Medium humanoid 2nd level soldier/6th level spellcaster
Hit Dice: 2d8+6d4+6 (30 hp)   **AC:** 15
Immunity pain

Melee: +1	**Fort:** 17
Ranged: +0	**Reflex:** 12
Spell: +6	**Will:** 18

Perceptions Darkvision
Initiative -1   **Speed** 15'
Languages Common, Deep Speech

Str 17, Int 10, Wis 7, Dex 7, Con 18, Cha 6

TRAITS

Aura of Pain: Aura 15'; each creature in the aura takes a -3 penalty on defenses and saving throws.

FULL ACTIONS

Waves of Agony (recharges on a 13+)**:** Targets up to three creatures within a range of 60'; +2 vs. Fortitude; 1d4 psychic damage and the target is immobilized (save ends on a 13+). If the target is already immobilized, it is instead paralyzed (save ends on a 16+).

STANDARD ACTIONS

Pain Touch: +6 vs. Fortitude; 1d8 psychic damage.
Racking Pains: Range 30'; +6 vs. Fortitude; the target takes ongoing 4 psychic damage (save ends on a 14+).

Word of Pain (recharges on a 13+)**:** Range 30; +6 vs. Fortitude; the target is immobilized (save ends on a 15+). If the target is already immobilized, it is instead paralyzed (save ends on a 12+).

Equipment Scale armor, holy symbol of Torog
Typical Treasure 50% chance each: 1d6x500 ep, 1d6x500 gp, 1d6x80 pp, 1d10 gems, 1d4 art objects, 1d4 magic items.

WRAITH

Wraith

XP Value: 21 + 1/hp (1 to 10 hp); **OR** 22 + 2/hp (11 to 20 hp); **OR** 30 + 3/hp (21 to 30 hp); **OR** 70 + 4/hp (31 to 50 hp).
Medium anidian humanoid 4th level skirmisher/4th level soldier (undead)
Hit Dice: 4d8+2d6+4 (29 hp)   **AC:** 14
Resist insubstantial
Damage Reduction insubstantial/silver or +1
Vulnerable radiant 5

Melee: +4	**Fort:** 15
Ranged: +0	**Reflex:** 17
Spell: +0	**Will:** 14

Perceptions Darkvision
Initiative +1   **Speed** 30', fly 30' (phasing)
Languages Usually Common plus others it knew in life

Str 5, Int 12, Wis 13, Dex 15, Con 12, Cha 15

TRAITS
Insubstantial: A wraith takes half damage from most attacks; force and radiant effects, as well as weapons that penetrate its damage reduction, do full damage. Insubstantial creatures also get a +1 bonus to initiative.
Phasing: A wraith can pass through physical objects freely and ignores difficult terrain.

STANDARD ACTIONS
Draining Touch: +4 vs. Fortitude; 1d6 necrotic damage and the target suffers a -1 penalty on attacks, skill checks, saving throws and recharge rolls (save ends on a 10+). This penalty stacks with itself.

MOVE ACTIONS
Shadow Glide (recharges on a 6+)**:** The wraith shifts 30'.

Skill Bonuses +3 bonus on checks to be sneaky

YETI

Yeti

XP Value 32 + 3/hp (21 to 30 hp); **OR** 50 + 4/hp (31 to 50 hp)
Large humanoid 3rd level brute (cold)
Hit Dice: 3d10+19 (35 hp)   **AC:** 13
Resist cold 6
Vulnerability fire 3

Melee: +2	**Fort:** 19
Ranged: +0	**Reflex:** 16
Spell: +0	**Will:** 14

Perceptions Lowlight vision
Initiative +0   **Speed** 35', climb 20'
Languages Yeti

Str 20, Int 8, Wis 13, Dex 14, Con 12, Cha 13

TRAITS

Yeti: A yeti gets a +2 bonus to AC, Fortitude, Reflex and melee attacks. Its melee attacks deal +2 cold damage.

TRIGGERED ACTIONS

Rend: Trigger: A grabbed creature escapes the yeti's grab. Effect (reaction): The yeti makes the following attack against the triggering creature: +6 vs. AC; 1d3 damage plus 2 cold damage.

FULL ACTIONS

Freezing Bite: Only against a grabbed enemy; +4 vs. AC; 2d4 damage plus 2 cold damage and the target is slowed (save ends on a 12+).

STANDARD ACTIONS

Freezing Claw: Reach 10'; +6 vs. AC; 2d3 damage plus 2 cold damage.
Freezing Grab: Reach 10'; +4 vs. Reflex; Hit: 2 cold damage and the target is grabbed.

Skill Bonuses +3 to checks involving snow, ice or frostfell terrain
Typical Treasure (Group of three or more) 20% chance each: 1d20x100 cp, 1d20x100 sp, 1d20x100 ep, 1d20x100 gp, 1d20x10 pp. 60% chance each: 2d6 gems, 1d8 art objects, 1d4 magic items.

Abominable Yeti

XP Value 60 + 4/hp (31 to 50 hp); **OR** 110 + 5/hp (51 to 75 hp); **OR** 180 + 6/hp (76 to 100 hp)
Huge humanoid 6th level brute (cold)
Hit Dice: 6d10+36 (69 hp)   **AC:** 16
Resist cold 10

Vulnerability fire 3

Melee: +3	**Fort:** 28
Ranged: +0	**Reflex:** 15
Spell: +0	**Will:** 13

Perceptions Lowlight vision
Initiative +0 **Speed** 35', climb 20'
Languages Yeti

Str 26, Int 8, Wis 10, Dex 10, Con 18, Cha 13

TRAITS

Abominable Yeti: An abominable yeti gets a +6 bonus to AC and Fortitude, a +4 bonus on melee attacks, a +2 bonus to Reflex and melee damage. Its melee attacks also deal +2 cold damage.

TRIGGERED ACTIONS

Rend: Trigger: A grabbed creature escapes the yeti's grab. Effect (reaction): The yeti makes the following attack against the triggering creature: +9 vs. AC; 1d6+2 damage plus 2 cold damage.

FULL ACTIONS

Freezing Bite: Only against a grabbed enemy; +7 vs. AC; 2d6+2 damage plus 2 cold damage and the target is slowed (save ends on a 15+).

STANDARD ACTIONS

Freezing Claw: Reach 10'; +9 vs. AC; 2d4+2 damage plus 2 cold damage.
Freezing Grab: Reach 10'; +7 vs. Reflex; Hit: 2 cold damage and the target is grabbed.

Skill Bonuses +3 to checks involving snow, ice or frostfell terrain
Typical Treasure 20% chance each: 2d12x200 cp, 1d20x200 sp, 1d20x200 ep, 1d20x200 gp, 1d20x30 pp. 60% chance each: 3d8 gems, 1d12 art objects, 1d6 magic items.

ZOMBIE

Zombie

XP Value: 10 + 2/hp (11 to 20 hp) **OR** 10 + 3/hp (21 to 30 hp)
Medium humanoid 1st level brute (undead)
Hit Dice: 1d10+11 (16 hp) **AC:** 10
Resist 5 cold, 5 necrotic
Vulnerability automatically dies on a crit

Melee: +1	**Fort:** 17
Ranged: +0	**Reflex:** 11
Spell: +0	**Will:** 11

Perceptions Darkvision

Initiative -1   **Speed** 25'
Languages Understands master

Str 16, Int 1, Wis 5, Dex 5, Con 18, Cha 1

TRAITS

Zombie: Zombies have a -1 penalty to initiative and a -5' penalty to speed, but they get a +2 bonus on attacks and damage against grabbed enemies. If a zombie suffers a critical hit, it automatically dies.

STANDARD ACTIONS

Slam: +1 vs. AC; 1d4 damage.
    Against a grabbed enemy: +3 vs. AC; 1d4+2 damage.
Grab: +1 vs. Reflex; the target is grabbed.

Zombie Ogre

XP Value: 20 + 2/hp (11 to 20 hp); **OR** 32 + 3/hp (21 to 30 hp).
Large humanoid 5th level brute (ogre, undead)
Hit Dice: 1d10+11 (16 hp)   **AC:** 14
Resist 5 cold, 5 necrotic
Vulnerability automatically dies on a crit
Melee: +3   **Fort:** 23
Ranged: +0   **Reflex:** 11
Spell: +0   **Will:** 10

Perceptions Darkvision
Initiative -2   **Speed** 20'
LanguagesUnderstands master

Str 21, Int 1, Wis 2, Dex 3, Con 25, Cha 1

TRAITS

Ogrish Might: Ogres receive a +4 bonus to melee damage and AC but have a -1 penalty to initiative.
Zombie: Zombies have a -1 penalty to initiative and a -5' penalty to speed, but they get a +2 bonus on attacks and damage against grabbed enemies. If a zombie suffers a critical hit, it automatically dies.

FULL ACTIONS

Squish: Targets a grabbed creature; +5 vs. Fortitude; 3d6+6.

STANDARD ACTIONS

Massive Slam: +3 vs. AC (reach 2); 2d4+4 damage.
Grab: +3 vs. Reflex; the target is grabbed.

ACERERAK'S SLAVE (Template)

XP: This template counts as a superior ability for creatures with less than 50 hit points and as a special ability for creatures with 50 or more hit points.

To qualify for this template, a creature must have been corrupted by Acererak (such as the fey in the Garden of Graves in *Tomb of Horrors 4e*). The creature gains the following:

Sudden Rise: Trigger: The Acererak's Slave is reduced to 0 hit points or less. Effect (reaction even if the triggering damage kills it): The creature gains the undead keyword and regains 2d8 hit points, rising to a minimum of 2 hit points. Its natural attacks deal +1 necrotic damage. It gains resist necrotic 5 and vulnerable radiant 3.

BROOD MOTHER (Template)

XP: Refigure the brood mother's xp value based on its new hit points and attack and defense values. The creature receives one additional special ability award, as well.

This template represents a creature that grows extremely fierce while guarding eggs or young. A brood mother can gain and lose this template several times throughout its life. The creature gains the following:

TRAITS
One Tough Mother: The brood mother gets an extra 10 hit points and a +2 bonus to attacks and defenses.

STANDARD ACTIONS
Mama's Warning (fear) (recharges on a 6+)**:** The brood mother makes a spell attack vs. Will against against each creature within 15'. On a hit, the brood mother pushes that creature its speed and the creature is dazed (save ends on a 10+).

HALF-FIEND (Template)

XP: Refigure based on the half-fiend's modified hit points and abilities.

This template represents either a creature infused with demonic or diabolic power, or a creature with a demon or devil as one of its parents.

KEYWORDS
The creature gains either the Demon or Devil keyword, as appropriate.

DAMAGE REDUCTION
If the creature does not have damage reduction, it gains DR x/good equal to its Hit Dice. If the creature already has damage reduction, replace any existing alignment components, or a value of +1, with "good". If the DR doesn't have such a component or value, add "good" to it.

RESISTANCES
Depending on its specific heritage, the half-fiend gains resist 5 to two of the following: acid, cold,

fire, poison.

TRAITS
Tough as Hell: A half-fiend gets +15 hit points and a bonus of +2 to defenses, attacks and damage.

STANDARD ACTIONS
Fiendish Vomit (recharges on a 15+)**:** The half-fiend makes a spell attack vs. Reflex against each creature in a 10' blast. On a hit, the target takes 2d6 points of damage of the two types that the half-fiend is resistance to (e.g. a half-fiend resistant to acid and cold vomits acid and cold damage).

ABILTY SCORES
A half-fiend's abilities are modified as follows: Str +3, Cha +3.

PSEUDONATURAL (Template)

XP: The pseudonatural creature receives one additional special ability award, or two if it did not previously have damage reduction.

This template represents a Far Realms creature that has adopted a form analogous to that of a creature from one of the closer planes. The creature gains the following:

KEYWORDS
The pseudonatural creature gains the Aberrant keyword.

DAMAGE REDUCTION
If the creature does not have damage reduction, it gains DR x/salt equal to its Hit Dice. If the creature already has damage reduction, replace any existing material or alignment components, or a value of +1, with "salt". If the DR doesn't have such a component or value, add "salt" to it.

MINOR ACTIONS
Tentacled Horror (fear): The pseudonatural creature reveals its true nature to those around it. Until the end of the next round, all creatures without the aberrant keyword within 10' of the pseudonatural creature suffer a -2 penalty on attacks.